

New Battle Magic Spells

Converse by Candlelight

Spell Level: First- Battle

Magic Points: 3

Range: 10 miles

Duration: 10 minutes

Ingredients: A copper wire

This spell works when two wizards at a pre-arranged time cast this spell upon a lit candle and call out the others name at the end of the invocation. The light on the candle turns green on both candles as soon as the second wizard completes the spell. The range for the communication is ten miles and lasts ten minutes. The spell can be ended sooner simply by blowing out the candle.

Ward Area

Spell Level: First- Battle

Magic Points: 2

Range: 20 yards

Duration: Instantaneous

Ingredients: Crumpled paper

With this spell, the wizard can ward an area of up to six feet in diameter on the ground by using white stones placed within a yard of one another. Should the area (up to a height of ten feet) is breached or a white stone moved, the wizard will become aware of the breach if she is within 1000 yards. The wizard will even awake from slumber when the spell is triggered.

Blacken Limb

Spell Level: Second- Battle

Magic Points: 4

Range: 20 yards

Duration: Instantaneous

Ingredients: Piece of charcoal

This spell allows the caster to inflict damage equal to a hand weapon with the **Strength** of the wizard upon a target (no adjustment for armour) within 20 yards. The victim feels pain as if a limb is on fire, including the targeted arm or leg showing signs of being burnt (similar to severe sunburn at first, then progressing to fire damage for each succeeding hit after the first as described in WFRP, page 80). The casting wizard does not escape damage, as the spell causes a piece of charcoal held in the hand to ignite and burn the wizard's flesh for 1 **W** before it is consumed by the spell. In addition, wizards must have line of sight to their intended victim to cast this spell.

Block Memory

Spell Level: Third- Battle

Magic Points: 5

Range: 4 yards

Duration: Instantaneous

Ingredients: A blindfold

The spell enables a wizard to immediately block the memory of a particular event from the mind of another character. The wizard must know the details of the event and be able to speak to the character within four yards in a language that character understands. The character is allowed an opposing **WP** test to resist the effect of the spell. If the blocked memory is of a terrifying nature, the character will have nightmares that vaguely suggests that memory. This spell cannot be used to make another spellcaster to forget a magic spell.

Create Scrying Window

Spell Level: Third- Battle

Magic Points: 8

Range: Touch

Duration: 1D10+5 minutes

Ingredients: A small glass globe

This spell allows the wizard to open a scrying window in a pane of glass or surface of a still pool of water for 1D10+5 minutes. This window allows the wizard to observe an event at a specified time and place within the past 500 years. The event can only be observed once by the wizard and the scene is without sound and limited by whatever illumination existed at the time.

Shrivelling

Spell Level: Fourth- Battle

Magic Points: 14

Range: 48 yards

Duration: Instantaneous

Ingredients: Dried tendon from an Undead creature

This powerful spell enables the wizard to blast a victim within 48 yards, causing 1D6 **W** at **S10** and blackening the victim in turn. This spell also causes an additional 1D10 **W** to Demons, Elementals, and Undead.

Summon Eldritch Guardian

Spell Level: Fourth- Battle

Magic Points: 22

Range: 100 yards

Duration: Until dispelled or destroyed by magic

Ingredients: 6 drops of blood from the caster and a bloody dagger

This spell enables a wizard to call forth a creature formed from the essence of magic (the warp) to perform a specific mission, generally involving protecting a location chosen by the wizard or contending against trespassers of that location. The creature is usually humanoid in shape and its exact form can be any nightmarish or pleasant form conjured by the wizard. In some cases, the guardian comes complete with a mount of the caster's choosing. This mount has no separate profile from the guardian.

Unlike those Undead which are bound to one small location like a tomb or house, an Eldritch Guardian can be "bound" to a relatively large area of up to ten miles in diameter. The caster must specify the limits of the range and duties of the Guardian when the spell is cast. Moreover, casting the spell costs the wizard 1D2 **Insanity Points**.

Eldritch Guardian

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
8	50	42	4	5	10	60	2	89	89	89	89	89	14

Possessions: As determined by the caster. In most cases, the Eldritch Guardian appears as an armoured warrior-type armed with a hand or double-handed weapon. The "armour" provides no additional protection for the Guardian.

Psychological Traits: Eldritch Guardians are subject to *Instability* when outside their bounded area. They are immune to all other psychological tests and cannot be forced to leave combat. Eldritch Guardians cause *Fear* in living creatures.

Special Rules: The Eldritch Guardian cannot cross through water (for example, at a ford), but they can cross on bridges or fallen trees crossing such an obstacle. The Eldritch Guardian cannot be harmed by non-magical weapons, though the "damage" from such could cause the Guardian to temporarily lose their form should this damage "reduce" the creature to 0 **W**. In this situation, the Guardian will reform anywhere within 100 yards of where it was slain in 1D2 hours and be fully "healed." Eldritch Guardians can only be harmed by magic spells and weapons. The damage from these are real and the GM should keep track of how much damage is caused by magical versus non-magical means. If only some of the damage is caused by magic, then the creature will still lose form when reduced to 0 **W** and reforms to full vigour within 1D10 hours. If all damage is caused by magic, then the Eldritch Guardian is destroyed when it reaches 0 **W**.

The Eldritch Guardian is able to use one 1st level battle spell three times a day.