

Eldritch Watcher

This Laurelornalim wizard follows the same advance scheme as normal wizards (**WFRP**, page 142). The difference comes in the skills these wizards can learn at each level. The following represents the available skills and each must be taken, along with all profile advances, before the character can move to the next level.

Skills:

1st Level:

Arcane Language- Elemental Magick
Arcane Language- Illusionist Magick
Cast Spells- Battle 1
Cast Spells- Elemental 1
Cast Spells- Illusion 1
Magical Awareness
Magic Sense
Meditation
Ride-Horse
Scroll Lore

2nd Level:

Astronomy
Augury
Cast Spells- Battle 2
Cast Spells- Elemental 2
Cast Spells- Illusion 2
Evaluate
Heal Wounds
Herb Lore
Identify Plant
Rune Lore

3rd Level:

Arcane Language- Ancient Elf
Cast Spells- Battle 3
Cast Spells- Elemental 3
Cast Spells- Illusion 3
Charm Animal
Cure Disease
Daemon Lore
Identify Magical Artefact
Identify Undead
Scrying

4th Level:

Arcane Language-Druidic
Arcane Language-Dwarf
Arcane Language-Runic*
Cast Spells- Battle 4
Cast Spells- Elemental 4
Cast Spells- Illusion 4
Hypnotise
Manufacture Potions
Manufacture Scrolls
Prepare Poisons

*as described in **Dwarfs: Stone & Steel**, page 101.

Career Entries:

Wizard's Apprentice

Career Exits:

Next level of Wizardry

Initiate (Sarriel)