



Lost in Translation: Where Has All the Magic Gone?

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Introduction

Battle Magic and Illusion were two of the disciplines of sorcerous magic that existed in the 1st edition Warhammer Fantasy Roleplay (**WFRP1e**). The first type of sorcery was considered the base upon which the other specialisations were built. In addition, Alchemy existed as a field that was a cross between relatively weak magic and science.

Sorcery has long existed with Humanity in one form or another. As mentioned in the companion piece on Elementalism, the earliest recorded mention of Magic as an acceptable part of the Empire dates to 100 I.C. At that time, Middenheim then was considered the centre of wizardry in the Empire (**Middenheim: City of Chaos**, page 6), though it surely existed elsewhere. A number of other **WFRP1e** sources mentions sorcerous magic in an historical context predating the rise of Baron Magnus von Bildhofen, known as “the Pious.”

The origins of Alchemy was something that could only be guessed. There is some relationship to Elementalism, but any connection is vague at best and could be nothing more than a sort of convergent development from two unrelated sources.

As known to many fans of the 2nd edition (**WFRP2e**) and its version of Realms of Sorcery (**RoS2e**), Black Industries and Green Ronin have cast the magic system entirely in terms of the Colour Magic. In this framework, Battle Magic becomes merely an aspect

(though a highly dangerous, if undescribed, one) of the Colour system, while disciplines – such as Alchemy and Illusionism – were absorbed into one type of Colour Magic or another. Alchemy became the province of the Gold College whilst Illusion was the thrust of Grey Magic.

This revised background also presented magic in the Empire as something that was persecuted throughout most of its history until the Great War Against Chaos (2302 I.C.). The explanation provided in **RoS2e** pretty much lays this distrust of sorcery on the Dwarfen influence from the time of Sigmar. This also suggests that other Human lands have had little impact on Imperial society and attitudes throughout much of its history.

The Elven Archmage, Teclis, is credited with the state of Sorcery in the Empire since the Great War Against Chaos. It was he who first taught the Human wizards (called Magisters) of the Chaos-based, and “colour”-coded magic.

The purpose of this article is to re-introduce Wizardry (Battle Magic), Illusion, and Alchemy into the world of **WFRP2e** and provide a historical context that brings even more depth and complexity to sorcery in the Empire as well as the Old World. Being born of Chaos, sorcerous magic is much more mysterious if there is truly no single theory of magic that encompasses all Chaos’ possibilities.

History

Though historical records from the ancient time before Sigmar are exceedingly rare and incomplete in the Empire, the comparatively more numerous sources from the time of ancient Tylos and Remas have been studied by Verenan scholars. It is believed that a branch of

the cult gave rise to the study of magic that became known as “Battle Magic” in the first millennium Empire.

Some speculate that the scholars of the extinct “Order of Enlightenment” were the first to unravel the mysteries found exploring the

ancient Elven ruins in Tilea, particularly in the ruins near Luccini and Remas. Their study was codified and later became the foundation of the Philosophic School of Sorcerous Arts.

Wizardry quickly grew in power and influence in Tilea as well as in the Empire and Estalia. Sigismund the Conqueror is believed to be the first Emperor to use wizards in his army to defeat the foes of Sigmar's Empire in a number of battles that led to the greatest expanse of its borders. So successful was Emperor Sigismund's campaigns that the Empire would be free of external enemies throughout the rest of the first millennium.

In the first millennium following Sigmar's ascension to the Imperial throne, a ever-growing number of sorcerous practitioners enjoyed noble patronage and grew rich. Further, an increasing number of younger sons (and daughters) of aristocratic families found entering a career in the sorcerous arts more appealing (and lucrative) than joining the priesthood. The cities have Tilea passed laws to restrict the number of wizards that could practice their art within its boundaries.

It was during this time that the field of Alchemy also arose in Tilea. Some believe that such actually originated among the Dwarfs, especially since the profession did exist among the Engineers' craftguilds

By the time of Emperor Boris Goldgatherer, the lack of quality (patrician) individuals seeking to enter the religious ranks in the Empire forced the cults to actively recruit from among the offspring of the less affluent classes. The Empire's religious leaders knew of the Emperor's lust for money and suggested that he could seize their considerable wealth for his own coffers by simply denouncing sorcery as heresy. Those accused would then need to forfeit their assets to the Imperial state in order to prove their "innocence," while any found guilty were executed. Many wizards were slaughtered or fled the country in the resulting oppression. A small number went underground to form secret societies so they could continue

their arcane studies. These brave souls were able to avoid discovery long enough for the Black Plague to sweep away the Emperor and the hypocritical High Priests of the powerful religious cults.

It was not until the Age of Wars that some of the Wizards were able to come out of hiding in the Empire and find their services valued once again. At roughly the same time, Illusionism came into its own. Many of the practitioners of this sorcerous form were quite secretive and pretty much kept out of sight, preferring the trappings of common folk (particularly entertainers) in order to continue their mystical pursuits.

In other parts of the Old World, wizardry was also put to the test. The collapse of order in Estalia and Tilea following the Black Plague in the early 12th century and the Arabian crusade in 16th century created harsh conditions for most wizards. The influence of the unforgiving cult of Solkan (centred in Remas) and the existence of extreme Verenan cults in Estalia were not quite as devastating as the later events in the Empire.

An incident in 20th century Middenheim triggered the eight years long Wizard's War (from 1983 to 1991 I.C). Fear of the growing number of necromancers and daemonologists erupted into the violent suppression of sorcery that made the deprivation of Emperor Boris pale in comparison. Large numbers of wizards were hunted down and slaughtered like rabid animals on nothing more than a suspicion that they were practicing dark magic. Those who escaped the carnage took on new identities and careers in faraway places much like their predecessors in the 12th century. This time, the Witch Hunters were even more relentless, heeding the call to arms by the leaders of the cults of Mórr, Sigmar, and Ulric.

Much of the lore of wizardry was forever lost as a result of the war against wizards. Some wizards buried their grimoires and enchanted items in secret places in the vain hope of recovering these again in the near future. In

addition, the cult of Verena undertook the dangerous task of recovering all it could of the wizard's books and scrolls in order to place these in its secret libraries before the other cults of the Empire could burn them. Official Imperial history was largely re-written to expunge all references to sorcery and its role in serving the Empire in its glorious past.

When Magnus called forth the power of the Empire to fight against the Chaos incursion of 2302 I.C., the surviving wizardry orders followed the example of their Elementalist brethren and did not step forward, unlike the naive and self-taught Hedgewizards did. Many of the secret societies of wizards fought the Chaos enemies in a ferocious and unrelenting secret war. Having learned from history, these wizards had no intent to fight in the open and expose themselves to further suppression.

After the war, Emperor Magnus requested the services of Teclis to train Colour Magic to the most talented Hedgewizards in the land. Many of the hidden wizards realised that the Elven Mage has the power to expose them in his search for worthy apprentices. They fled to the safety of Tilea and remote parts of the Empire until the Elf had his students. In small numbers, wizards slowly returned to the Empire in the years after Teclis opened the Colour Colleges in Altdorf, satisfied that his attention was occupied by his new charges and desire to return to Ulthuan.

Unlike the situation in the Empire, wizards are able to work openly in the southern Old World as well as Marienburg. There are laws that restrict the actual use of magic in many urban areas, but licenses are easily obtained and there is little fear of widespread efforts to crush them out of existence.

Sidebar: The Colour Theory of Magic

The orders of Wizardry that have maintained their lore for over two thousand years – particularly the ones in Tilea – are well acquainted with the current theory of magic being taught by the Colour Colleges (as introduced by Teclis). Although these orders accept that much of the magic does indeed arise from Chaos, the upper echelon of wizards concluded that the traditions Teclis instructed his pupils were incomplete. There were a number of the magical phenomena in the world that the Colour theory could not adequately explain (Runic Magic, Orcish magic, etc).

Magisters of the Colour Colleges believe that the magic techniques taught to their predecessors by Teclis has made their sorcery as safe as such can be. From the evidence they have been able to surreptitiously obtain, the orders of Wizardry have concluded that the method employed by the Colour Colleges would enable its student to wield more powerful – if not extremely dangerous and unstable – magic in less time than their counterparts in the other sorcerous disciplines. In fact, the Wizardry Orders view Magisters as little better than Hedgewizards, even though the former enjoys official and political support from the Emperor while their profession is condemned and hunted by Witch-Hunters.

For those few who care about such matters, there are many other competing theories currently in vogue among wizards: all have their respective evidence and failings. No true unifying theory of magic has yet been derived that can withstand all challenges. As a result, many wizards have come to realise that it is the chaotic nature of Magic that renders any attempt to reduce it to a single theory invalid.

Still, there are those who are committed to a life of research and experimentation in order to find the antecedents which will bind all magic. Unexplained explosions in the poor parts of towns or isolated towers in the wilderness are often signs of research gone awry.

Wizards, Illusionists and Alchemists

Of the three disciplines, only Alchemy enjoys a fairly widespread acceptance in the Empire as a respectable profession. Still, the Alchemists have experienced some difficulty in Altdorf and some of the other urban centres.

Monopolies of such mundane activities such as soap making and dyes have been awarded to the Gold College in return for certain services, thus compelling respectable Alchemists to depart for other parts of the Empire where they can earn an honest living. Only the more unscrupulous Alchemists are left behind to earn a living working for the various criminal or covert organisations that have a demand for their services.

Wizards (including Illusionists) have a much more difficult time in the urban centres of the Empire. They must be especially careful in areas with a sizable presence of Colour Magisters. In some respects, the political endeavours and ambitions of the Magisters have partially blinded them to the existence of these rogue sorcerers in their midst. In addition, Wizards have avoided wearing the flamboyant robes of the status-conscious Magisters, preferring the everyday garb of scholars and merchants.

A few Wizards and Illusionists might find employment with the some of the less conscientious elements of the cities and large towns. Some might even be providing a service as a result of gambling debts, drug addictions, or blackmail.

Wizards can operate a little more freely in some of the towns located some distance from the heavily travelled Rivers Reik and Talabec. In these places, Wizards are able to find influential patrons or use their own funds to set themselves up as persons of affluent and philanthropy. These Wizards must still exercise caution lest they be uncovered by an eager Witch-Hunter or wandering Magister.

Even more surprising – though fairly unknown to the general populace – is that a fair number of Wizards have found sanctuary within certain religious orders, especially in the cults of Sigmar and Verena.

The Verenans highly value knowledge and those who practice the sorcerous arts bring a type of knowledge that is difficult to obtain or understand by academic research alone. Many of the wizardry orders associated with the Verenan cult have their roots in Tilea, while others were founded under the protection of the cult as a result of the suppression in the 12th century Empire.

The Sigmarites' use of wizards is far more complex. The Church of Sigmar has an undercurrent of distrust for wizards of any type and, historically, has been in the forefront of any effort to persecute the practitioners of sorcerous arts. Everything changed when Emperor Magnus forced the Church to accept the establishment of the Colour Colleges in the city of Sigmar and the seat of his Church. The Grand Theogonist believed that the influence of the Church was being usurped by the Elf Mage Teclis and his (Chaos-seduced) sorcerous followers.

To this end, the Grand Theogonist initiated plans for the day when the Church of Sigmar would have to confront the Magisters of the Colour Colleges. He began by dispersing the secret Sigmarite society of the Ahnenerbe (**Warpstone #15**, page 14) to the monasteries in the far corners of the Empire in order to forestall their discovery and subsequent compromise by Teclis. Later Grand Theogonists would select a member or two of the Ahnenerbe to infiltrate the Colour Colleges and glean some of their tightly held secrets. In essence, the Church considered the Magisters as potentials agents of the Enemy.

A small number of Illusionists found another way to avoid unwanted attention in the most

unlikely manner. As befitting their brand of magic, some Illusionists take up with roving bands of entertainers, performing as actors or showmen of one sort or another. Most such groups are viewed on a scale ranging from talented transients to thieving vagrants.

In contrast to the atmosphere of persecution in the Empire, Wizards and Illusionists fare much better in Tilea and Estalia. The practitioners of the sorcerous arts can operate openly and

legally with few restrictions. Many are affluent with thrive in the patronage systems in the Tilean and Estalian cities. The larger cities are generally known for their magic academies and, as especially in Tilea, these schools are in heated competition for the most talent (and best connected) students. Estalian and Tilean Wizards also prefer to dress in the latest fashions rather than the flashier – and bizarrely colourful – versions of priestly robes that the Imperial Magisters fancy.

Sidebar: Magic Leakage in Altdorf

One of the weirder text in RoS2e comes from the following excerpt found on pages 28-29:

“In the Summer of 2304 IC, Magnus announced that Altdorf would house the new Orders of Magic. Riots erupted on the streets and people fled when the High Elves worked their arts to alter the nature of Altdorf to accommodate the new College buildings. Though people would eventually return, they found their city much as it always was, but also vastly different.

“The magic used to alter the fabric of the city made the city unmappable, and ‘dorfers were left to navigate its labyrinthine streets by relying on landmarks rather than a sense of direction. This led to further rioting, but martial law ensured the populace, however grudgingly, accepted the new order.”

The above text suggests that magic still exists as some sort of background “radiation” which continually distorts Altdorf at some subliminal level. Should a GM decide to include that flavour in their games, then one could take the position that this leakage of sorcery helps obscure the activities of non-Colour wizards from being detected by the authorities.

Searching for a Master

Characters wishing to pursue a career as a Wizard or Illusionist in the Empire will find it harder to locate a Master than a would-be Elementalist. Given the risk of operating openly, most Imperial Wizards work in secret. They identify any promising apprentices either through connections with some of the official Imperial cults or referrals from long-established networks of sympathetic supporters. In some cases, Imperial Wizards seek out those talented individuals who find themselves washed out of the Colour Colleges for one reason or another.

Imperial Wizards use confidential agents to secretly follow potential apprentices in order to learn to whom they are connected, their various habits and normal routines. All this skulduggery is required if the Wizard is to protect his own hide and not fall into clever

traps set by Witch- Hunters and Magisters. Once the Wizard is satisfied that the future apprentice would pose no threat of betrayal, the Wizard arranges a meeting through a trusted intermediary in some safe location to make his offer.

Though they use the same basic approach, secret societies of Wizards would add extra layers of intermediaries as further precaution against discovery by their enemies.

In contrast, Wizards outside the Empire take a much different tact. They do not need to work secretly behind the scenes given their position and support they enjoy from the noble classes. Those who wish to become Wizards find themselves in competition for the few openings that occur in each in the various Academies in the city-states and kingdoms of the southern Old World. Even Wizards who prefer to teach

one apprentice at a time have a number of applicants for the position of apprentice when such opens up.

Of course, not all who apply are worthy or have the talent for a career as a Wizard. In fact, only a few will ever amount to be more than a mere apprentice. Still, Wizards in the southern Old World are more than willing to take on an apprentice of limited ability than their Magister counterparts in the Empire, especially if the person in question is the offspring of their influential and wealthy benefactor.

Like the Wizards of the southern realms, Alchemists across the Old World have the luxury of selecting their apprentices from the most talented of those who apply.

Careers

Wizards and Illusionists follow the same general career progression as Colour Wizards with some exceptions. One of these have to do with the cost of advancing from one career to another in order to reflect the hardship required to safely learn how to wield more powerful spells and rituals. Characters wishing to advance from Journey Wizard/Illusionist to Master Wizard/Master Illusionist must expend 200 ep to do so. The move from Master Wizard/Master Illusionist to Wizard Lord/Illusion Emeritus costs 300 ep.

In contrast, Alchemists follow a completely different career scheme which does not require more than the normal cost of 100 ep.

In order make life simpler for the GM and the player trying her hand at a Wizard, Illusionist or Alchemist, the following are presented for completeness sake:

Alchemist Apprentice

The only way for an individual to become an Alchemist is to serve as an apprentice to one who is experienced in that field. Life as an apprentice is hard, typically all work and very little learning towards the Alchemist's art.

Often treated like an unpaid servant, all but a few apprentices tire of scrubbing floors and running errands. Many leave their master to make their own way in the world.

Advance Scheme:

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
-	-	-	-	+5%	+10%	+15%	

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	-		

Skills: Academic Knowledge (Alchemy), Arcane Knowledge (any one), Evaluate, Haggle, Perception, Read/Write, Search, Secret Language (Alchemist), Speak Language (Classical)

Talents: Acute Hearing, Savvy, Super Numerate

Trappings: Quarter Staff, Backpack, Leather Flask

Career Entries: Apprentice Wizard, Burgher, Hedge Wizard, Peasant, Scribe, Student

Career Exits: Alchemist, Apprentice Wizard, Initiate (of Verena), Scholar

Apprentice Wizard

Apprentices can either learn their craft from a Master (in the Empire) or in an academic setting (Estalia or Tilea). By becoming apprentices, would-be Wizards find themselves working many gruelling hours at boring tasks in exchange for lodging and, on occasion, magical instructions. . These tasks include fetching water, scrubbing floors, carrying heavy loads and being treating as little more than indentured servants. Those in the Empire also must avoid detection from zealous Witch-Hunters and agents of the Colour Colleges in Altdorf. In a number of cases, apprentices are forced to seek new masters in different towns or villages.

Advance Scheme:

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
-	-	-	-	+5%	+10%	+15%	+5%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	+1	-	-

Skills: Academic Knowledge (Magic), Channelling, Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Magick), Speak Language (Classical)

Talents: Aethyric Attunement or Fast Hands, Petty Magic (Arcane- up to four), Savvy or Very Resilient

Trappings: Quarter Staff, Backpack, Printed Book

Career Entries: Alchemist, Alchemist Apprentice, Hedge Wizard, Scholar, Scribe, Student

Career Exits: Alchemist Apprentice, Journeyman Wizard, Scholar, Scribe

Note: Dwarfs and Halflings may not enter this career.

Alchemist

Alchemy is a blend of magic and science which deals with matter and their properties.

Alchemists are experts at preparing chemical compounds and recognising mineral ores.

They are of great assistance to any metalworker, are able to prepare gunpowder for use by armies, and create many mundane items as soaps and dyes. A number of Alchemists prefer to leave worldly matters to others and devote themselves to research and acquiring knowledge. Some even are based at universities in the Old World or run their own schools for any who have completed a career as an Alchemist Apprentice.

Most Alchemists can use spells of Petty Arcane, Lesser Magic, or the few that are specific to Alchemists.

Advance Scheme:

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+10%	+10%	+35%	+35%	+30%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+3	-	-	-	+2	-	-

Skills: Academic Knowledge (Alchemy), Arcane Knowledge (any three), Channelling, Evaluate, Gossip, Heal, Magical Sense, Perception, Prepare Alchemical Compound (any two), Read/Write, Search, Secret Language (Alchemy), Speak Language (Classical), Trade (Alchemist [Int])

Talents: Aethyric Attunement, Acute Hearing, Alchemy Magic (any two), Coolheaded, Dealmaker, Heal or Meditation, Lesser Magic (any one), Petty Magic (Arcane- up to four), Resistance to Poison, Savvy, Strong-Minded, Super Numerate, Very Resilient

Trappings: Trade Tools (Alchemist)

Career Entries: Alchemist Apprentice

Career Exits: Apprentice Wizard, Charlatan, Scholar

Note: Dwarfs and Halflings who enter this career cannot use the Magical aspect.

Illusionist

Illusionism is a specialty magic that using confuses the senses. Any dedicated Journeyman Wizard can undertake Illusionism rather pursue their own magic if they can find a Master to teach them. Some Illusionists use their deceptive magic in less-than-scrupulous ways for their own profit. A few Illusionist prefer life on the road and join travelling troupes of entertainers.

Advance Scheme:

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	-	+5%	+10%	+20%	+25%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+3	-	-	-	+2	-	-

Skills: Academic Knowledge (Magic), Academic Knowledge (any one), Channelling, Charm or Disuise, Common Knowledge (any two), Gossip, Magical Sense, Read/Write, Ride or Swim, Secret Signs (Wizard), Speak Arcane Language (Magick), Speak Language (any two)

Talents: Aethyric Attunement or Dark Magic, Fast Hands or Very Resilient, Illusion Magic (any two), Meditation or Mighty Missile, Wizard Magic (any two)

Trappings: Quarter Staff, Healing Poultice

Career Entries: Journeyman Wizard

Career Exits: Alchemist, Charlatan, Entertainer, Master Illusionist, Scholar

Illusionist Emeritus

Illusionist Emeritus are the most knowledgeable and skilful of Illusionists, even to the point of being equals to the Magisters of the Grey College. Of course, this does sit well with the Imperial practitioners of this colour magic and the rivalry between the two is bitter. Most who reach the status of Illusionist Emeritus prefer to settle in either Tilea or Estalia in order to avoid assassination attempts by the Grey Magisters.

Advance Scheme:

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	+5%	+15%	+20%	+35%	+40%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+5	-	-	-	+4	-	-

Skills: Academic Knowledge (Magic), Academic Knowledge (any three), Channelling, Charm or Intimidate, Common Knowledge (any three), Magical Sense, Read/Write, Speak Arcane Language (Magick), Speak Arcane Language (Arcane Elf or Daemonic), Speak Language (any four)

Talents: Aethyric Attunement or Mighty Missile, Dark Magic or Mediation, Fast Hands or Hardy, Illusion Magic, Wizard Magic (any two)

Trappings: Hand Weapon, Wizard's Staff (disguised in the Empire) or Medallion of their Order, D5 Grimoires

Career Entries: Master Illusion

Career Exits: Explorer, Guild Master, Politician, Scholar

Journeyman Wizard

Once they have graduated from apprentice, non-Colour Journeyman Wizards leave their former Masters to wander the world in search of knowledge and sorcerous artefacts. Those in the Empire typically take on aliases and disguise in order to avoid notice by Witch-Hunters as well as Colour Magisters and their agents. Many will take up with self-styled adventurers (known to common people as no-good transients) so to conduct their pursuits with some measure of protection.

Advance Scheme:

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	-	+5%	+15%	+30%	+25%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+3	-	-	-	+2	-	-

Skills: Academic Knowledge (Magic), Academic Knowledge (any one), Channelling, Charm or Intimidate, Common Knowledge (any two), Gossip, Magical Sense, Read/Write, Ride or

Swim, Secret Signs (Wizard), Speak Arcane Language (Magick), Speak Language (any two)

Talents: Aethyric Attunement or Dark Magic, Fast Hands or Very Resilient, Meditation or Mighty Missile, Wizard Magic (any two)

Trappings: Grimoire, Writing Kit

Career Entries: Apprentice Wizard

Career Exits: Alchemist, Illusionist, Master Wizard, Merchant, Scholar

Master Illusionist

Master Illusionists are artists (of a sort) who have risen to the top of their craft. They often seek apprentices to train and a number operate small schools, except in the Empire where they must maintain vigilance against their enemies. These included, but are not limited to, demented Dark Magic warlocks, narrow-minded Magisters from Altdorf, and tax-collectors. A number of Master Illusionists even use their craft to improve their chances of succeed in whatever other profession they have undertaken, such as business or politics.

Advance Scheme:

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	-	+10%	+15%	+30%	+35%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	+3	-	-

Skills: Academic Knowledge (Magic), Academic Knowledge (any two), Channelling, Charm or Intimidate, Common Knowledge (any two), Gossip or Ride, Magical Sense, Read/Write, Speak Arcane Language (Magick), Speak Arcane Language (Arcane Elf or Daemonic), Speak Language (any three)

Talents: Aethyric Attunement or Meditation, Dark Magic or Strong-minded, Fast Hands or Mighty Missile, Illusion Magic, Wizard Magic (any two)

Trappings: Hand Weapon, Wizard's Staff (disguised in the Empire) or Medallion of their Order, D2 Grimoires

Career Entries: Illusionist

Career Exits: Charlatan, Explorer, Illusionist Emeritus, Merchant, Politician, Scholar

Master Wizard

Non-Colour Master Wizards are skilled and knowledgeable practitioners of their craft. They often seek apprentices to train. Some of these Masters operate small academies along with others of their kind and a small number of alchemists. The Middenheim Alchemists' and Wizards' Guild was a fine example of such an arrangement until the powerful Colour Colleges of Altdorf used political subterfuge to take over the Guild. This act was one of many that amply demonstrated the lengths of Colour Colleges will go to solidify and enhance their position. In other parts of the Old World, Master Wizards are generally able to practice unhindered by such an enemy.

Advance Scheme:

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	-	+10%	+15%	+30%	+35%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	+3	-	-

Skills: Academic Knowledge (Magic), Academic Knowledge (any two), Channelling, Charm or Intimidate, Common Knowledge (any two), Gossip or Ride, Magical Sense, Read/Write, Speak Arcane Language (Magick), Speak Arcane Language (Arcane Elf or Daemonic), Speak Language (any three)

Talents: Aethyric Attunement or Meditation, Dark Magic or Strong-minded, Fast Hands or Mighty Missile, Wizard Magic

Trappings: Hand Weapon, Wizard's Staff (disguised in the Empire) or Medallion of their Order, D2 Grimoires

Career Entries: Journeyman Wizard

Career Exits: Explorer, Merchant, Scholar, Wizard Lord

Wizard Lord

Non-Colour Wizard Lords are the most powerful of their kind. They are eccentric in their own way, but nowhere near as teetering on the edge of sanity as their Magister counterparts. Tired of the constant war with the Magisters, many of the Imperial Wizard Lords retire to homes in the southern Old World or some mountain fastness on the edge of the Empire. Retired Wizard Lords often spend their time furthering their studies and, on occasion, hire mercenaries to seek out some hidden artefact in exchange for gold.

Advance Scheme:

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	+5%	+15%	+20%	+35%	+40%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+5	-	-	-	+4	-	-

Skills: Academic Knowledge (Magic), Academic Knowledge (any three), Channelling, Charm or Intimidate, Common Knowledge (any three), Magical Sense, Read/Write, Speak Arcane Language (Magick), Speak Arcane Language (Arcane Elf or Daemonic), Speak Language (any four)

Talents: Aethyric Attunement or Mighty Missile, Dark Magic or Mediation, Fast Hands or Hardy, Wizard Magic

Trappings: Hand Weapon, Wizard's Staff (disguised in the Empire) or Medallion of their Order, D5 Grimoires

Career Entries: Master Wizard

Career Exits: Explorer, Guild Master, Scholar

Sidebar: The Nature of Lesser Magic

WFRP2e, page 148 introduced the concept of Lesser Magic. In essence, these are low-level magicks that are common to the various Colour Colleges. The interesting part is that these spells are not actually taught by a Master of Sorcerous Magic, but are generally given in some written form for the Journeyman Wizard to learn through reading and (assumed) trial and error.

There is no reason given why Lesser Magic is treated in such a cavalier (or under-appreciated) manner by the Magisters. More than likely, Lesser Magic derives from a source that doesn't fit nicely with the theory taught by Teclis. The utility of such magic is clear otherwise its use would not be common across Lores and type of Magic (Divine or Sorcerous).

Given the thrust of this article, it seems consistent that Lesser Magic has its roots in Wizardry. Of course, the Magisters would take issue with such a connection as would many Priests. Imperial scholars who study arcane matters try to avoid making any conclusions for fear that their works (and maybe themselves) would be consigned to the cleansing flame.

RoS2e did not expand the list of Lesser Magic. To compensate for this missed opportunity, GMs can use any of Wizardy spells (except Illusion and Zone) described below with a Casting Number of less than 10 to expand the spells available for characters wishing to become Magisters or Priests.

Skills

Magical Sense

As described in the companion Elemental article, Magical Sense (also known as Witchsight) operates differently for non-Colour wizards than it does for the Magisters. The latter perceives their particular colour of magic while Wizards, Illusionists, and Alchemists are able "feel" the existence, but not the nature, of

magic. This matters little to any of the three non-Colour wizards as they can use any type of magic to power their respective spells.

Prepare Alchemical Compound

Skill Type: Advanced

Characteristic: Int

Description: Use of this skill allows the Alchemist to prepare one of the following types of alchemical compounds: Acids and Alkalis, Combustibles, Dyes and Pigments, Elixirs and Potions, Pesticides and Fungicides, Poisons and Soap.

Related Talents: None

Sidebar: Black Magisters

As defined in **RoS2e**, pages 68-69, Black Magisters are renegade Colour Wizards who betray the principles taught by Teclis and the Imperial laws that bind their respective College. Many flee the confines of the establishment that trained them in order to pursue their dream of power by learning the Lore of the other Colours.

By nature of their abilities to tap into any source of magic to power their spells, Wizards and Illusionists are considered to be another type of Black Magister. The few Magisters who have “seen” Wizards and Illusionists cast spells through their Magical Sense have reported dark, muddy-coloured winds with coloured flashes corresponding to the various Magical Lores, including those corresponding to Dark and High Magic (the latter would be noticed by High Elf Mages). As a result, Imperial officials and Witch-Hunters are required by Imperial law (in those parts where it is observed and enforced) to treat any non-Colour Wizard as a renegade from the Colour Colleges in Altdorf.

Talents

Aethyric Attunement

With respect to non-Colour Wizards, this talent differs from that which is detailed on page 96 of **WFRP2e**. These Wizards can attune themselves to any source of magic, no matter its colour or nature. This carries some danger as the non-Colour Wizard may accidentally tap into a source of Dark Magic, which could result in some disaster for the Wizard.

Sorcerous Magic

Wizardry, Illusionist, and Alchemist Magic have a number of elements common with other forms of sorcery: the acquisition of spells through rigorous study; learning the requisite skills to utilise, rather than be consumed by, magic; and the skill to wield a powerful and mysterious force that both astonishes and inspires fear in the common folk.

Petty Arcane Magic

As with other apprentices, aspiring Wizards eagerly (with some measure of trepidation) wait for the day when their respective Master decides that they are ready to learn one or two low-level spells. Once this day arrives, apprentice has taken her first steps towards a career both dangerous and rewarding.

In theory, an Apprentice is allowed to leave her Master’s oversight for a limited time once she masters four petty spells. In the Empire, the conditions under which an Apprentice leaves her Master are generally less than ideal. The GM should determine the number of petty spells (not to exceed four) that the Apprentice knows before the character sets out into the grim and perilous world of Warhammer.

Should the Apprentice wish to gain new petty spells, she must return to her Master (unless circumstances – such as being burned at the stake – prevent this, in which case she may have to search for a new Master). The Apprentice must practice for four weeks and, at

the end of that time, take an **Int**+20% test (each additional week increases the modifier by a cumulative +10% to a maximum of +40%). Should the test be successful, the character can purchase one Petty (Elemental) Magic talent for that petty spell at the cost of 50 ep. If the test is failed, the character did not learn the spell properly and must wait until she becomes a full-fledged Wizard to try again.

A Wizard can learn as many Petty spells as he chooses. These do not count against the maximum number a Wizard can know (see below).

Alchemists learn petty magic soon after they have become full-fledge Alchemists as a parting gift from their Master.

Petty (Arcane) Magic Spell List

The following list includes references to the Petty Arcane spells that appeared in **WFRP2e**, pages 146-147 as well as new petty spells. GMs are encouraged to allow characters striving to become Magisters access to the new spells (except Zone spells).

Blot

Casting Number: 3

Casting Time: Half Action

Ingredient: A small piece of blotting paper (+1)

Description: Through use of this spell, the wizard is able to instantly dry up a half-pint of spilled liquid. No stain is left by coloured liquids, though any actual damage such as acid burns or blotches of oil will remain.

Cure Boils

Casting Number: 3

Casting Time: Half Action

Ingredient: A small bar of soap (+1)

Description: The wizard can remove any unsightly skin blemishes from the target such as boils, spots, acne, plague marks, etc. The spell does not cure the cause of the affliction (for example, the plague). If the cause is not treated, then the marks return when the spell ends in 1D10 days. Moreover, the spell only affects current

marks, it will not remove old scarring or disfigurements caused by previous afflictions (such as boils or pox).

Danger Sense

Casting Number: 3

Casting Time: Half Action

Ingredient: The shoulder-blades of a hedgehog (+1)

Description: This spell enables the wizard to have the equivalent of the *Sixth Sense* skill for 1D10 rounds. If cast on another character, that character does not receive any benefit from the spell. It does, however, gives the wizard a feeling of danger if the other character is in trouble.

Dark Sight

Casting Number: 3

Casting Time: Half Action

Ingredient: The eyes of an owl (+1)

Description: The wizard gains the *Night Vision* skill for 2D10 minutes. If the wizard already has the skill, then the range of the vision is doubled to 60 yards.

Find

Casting Number: 3

Casting Time: Half Action

Ingredient: A lamb's tail (+1)

Description: With this spell, the wizard is able to locate any lost object as long as the item is within 12 yards of her. The wizard is able to hear the object ring with the sounds of a small bell until it is found. If the object does not belong to wizard then she must touch the person owning the object (who, in turn, must have touched the item at some point) while casting the spell. The person touched by the wizard must be alive and willing to have the object found.

Glowing Light

Casting Number: 3

Casting Time: Half Action

Ingredient: A drop of lamp oil (+1)

Description: Same as the Arcane Petty Spell of the same name (**WFRP2e**, page 146).

Lesser Curse

Casting Number: 3

Casting Time: Half Action

Ingredient: Hair, fingernail, etc from victim (+1)

Description: The wizard is able to place a lesser curse on one chosen victim. The victim must be within 12 yards of the caster when the lesser curse is placed. The victim may test against **WP** to avoid the effects of the lesser curse. If failed, the victim suffers from the lesser curse, which may take one of the following forms (the GM may substitute something equally discomfoting):

Warts

Baldness

Halitosis

Boils, piles

Severe rash

Smelly Feet

Flatulence

Hair turns a bright colour

Irregular bowel movement

The lesser curse can be ended at any time by the wizard or by another with the same or higher **Mag** characteristic using Remove Lesser Curse.

Magic Flame

Casting Number: 3

Casting Time: Half Action

Ingredient: A piece of flint (+1)

Description: Same as the Hedgewizard Petty Spell of the same name (**WFRP2e**, page 147).

Mend

Casting Number: 3

Casting Time: Half Action

Ingredient: A drop of lamp oil (+1)

Description: Same as the Arcane Petty Spell of the same name (**WFRP2e**, page 146).

Protection from Rain

Casting Number: 3

Casting Time: Full Action

Ingredient: A freshly picked leaf (+1)

Description: Same as the Hedgewizard Petty

Spell of the same name (**WFRP2e**, page 147).

Remove Lesser Curse

Casting Number: 3

Casting Time: Half Action

Ingredient: None

Description: The wizard can remove only one lesser curse placed by another of the same or lesser **Mag** characteristic.

Weaken Poison

Casting Number: 3

Casting Time: Half Action

Ingredient: A pint of water (+1)

Description: The wizard is able to half any damage caused by one dose of poison that the target has received. The spell must be cast within the time the poison takes to reach its full effect. If the poison acts instantly, then the spell has no effect.

Zone of Cold

Casting Number: 3

Casting Time: Full Action

Ingredient: A lit torch (+1)

Description: The wizard creates a 12-yard diameter zone centred on him that lasts for one hour, unless it is destroyed or the wizard moves. The temperature within the zone is lowered by 10 degrees Celsius (18 Fahrenheit). The wizard maintaining the zone may not cast any new magic. Should two or more zones overlap, they are all instantly destroyed.

Zone of Silence

Casting Number: 3

Casting Time: Full Action

Ingredient: A ball of wax (+1)

Description: The wizard creates a 12-yard diameter zone centred on him that lasts for one hour, unless it is destroyed or the wizard moves. No sound can pass into or out of the zone, irrespective of its loudness. The wizard maintaining the zone may not cast any new magic. Should two or more zones overlap, they are all instantly destroyed.

Zone of Warmth

Casting Number: 3

Casting Time: Full Action

Ingredient: A piece of animal fur (+1)

Description: The wizard creates a 12-yard diameter zone centred on him that lasts for one hour, unless it is destroyed or the wizard moves. The temperature within the zone is increased by 10 degrees Celsius (18 Fahrenheit). The wizard maintaining the zone may not cast any new magic. Should two or more zones overlap, they are all instantly destroyed.

Drop

Casting Number: 4

Casting Time: Half Action

Ingredient: A dab of butter (+1)

Description: Same as the Arcane Petty Spell of the same name (**WFRP2e**, page 146).

Gift of Tongues

Casting Number: 4

Casting Time: Half Action

Ingredient: The tongue of any creature (+1)

Description: Through use of this spell, the wizard is able to speak and understand any language for 1D5 minutes.

Knock Down

Casting Number: 4

Casting Time: Half Action

Ingredient: Small ebony stick ending in a carved fist (+1)

Description: The wizard can use this spell to send a sharp buffet of air at any human-sized (or smaller) within 8 yards and in line of sight. There is no damage, but the target must make a successful **Ag** test or be knocked over. Should the target fail, then he must take another **Ag** test to avoid dropping anything hand-held. Modifiers to the **Ag** test are:

- 20% Target running
- 10% Target moving at normal speed
- 0% Target moving at hampered movement
- +10% Target standing still

Open

Casting Number: 4

Casting Time: Half Action

Ingredient: A small silver key (+1)

Description: This spell enables the wizard to open any lock, bolt or latch within 1 yard for one minute. During this time, these cannot be forced to shut. This spell does not work on magically locked devices.

Reinforce Door

Casting Number: 4

Casting Time: Full Action

Ingredient: A small lock (+1)

Description: The wizard can make any door, chest, or similar vessel within 1 yard physically stronger and harder to break open. The **TB** of the door or vessel is increased by 1 for one week and as many as three spells can be cast upon it.

Sounds

Casting Number: 4

Casting Time: Half Action

Ingredient: A tiny bell (+1)

Description: Same as the Arcane Petty Spell of the same name (**WFRP2e**, page 146).

Stealth

Casting Number: 4

Casting Time: Half Action

Ingredient: A dry leaf (+1)

Description: The effects of this spell makes the wizard harder to see or hear for 1D10 minutes. Anyone trying to see or hear the wizard must make a **Perception** test at – 20% to do so.

Zone of Friendliness

Casting Number: 4

Casting Time: Full Action

Ingredient: A glass of spirits (+1)

Description: The wizard creates a 12-yard diameter zone centred on him that lasts for one hour, unless it is destroyed or the wizard moves. All **Fel** tests within the zone are made with a +10% modifier. Anyone arguing within the area of the zone when it is cast must make the **Fel**+10 in order to

calm down and become friendly with the other person. The effect of the zone will not stop a fight in progress, but will prevent one from starting. The wizard maintaining the zone may not cast any new magic. Should two or more zones overlap, they are all instantly destroyed.

Zone of Tastiness

Casting Number: 4

Casting Time: Full Action

Ingredient: A toffee apple (+1)

Description: The wizard creates a 12-yard diameter zone centred on him that lasts for one hour, unless it is destroyed or the wizard moves. All food in the zone will be tastier so that a normal meal tastes like a feast and ship's hard tack taste like a moist cake. The quality of food in the zone is not effected so rotten food will still cause illness and a poisoned food will retain its potency. The wizard maintaining the zone may not cast any new magic. Should two or more zones overlap, they are all instantly destroyed.

Zone of Windlessness

Casting Number: 4

Casting Time: Full Action

Ingredient: A dandelion with seeds attached (+1)

Description: The wizard creates a 12-yard diameter zone centred on him that lasts for one hour, unless it is destroyed or the wizard moves. The speed of the wind within the zone is lessened by 10 miles per hour. Thus, light winds drop down to nothing and the strength of gale winds weakened. The zone is not powerful enough to counter the effects of spells like Wind Blast. The wizard maintaining the zone may not cast any new magic. Should two or more zones overlap, they are all instantly destroyed.

Sharp Eyes

Casting Number: 5

Casting Time: Half Action

Ingredient: The eyes of a hawk (+1)

Description: This spell increases the wizard's **Ag** by +10% for the purposes of Perception tests using vision for 1D10 minutes.

Magic Dart

Casting Number: 6

Casting Time: Half Action

Ingredient: A small dart (+1)

Description: Same as the Arcane Petty Spell of the same name (**WFRP2e**, page 147).

Marsh Lights

Casting Number: 6

Casting Time: Full Action

Ingredient: A firefly (+1)

Description: Same as the Arcane Petty Spell of the same name (**WFRP2e**, page 146).

Sleep

Casting Number: 6

Casting Time: Half Action

Ingredient: A piece of down (+1)

Description: Same as the Arcane Petty Spell of the same name (**WFRP2e**, page 146).

Sidebar: Zone Magic

Zone Magic is a relatively new development in the Sorcerous Arts. It is believed to have been developed in the Academy of the Arcane Arts in Miragliano by the Aegis Order sometime around 2006 I.C. The Aegists secretly brought the knowledge to the Empire around 2250 I.C. Knowing the environment that existed in the Empire, the Aegists established a school specialising in the teaching of this type and related magicks in the cliffs near the Ostlander village of Öbelstein. Another chapter of the Order was established in Marienburg and is still believed to be operating under the protection of the Directorate. From these schools, Zone magic eventually spread to other Wizards not affiliated with the Aegists.

As a result of its late creation, Zone magic is not available to other types of sorcery as Petty or Lesser Magic spells.

Lore of Wizardry

There are several ways for a Wizard or Illusionist character to gain a new spell. The one most commonly used involves finding another Wizard of the same type who knows the spell being sought and come to an arrangement in order to learn that spell. The time involved is roughly eight weeks of uninterrupted study and, at the end of that time, requires the character to pass an **Int**+10% test (each additional month increases the modifier by a cumulative +10% to a maximum of +40%). Should the test be successful, the character can purchase one Wizard Magic talent for that spell at the cost of 100 EP. If the test is failed, the character did not learn the spell properly and must find another Wizard to instruct her.



Another means of learning the spell is to find a tome or a set of parchments detailing the spell in Arcane Language (Magic). The Wizard character must spend three months of continuous study and practice to hone her skill and knowledge. At the conclusion of this time, the character must pass an **Int** test. Each additional month of study and practice increases the modifier by a cumulative +10% to a maximum of +40%. Should the test be successful, the character can purchase one Wizard Magic talent for that spell at the cost of 100 EP. If the test is failed, the character did not learn the spell properly and must find another means to learn this spell.

There is also an upper to the number of Wizardry (or Illusion) spells a Wizard (or Illusionist) can know. The number can be calculated by multiplying one tenth of a Wizard's **Int** characteristic (as a real number, rounded down) and multiply it by her **Mag** characteristic. For example, a Master Wizard with an **Int** of 66% can know as many as 18 spells (6.6 rounded down to 6, which multiplied by 3 yields the aforementioned result).

The higher cost of obtaining Wizardry or Illusion spells is offset by the fact that the Wizard needs only to test on the "Sorcery Failure" table below rather than various "Tzeentch's Curse" tables (**WFRP2e**, page 143 or **RoS2e**, pages 179-181) whenever they roll doubles, triples, or quadruples on their casting roll. For each triple rolled by the Wizard or Illusionist, a modifier of +10% is added to their roll on the table below. A quadruple adds a +20% modifier. Should the Wizard or Illusionist cast a spell in an area particularly high in Dark Magic [as determined by the GM], then the character must add another +5% to any casting roll resulting in a double, triple, or quadruple.

Wizards can still be penalised with an Automatic Failure whenever they roll a 1 on all the dice in their casting roll (**WFRP2e**, page 142).

Sorcery Failure Table

D100 Roll	Effect
01-10	The ingredient used to cast the spell becomes mysteriously inert. The spell's effects will still take place only if the Wizard's casting roll would have exceeded the casting number without the use of the ingredient.
11-16	The Wizard's nose begins to bleed and continues to do so for 1D10 unless the Wizard successfully passes a T test.
17-23	A weird wind blows in the vicinity of the Wizard (within 15 yards) for 1D10 rounds, kicking up dirt, water, or any other nearby surface material.
24-30	The Wizard breaks out in a cold sweat for 1D10 rounds.
31-36	An uncontrollable twitch occurs at a random part of the Wizard's body for 1D10 rounds.
37-42	The Wizard suffers from bloating, cramps, and uncontrollable flatulence for 1D10 rounds. During this time, the Wizard must successfully test against their WP-5% to cast a spell.
43-48	A sharp jolt of pain causes the Wizard to drop anything held in his hands unless he passes an Ag-10% test.
49-54	The Wizard suffers from an excruciating headache and nosebleed for one round, causing him to lose 1 W irrespective of TB .
55-60	Drawing on whatever Magic is available, the Wizard loses control after casting the spell. His Mag characteristic is reduced by 1 for the next 1D10 minutes.
61-65	The Wizard is covered in hives for the next 2D10 rounds as if suffering from an allergic reaction. During this time, the Wizard must successfully test against their WP-10% to cast a spell.
66-70	After successfully casting his spell, the Wizard is overcome with fatigue. For the next 1D10 rounds, the Wizard must pass both a T-5% and a WP-10% to cast a spell.
71-75	The Wizard is stunned for one round after casting the spell. He may do nothing for that time and counts as a prone target.
76-80	The Wizard is overcome by an uncontrollable urge to laugh hysterically for the 1D10 rounds. He is unable to do anything during this time other than defend himself using mundane means (parrying with a sword or running away from danger), all the while laughing like a madman.
81-85	The Wizard becomes suddenly and extremely agitated for 1D10+5 rounds, thereby losing -15% to both his Int and WP for the duration. In addition, the Wizard must test against his reduced WP in order to cast a spell.
86-90	Overwhelm by melancholia, the miserable Wizard loudly cries for the next 2D10 rounds. He will have to pass a WP-15% test in order to gather himself long enough to cast a spell during this time.
91-95	The Wizard is wracked with pain after casting his spell and loses 1D10 W irrespective of TB .
96-99	The Wizard has a disturbing vision that stuns him for 1D10 rounds. In addition, the Wizard receives a number of W equal to his TB and is rendered as a prone target. Once recovered, the Wizard may not cast another spell for four hours.
00+	The Wizard's spell is tainted by the local Winds of Chaos and the effects can be determined by a roll on the Major Chaos Manifestation table (WFRP2e , page 143 or RoS2e , page 180)

Wizards of the Laurëlor

The Wood Elf Mages of the Laurëlor are among the most powerful and versatile wizards in the Old World. Their magic is actually closer in form and function to those of the Wizards and Illusionists than the Colour Magisters, High Elf Mages or even the sorcery of (many assume) their kin in Athel Loren.

Wood Elf Mages follow the normal career progression of Wizards. One Order, the Eldritch Watchers (*Dreinarthia Corlinalith*) of the Laurëloralim refer to these respective careers as Spellweaver (*Thaumaluth*), Labyrinth Traveller (*Menalir-a-Sarcolalith*), and Farseer (*Coramethalur*). Like many Wood Elf mages, an individual Mage of the Order of the Eldritch Watchers has a mixture of Wizard, Elemental, and Illusion Magick in her repertoire.

Assuming they can find a Master (either Wood Elf or Human) with the appropriate skills or talents, a Wood Elf Mage may take at normal EP costs any skill or talent normally afforded to the equivalent career for Illusionists and Elementalists. Should that character's Master (Wood Elf only) also have the Arcane Lore of Tree Songs talent, the Wood Elf Mage may purchase that particular talent at a cost of 100 EP per spell.

In addition, Wood Elf Mages are able to know more spells than their Human counterpart. A Wood Elf Mage character would calculate their maximum in the same way described for a Wizard above and get a bonus capacity of 2 spells for every point of their **Mag** characteristic. Using the example above for a Master Wizard with an **Int** of 66%, the Wood Elf Mage of the same level could know as many as 24 spells (6.6 rounded down to 6, which multiplied by 3 yields 18. To this the Wood Elf Mage can add 2 x her **Mag** characteristic of 3).

Wizard Spell List

The following list includes references to the Lesser Magic spells that appeared in **WFRP2e**,

pages 148-149 as well as selected spells from certain Lores (all appropriately referenced):

Move

Casting Number: 4

Casting Time: Half Action

Ingredient: A small fan (+1)

Description: Same as the Lesser Magic Spell of the same name (**WFRP2e**, page 148).

Aethyric Armour

Casting Number: 5

Casting Time: Half Action

Ingredient: A link of chainmail (+1)

Description: Same as the Lesser Magic Spell of the same name (**WFRP2e**, page 148-149).

Blessed Weapon

Casting Number: 6

Casting Time: Half Action

Ingredient: A dab of blessed water (+1)

Description: Same as the Lesser Magic Spell of the same name (**WFRP2e**, page 148).

Cure Light Injury

Casting Number: 6

Casting Time: Full Action

Ingredient: A piece of lint (+1)

Description: The wizard is able to magically heal 1D5 **W** on any wounded individual instantly by touch.

Dispirit

Casting Number: 7

Casting Time: Full Action

Ingredient: A carved miniature wooden heart, which is snapped in two as spell is cast (+1)

Description: Through this spell, the wizard induces feelings of gloom and despair in any individual or small group of four within 48 yards. The victims must successfully pass a **WP** test to resist the spell's effects. If the test is failed, then the affected individuals suffer a -10 modifier to any **WP** or **Fel** tests for 1D5 hours. This spell does not affect creatures normally immune to such affects such as Undead. This spell also negates the effects of the *Enthuse* spell.

Magic Lock

Casting Number: 7

Casting Time: 1 minute

Ingredient: A small key (+1)

Description: Same as the Lesser Magic Spell of the same name (WFRP2e, page 148)

Cause Animosity

Casting Number: 8

Casting Time: Full Action

Ingredient: Any part of a dead goblin (+2)

Description: Through this spell, the wizard induces animosity in any individual or small group of four within 48 yards towards their fellow companions. The victims must successfully pass a **WP** test to resist the spell's effects. If the test is failed, then the affected individuals attack one another for 1D5 rounds or until a common enemy appears. This spell does not affect creatures normally immune to such affects such as Undead.

Detect Magic

Casting Number: 8

Casting Time: Full Action

Ingredient: Leaf from an ash or hawthorn tree (+1)

Description: The wizard is able to identify all magic items and objects in her field of vision up to 48 yards for one minute. The spell will not enable the wizard to identify other practitioners of the sorcerous arts nor will it reveal the function or purpose of any magic item.

Enthuse

Casting Number:

Casting Time: 8

Ingredient: A miniature cast iron heart (+2)

Description: Through this spell, the wizard induces feelings of hope and enthusiasm in any individual or small group of four within 48 yards. The victims must successfully pass a **WP** test to resist the spell's effects. If the test is failed, then the affected individuals gain a +10 modifier to any **WP** or **Fel** tests for 1D5 hours. This spell does not affect creatures normally immune to

such affects such as Undead. This spell also negates the effects of the *Dispirit* spell.

Fleetfoot

Casting Number: 8

Casting Time: Full Action

Ingredient: Two seeds of Vigiwort and the sinews of a horse's leg (+2)

Description: Through touch, the wizard can increase the his or another individual's **M** characteristic by 50% (round up) for 1 minute. This spell negates the effects of the *Slowfoot* spell.

Ignite Missiles

Casting Number: 8

Casting Time: Full Action

Ingredient: A drop of oil and pinch of sulphur (+2)

Description: The wizard may cast this spell on any missiles (up to 5) or thrown weapons (excluding ammunition for gunpowder weapons, bombs, or incendiaries). When the missile is fired or weapon thrown within one hour after the spell is cast, it bursts into flames in mid-flight and will cause an additional 2W if it strikes its intended target. The weapon ignites any flammable object it strikes.

Magic Alarm

Casting Number: 8

Casting Time: 1 minute

Ingredient: A small brass bell (+1)

Description: Same as the Lesser Magic Spell of the same name (WFRP2e, page 148-149).

Immunity from Poison

Casting Number: 8

Casting Time: Full Action

Ingredient: The tail of a scorpion (+1)

Description: Any individual (including the wizard) receiving this spell by touch has complete immunity from poisons and venoms for 6 x 1D10 minutes.

Slowfoot

Casting Number: 8

Casting Time: Full Action

Ingredient: An infusion of sleeping herbs and a fragment of tortoise shell (+1)
Description: Through touch, the wizard can decrease another individual's **M** characteristic by 50% (round down) for 1 minute. This spell negates the effects of the *Fleetfoot* spell.

Luck

Casting Number: 9
Casting Time: Full Action
Ingredient: A rabbit's foot (+1)
Description: Through use of this spell, the wizard can affect his luck for the following hour by allowing him to modify a single 1D100 roll by 10 points.

Slippery Ground

Casting Number: 9
Casting Time: Full Action
Ingredient: A drop of oil (+1)
Description: The wizard can affect a patch of ground of up to 5 yards square as if it were doused in non-flammable oil for D5 minutes. Any character moving faster than a **Hampered** rate across the slippery ground must make an **Ag** test to avoid slipping and falling. A falling character must make a second subsequent **Ag** test or drop any hand-held object. The fallen character must spend the next round regaining his feet, counting as defenceless during this time.

Wilt Weapon

Casting Number: 9
Casting Time: Full Action
Ingredient: A small clay model of a weapon and a vial of pure, clear water (+2)
Description: The wizard may cause a non-magic weapon in his line of sight and within 48 yards to instantly become limp and useless for 1D5 minutes. At the end of this time, the weapon hardens again, but in whatever bent shape it is in when the spell ends. A character with the *Trade (Smith)* skill can make an **Int**+20 test in order to position the floppy weapon in such a way that it regains its original shape.

Silence

Casting Number: 10
Casting Time: Half Action
Ingredient: A gag (+1)
Description: Same as the Lesser Magic Spell of the same name (**WFRP2e**, page 149).

Lightning Bolt

Casting Number: 10
Casting Time: Half Action
Ingredient: A tuning fork (+1)
Description: Same as the Lore of the Heavens Spell of the same name (**WFRP2e**, page 153).

Ward Area

Casting Number: 10
Casting Time: Two Full Actions
Ingredient: Crumpled paper (+1)
Description: The wizard can ward an area of up to 6 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 10 feet) be 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.

Zone of Firelessness

Casting Number: 10
Casting Time: Full Action
Ingredient: A damp squib or tinderbox (+1)
Description: The wizard creates a 12-yard diameter zone centred on him that lasts for one hour, unless it is destroyed or the wizard moves. Any fire – including magical – within or brought into the zone will be extinguish immediately. This includes fireballs fired into and out of the zone. Lava and molten metal will solidify, even though they will remain very hot. The wizard maintaining the zone may not cast any new magic. Should two or more zones overlap, they are all instantly destroyed.

Skywalk

Casting Number: 11
Casting Time: Full Action

Ingredient: An eagle's feather (+2)
Description: Same as the Lesser Magic Spell of the same name (**WERP2e**, page 149).

Cause Hatred

Casting Number: 12

Casting Time: Full Action

Ingredient: Blood from a giant spider (+3)

Description: The wizard causes hatred in any individual or small group of four within 48 yards towards their fellow companions or any group so chosen by the wizard. The victims must successfully pass a **WP** test to resist the spell's effects. If the test is failed, then the affected individuals attack the hated individual or group for 2D10 rounds. This spell does not affect creatures normally immune to such affects such as Undead.

Converse by Candlelight

Casting Number: 12

Casting Time: Full Action

Ingredient: A copper wire (+1)

Description: 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 10 miles and lasts ten minutes. The spell can be ended sooner simply by blowing out the candle..

Fire Ball

Casting Number: 12

Casting Time: Half Action

Ingredient: A ball of sulphur (+2)

Description: Same as the Lore of Fire Spell of the same name (**WERP2e**, page 152).

Flight

Casting Number: 12

Casting Time: Full Action

Ingredient: Wing feather of a bird of prey (+2)

Description: With this spell, the Wizard is capable of flight for 1D10 rounds and reaching a distance of 50 yards per round.

At the end of the spell, the Wizard drifts to the ground rather than crash. This spell only works if the Wizard is carrying half her allowed encumbrance. For example, a Wizard with a **Strength** characteristic of 35% can fly if she is carrying 175 points of encumbrance (**Sx5**) or less.

Hammerhand

Casting Number: 12

Casting Time: Full Action

Ingredient: A small silver hammer (+2)

Description: Through use of this spell, a wizard increases her **A** characteristic to 2 and **S** by 20%. The spell lasts for 6 x 1D10 minutes or until the wizard suffers the loss of any **W**.

Hold Flight

Casting Number: 12

Casting Time: Full Action

Ingredient: The jawbone of a mule (+1)

Description: This spell enables the wizard to prevent any individual or small group of four in combat within 48 yards from being routed or forced to leave combat while the fighting lasts. Characters in combat could still withdraw if they so choose and any who were previously forced to leave combat can return immediately. The spell ends when the affected characters no longer have opponents within hand-to-hand combat range.

Steal Mind

Casting Number: 12

Casting Time: Full Action

Ingredient: A phial of pure alcohol (+1)

Description: The wizard may render any victim within 24 yards utterly mindless and unable to do anything other than sit on the ground, dribbling, and eating grass for 1D5 rounds. The victim may take a **WP** test to avoid the spell's effect. Mindless characters are incapable of defending themselves and moving on their own volition. They can be led away, moving at a **Hampered** rate.

Strength of Combat

Casting Number: 12

Casting Time: Full Action

Ingredient: The scalp of a giant (+3)

Description: Through this spell, the wizard can increase one of her characteristics by 10%; her **M** or **A** by +1; or **W** by 1D5+2. The spell only lasts until dawn of the next day. The wizard can only cast this spell on herself once on a given day.

Dispel

Casting Number: 13

Casting Time: Full action

Ingredient: A small silver hammer (+2)

Description: Same as the Lesser Magic Spell of the same name (**WFRP2e**, page 149).

Break Weapon

Casting Number: 14

Casting Time: Full Action

Ingredient: A small wooden model of the weapon, broken when spell is cast (+1)

Description: The wizard may cause weapon in her line of sight and within 48 yards to instantly break, rendering it useless. Magical weapons are allowed a 50% chance with an additional +10% for every ability the weapon possesses to resist the effects of this spell. Thus, a weapon with a +10% to **WS** and an ability to *Steal Mind* have a 70% chance to resist the spell.

Cause Frenzy

Casting Number: 14

Casting Time: Full Action

Ingredient: A lock of hair from a chaos beastman (+3)

Description: This spell enables the wizard to induce frenzy in any individual or small group of four within 48 yards. The victims must successfully pass a **WP** test to resist the spell's effects. If the test is failed, then the affected individuals are treated as if they have the Frenzy talent (**WFRP2e**, page 98) and attack any enemy individual or group for 2D10 rounds. This spell does not affect creatures normally immune to such affects such as Undead.

Cause Panic

Casting Number: 14

Casting Time: Full Action

Ingredient: The tooth of a dragon (+3)

Description: This spell induces panic in any individual or small group of four within 48 yards. The victims must successfully pass a **WP** test to resist the spell's effects. If the test is failed, then the affected individuals fail any test based on **Int**, **WP**, or **Fel** for 2D10 rounds. This spell does not affect creatures normally immune to such affects such as Undead.

Mystic Mist

Casting Number: 14

Casting Time: Full Action

Ingredient: A ball of cotton wool (+1)

Description: The wizard creates a 12-yard diameter area of mist centred within 96 yards of the wizard's line of sight. During the next 1D10+2 rounds, any individual caught within the mist cannot see through or out of it and can only move at the **Hampered** rate. In addition, those outside the mist cannot see into or past it.

Rally

Casting Number: 14

Casting Time: Full Action

Ingredient: Blood from the heart of a lion (+3)

Description: Through use of this spell, the wizard is able to immediately cancel the effects of a failed *Fear/Terror* test on any individual or small group of four within 48 yards. The character or group can move and act normally, though any **Insanity Point** from the failed *Terror* test. This spell does not affect creatures normally immune to such affects such as Undead.

Wind Blast

Casting Number: 14

Casting Time: Half Action

Ingredient: An animal bladder (+1)

Description: Same as the Lore of the Heavens Spell of the same name (**WFRP2e**, page 153).

Zone of Sanctuary

Casting Number: 14

Casting Time: Full Action

Ingredient: A small silver pentagram (+2)

Description: The wizard creates a 12-yard diameter zone centred on him that lasts for one hour, unless it is destroyed or the wizard moves. All creatures inside the Zone are immune to all psychology effects such as *Fear* or *Terror*. In addition, no Daemonic, Undead, or Elemental creatures can enter the Zone nor may such creatures cast spells or fire missiles into it. The wizard maintaining the zone may not cast any new magic. Should two or more zones overlap, they are all instantly destroyed.

Zone of Steadfastness

Casting Number: 14

Casting Time: Full Action

Ingredient: 1 pint of dragon's blood (+3)

Description: The wizard creates a 12-yard diameter zone centred on him that lasts for one hour, unless it is destroyed or the wizard moves. All friendly creatures inside the Zone are immune to all psychology effects such as *Fear* or *Terror*. In addition, friendly creatures may gain +3 to their **A** characteristic and receive an equivalent of +1 armour points all over so long as they remain in the zone. The wizard maintaining the zone may not cast any new magic. Should two or more zones overlap, they are all instantly destroyed.

Animate Sword

Casting Number: 15

Casting Time: Full Action

Ingredient: A sword (+1)

Description: The wizard can bestow a normal, non-magical sword with a life of its own for 1D10 rounds. The animated sword acts independently of the wizard fighting whomever she wishes. The weapon's profile is as follows:

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
57%	-	40%	50%	-	-	-	-

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	10	4	5	6	-	-	-

Arrow Storm

Casting Number: 15

Casting Time: Full Action

Ingredient: A quiver of up to 12 arrows (+1)

Description: By touching a quiver of arrows, the wizard enchants these missiles so that one magically appears in hand as soon as the previous one was fired. This allows the archer to increase her rate of fire (for example, 2 shots per round for a bow, 3 shots if archer has *Rapid Reload* talent). The arrow loses its enchantment once fired or until dawn of the next day if unused.

Magical Might

Casting Number: 15

Casting Time: Full Action

Ingredient: Any non-magical combat weapon (+1)

Description: The wizard can use this spell to enhance her martial prowess by increasing her **S** by +40% for the next successful hit within 1D5+2 rounds. The blow must be struck with the weapon used as the ingredient, after which it is consumed by the magic it channelled.

Smash

Casting Number: 15

Casting Time: Full Action

Ingredient: A lock of hair from a giant (+3)

Description: The wizard can cast this spell through touch on a door, wall, or inanimate surface or object and deliver a 1D5 hits with **SB**10 onto it. This effect of this spell does not work on any living or undead creature.

Arrow Invulnerability

Casting Number: 16

Casting Time: Full Action

Ingredient: A turtle or tortoise shell (+1)

Description: Through use of this spell, a wizard can make any individual (including himself) or a small group of four people within 24 yards completely invulnerable to any kind of normal missile fire for 1D10+2 rounds. Such missiles include arrows, crossbow bolts, thrown weapons, or large siege weapons. This spell does not protect against magic missile attacks such as enchanted arrows, fireballs, lightning bolts, etc.

Block Memory

Casting Number: 16

Casting Time: Full Action

Ingredient: A blindfold (+1)

Description: 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 4 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 suggest that memory. This spell cannot be used to make another spellcaster forget a magic spell.

Cause Fear

Casting Number: 16

Casting Time: Full Action

Ingredient: The skull of any creature 10 feet tall (+3)

Description: This spell induces fear in any individual or small group of four within 48 yards. The victims must successfully pass a **WP** test to resist the spell's effects. If the test is failed, then the affected individuals are subject to *fear* against all potential combat and have to make the appropriate **WP** test whenever combat is for 2D10+3 rounds. This spell does not affect creatures normally immune to such affects such as Undead.

Flame Curse

Casting Number: 16

Casting Time: Full Action

Ingredient: Any part of a dragon (+3)

Description: The wizard may cause one character or object in his line of sight and within 48 yards – as well as part of a wall or area of ground 10 feet in any dimension – to become flammable for 1D5 minutes .

Steal Magical Power

Casting Number: 16

Casting Time: Full Action

Ingredient: A small amber jar (+2)

Description: Through use of this spell, the wizard can temporarily steal the magical power of another wizard (including Magisters) within 48 yards. The victim may take a **WP** test to resist the effect of the spell. If failed, the victim loses all ability to cast spells for one hour by falling unconscious and gains 1 **Insanity Point**. During that same hour, the wizard casting this spell can cast any spell known by the victim. The wizard still must make the casting rolls required by these spells. The spell is wasted if cast on someone other than another wizard.

Cause Cowardly Flight

Casting Number: 17

Casting Time: Full Action

Ingredient: The blood of any daemon (+3)

Description: This spell induces cowardly flight in any individual or small group of four within 48 yards. The victims must successfully pass a **WP** test to resist the spell's effects. If the test is failed, then the affected individuals withdraw from combat, run away from the fight, if possible, and continue fleeing for 2D10+3 rounds. This spell does not affect creatures normally immune to such affects such as Undead.

Cause Stupidity

Casting Number: 17

Casting Time: Full Action

Ingredient: The brain of a giant (+3)

Description: The wizard causes stupidity in any individual or small group of four within 48 yards. The victims must successfully pass a **WP** test to resist the spell's effects. If the test is failed, then the **Int** of the affected individuals are lowered by 6D10 points (to a minimum of 10) for 2D10+3 rounds. The GM should judge the ensuing actions of the affected individuals based upon the degree to which their **Int** has been reduced and the circumstances that surround them. Many will forget what they were doing previous to the spell and commence to wander off somewhat confused. Affected wizards may forget spells for duration of the spell. This spell does not affect creatures normally immune to such affects such as Undead.

Cloak of Darkness

Casting Number: 17

Casting Time: Full Action

Ingredient: A pinch of soot and the wings of a bat (+2)

Description: This spell cloaks the wizard and a small group accompanying her in an area of magical darkness as wide as the group is for D5+1 minutes. Any member if the group who moves away from another by more than 4 yards is no longer in the area of effect. Creatures outside the area of darkness cannot see in but those within can see out. Characters firing into the darkness does so with a modifier of -20% and opposing wizards cannot target anyone within the darkness (though area spells are unaffected). In addition, any character other than the wizard and her companions must pass a *Fear* test to enter the area of darkness.

Mental Duel

Casting Number: 17

Casting Time: Full Action

Ingredient: Two miniature swords, one of gold and one of jet (+3)

Description: With this spell, the wizard can enter into an immediate mental combat against another wizard (including

Magisters) within 100 yards. The caster gains a +20% to **WP** in the first round where the two locked in the duel and must make Opposed **WP** tests. The loser temporarily loses 10% from their **WP**. This duel continues until one of the wizards is able to break off contact by successfully passing a modified **WP** test or reaching 0% **WP**. In the latter case, the losing wizard falls unconscious for 2D10 hours and gains 1 **Insanity Point**.

During the duel, no other spells can be cast by either combatant nor can either undertake combat actions or movement. Essentially, the duelists are so absorbed with their mental combat that both are oblivious to other happenings. If a duelist is struck by a hand-to-hand opponent, then he is allowed a **WP** test based on the modified characteristic that round.

The spell is wasted if cast on someone other than another wizard.

Ward of Forbidding

Casting Number: 17

Casting Time: Full Action

Ingredient: A 6 inch long bronze rod of 1/2 inch diameter (+2)

Description: The wizard can inscribe an invisible magical barrier upon a portal or passageway by tracing the pattern of the ward with the bronze rod. The ward prohibits anyone from passing through the ward unless a successful **WP** test is made. If failed, a wall of force prohibits the character from passing through the ward. A character can make three more attempts to pass after three hours have passed after the previous attempt with a cumulative modifier of -10%. The casting wizard can easily pass the ward they created as well as lead companions through it. The ward lasts 1D10 days.

Cause Instability

Casting Number: 18

Casting Time: Full Action

Ingredient: The hand of a necromancer or daemonologist (+3)

Description: This spell affects all Daemonic and Undead creatures within 48 yards of the wizard. Such creatures must successfully pass a **WP**-20% test to resist the spell's effects. If the test is failed, then the affected Daemonic creatures are banished to the Realms of Chaos while affected Undead suffer one hit at **SB8**.

Corrode

Casting Number: 18

Casting Time: Full Action

Ingredient: A piece of iron and a drop of water (+2)

Description: With this spell, the wizard causes every non-magical items of iron, steel, or bronze possessed by any individual or small group of four within 24 yards to instantly corrode, thus destroying the metallic items. This could leave a target holding onto a bare wooden shaft where there once was a spear.

Curse of Arrow Attraction

Casting Number: 18

Casting Time: Full Action

Ingredient: A magical arrow (+3)

Description: The wizard lays this curse any individual or small group of four within 48 yards for one hour. The victims must successfully pass a **WP** test to resist the spell's effects. If the test is failed, then the affected individuals find themselves the target of every non-magical arrow fired anywhere within 48 yards, even if these missiles must change direction to do so. If more than one individual is so cursed, then the closest is the target of a particular missile. Missiles fired by a cursed individual will turn around while in flight and strike that individual.

Enfeeble

Casting Number: 18

Casting Time: Full Action

Ingredient: A drop of mouse blood (+1)

Description: The wizard can cast this spell on any individual or small group of four within 48 yards. All targeted must make a **WP**

test or lose 10% to both **S** and **T** (with a corresponding reduction in **SB** and **TB**). In addition, their move rate is reduced to **Hampered** and encumbrance allowance halved.

Pit of Despair

Casting Number: 18

Casting Time: Full Action

Ingredient: A trowel (+1)

Description: The wizard causes a victim within 48 yards to sink three feet into the ground. This causes no damage (except to Halflings who may begin to suffocate), but requires the victim to be dug out before the character can move. The spell can only be cast on ground that can be dug and will not work on solid rock or floors created in wood or stone.

Create Scrying Window

Casting Number: 20

Casting Time: Full Action

Ingredient: A small glass globe (+2)

Description: 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.

Dispel Magic

Casting Number: 20

Casting Time: Two Full Actions

Ingredient: A small magnet and either a pinch of dust from the remains of a wizard or the bones of a wizard's skeleton (+3)

Description: The wizard can cast this spell on any individual or small group of four within 48 yards with the immediate effect:

- Any Daemonic creature must test for *Instability* with a -10% modifier.
- All mindless Undead (Skeletons, Zombies) are destroyed.

- All other Undead lose 10 **W** irrespective of **TB**.
- The magical abilities of magic items (such as armour, weapons, wands) cease to function for that round unless the possessors of such items makes a **WP** test. All spell-like effects caused by such items are interrupted for that round.
- Any one spell effect within the maximum range of this spell is destroyed.
- Any spellcaster targeted by this spell (or in the targeted group) must make a **WP** test to maintain any spells requiring such an effort (e.g., illusion, zone spells). In addition, the spellcaster cannot cast any spells in the round this spell is cast.

Magic Bridge

Casting Number: 20

Casting Time: Two full actions

Ingredient: A twig from an oak tree (+1)

Description: Through use of this spell, a wizard can create a solid bridge over any obstacle – such as a river, bog, etc. – that was last until the following morning or whenever the wizard decides to dispel it (whichever comes first). The bridge can also be created to link the ground with the top of a fortress wall or top of a tower. The 5 yard wide bridge begins at the wizard's feet and extends to a length of up to 36 yards.

Subvert Weapon

Casting Number: 20

Casting Time: Full Action

Ingredient: A small silver weapon (+2)

Description: The wizard can cause the hand-to-hand weapon being held by a character or creature within the wizard's line of sight to animate and turn against its wielder for that round. The subverted weapon attacks with a **S** and **WS** equals to the wizard's **WP**. The victim may attempt to restrain the weapon by making an **Ag**-20% test.

Sense of the Green

Casting Number: 20

Casting Time: Full Action

Ingredient: A compass (+2)

Description: This spell enables the wizard to become sensitive to the natural world. She gains an unerring sense of direction and gains the *Charm Animal*, *Follow Trail*, and *Outdoor Survival* skills for the number of hours equals the wizard's **Mag** characteristic. In addition, the wizard gains the *Etiquette* talent.

Accelerate Time

Casting Number: 22

Casting Time: Full Action

Ingredient: A minute-glass filled with diamond dust (+3)

Description: By touch, the wizard can cause one creature to move and perform twice as quickly as normal. The affected creature's **M**, **Ag** (up to 90%), and **A** (up to 4) characteristics are doubled for 3D10 rounds. Beneficiaries of this spell cannot cast spells themselves, but can use magical items. After the spell ends, the creature is so exhausted that it can do nothing more than rest for a number of rounds equal to 3x the spell's duration.

Aura of Invulnerability

Casting Number: 22

Casting Time: Full Action

Ingredient: A piece of dragon hide, at least 6 inches by 6 inches (+3)

Description: This spell protects the wizard from the next 4D10 **W** inflicted by non-magical means for its 4 hour duration. This spell can be dispelled if a magic weapon successfully hits the wizard.

Change Allegiance

Casting Number: 22

Casting Time: Full Action

Ingredient: The heart of a doppelganger (+3)

Description: The wizard can cause any opposing individual or small group of four within 48 yards to make a **WP** test to avoid being enchanted to "switch sides" for the

next hour. The enchanted characters perceive the wizard as an ally and friend and join her. The enchanted characters' **Int** is not affected and they will not do anything detrimental to their own well-being.

Should the wizard so demand such an act, the enchanted characters will gain another **WP** test to throw off the effects of the spell.

Sharpen Weapon

Casting Number: 22

Casting Time: Full Action

Ingredient: Any edged or pointed weapon (+1)

Description: The wizard can magically sharp a non-magical edged or pointed weapon so that it causes an additional **W** of damage on a successful hit and negates protection afforded by leather armour until the following dawn. The ingredient (the weapon) is not consumed at the moment the spell is cast, but will disappear once the effects of the spell expires.

Blast

Casting Number: 24

Casting Time: Full Action

Ingredient: Gunpowder, equivalent for 10 shots (+2)

Description: The wizard can target any individual or small group of four within 48 yards with this *magic missile* spell. The Blast causes one **SB8** hit to each victim and an additional 2D10 **W** to flammable creatures. Creatures that are subject to *fear* of fires and/or magic must take the appropriate tests.

Cure Severe Wound

Casting Number: 24

Casting Time: Full Action

Ingredient: The pituitary gland of a troll (+3)

Description: The wizard can heal himself or another character/ creature by touch of 2D10 **W** (up to the maximum of the affected character or creature). This spell cannot be used on slain creatures nor will it restore such injuries as broken bones or amputation.

Enchant Weapon

Casting Number: 24

Casting Time: Full Action

Ingredient: Any weapon (+1)

Description: The wizard can enchant one ordinary weapon through touch, making it a magical weapon with no special abilities until dawn of the following day. The weapon does not disappear once the spells ends, but returns to its non-magical state.

Strength of Mind

Casting Number: 24

Casting Time: Full Action

Ingredient: **Int**- brain of a giant owl (+3); **WP**- eyes of a giant spider (+3); **Fel**- tongue of a giant snake (+3)

Description: The wizard can increase one of her characteristics (**Int**, **WP**, or **Fel**) by 2D10% for the remainder of the day until sunrise. A second such spell before the first runs out only results in the second replacing the first.

Foetid Cloud

Casting Number: 26

Casting Time: Full Action

Ingredient: Entrails of a skunk and a cabbage leaf (+2)

Description: The wizard creates a poisonous and corrosive cloud with a diameter of 2D5 yards within 48 yards. The cloud lasts until dispelled and any living creature within it must make a **T** test each round or suffer an automatic **SB5** hit, regardless of armour. Trolls and other regenerating creatures may not regain **W** caused by the foetid cloud even if they depart the area of effect. The wizard must concentrate to maintain the spell. If such concentration is broken (by being hit, moves, or casts another spell), then the cloud disperses.

Reverse Spell

Casting Number: 26

Casting Time: Full Action

Ingredient: A silvered mirror (+2)

Description: Should the wizard be aware of being targeted by another spellcaster, then

he can attempt to turn the incoming spell upon its originator. This spell requires the following conditions:

- The target of the spell must be the wizard, the group he is in, or someone within 4 yards of him.
- The wizard and enemy spellcaster must make an **Ag** test, +20% for the wizard if the *Reverse Spell* is cast from a magic item.

If the wizard succeeds and the enemy fails, then the effects of the spell falls on the enemy caster. If the wizard fails and the enemy succeeds, then the spell goes off as planned. If both passed or failed, then the *Reverse Spell* only takes effect if the Wizard's **Ag** characteristic is higher than his enemy's.

Zone of Missile Protection

Casting Number: 26

Casting Time: Full Action

Ingredient: A small model shield (+1)

Description: The wizard creates a 12-yard diameter zone centred on him that lasts for four hours, unless it is destroyed or the wizard moves. Any arrows, bolts, spears or other missile weapons (including cannon and firearms) fired at those within the zone harmlessly bounces off the invisible barrier. Magic spells are unaffected by this zone. The wizard maintaining the zone may not cast any new magic. Should two or more zones overlap, they are all instantly destroyed.

Drain Magic

Casting Number: 28

Casting Time: Full Action

Ingredient: Any magical wand, wrapped around with copper wire (+3)

Description: The wizard is able to drain all the magical energy from one targeted creature within 48 yards. The target is allowed a **WP** test to resist the effects which is as follows:

- Spellcasters of any type are unable to cast sorcerous or divine spells for four hours
- Wizards of any type are struck unconscious for 2D10 minutes, though priests remain conscious.
- Undead creatures are destroyed.
- Daemons and Elementals are banished.

This spell is also hazardous to the casting wizard who must make a **WP** test to avoid suffering 1D10 **W** as a result of losing control of the vast energies used by this spell. This side effect will not reduce wizard's **W** characteristic to less than 1.

Stand Still

Casting Number: 28

Casting Time: Two full actions

Ingredient: The eyes of a basilisk (+3)

Description: The wizard can cause any opposing individual or small group of four within 48 yards to make a **WP** test to avoid the effects of this spell. If the test is failed, the individual or group are unable to move, fire missiles, or do anything else for the following 1D10+4 minutes.

Zone of Magical Immunity

Casting Number: 28

Casting Time: Full Action

Ingredient: A sphere of glass containing 3 drops of daemon blood (+3)

Description: The wizard creates a 12-yard diameter zone centred on him that lasts until it is destroyed by the *Drain Magic* spell or the wizard moves. Like Zone of Sanctuary, all creatures inside the Zone are immune to all psychology effects such as *Fear* or *Terror* and no Daemonic, Undead, or Elemental creatures can enter the Zone nor may such creatures cast spells or fire missiles into it. In addition, all creatures in the zone are protected from magical spells and effects of all kinds. Any daemonic or elemental creature caught within the zone is automatically banished (as if failing an *Instability* test) while Undead are expelled from the protected area after suffering

1D10 **W**. The wizard maintaining the zone may not cast any new magic. Should two *Zones of Magical Immunity* come into contact, they are both instantly destroyed.

Shrivelling

Casting Number: 30

Casting Time: Two Full Actions

Ingredient: Dried tendon from an Undead creature (+3)

Description: This powerful spell enables the wizard to blast a victim within 48 yards, causing one **SB10 W** and blackening the victim in turn. This spell also causes an additional D10 **W** to Daemons, Elementals, and Undead.

Wizardry Ritual List

Conjure Servitor

Type: Arcane

Arcane Language: Magick

Magic: 3

XP: 400

Ingredients: Any combination of pieces of metal, wood, leather, string and bits of odds and ends

Conditions: A large room with no interruption

Consequences: Any interruption ruins the ritual. In addition, there are other risks (see below).

Casting Number: 28

Casting Time: 16 hours

Description: This ritual enables the wizard to create a familiar of about 1 foot in height or length. Before the ritual begins, the wizard must construct the familiar, which takes three days. During this time, the wizard must not eat, but only take nourishment from sipping tea or watered down beer or wine. Each day, the wizard must make an **Ag** test. If the result is a failure, the day's effort is wasted and the wizard needs to add another day to its construction. If failed by 30% or more, then the entire project is ruined by clumsy workmanship and must be started again.

Once the figurine is complete, the ritual can begin. Should the wizard be interrupted for

any reason, the whole ritual is ruined and the material must be discarded.

At the conclusion of a successful ritual, the figurine sits up, looks around, and sees its creator. A **Fel** test must be rolled by the GM for the wizard. If successful, the manikin will walk forward, touch the wizard's hand, and become his familiar. Should the test fail, the familiar is nervous and must roll a **WP** test. If successful, then the familiar comes slowly towards the wizard, allowing another **Fel** test. In the event the **WP** test is failed, the manikin runs away from the wizard and falls apart after 10 yards. Should the **WP** test roll yield a roll of 99 or 00%, the familiar is animated by a minor Daemon, which will soon cause the wizard many problems. Familiars created by this spell have the following basic profile:

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
20%	20%	30%	30%	50%	50%	45%	30%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	6	3	3	4	-	-	-

Create Magical Circle

Type: Arcane

Arcane Language: Magick

Magic: 3

XP: 250

Ingredients: A chalk to inscribe the magical shape upon the ground, a clear quartz (50 GC value) ground into fine dust and mixed with three drops of the casting wizard's blood, a feather of a griffon or hippogriff, and the ingredients of the spell to be cast upon the circle.

Conditions: The ground where the circle is to be inscribed must be clear of debris and swept of loose dirt. Once the ritual is complete, the natural accumulation of dust, etc. can camouflage the magical circle without incident.

Consequences: If the casting (**WP** test) is failed by 30% or less, the ritual has failed. If the failure is greater than 30%, the ritual fails and the backlash of failed magic inflicts 2 **W** on the wizard irrespective of his **TB**. On a roll of 96-00%, the spell cast within the circle is triggered at the moment before the ritual has ended with its maximum effect visited on the wizard

Casting Number: 10 plus the Casting Number of the spell to be held by the magical circle

Casting Time: 15 minutes

Description: Through use of this ritual, the wizard can create a magic circle with a maximum radius of 6 feet and a height of 10 feet, which can act as a magical trap for the unwary. The lines of the inscribed circle vanishes once the ritual is complete and can only be detected by those with the *Magical Sense* skill (even if successful, Colour Magisters will not be able to perceive the “colour” of the spell, but can only feel its power). The casting wizard automatically senses the circle.

The trap is sprung once a living body or Undead (excluding the *Mindless Undead*, such as skeletons or zombies) crosses the edge of the circle. In the event that this does not occur, the magic circle is only active for a number of days equal to the casting wizard’s **Mag** characteristic. Should the wizard wish for the effects of the magical circle to last longer, he could add the equivalent of 2 **W** of blood in order to have the effects of the ritual last for a number of months equal to his **Mag** characteristic.

Zone magic cannot be used in conjunction with magical circles.

Create Magical Pentagram

Type: Arcane

Arcane Language: Magick

Magic: 3

XP: 350

Ingredients: A chalk to inscribe the magical shape upon the ground, a fire opal (75 GC value) ground into fine dust and mixed with three drops of the casting wizard’s blood,

the fingers of a daemonologist or beastman shaman, and the ingredients of the spell to be cast upon the circle.

Conditions: The ground where the pentagram is to be inscribed must be clear of debris and swept of loose dirt. Once the ritual is complete, the natural accumulation of dust, etc. can camouflage the magic pentagram without incident.

Consequences: If the casting (**WP** test) is failed by 30% or less, the ritual has failed. If the failure is greater than 30%, the ritual fails and the backlash of failed magic stuns the wizard for 1D5 rounds. On a roll of 96-00%, the magic creating the pentagram rebounds against the wizard causing her 4 **W** irrespective of her **TB**.

Casting Number: 24

Casting Time: 15 minutes

Description: Through use of this ritual, the wizard can create a magic pentagram with a maximum 10 feet across and 10 feet in height, which acts as protection for the wizard against Daemons, Elementals, and Undead (other than the *Mindless* variety, such as skeletons and zombies) and whatever spells they cast. The lines of the inscribed pentagram vanishes once the ritual is complete and can only be detected by those with the *Magical Sense* skill (there is no colour to the magic employed in creating the pentagram for Colour Magisters to perceive, only its power). The casting wizard automatically senses the pentagram and can cross into and out of it by uttering a secret word. The power of the secret word can only be uttered by the casting wizard and will fail should she be “compelled” –through use of hypnosis – to utter it.

The effects of the pentagram lasts for a number of days equal to the casting wizard’s **Mag** characteristic. Should the wizard wish for the effects of the magical pentagram to last longer, he could add the equivalent of 2 **W** of blood in order to have the effects of the ritual last for a number of months equal to his **Mag** characteristic.

Create Magical Square

Type: Arcane

Arcane Language: Magick

Magic: 3

XP: 300

Ingredients: A chalk to inscribe the magical shape upon the ground, an aquamarine (50 GC value) ground into fine dust and mixed with three drops of the casting wizard's blood, talon of a harpy, warhawk, or giant eagle, and the ingredients of the spell to be cast upon the square.

Conditions: The ground where the square is to be inscribed must be clear of debris and swept of loose dirt. Once the ritual is complete, the natural accumulation of dust, etc. can camouflage the magic square without incident.

Consequences: If the casting (**WP** test) is failed by 30% or less, the ritual has failed. If the failure is greater than 30%, the ritual fails and the backlash of failed magic inflicts 2 **W** on the wizard (no reduction for **TB**). On a roll of 96-00%, the spell cast within the square is triggered at the moment before the ritual has ended with its maximum effect visited on the wizard

Casting Number: 14 plus the Casting Number of the spell to be held by the magic square

Casting Time: 15 minutes

Description: Through use of this ritual, the wizard can create a magic square with a maximum length of 6 feet for each side and height of 10 feet, which can act as a magical trap for the unwary. The lines of the inscribed square vanishes once the ritual is complete and can only be detected by those with the *Magical Sense* skill (even if successful, Colour Magisters will not be able to perceive the "colour" of the spell, but can only feel its power). The casting wizard automatically senses the square and can temporarily render it inert for 3 rounds by uttering a secret word (this secret word will not work for anyone else).

The trap is sprung once a living body or Undead (excluding the *Mindless* Undead, such as skeletons or zombies) crosses the edge of the

square. In the event that this does not occur, the magic square is only active for a number of days equal to the casting wizard's **Mag** characteristic. Should the wizard wish for the effects of the magical square to last longer, he could add the equivalent of 2 **W** of blood in order to have the effects of the ritual last for a number of months equal to his **Mag** characteristic.

Zone magic cannot be used in conjunction with magical squares.

Illusionist Spell List

The nature of Illusion Magic is that its primary function is to deceive the senses. Many of these tests allow the targets of the illusion an **Int** test to see through the deception.

Whenever the spell allows for this, the **Int** test for the victims is modified by -10% for every **Mag** characteristic of the Illusionist above 1. If the intended victim is another illusionist or Grey Magister the **Int** test is modified +10% or -10% for every point of difference in **Mag** characteristic between the casting illusionist and intended illusionist victim. Thus, a Master Wizard of the Grey Order would have to pass an **Int**-10% to see through a spell cast by an Illusionist Emeritus

The following spell list includes spells normally associated with the Lore of Shadows. This gives rise to the mistaken believe that only the Grey Magisters are able to work this type of sorcery.

Assume Illusionary Appearance

Casting Number: 5

Casting Time: Half Action

Ingredient: A mask of the creature or person to be impersonated (+1)

Description: The illusionist assumes the appearance of any other, living bipedal creature under 10 feet in height or a specific individual for 3D10+2 minutes. Anyone viewing the illusion may make an **Int** test in an attempt to see through it.

Camouflage Illusion

Casting Number: 6

Casting Time: Half Action

Ingredient: Silvered mirror (+1)

Description: This spell enables the illusionist to give the impression that she is 2 yards away from her actual position. Any attack against the illusionist is made with a -10 to the attacker's **WS** or **BS**, depending upon the mode of attack. The spell moves with the illusionist, but when this occurs, the viewing character may test against **Int** to see through the illusion.

Glamour

Casting Number: 6

Casting Time: Half Action

Ingredient: A small mirror (+1)

Description: This enchantment temporarily improves the **Fel** of the illusionist by +10% (up to a maximum of 95%) for 5D10+10 minutes.

Bewilder

Casting Number: 8

Casting Time: Half action

Ingredient: A splash of ale (+1)

Description: Same as the Lore of Shadow Spell of the same name (**WFRP2e**, page 158 and **RoS2e**, page 162).

Camouflage Area

Casting Number: 8

Casting Time: Half Action

Ingredient: A pint of chameleon blood (+2)

Description: The illusionist can conceal anything within 10 feet in each direction – doors, treasure chests, and the like – by making them appear just like the rest of the space within which these are situated. The intent is to discourage people from searching an area. Any character not so dissuaded will see through the illusion on a successful **Int** test.

Clone Image

Casting Number: 8

Casting Time: Full Action

Ingredient: Small manikins of the caster (+2)

Description: The illusionist is able to create one clone image for each **Mag** characteristic. The illusionist looks like he splits into multiple beings – one of which is the actual illusionist. Though the clones can move independently of one another, each must stay within 2 yards of the illusionist. The spell lasts for one hour per **Mag** attribute of the illusionist.

Banish Illusion

Casting Number: 10

Casting Time: Half Action

Ingredient: A magnifying glass (+1)

Description: The illusionist can use this spell against any opposing individual, small group of four, or object within 48 yards that she believes is an illusion. There is a base 50% chance that this spell will destroy the target illusion. The illusionist can add a +10% modifier for each point her **Mag** characteristic exceeds the original caster's or -5% for each point her **Mag** characteristic is less than the original caster's.

Illusory Feature

Casting Number: 10

Casting Time: Half Action

Ingredient: A carved wooden nose (+1)

Description: The illusionist can create a single feature or appendage on herself or another individual that looks and feels real, such as a longer nose, beard, smooth skin where there is a scar, a hand where one is missing, etc. This illusion will fool all sense of the onlooker. The creation has no sense or strength -- a blow on an imagery arm will do no harm, a one-legged man cannot stand on his illusory leg, and a new ear cannot hear. The effects of the spell lasts for 3D10 minutes

Simple Deception

Casting Number: 10

Casting Time: Half Action

Ingredient: A knotted silk handkerchief (+1)

Description: The illusionist can create a single small object up to 2 cubic yards in size

anywhere within 12 yards for 2D10+1 minutes. The illusion can appear solid, but can be passed through. It also makes no sound and does not carry a scent. The illusionist can create the illusion of something seen in the past, but must make an **Int** test (with appropriate modifiers) to remember the details if the item is to be identical. If the illusionist wishes to move the object, he must concentrate on the illusion and do nothing else during that time..

Cloak Activity

Casting Number: 12

Casting Time: Half action

Ingredient: A piece of woollen fleece (+1)

Description: Though ingredient different, same as the Lore of Shadow Spell of the same name (**WFRP2e**, page 158 and **RoS2e**, page 162-163).

Ghostly Appearance

Casting Number: 12

Casting Time: Full Action

Ingredient: The shroud from an undead creature (+3)

Description: Through use of this spell, the illusionist can assume the appearance of any Undead creature for 3D10+2 minutes, even the guise of a specific individual if so chosen. This illusion causes the same psychological reaction (e.g., *fear*) in anyone observing the illusion as a real Undead creature. Anyone suspecting that this is an illusion may roll an **Int** test to see through it. While in this form, the illusionist is still able to cast spells if he chooses.

Hallucinate

Casting Number: 12

Casting Time: Full Action

Ingredient: A piece of clay worked into a model of the desired creature (+1)

Description: The illusionist can cast this spell on any individual or small group of four within 48 yards. The victims must successfully pass a **WP** test to resist the spell's effects. If the test is failed, then the

victims believe they are being charged by any creature of the illusionist's choosing. Depending upon the creature, the victims may have to make the appropriate psychological tests (e.g., *fear*). If this test is successful, then the illusion is dispelled.

Lesser Eidolon

Casting Number: 12

Casting Time: Full Action

Ingredient: A small brass Model of desired terrain (+2)

Description: This spell enables the illusionist to create illusionary terrain within a cube ten feet on each side of the caster. The terrain can be anything the illusionist desires so long as it doesn't include anything living or moving. Should any other illusion be cast in the area, then both spells are dispelled. Anyone approaching within 24 yards of the illusion can take an **Int** test to see through it. This spell remains active so long as the illusionist concentrates on the illusion and does not move.

Illusion of Mighty Appearance

Casting Number: 12

Casting Time: Full Action

Ingredient: Mask (+1)

Description: Through use of this spell, the illusionist can assume the appearance of any creature desired for 3D10+3 minutes, reproducing its special abilities and/or psychological effects. Anyone viewing the illusion can take an **Int** test to see through it.

Illusionary Enemy

Casting Number: 14

Casting Time: Full Action

Ingredient: A dried chameleon and skull of a goblin (+3)

Description: This spell lasts 1 hour for each **Mag** characteristic of the illusionist. The illusionist can create a group of either up to 24 humanoids, 10 Undead creatures, or a single monster or lesser daemon within 48 yards of the illusionist. The illusion is controlled by the Illusionist as if they are real. The image may reproduce any of the

special abilities and/or psychological effects of the illusionary creatures. Anyone viewing the illusion can take an **Int** test to see through it.

Throw Voice

Casting Number: 14

Casting Time: Full Action

Ingredient: Two ears made of wax (+1)

Description: The illusionist can throw his voice for D5 minutes, making it appear as if it's coming from somewhere else within 48 yards. The illusionist can even link this spell to another active illusion, thereby giving voice to an illusionary character.

Illusionary Buildings

Casting Number: 16

Casting Time: Full Action

Ingredient: Small models of buildings (+1)

Description: Through use of this spell, the illusionist can create the appearance of a group of buildings anywhere within 1200 yards (about 2/3 miles). The illusion can take the form of a village, farmstead, lone tower, or whatever the illusionist chooses of similar size. The illusion can be cast between two groups of observers, masking one from the other. Any creature or group within the area of the illusion will be seen if on an imagery street or open space. This group is not affected by the illusion and anyone approaching within 24 yards of the illusion can take an **Int** test to see through it. This spell remains active so long as the illusionist concentrates on the illusion and does not move.

Illusionary Woods

Casting Number: 16

Casting Time: Full Action

Ingredient: Small model trees (+1)

Description: Through use of this spell, the illusionist can create the appearance of woods of up to 24 yards in width and depth anywhere within 1200 yards (about 2/3 miles). Creatures covered by the illusionary woods are hidden from view, but can see out of the "woods" normally.

Anyone approaching within 24 yards of the illusion can take an **Int** test to see through it. This spell remains active so long as the illusionist concentrates on the illusion and does not move.

Shroud of Invisibility

Casting Number: 17

Casting Time: Full action

Ingredient: A gossamer shroud (+2)

Description: Same as the Lore of Shadow Spell of the same name (**WFRP2e**, page 158 and **RoS2e**, page 165).

Illusionary Army

Casting Number: 20

Casting Time: Full Action

Ingredient: Small model figures of the troops desired by the caster (+2)

Description: This spell lasts 1 hour for each **Mag** characteristic of the illusionist. The illusionist can create 2D5 groups of each comprising up to 20 humanoid or Undead troops within his line of sight. The illusionist can control and move these illusionary troops as if real. Anyone viewing the illusion can take an **Int** test for each group to see through it. It is possible to see through some and not others.

Confound Foe

Casting Number: 22

Casting Time: Full Action

Ingredient: An hourglass with crushed diamonds instead of sand, value 100 GCs (+3)

Description: This spell is exceptional as it can be cast by an illusionist after a round in which he suffered combat damage, even if he is "killed." This spell effectively negates all combat damage from that round as it didn't happen.

Destroy Illusion

Casting Number: 24

Casting Time: Full Action

Ingredient: A crystal prism (+3)

Description: When the illusionist casts this spell, all illusions within 1200 yards (about

2/3 miles) currently maintained by any and all illusionists or Grey Magisters – including the caster – are instantly dispelled.

Illusion

Casting Number: 24

Casting Time: One full and a half action

Ingredient: A crystal prism (+3)

Description: Same as the Lore of Shadow Spell of the same name (**WFRP2e**, page 159 and **RoS2e**, page 163-164).

Universal Confusion

Casting Number: 27

Casting Time: Half action

Ingredient: The eyes of a Chimera (+3)

Description: Same as the Lore of Shadow Spell of the same name (**WFRP2e**, page 159 and **RoS2e**, page 166).

Illusion of Darkness

Casting Number: 28

Casting Time: Full Action

Ingredient: A ball of pitch (+2)

Description: The illusionist creates an illusion of complete darkness in a circle with a diameter of 24 yards centred anywhere within 96 yards. The darkness lasts two hours and cannot be illuminated by any normal or magical light sources. Movement within the area of darkness cannot be more than at the **Hampered** rate in a random direction. Missile fire and armed combat are impossible within the darkness. Characters are even blind to a light source in their hand.

Teleport

Casting Number: 28

Casting Time: Full Action

Ingredient: A potion of flying or the hand of a daemon (+3)

Description: The illusionist disappears for 2D5 rounds and may elect to return to the scene of action at the end of this time or appear anywhere within 100 miles of where the spell was cast. In the latter case, the location must be someplace familiar to the

illusionist – such as her home, an inn, or a secret sanctuary. If the spell expires before the illusionist decides where to go, she appears within 4D5 yards in a random direction from where the spell was cast. If the illusionist winds up within a wall or other solid object, she is instantly killed. Any illusion maintained by the illusionist when this spell is cast is dispelled.

Tree Songs Spell List

These spells can only be cast by Wood Elf Mages of the Laurëlor Forest who have learnt the appropriate talent. The incantation used in casting these spells must be intoned in song, thus giving the spell its signature quality.

Find Plant

Casting Number: 4

Casting Time: Six full actions

Ingredient: A freshly plucked hazel dowsing rod (+1)

Description: The wizard can find the location of any one species or plant or tree she specifies within half a mile of where the song began. The hazel rod points towards the nearest specimen and continues to do so until the plant is reached. Once reached, the rod shrivels up to a twig. The rod does the same thing if there is no specimen of the specific plant within the range of the song.

Splinter Weapon

Casting Number: 6

Casting Time: Six full actions

Ingredient: A woodworm (+1)

Description: If the wizard is hit by a non-magical melee weapon containing any wood parts while the song is in effect (1D10+6 rounds), the wood splinters as the blow lands. The wizard takes half damage from the blow (rounded down) and the attacker receives one **SB2** hit from sharp splinters of wood. The weapon is rendered useless, though the metal parts can be recovered.

Verdant Tracking

Casting Number: 8

Casting Time: Six full actions

Ingredient: A small wooden hunting horn (+1)

Description: Through use of this song, the wizard gains the ability to track in fertile wild areas as if he has the *Follow Trail* skill for one hour for each point of the **Mag** characteristic. The effects of the song does not work in towns or deserts. If the wizard already has the *Follow Trail* skill, then the song gives him a +20% modifier.

Whispering Leaves

Casting Number: 8

Casting Time: Six full actions

Ingredient: An autumn leaf, to be crumbled in the hand (+1)

Description: With this song, the wizard can affect a 48 yard by 48 yards section of dense forest where the trees are in close contact. For 2D10+2 rounds, the leaves of the trees rustle and the branches sway slightly in an alarming fashion. Any intelligent creature within the affected portion of the forest must take a *fear* test. If failed, the victim flees immediately. A successful test means that the victim realises that there is nothing to fear. Animals are not affected by this song.

Anger of the Woods

Casting Number: 10

Casting Time: Six full actions

Ingredient: A handful of nuts (+1)

Description: This song can enchant any group or trees or large bushes within 24 yards for one hour per point of the wizard's **Mag** characteristic. Once the enchantment is completed, the trees and bushes await the command of the wizard to lash out with their branches and hurl a volley of nuts and twigs at any individual or group of enemies within 12 yards of at least one tree or bush. These attacks automatically hit their targets (up to 1D10+2 individuals) causing 1D5 hits at **SB3**. Once the assault has been made, the spell has ended.

Bridge of Vines

Casting Number: 10

Casting Time: Six full actions

Ingredient: A tendril from a vine or creeper (+1)

Description: This song is used to create a vine bridge over any terrain obstacle such as a river, bog, or gorge that lasts until it shrivels up at sunrise the next day or when the wizard sings a closing song, whichever comes first. The song could as easily create a vine ladder between the ground and the top of a wall, escarpment, or pit. The vine bridge begins at the wizard's feet and extends to a maximum of 12 yards per **Mag** characteristic of the wizard. The bridge is narrow and will only take the weight of three people or a person and horse at any one time. The bridge has **T** 70% and **W** 8 for anyone attempting to cut it to make it collapse. It is also *flammable*.

Carpet of Mould

Casting Number: 12

Casting Time: Six full actions

Ingredient: A rotten fruit (+1)

Description: With this song, the wizard can create a six yard diameter patch of mould centred within 48 yards. The patch lasts until sunrise of the next day when it will fade (unless the area is its natural habitat. Its spores will affect anyone within its area, including the wizard, depending on the type created.

Purple: Releases its spores whenever anything or anyone magical (including a wizard) approaches within five yards. The spore cloud covers a 5 yard radius for 1D5+1 rounds rendering a magic item inert for that time. In addition, magic can neither be used within the cloud or cast into it. The spores simply absorb magic.

Red: Spores are released on contact with a passing animal or character, filling the air with red spores in a 5 yard radius for 3 rounds. Anyone in the cloud must pass an **Ag** test or be blinded for 1D10+2 hours, which also modifies their **WS** and **Ag** by –

25% (if attacked by an opponent outside the cloud during this time, the attacker gains a +25% to their **WS**). In addition, human and halfling victims gain 1D5 **Insanity Points**.

Yellow: Upon contact by a passing animal or character, a cloud of yellow spore fills the air in a 10 yard diameter radius for 1D5+1 rounds. Any creature in the cloud must pass a **T** test or lose consciousness for 1 round longer than the cloud lasts. For each round in the cloud, the character loses 3 **W**, irrespective of armour or **T**. Any character reduced to 0 **W** must pass a **T**+20% test or die.

Splinter Missile

Casting Number: 16

Casting Time: Six full actions

Ingredient: An arrow, to be broken when the song is sung (+1)

Description: This song protects the wizard from spears, arrows, crossbow bolts, blowpipe darts, and other non-magical missile weapons for 1D5+1 rounds. The spell activates as soon as the wizard is attacked, though it will expire if no attack occurs in the hour after the song takes effect. When the wizard is fired upon, the wooden part of the missile disintegrates into harmless splinters in mid-flight, causing the metal components to fall harmlessly to the ground. Other non-magical missile weapons with wooden handles – such as throwing axes and knives – lose their balance and, if it successful hits its target, only inflicts half damage (rounded down) on the wizard.

Treiform

Casting Number: 16

Casting Time: Six full actions

Ingredient: The sprouting seed of the tree to be turned into (+2)

Description: Through use of this song, the wizard can turn to a tree of any type for one hour per point of the **Mag** characteristic. The tree must be of the same weight as the wizard, so becoming a tiny seedling or

mighty oak is not an option. As a tree, the wizard's loses their **M**, **WS**, **BS**, **Ag**, and **Fel**, but her **T** becomes 50% (unless already higher) and **W** increases by 2. In this form, the wizard can only be distinguished from similar trees through use of *Magical Sense* skill.

Haunted Forest

Casting Number: 17

Casting Time: Six full actions

Ingredient: The root of a 100-year-old tree uprooted in a gale (+3)

Description: With this song, the wizard can affect a 48 yard by 48 yards section of dense forest where the trees are in close contact for 2D10 rounds. When sung, the darkness begins to grow in the shadows beneath the trees, branches begin to sway and creak, leaves rustle, and strange scurrying movements heard in the undergrowth and tree canopy. Anyone in the affected areas must pass a *terror* test or gain 1 **Insanity Point**. Anyone who passes the test may stay within the area, but has a -10% modifier to all main profile characteristics, due to the distractions of eerie sights and sounds. Allies of the wizard are not affected at all and see a normal forest.

False Dryad

Casting Number: 18

Casting Time: Six full actions

Ingredient: A twig from a tree inhabited by a Dryad (+3)

Description: Through use of this song, the wizard can take on the form of an animated wooden figure with twig-like fingers and hair of leaves for one hour per point of the **Mag** characteristic. His clothing and equipment is likewise changed to wood for the duration of the song. While in this form, the wizard's **S** and **T** is modified by +20%, but he is considered as *flammable*. If the wizard catches fire, he must make a **WP** test each round to dispel the song due to pain and panic. Once the wizard returns to his normal form, the fire is extinguished.

Heart of the Tree

Casting Number: 20

Casting Time: Six full actions

Ingredient: A small carved statue of the caster (+2)

Description: The effects of this song allows the wizard to “hibernate” inside the heart of a tree, undetectable to any senses, including magic, for up to ten hours. The trunk of the tree must be thicker than the wizard. The wizard must be in contact with the tree during the song and at its end, she melts through the bark of the tree to get to its heart, effectively becoming part of the tree. While inside, the wizard is in suspended animation and unaware of her surroundings. In addition, she heals at double the normal rate. The wizard cannot come out of hibernation until the effects of the song ends or the tree is damaged. When this occurs, the wizard is immediately expelled from the tree.

Finally, the song will not work with a tree occupied by a Dryad. If the attempt is made, then the wizard will have to pass a **Fel** test to avoid being attacked by the sylvan creature.

Vital Surge

Casting Number: 20

Casting Time: Six full actions

Ingredient: A handful of soil from an Elf settlement (+2)

Description: This song enables the wizard to increase the growth of one plant or tree at the rate of 1 foot per minute until it reaches its full height and girth. No plant or tree can grow larger than its natural height and the wizard can stop the growth at any point of time. The plant does require sufficient soil to take its roots. The song requires that the plant has already taken root and will not work on a seed. This song is usually used in concert with *Shape the Growing Plant* (see below) to quickly create Wood Elf settlements within the Laurëlor Forest.

Shape the Growing Plant

Casting Number: 24

Casting Time: Six full actions

Ingredient: A seed or nut of the plant to be affected (+1)

Description: Through use of this song, a wizard can affect a seed or nut of a tree so that it will grow over time into a tree house complete with doors, windows and a twisting stairway to reach it. The tree could take 60 to 100 years to grow to its full height, depending upon the type. The wizard can use the *Vital Surge* song to hurry the process once the seed takes to root and becomes a sapling. In addition, the wizard can use this song to grow bushes or the fruits of trees into specific and artistically aesthetic shapes if he also has the *Artistic* talent.

Alchemy

Alchemy is a unique blend, more science than magic. Alchemists range from individuals who use their skills to make soaps, dyes, perfumes, and potions to those who undertake academic research into the mysteries of matter. In any case, those engaged in alchemy spend a lot of time in a laboratory with various mixture and fumes that can conceivably result in acatastrophic – and sometimes fatal – accident.

The Applied Science of Alchemy

Even if engaged in research for one the elusive goals of Alchemy (True Transmutation, Universal Solvent or Alkahest), alchemists must earn a living in some fashion. Alchemists require a large, well-equipped laboratory that should be well ventilated in order to prevent noxious fumes from gathering to an unhealthy level. As a result of this threat, as well as the

chances of explosion, most alchemical laboratories are located in the poorer sections of town or far outside urban centres.

Some alchemists – usually those who are one step ahead of the law – set up travelling laboratories on the back of a cart or in a wagon. In such situations, all Trade (Alchemist) tests are made at a –10% modifier. If an alchemist try to manufacture compounds without even a minimal laboratory, then the modifier can range from –20% should the alchemist has access to a well-equipped kitchen to –50% when using a pot over a campfire.

Ingredients

Alchemists can get ingredients from a variety of sources. Some are easily obtained or be found and prepared by the alchemist. Others can be purchased from specialty locations – such as mines or apothecaries – or from laboratories at universities and colleges specialising in teaching magic outside of the Empire.

One of the first things an apprentice learns is to recognise and prepare alchemical ingredients. Various substances are identified by five properties: colour, texture, weight, translucency, and taste. There is a risk in the manner such knowledge is passed along. Many apprentices actually poison themselves as they learn the proper amount required for the taste test. Those that survive their apprenticeship generally gain the *Resistance to Poisons* skill.

Creating Compounds

Creating compounds requires access to a fully equipped laboratory as well as an alchemist's full attention over the eight hour process. Any cost must be paid before the work starts. The spells listed in the preparation must be known by the alchemist or be accessible by some other means (e.g., through use of a scroll). The casting of spells must be successful and the alchemist must pass two Trade- Alchemist (**Int**) tests. Failure on one test means that the process must be begun again. Failure on both

means that the ingredients are used up, but no usable compound results from the alchemist's efforts. A result of 99-00 results in an explosion with a **SB** of 3+1D5.

Alchemists who do not use spells – in particular, Dwarfs and Halflings – must spend an extra hour (in the nest conditions) or two (in the worst) in preparation. This adds to the overall time it takes to create a compound, making the process nine to ten hours in duration.

Compounds

The following are the various categories of alchemical compounds:

Acids and Alkalis

These are liquids (and occasionally gas) that can burn a person or object upon touch. An alchemist must use the following spells to make acids or alkalis: *Heat*, *Create Vacuum* and *Pressure*. A cost of 50 GCs in ingredients and eight hours of effort yields a half-pint of the compound with a Strength of 30%. Stronger compounds can be achieved at a cost of an additional 50 GCs per 10% of Strength up to 80%. Since damage against inanimate objects has not been covered in the core rules detailed in **WFRP2e**, the GM will have to adjudicate the effect of the acid or alkali when applied on such objects.

When combined, acids and alkalis cancel one another. Still, there is a base chance of 10% that the reaction of applying one to another can cause some sort of toxic fume (causing a **SB4** hit).

Combustibles

Combustibles include gunpowder, naphtha, and other such explosive materials. The more powerful are unstable and may unexpectedly detonate if shaken, stirred, struck, or dropped. *Ignite* and *Pressure* are needed to make six pounds of combustibles for a cost of 125 GCs in ingredients plus 25 GCs for every 10% of Strength up to 100%. Six pounds is roughly enough to make 2 bombs. The area of effect of

the explosive is equal to a 2 yard radius plus 1 yard for every 10% of Strength. Thus, an explosive with 80% Strength effects an area with a radius of 10 yards.

Combustibles with Strength of 60% or greater are inherently unstable. If they are dropped or the temperature around them suddenly changes by 10 degrees Celsius (18 Fahrenheit), there is a 30% chance that the combustible explodes.

Dyes and Pigments

For an alchemist needing to earn a steady income, the manufacture of dyes, pigments, and ink are a useful method of achieving such a goal. The *Heat* spell is needed to make a bottle of clothing dye (enough for a large dress or suit) or ink. These take 8 hours to make at a cost of 3/- in ingredients and can sell for anywhere between 5/- to 10/-.

Elixirs

These liquid compounds are generally beneficial to the imbiber, such as providing healing or temporarily improving a characteristics. Some can be harmful. Elixirs differ from potions in that they are primarily chemical in nature rather than magical. The effects of elixirs can be suppressed or destroyed by magic. The various elixirs are typically by-products of the elusive search for the Elixir of Life.

Each elixir has a strength level of 1-5, each point modifying a particular characteristic by +/-5% (or +/-1 in the case of the **M** or **W** characteristic). When creating the elixir, the alchemist must specify in advance the strength of the compound, the attribute it is to affect and whether the modifier is positive or negative. Once drunk, the effects of an elixir lasts 1D5 x 6 minutes. The effects of an elixir will not take a characteristic above 96% nor below 5%.

Alchemists use the spells of *Heat*, *Cool*, and *Pressure* as well as 50GC in ingredients per strength level. The entire process takes 8 hours per strength level to manufacture.

Unlabelled elixirs can only be identified by an alchemist on a successful **Int** test. Any failure of over 30% results in the alchemist misidentifying the nature of the compound.

Drinking another elixir while one is still in effect may have less-than-pleasant consequences for the imbiber. The second elixir will nullify the effect of the first elixir and with a base 50% chance (modified as the GM sees fit) of other complications. If the test is failed, the imbiber suffers 1W for every 10% he misses the test and will be unable to do anything for the next 1D10+2 minutes due to severe stomach pains.

Pesticides, Fungicides, and other Poisons

Although looked down be their peers, some alchemists earn income manufacturing the means to wipe out rodents, dry rot, crop pests, fleas and lice (or other larger “pests”). The creation of such poisons is fairly costly, which means the alchemist must find a wealthy patron. The alchemist usually employs *Heat*, *Impervious Hand*, and *Pressure* (*Cool* if making a resin for a blade venom). The cost of the ingredients differ from 25 GC per dose to create a pesticide or fungicide or 50 GC per dose to create a more powerful poison, such as manbane. The effort takes 8 hours for each dose. Fungicides or pesticides can sell for anywhere between 40-50 GCs, while other poisons can sell between 60-100 GCs per dose.

Soap

Soap-making is another way for an alchemist to earn a decent living. The spells *Heat* and *Cool* are used to make soap. A batch of 20 cakes of soap takes 8 hours to make at a cost of 1 GCs in ingredients. As soap is a luxury item, a cake of fine-quality soaps is usually sold to the upper classes for between 5/- and 10/-.

Alchemy Magic

Lore of Alchemy

With a limited ability, many Alchemists use sorcery to further their studies,

experimentation, and the production of mundane objects to continue their lifestyle. Dwarfs and Halflings are able to fully undertake this career without the ability to use magic.

In most cases, Alchemists learn spells from a more experienced Alchemist with the knowledge of the spell in question. Experienced Alchemists can be found in their workshop or whatever academy they have been employed to teach. Once an arrangement has been reached, the time involved to learn a new spell is roughly eight weeks of uninterrupted study. At the end of that time, the character is required to pass an **Int**+10% test (each additional month increases the modifier by a cumulative +10% to a maximum of +40%). Should the test be successful, the character can purchase one Alchemy Magic or Petty Magic talent for that spell at the cost of 100 EP. If the test is failed, the character did not learn the spell properly and must find another Alchemist to instruct him.

In few situations, an alchemist may find a tome or a set of parchments detailing the spell in the secret language of Alchemy from which he can learn the spell. The Alchemist character must spend three months of continuous study and practice to hone his skill and knowledge. At the conclusion of this time, the character must pass an **Int** test. Each additional month of study and practice increases the modifier by a cumulative +10% to a maximum of +40%. Should the test be successful, the character can purchase one Alchemy Magic or Petty Magic talent for that spell at the cost of 100 EP. If the test is failed, the character did not learn the spell properly and must find another means to learn this spell.

As there are so few spells an Alchemist can know relative to a Wizard, there is no upper limit to what an individual Alchemist can learn.

The higher cost of obtaining Alchemist spells is offset by the fact that the Alchemist does not need to test on the "Sorcery Failure" table above or any "Tzeentch's Curse" table

(**WFRP2e**, page 143 or **RoS2e**, pages 179-181) whenever they roll doubles on their casting roll. Alchemists can still be penalised with an Automatic Failure whenever they roll a 1 on all the dice in their casting roll, but they get a **WP**+20 test to avoid gaining an **Insanity Point** (**WFRP2e**, page 142).

Alchemist Spell List

The following spells can only be cast by an Alchemist with the proper talent and magical aptitude:

Essence of Air

Casting Number: 5

Casting Time: Half Action

Ingredient: An animal bladder (+1)

Description: The alchemist is able to create a small blast of air within 12 yards to cause small fires to flare up and burn hotter for up to 1 round.

Heat

Casting Number: 5

Casting Time: Half Action

Ingredient: A candle (+1)

Description: Through use of this spell, the alchemist creates a small, intense flame about 3 inches in long on a candle wick within 12 yards, which burns for 2 hours. The height and heat of the flame can be increased or decreased by the alchemist concentrating for 1 round.

Channelled Shock

Casting Number: 6

Casting Time: Half Action

Ingredient: Wood from a lightning struck tree (+2)

Description: The alchemist creates a small electric current which lasts for an hour. It is not strong enough to cause damage, but can be used in a laboratory to perform simple electroplating. Unprincipled alchemists will sometimes use this process to create cheap jewellery with gold or silver and pass it off as authentic. A few even fool gullible patrons into believing that the

alchemist has uncovered the secret of True Transmutation.

Cool

Casting Number: 6

Casting Time: Half Action

Ingredient: A wet cloth (+1)

Description: The alchemist can cool up to 18 cubic inches of material within 12 yards by approximately 10 degrees Celsius (18 Fahrenheit). In cool weather (less than 10 Celsius or 50 Fahrenheit), the alchemist can use this spell to manufacture lumps of ice.

Create Vacuum

Casting Number: 6

Casting Time: Half Action

Ingredient: A hollow animal-horn (+1)

Description: The alchemist can remove 12 cubic inches of air from any given space within 12 yards, which is useful for removing air from glass vessels for experimental purposes. The spell can also be used in normal conditions to create a loud bang behind an unsuspecting character, causing that individual to make an **Ag** test or drop whatever they are holding.

Freeze

Casting Number: 6

Casting Time: Half Action

Ingredient: A piece of ice (+1)

Description: The alchemist can instantly chill up to 12 cubic inches of material within 12 yards to a temperature just below the freezing point of water.

Impervious Hand

Casting Number: 6

Casting Time: Half Action

Ingredient: A pair of leather gloves (+1)

Description: By casting this spell, the alchemist makes her hands impervious to heat, cold, corrosive chemicals and contact

poisons for one minute. Thus, the alchemist can pick up hot flasks, handle noxious substances, etc. without injury. The alchemist can still receive injury from sharp or crushing objects.

Harden Container

Casting Number: 8

Casting Time: Full Action

Ingredient: A handful of sand (+1)

Description: Though use of this spell, the alchemist can strengthen a vessel or container so that it is 50% less likely to crack or shatter through accident or by alchemical reaction. This spell is particularly helpful when working with acids and alkalis.

Maintain Temperature

Casting Number: 6

Casting Time: Half Action

Ingredient: A small woolly scarf (+1)

Description: The alchemist is able to maintain the temperature of one inanimate object up to 3 cubic feet in size within 12 yards, no matter the outside temperature. The alchemist must specify the desired temperature at the time the spell is cast.

Pressure

Casting Number: 5

Casting Time: Half Action

Ingredient: A handful of powdered granite (+1)

Description: The alchemist is able to increase the pressure within a vessel of 12 cubic inches of volume up to twice normal within 12 yards in order to accelerate alchemical reactions. If cast on a vessel with a volume of no more than 6 cubic inches, the pressure is increased by four times normal. This is enough to cause a sealed thin glass vessel to explode and thicker ones to pop their corks and stoppers.

Alchemy and Wizardry in the 26th century

Since the passing of Emperor Magnus the Pious and the succession of weak Emperors, enforcement of Imperial Law has waned in many of the provinces and, in some cases, replaced by less-stringent Provincial Laws governing non-Colour sorcery. This is not to say that the practice of wizardry became legal, but rather the punishment reduced from being burnt at the stake to exile and forfeiture of property and assets. Even though he was considered by many of his contemporaries to be a strong Emperor, Emperor Wilhelm III the Wise understood that he did not have the respect Emperor Magnus commanded.

Once he was elevated to the Imperial throne in the late 25th century, Emperor Matthias Holswig-Schliestein (grandfather of Karl-Franz) recognised that the Imperial Law put forth by Magnus to control sorcery was not being enforced uniformly throughout the Empire. In fact, the further away one was from Altdorf, the less likely the law would be enforced. It seemed that a number of citizens viewed unsanctioned wizards as the lesser of two evils when compared to the political astute and driven Magisters.

In the same manner as the Elementalists, a number of unsanctioned wizards of the Empire fought a secret, vicious war against the minions of the Ruinous Powers in the recent invasion that ravaged the northern and eastern Empire. No official recognition of their prowess was ever acknowledged, but many private witnesses have reported the efforts of these wizards to the authorities. Still, the political connections of the Magisters were enough to keep the Emperor from issuing an edict sanctioning other forms of sorcery.

Many Imperial wizards returned to their hidden, secretive ways as a means to avoid detection.

In contrast, news of the war in the Empire – as well as continued depredations of Skaven in the

Blighted Marshes (sometimes called Zombie Marshes) – brought about a greater respect and support for the practitioners of the sorcerous arts in Tilea and Estalia. A number of the wizardry orders did manage to successfully advocate the passing of laws in several cities and towns restricting the activities of any visiting Imperial Magister. This direct affront to the Colour Colleges have not gone unnoticed.

Alchemy has remained an acceptable part of Old World society for millennia. Only in Altdorf have Alchemists felt the pinch of the Colour Colleges, most specifically with the Gold Magisters. The Gold College used its prestige – along with a few well placed bribes – to convince Magnus' successor, Emperor Leopold von Krieglitz that it should be granted the monopoly of dye and soap production across the Empire. Though difficult to push through the Prime Estates, the Emperor was able to secure the monopoly for the Gold College in Altdorf, Nuln and a number of Reikland and Stirlant towns. This caused an uproar in the various chapters of the Alchemists' Guild and set the whole organisation against the Gold College. In some towns, the places where Gold Magisters live and work when outside Altdorf were vandalised and burnt. In time, the Alchemists won back the right to compete against the Gold College except in Altdorf and a few other towns.

Relationship with the Colour Colleges

Given the perceived threat to the Magisters' power and influence, relationships between wizards and the Colour Colleges remain antagonistic. Since the war, the Magisters of the Colour Colleges have strongly lobbied the Emperor to direct the Sigmarite Witch Hunters to exterminate the wizards once and for all.

Grand Theogonist Esmer has strongly resisted the overt power play of the Magisters and refused to re-direct the Templars from their effort to root out hidden cultists and Chaos sympathisers. There are rumours that the Grand Theogonist has received monetary consideration from those who prefer to politically weaken the upstart Magisters. It is also said that Esmer is looking to gather allies (including certain wizards) for the all-but-certain future confrontation between the Church of Sigmar and the Colour Colleges.

Some believe that a war is already being conducted in the dark recesses of society between two types of wizards. The Imperial wizards are believed to have received support from their Tilean brethren to the south and a number of Alchemists in the Empire. It is only a matter of time before the war breaks into the open.

Secret Societies

Since the oppression of wizardry under Emperor Boris Goldgatherer in the late 11th century, those surviving wizards who did not flee formed secret societies. The initial purpose of these societies was to continue their studies and practice their craft until the time when they could be accepted into Imperial society. Sadly, such acceptance was fleeting at best. Wizardry vacillated between periods of tolerance to hostility until the Wizards' War crushed all hope for those wizards still loyal to Sigmar's Empire. Since that time, wizards have been generally careful to keep their activities hidden from most people.

Despite the tolerance for wizardry in the southern realms, secret societies also flourish in Tilea and Estalia. Many are academic in nature, though a few push the boundaries of their studies into places best avoided. Not a few of these have fallen into corruption and Chaos.

The following represent but a small number of the secret societies of wizardry that exist in the Old World. GMs are encouraged to invent new

ones for whatever plots they have developing for their players.

The Aegis Order

The origins of this secret society have unknown. Some believe that they were first established during the Classical Age of Tilea (circa -25 through 450 on the Imperial calendar) in the vicinity of Luccini. Their interest in protective magicks and thaumaturgic forms suggests a tie with the cult of Mórr as much as a connection to the cult of Verena. Sometime in the ninth century, the Order opened the Academy of the Arcane Arts in Miragliano. A number of Imperial wizards fleeing the murderous greed of Emperor Boris Goldgatherer found their way to Miragliano and joined the Aegis Order.

As previously mentioned, the Aegists perfected Zone Magic and introduced it to the Empire around 2250 I.C. when they established a school near the village of Öbelstein in Ostland and a chapter in Marienburg (both still exist under the protection of the local rulers).

Brotherhood of Noble Sorcery

The Brotherhood is a secret organisation within the larger establishment known in Altdorf as the "Club of the Blessed Heirs" (or mockingly as "The Baby Tyrants"). The Club was established sometime during the Age of the Three Emperors and has charterhouses in many of the cities and larger towns of the Empire where its members gather to discuss politics, gossip about the various noble families, or socialise in the many parties and dinners that take place in the club's houses. To be a member, one must be at least the third in line of inheritance in a landed noble family. Any exceptions (usually extended to a daughter of a noble house) must be voted by an executive board comprised of the heir of the provincial Elector and the richest families of that province.

As members of the rarefied cream of Imperial society, the activities of the Club have been

largely ignored by the groups seeking the hidden enemies of the Empire. Thus, a small elite group of nobles with the talent to use magic were able to join together as a secret society undertaking the study and applied use of magic without outside interference.

Things changed with the growth of the Colour Colleges and political aspirations of the Magisters. The Brotherhood saw these upstarts as a threat to the established order and their privileged position within Imperial society. Recently, the Brotherhood has been successful in placing some of their more dedicated members within two or three of the Colour Colleges to spy on – and sometimes subvert – the efforts of the Magisters to further the power and prestige of their College. In addition, the Brotherhood has recruited non-magical infiltrators to gather intelligence since many Magisters (like the nobility) tend to be somewhat careless with their gossip and schemes whenever lowly servants are present.

The Cabal

The Cabal is believed to have arisen from the ashes of the Wizards War in the late 20th century Empire. Their goal is to conduct a hidden war against the enemies of the Empire, which they sometimes confuse with their own adversaries. During the intervening centuries until the rise of Magnus von Bildhofen as saviour and then Emperor, the Cabal warred against the Witch-Hunters as well as the Necromancers and Undead emerging from Sylvania. In the latter, the Cabal formed an alliance with the Cult of Mórr, partially facilitated by the Illusionists within the Cabal.

With the creation of the Colour Colleges, the Cabal adopted a wait-and-see attitude. They did not needlessly expose themselves to discovery. Rather, the Cabal found agents within the bureaucracy of Imperial and provincial governments, as well as within a number of cults, that interacted or worked within proximity of the Magisters.

By the time Karl-Franz ascended the Imperial throne, the Cabal concluded that the Magisters were a growing threat to the stability of the Empire. The Chaos invasion of 2522 forestalled any effort by the Cabal to overtly work towards the destabilisation of the Colour Colleges, but it has afforded them the opportunity to implement plans to maintain their vigil over the activities of the Magisters.

Children of Teclis

Formed under the auspices of the cult of Verena in Altdorf concurrent with the establishment of the Colour Colleges, this small charter of magic-wielding academics is dedicated to study all forms of Chaos, including Colour Magic. Like other secret societies, the Children of Teclis are not above placing members within the Colour Colleges. The difference is that the Children of Teclis are not seeking the downfall of the Magisters and their respective discipline. Instead, these Verenan wizards are gathering knowledge with which they hope to uncover any weakness to the eternal enemy of humanity.

Consistent with their overreaching goal, the Children of Teclis experiment with the various forms of Dark Magic under strictly controlled environments. They must work in groups of three and meticulously keep clear and detailed notes of their steps and results. At the end of each step, the group is debriefed by a high council and either directed to continue their experiment, follow-up on an interesting tangent, or end their efforts. Needless to say, the tedious process is not foolproof, but it has kept “accidents” at an acceptable, low level.

Order of the New Dawn

The Order of the New Dawn is a secret order of wizards closely aligned with the Cult of Verena in Tilea and Nuln. The Order was founded during the suppression of Sorcery initiated in 1069 I.C by the insatiable greed of Emperor Boris the Goldgatherer.

The goal of the Order is to recover lost arcane items and lore – both divine and sorcerous – that disappeared during that particular reign of terror and the succeeding centuries up to the ascension of Magnus to the Imperial throne. These items are stored deep under the huge libraries the cult maintains where members of the Order – some of whom have also been ordained as Verenan priests – study the salvaged artefacts, scrolls and tomes.

The Order runs an effective intelligence network among some of the leading figures in Imperial academia: antiquarians, archivists, collectors, explorers, and historians. Some of these, in turn, have informants who have cultivated contacts within the Colour Colleges, particularly the Gold and Light Colleges.

Warders of Art and Mystery

The Warders were established in Magritta around the time of the Arabian wars in the middle of the 15th century. From there, they have spread to Tilea, the Border Princes, and the Empire. The Warders are mostly wizards, but their numbers also include alchemists and illusionists. Servants are carefully vetted to

ensure their loyalty and, more importantly, their silence.

The Warders prefer to stay away from crowded cities and establish fortified centres of learning where they can experiment with magical spells and artefacts without interference or prying eyes. One such relatively inaccessible site is located in the hills near Worden in Stirland and looks more like a monastery than lonely tower or castle. The Stirland Warders take special pains to ensure that they are opening within provincial law and have secured a charter (first issued in 2360 and last renewed by Grand Count von Haupt-Anderssen in 2515) to that effect.

There are rumours of strange noises emanating from the Warders' strongholds in the dead of the night. Most who circulate such stories have not themselves heard the noises, but are simply reporting what they have been told by those "in the know." Little do they realise that such tales have been started by those Warders travelling abroad in disguise. The purpose of these fables is to keep the curious (and cowardly) away. The Warders employ magical and mundane traps to deal with the foolishly brave.

Adventure Hooks

Shadow War

Having gained a small reputation for taking on unusual assignments requiring discretion (whether they know it or not), the PCs are hired by a person of wealth to cautiously retrieve an object of some importance from a business rival. The object in question has no obvious value (such as an old book or heirloom) except to the person employing the PCs. The pay should be above average for the task at hand with perhaps a bonus if they can accomplish the feat without being discovered.

The problem for the PCs come after they have retrieved the item in question for their employer. The object has a symbolic value to

the parties involved and represents the covert war that has been waged between the Illusionists of the Order of the Dreamer (loosely affiliated with the cult of Mórr) and the Shadow Magisters of the Grey College.

The person that hired the PCs could be agent of one of the sides in the conflict, one of the wizards in disguise (a nasty tendency of those able to create illusions), or even a disinterested third party. In any event, whichever side the PCs dispossessed of the object will have its own means of determining the identities of the thieves and tracking them down, even if the effort takes several weeks.

Justice (vengeance) arrives when the PCs least expect it. The offending wizards would prefer to take the PCs alive for interrogation, but they are not averse to killing one or two if the act impresses the other PCs and loosens their tongues. Being illusionists of one type or the other, the sorcerers are unlikely to do anything direct or obvious. GMs are encouraged to plan the illusionists' actions with utmost care, plotting out the sequence of spells and the effects the attackers wish to achieve. In addition, the wizards are likely to employ some muscle in their schemes, generally someone who has worked with them in the past in some capacity.

If caught by the vengeful wizards, the PCs will face a dilemma: how to extract themselves from their endeavour without betraying the one for whom they did the job in the first place.

Should the GM wish to make matters worse for the PCs, agents or associates of their employer may attempt a rescue (or mission to silence them) at the moment the PCs reveal what they know to their captors.

The Missing

In their past travels, the PCs may have befriended a number of people, some of whom might have provided some assistance to them in one form or another. One of them – we will use the name of Ottmar Keitel in this description – is an old scholar or herbalist who aided the PCs in a recent adventure.

Unbeknownst to the PCs is that Ottmar is also a wizard, one who has been hiding from some past indiscretion for years. Unfortunately for Ottmar is that someone from his past has tracked him down through us of a bounty hunter.

Ottmar's apprentice (or student), Amalie Löffler, sends word to the PCs that her master has been kidnapped and their help is needed. When the PCs arrive, Amalie shows them Ottmar's ransacked home. Unsure of what to do about the mess, Amalie has opted to leave it as is in the hope it would help the PCs. Ottmar

has told Amalie on numerous occasions how impressed he was at the PCs' skill at divining intent from the smallest bit of evidence.

Picking through the mess, the PCs eventually find a loose floorboard under Ottmar's writing desk. Within the hidden compartment is a number of papers dated over the years. These papers are reports detailing the movements of one Baron Lucas von Ossietzky, a lord of some land to the east. The handwriting on the papers vary from one year to another and the earliest ones seem to be in Ottmar's hand (**Int** may be required, assuming the PCs have previously seen Ottmar's handwriting. If not, Amalie can vouch for the penmanship).

Reading Ottmar's comments, the PCs should get the sense that his obsession about the Baron stems from some unpleasant encounter between the two men in the distant past when they were young. The exact nature of the interaction is not even hinted at in the documents, but it is clear that Ottmar was concerned about the Baron sending someone after him. [**GM Note:** Ottmar Keitel is not the real name of the PCs' friend. It's one of the identities he's had to adopt over the years to protect himself.]

If asked if there has been any strangers about the village recently, Amalie recalls that none of them passed through other than a travelling priest of Sigmar. She noticed him at the local tavern as he seemed too fit and well-formed to be a priest. In fact, the priest looked like a man who could handle himself well in tough situations. His sword looked like it was well made.

Should the PCs follow up with their inquiries at the local tavern, they will learn that the priest had arrived from the east and commented that his final destination was Altdorf. The innkeeper and a few patrons will comment that the priest was in the tavern and was seen heading off in the direction of Altdorf prior to the time Ottmar vanished (the GM will have to determine whether the circumstances of Ottmar's disappearance is common knowledge).

In any event, the PCs should reach the conclusion that the priest of Sigmar may be involved with Ottmar's apparent abduction and that his declaration of Altdorf as his destination may be a ruse. The PCs must travel to Baron von Ossietzky's land to learn why the noble abducted their friend, what he intends to do

with him, and what were the circumstances that led to the bad blood between the two. Then there is the issue of the "priest" of Sigmar. Could he actually be a bounty hunter, assassin or someone with his own objectives?

Conclusion

Though the magic system is clearly defined in **WFRP2e**, there is no particularly compelling reason why the game couldn't incorporate systems of magic that differ from official canon. This is especially true if one considers that the enemies of Humanity in Warhammer (Chaos, Undead, Greenskins, and Skaven) have wielded powerful magic from the inception of Sigmar's Empire, if not before. There is no indication in the official **WFRP2e** setting that Divine Magic was up to the task of protecting the people and armies of the Empire from sorcerous spells.

In conclusion, adding Wizardry, Illusionism, and Alchemy to one's game would bring depth and complexity to the background. It certainly increases the realms of the unknown from a

players' perspective and allows the GM to introduce elements that crafty players could not come to know by memorising the rulebook. Moreover, the use of the material herein allows the GM to bring intrigue into the game that doesn't necessarily require Chaos or any of its elements. If nothing else, it would blur the light of good from the darkness of evil in the game.

Finally, the obscuring the manner in which magic works in Warhammer adds a degree of mystery that cannot be achieved by having a simplified "Unified Theory of Magic" be the end all and be all of magic. In fact, a more varied approach to the mechanics of magic better represents its Chaotic nature.