

WARHAMMER
FANTASY
ROLE-PLAY

GRIMOIRE



• UNOFFICIAL COMPENDIUM •

CREDITS

Original Design and Writing: Chris MacLean

This Supplement is self-published and unofficial, and is not in any way to be associated with Games Workshop or Cubicle 7. All relevant licences, trademarks and copyrights are used without permission and in no way meant to challenge ownership to them by Games Workshop and Cubicle 7.

Warhammer Fantasy Roleplay

is published by Cubicle 7 Entertainment Ltd,
Suite D3, Unit 4, Gemini House, Hargreaves Road,
Groundwell Industrial Estate,
Swinton, SN25 5AZ, UK

No part of any Cubicle 7 publication may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopying, recording or otherwise without the prior permission of the publishers.



WFRP4 Designed by: Andy Law, Dominic McDowell

WFRP4 Publisher: Dominic McDowell

WFRP2 Designed by: Chris Pramas

WFRP1 Developed by: Graeme Davis, Richard Halliwell, Rick Priestley, Jim Bamba & Phil Gallagher

Thanks to: Games Workshop

Special Thanks to: Any fan material I used or absorbed in the creation of my own material. Thanks to Jackdays and Malor666 for their work on Elementalism. Thanks to Alfred Nunez Jr for his work on Druidism.

Warhammer Fantasy Roleplay 4th Edition © Copyright Games Workshop Limited 2018. Warhammer Fantasy Roleplay 4th Edition, the Warhammer Fantasy Roleplay 4th Edition logo, GW, Games Workshop, Warhammer, The Game of Fantasy Battles, the twin-tailed comet logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likeness thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world, and used under licence. Cubicle 7 Entertainment and the Cubicle 7 Entertainment logo are trademarks of Cubicle 7 Entertainment Limited. All rights reserved.

CONTENTS

A Personal Note	4
Catastrophic Miscasts	4
Catastrophic Miscast Table	4
New Talent	5
New Spells	5
New Petty Spells	5
New Arcane Spells	6
New Lore Spells	9
The Lore of Beasts	9
The Lore of Death	9
The Lore of Fire	9
The Lore of Heavens	9
The Lore of Life	10
The Lore of Light	10
The Lore of Metal	10
The Lore of Shadows	10
Druidic Priest Career	11
Career Path	11
Magic and the Old Faith	11
New Talents	12
Strictures of the Old Faith	12
Druidic Priests & Familiars	12
Druidic Familiar Table	13
Apostate Druids	14
Barrows and Laying-to-Rest	14
Druidic Favours	14
The Lore of the Wild	16
Elementalist Career	19
Career Path	19
Elementalist Magic	19
Elementals	20
The Lore of Elementalism	20
Cult Magus of Tzeentch	23
Career Profile	23
Chaos Sorcerers of Tzeentch	23
Chaos Magic	25
Chaos Arcane Spells	25
The Lore of Nurgle	26
The Lore of Slaanesh	27
The Lore of Tzeentch	29
Dark Magic	31
Afflictions	31
The Lore of Daemonology	32
The Lore of Necromancy	33
Skaven Magic	36
Skaven Sorcerer Profiles	36
New Talents	36
Petty Spells (Warp)	36
Arcane Spells (Warp)	37
The Lore of the Warp	38
Ritual Magic	39
Learning Rituals	39
Ritual Format	39
Casting Rules	39
Ritual Spells	40
How to Summon Your Daemon	42
Summoning Rituals	43
Goblin Magic	44

UNOFFICIAL GRIMOIRE

A PERSONAL NOTE

Until an official magic guide is released by the good people at **Cubicle7**, this fan supplement is intended to fill in a few gaps in spell lists—as well as resurrecting Druids and the Old Faith from the realm of Morr. As a great fan of **WFRP1**, the immense disservice done to these odd, hermetic folk cuts me deeply. No pretentious Jade Wizards for this grognard! While I prefer **WFRP1**'s early **WFB**-inspired spell lists to **WFRP2**'s limited Lores and dice pools, I do concede that **WFRP2** nailed the danger with Tzeentch's Curse. For my players' benefit, I decided to dust off some old spells. There must be hundreds of spells in the Known World: it's a shame not to use them! Use what you like with no ownership on my part... It's your Warhammer!

CATASTROPHIC MISCASTS

The following optional rules offer a better chance of your Wizard character now being sucked into the Realm of Chaos, or worse. A roll on the Catastrophic Miscast Table is required in the following circumstances:

- When you roll **96-00** on the Major Miscast Table;
- When you roll **00** on a Channelling Test;
- When a Minor Miscast and a Major Miscast should be rolled at the same time, instead escalating into a Catastrophic Miscast;
- When you are prompted to roll for a Major Miscast in an area tainted by Chaos (see *Malignant Influences*, **WFRP4** p236).

CATASTROPHIC MISCAST TABLE

01-05	Aethyric Feedback: Everyone within a number of yards equal to your Willpower Bonus—friend and foe alike—suffers 1d10 Wounds, ignoring Toughness Bonus and Armour Points, and receives the <i>Prone</i> condition. If there are no targets in range, the magic has nowhere to vent, so your head explodes, killing you instantly.
06-10	The Withering Eye: Chaos energy wracks your body, debilitating your constitution. Lose 20 from your Toughness for 1d10 hours.
11-15	Broken: Your will is utterly broken. Your Willpower characteristic is reduced by 20 for 1d10 hours, and you immediately suffer 1d10 <i>Broken</i> conditions.
16-20	Stupefied: Your mind regresses to protect you from a worse fate. Lose 20 from your Int for 1d10 hours, and you suffer 1d10 <i>Stunned</i> conditions.
21-25	Tzeentch's Lash: Magic power overwhelms you. You take the <i>Unconscious</i> condition for 1d10 minutes.
26-30	Aethyric Assault: The Winds of Magic lash out at you. You suffer a Critical Hit to a random location, adding 20 to the roll.
31-35	Albino Affliction: Your skin and hair are bleached utterly white by roiling Chaos. Lose 20 from your Fellowship.
36-40	Heretical Vision: A Daemon Prince shows you a vision of Chaos. You gain 1d10 Corruption points and suffer a <i>Stunned</i> condition that cannot be removed for the same number of Rounds. Any time after this event, you can spend 100 XP and gain the <i>Chaos Magic</i> Talent in the appropriate Lore.
41-45	Mindeaten: Your ability to use magic is burned out of you, reducing your Channelling and Language (Magick) Skills to 0. For each full 24 hours that passes, you regain 1d10 in each skill, after which you may cast spells at the regained skill level.
46-50	Uninvited Company: You are attacked by a number of Lesser Daemons equal to your Willpower Bonus. They appear from the Aethyr within 12 yards of you.
51-60	Daemonic Contract: A two-inch Chaos rune burns itself into a random part of your body. You suffer 1d10 Wounds (regardless of Toughness Bonus and Armour Points) and a Corruption point. Should you ever collect 8 of these, they will comprise a contract signing your soul away to a Ruinous Power chosen by the GM. Removal of the branded skin will make no difference.
61-65	Chaotic Servitors: 1d10 Daemon Imps, Servants, or Lesser Daemons appear from the Aethyr and do your bidding for 1d10 Rounds. If you issue any command to them, you gain 1 Corruption point per Daemon that serves you.
66-70	Boiling Blood: For a brief instant, your blood literally boils in your veins. You take 1d10 Wounds (ignoring Armour Points) and are afflicted by separate Critical Hits to the Body and the Head.
71-75	Spasmodic Paroxysm: Your entire body convulses violently as the raw stuff of Chaos courses through you. You suffer the effects of an amputated tongue (WFRP4 , p180) unless you can somehow get it reattached.
76-80	Kin Afflicted: The infection of Chaos renders you sterile. Also, your closest relative suffers the result from another roll on this table.
81-85	Mutating Wind: You gain a Mutation if you fail a Very Hard (-30) Endurance Test. If you pass, you must now test against Major Exposure (WFRP4 , p183); if this fails and you gain enough points to trigger a mutation, the Endurance Test fails automatically.
86-90	Vortex of Chaos: Roll on the Major Miscast Table. All creatures within 12 yards, including you, suffer that effect.
91-95	Called to the Void: You are sucked into the Realm of Chaos, forever lost unless you have a Fate point to spend. If you do, a vision of your narrowly averted fate assails you: take 1d10 Corruption points and the same number of <i>Stunned</i> conditions.
96-00	Dark Inspiration: The GM can choose any result(s) from the Miscast Tables and make them suitably catastrophic. If inspiration fails, a horrifying Greater Daemon is called to this plane and starts attacking everything in its sight—including you!

NEW TALENT

A character who has purchased the *Arcane Magic*, *Chaos Magic*, *Wild Magic*, *Witch!* or *Invoke* Talents may purchase the *Remove Curse* Talent at any time thereafter (while in the relevant career).

Remove Curse

Max: Current level of spellcasting or religious career (1-4)

Tests: Language (Magick) or Pray when dispelling a curse

You have learned the art of nullifying active curse effects. If you fail a Dispel Test when attempting to remove a curse, you may reverse the roll if doing so allows the Test to succeed. This applies also to **Extended**

Dispel Tests. Only one curse may be removed at a time.

NEW SPELLS

The **WFRP4** Rulebook comes with a variety of Petty Magic and Arcane spells. Listed below are some additional common spells that spellcasters may add to their Grimoires if the GM allows.

NEW PETTY SPELLS

Any of the following Petty spells may be considered part of the standard list provided in the **WFRP4** Rulebook (p240).

Belligerence

CN: 0

Range: Touch

Target: 1

Duration: Willpower Bonus Rounds

Your target gains the *Belligerent* Creature Trait.

Comfort

CN: 0

Range: You

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus hours

You create a faint dome of energy around you that keeps out the extremes of the elements, averaging out heat and cold, and minimizing the effects of rain, snow, and wind. This has the result of creating a comfortable space to rest and make camp.

Converse By Candlelight

CN: 0

Range: Willpower Bonus miles (each)

Target: You

Duration: Willpower minutes (each)

You are able to converse with another Wizard through the light of a candle. Each Wizard must be within WPB miles of each other, and each Wizard may only communicate for their Willpower minutes. The spell only works when the Wizards cast the spell at a pre-arranged time next to a lit candle, calling out the other's 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 spell can be ended sooner simply by blowing out either candle.

Find

CN: 0

Range: Willpower yards

Target: Special

Duration: Willpower Bonus minutes

You are able to locate one lost object within range. The object will ring with the sound of a small bell until it is found. If the object does not belong to you, it must have been touched by a living person who seeks to find it and you must touch that person while casting the spell.

Induce Flavour

CN: 0

Range: You

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus minutes

You add flavour to all food eaten within Range, making ship's biscuits palatable and well-prepared food into a Duke's feast. This spell does not affect the quality of the food, but the GM may determine if there are any psychological or social benefits (or detriments). For instance, after a week of travel rations, a meal that tastes delicious could remove a *Fatigued* condition caused by travel. Or you might gain +1 SL to a successful Charm Test when serving this meal.

Magic Lock

CN: 0

Range: Touch

Target: 1

Duration: Willpower minutes

This spell can be cast on a single non-magical bolt or lock. The lock cannot be picked or forced open. This does not prevent someone from smashing down a magically locked door, for example, and a locked chest could still be broken.

Mend

CN: 0

Range: Touch

Target: 1

Duration: Instant

You imbue subtle strands of magic into the collected pieces of a single broken item under 50 lbs, temporarily mending the object. This spell cannot mend an item that could not normally be fixed. Until repaired by a skilled craftsman, the object no longer has the *Durable* Quality and it gains the *Shoddy* and *Unreliable* Flaws. Casting this spell again on the same object will destroy it.

Petty Curse

CN: 0

Range: Willpower Bonus yards

Target: 1

Duration: Until removed

You place a minor curse upon a target. An unwilling or unsuspecting victim is allowed an **Opposed Willpower** Test to resist, penalized by the casting roll's SL. A curse may only be removed with a successful dispel by the spellcaster or someone with the *Remove Curse* Talent. You may choose the precise effects of any curse, but the GM should make sure that they are about the same as those listed here—uncomfortable, perhaps embarrassing, but not especially dangerous. **Examples:** Warts, boils, piles, baldness, severe rash, halitosis, flatulence, hair turns a bright colour, irregular bowel movements, smelly feet, etc....

Read Out

CN: 0

Range: Touch

Target: 1

Duration: Up to Willpower minutes

This spell will read out the text of a document, scroll, book, sign, or similar writing in a slow and clear voice. Once begun, the whole text will be read aloud and cannot be stopped without dispelling the spell. A listener is allowed an **Easy (+40) Intelligence** Test to memorise the information being read, with a cumulative penalty of -10 for every 10 minutes spent listening. The spell will not activate magical effects, summonings, prayers, or the like. If the writing is in a foreign language, it will be read aloud in the original language.

Reinforce

CN: 0

Range: Touch

Target: 1

Duration: Willpower Bonus days

This spell can be cast on any door, portal, chest or similar object or structure that you touch to make it physically tougher and harder to damage. The object's Toughness Bonus is increased by 1.

NEW ARCANES SPELLS

The following Arcane spells may be considered part of the standard list provided in the **WFRP4** Rulebook (p242).

Accelerate

CN: 4

Range: Touch

Target: 1

Duration: Willpower Bonus Rounds

You speed up your target's senses, granting them the following bonuses: +10 Combat Initiative and +1 Movement. You may increase the effects by +10/+1 for each +2 SL. If you overcast by +6 SL, the target automatically goes first in the Initiative order and gains an extra Action during their Turn. While affected by this spell, a target may not make Channelling, Language (Magick), or Pray Tests.

Alarm

CN: 4

Range: Touch

Target: Special

Duration: Until the next sunrise

You may cast this spell on any spot. Should any living creature pass within Willpower Bonus yards of it, you will be made aware that this has happened—even to the point of waking you up—no matter how far away the event takes place. You know only that something has disturbed the spell, but you will not be aware of any other details.

Aethyric Arrow

CN: 2+

Range: Willpower Bonus yards

Target: Special

Duration: Instant

You conjure one or more small arrows to hit one or more target(s)—each strikes as a *magic missile* with a Damage of +0 and the *Impale* Quality. When casting, you choose as many arrows as desired up to your

Willpower Bonus; additional arrows increase the spell's CN by 2 per arrow.

Berserk

CN: 3

Range: Touch

Target: 1

Duration: Willpower Bonus Rounds

Your target gains the *Frenzy* Creature Trait (see p190).

Deadly Touch

CN: 4

Range: Touch

Target: Special

Duration: Instant

You jolt one living target with a harrowing energy, inflicting a *magic missile* with a Damage equal to your Dexterity Bonus. The energy carries one additional effect of your choice, replacing any Lore effects:

- **Cold:** Targets gain a *Stunned* condition for every full 5 Wounds suffered (minimum of 1). Compatible with the Lores of Death, Heavens, Life, Metal, Necromancy, and Shadows.
- **Corrosion:** All Armour and Weapons carried by affected targets suffer 1 Damage. Compatible with the Lores of Daemonology, Metal, Necromancy, Shadows, and Witchcraft.
- **Fire:** Any Wounds caused ignore Armour Points. Targets gain an *Ablaze* condition. Compatible with the Lores of Daemonology, Fire, Heavens, Hedgecraft, Light, and Metal.
- **Electrical:** Any Wounds caused ignore Armour Points. Targets gain a *Stunned* condition. Compatible with the Lores of Daemonology, Heavens, Life, Metal, and Witchcraft.
- **Poison:** Any Wounds caused ignore Armour Points. Targets gain a *Poisoned* condition. Compatible with the Lores of Beasts, Death, Necromancy, Shadows, and Witchcraft.
- **Shadow:** Any Wounds caused ignore Armour Points. Targets gain an *Entangled* condition. Compatible with the Lores of Daemonology, Death, Necromancy, Shadows, and Witchcraft.

Deft Hands

CN: 4

Range: Touch

Target: 1

Duration: Willpower minutes

You enhance your target's ability to manipulate objects, imbuing them with a bonus of +20 to Dexterity. In addition, per 2 SL you succeed by, you may select one Dex-based Talent to bestow to your target, such as *Artistic*, *Craftsman*, *Gunner*, *Master Tradesman*, *Rapid Reload*, or *Tinker*; or you may choose additional levels in the chosen Talent.

Dispirit

CN: 3

Range: Willpower yards

Target: 1

Duration: Willpower Bonus Rounds

You suggest feelings of doom and gloom in the mind of a living person of your size or smaller. The target loses 1 Advantage and suffers a -10 penalty to all Willpower and Fellowship-based Tests. For every +2 SL, you may increase the effect by -1/-10. The spell has no effect on creatures with any of these Traits: *Bestial*, *Daemonic*, *Immunity to Psychology*, *Undead*.

Enthuse

CN: 3

Range: Willpower yards

Target: 1

Duration: Willpower Bonus Rounds

You project hope and enthusiasm into the mind of a living person of your size or smaller. The target gains 1 Advantage and receives a +10 bonus to all Willpower and Fellowship-based Tests. For every +2 SL, you may increase the effect by +1/+10. The spell has no effect on creatures with any of these Traits: *Bestial*, *Daemonic*, *Immunity to Psychology*, *Undead*.

Forbidding

CN: 12

Range: Touch

Target: Special

Duration: Willpower Bonus days

You inscribe a magical barrier upon a portal or passageway, preventing access to what lies beyond. This barrier is invisible to others, except to you or any creatures with the *Second Sight* Talent—in which case the *Forbidding* appears as a delicate pattern of bluish strands undulating in mid-air. You can bypass your own *Forbidding* at will and may lead others through it if you are touching them. Any creature attempting to go through the *Forbidding* must pass a **Difficult (-10) Willpower** test or be repelled by the mystical force, taking a *Stunned* condition. A creature unable to bypass the portal may try again at the following sunrise, but this time the test is considered **Very Hard (-30)**. Should this test be failed, the creature will never be able to break the *Forbidding*.

Mental Duel

CN: 6

Range: Willpower yards

Target: Special

Duration: Special

You lock yourself into an immediate mental contest against one Wizard (or other spellcaster). If the *Mental Duel* is mistakenly initiated with a non-Wizard, your spell is wasted and you must immediately roll on the Minor Miscast Table. If casting the spell already resulted in a Miscast, consider the Miscast roll to be **100**. Once locked in mental combat, you may not stop until either duellist is attacked by another assailant, or one of you is reduced to zero Willpower. Each Round of the duel, perform an **Opposed Willpower** Test. During the first round, you add your Overcasting SL to your Test. When you win a mental attack, you reduce your opponent's Willpower by the Opposed SL x 5 and increase yours the same amount. If you lose, the effect is the opposite. A result of +/-0 SL indicates a stalemate this Round. Use the modified Willpowers for the following Rounds of the duel. Once a combatant reaches Willpower 0, the duel ends. The loser gains a Corruption point and suffers the *Unconscious* Condition. The victor gains +1 Willpower permanently, counting as an Advance. While duelling, you are oblivious to all other things: you and your opponent are not capable of any other Actions or Movement while the Duel plays out. You both count as **Helpless Targets** (p162). If one of you is attacked, the Duel is instantly broken and you each take a *Stunned* Condition in addition to the attack effects, but you are no longer helpless. Both combatants' Willpower characteristics return instantly to normal, no matter how the duel ends.

Observe

CN: 2

Range: Willpower Bonus yards

Target: 1

Duration: Willpower Bonus Rounds

Your target gains +20 to **Perception (Sight)** Tests; and while the spell lasts, the target may **Assess** (gaining +1 Advantage) without making a Skill Test (though it still takes an Action).

Painless

CN: 2

Range: You

Target: You

Duration: Willpower Bonus Rounds

You absorb powerful energy which makes you immune to any pain sensation while the spell is active. Gain the *Painless* Creature Trait.

Panic

CN: 6

Range: Willpower Bonus yards

Target: 1

Duration: Instant

You induce a sudden urge to flee in your target, inflicting +1 *Broken* condition upon a failed Cool Test. You may assign +1 condition per 2 SL of the Test. The spell has no effect on creatures with any of these Traits: *Bestial*, *Daemonic*, *Immunity to Psychology*, *Undead*.

Paralyse

CN: 6

Range: Willpower yards

Target: 1

Duration: Willpower Bonus Rounds

You attempt to hold one living creature in place who is your Size or smaller. The target is allowed a **Challenging (+0) Willpower** Test to resist. If paralysed, the creature may not move or perform any action at all for its Duration, counting as *Unconscious*. Extra SL from the casting roll may either be used to penalize the **Willpower** Test at an equal rate (+1 SL on the casting roll for -1 SL to the **WP** test), or to increase the Size of the creature affected by +1 for each 2 SL achieved.

Provocation

CN: 6

Range: Willpower Bonus yards

Target: 1

Duration: Willpower Bonus minutes

You reach inside your victim's mind and twist something to stimulate an intense emotional response, inflicting your choice of either *Animosity*, *Hatred*, or *Prejudice* (with a specific Target of your choosing). Once the effect ends, any events put into motion are likely to continue, and the victim may realize that something suspicious happened to them. The spell has no effect on creatures with any of these Traits: *Bestial*, *Daemonic*, *Immunity to Psychology*, *Undead*.

Rally

CN: 4

Range: Willpower yards

Target: 1

Duration: Instant

You cause a living person suffering from *Broken* conditions, *Fear* and/or *Terror* to immediately regroup. The affected target may move and act as normal when their Turn arrives, gaining +1 Advantage.

Repress

CN: 8

Range: Touch

Target: 1

Duration: Instant

You immediately block the memory of a particular event from the mind of another living character. You must know the details of the event and be able to speak to the character in a language they understand. If the blocked memory is of a terrifying nature, the character will have nightmares that vaguely suggest that memory. After each night's rest, the victim is allowed a **Very Hard (-30) Intelligence** Test to recover their memory; if regained the character must make a **Difficult (-10) Cool** Test or gain a Corruption point.

Sanctuary

Spell Level: 6

Range: You

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds

You create an aura of protective energy around you that grants all within the AoE the *Immunity to Psychology* Creature Trait.

Silence

CN: 4

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds

You create an Area of Effect within range that blocks out all noise. No speech or sound may pass into or out of the area, no matter how loud or soft. Spellcasting is impossible inside the area.

Slippery Ground

CN: 3

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus minutes

You target a patch of ground, dousing it in a magical substance that has the viscosity of oil (but isn't flammable like oil). The area becomes difficult ground to cross. Any creature of Average size or smaller moving on the ground must pass a **Challenging (+0) Agility** or **Athletics** Test or fall, gaining the *Prone* condition. Overcasting SL may be used to increase the Difficulty of this Test by -10 per 2 SL. A falling creature must then pass a Dex Test or drop any items held in its hands.

Sluggish

CN: 6

Range: Willpower Bonus yards

Target: 1

Duration: Willpower Bonus Rounds

Your target becomes slow as molasses. The affected creature gains the *Slow* Flaw for all attacks, and may only Move at Walking Rate. Charge, Run, Sprint, or Flee are not allowed. (The creature may Engage with an opponent, but no Advantage bonus is gained.)

Smash

CN: 3

Range: Willpower Bonus yards

Target: Special

Duration: Instant

You cause structural damage to a targeted door, small section of wall, or other inanimate surface or object; it has no effect on any creature. *Smash* pummels the affected structure with a *magic missile* of Damage +9.

Steal Aura

CN: 8

Range: Willpower yards

Target: Special

Duration: Willpower Bonus Rounds

You conjure shimmering magical hands, which launch themselves at your target—which must be a single creature protected by a magical spell or aura. Perform an **Opposed Willpower** Test against the protected creature, with a bonus in SL equal to your Overcasting SL. If you win, the shimmering hands strip away the protective magics from the target and give them to you, and the stolen spell's Duration now resets using your Characteristic Profile instead. You do not gain any Lore benefit from the stolen spell. Examples of protective spells include: *Protection from Rain*, *Aethyric Armour*, *Arrow Shield*, *Dome*, *Magic Shield*, *Mundane Aura*, *Ward*, *Comfort*, *Painless*, *Sanctuary*, *Word of Invulnerability*, *Hunter's Hide*, *Purple Pall of Shyish*, *Aqshy's Aegis*, *Purge*, *Cerulean Shield*, *Glittering Robe*, *Barkskin*, *Regenerate*, *Banishment*, *Pha's Protection*, *Shroud of Invisibility*.

Subvert Blessing

CN: 2

Range: Willpower yards

Target: Special

Duration: Instant

Aggressive energy shoots out from you, encasing a single target affected by one or more Blessings. All Blessings on the target are eliminated.

Subvert Miracle

CN: 6

Range: Willpower yards

Target: Special

Duration: Instant

Hostile energy spills out from you towards the target of an active Miracle. The Miracle ends immediately, and all its effects are nullified.

Tongues

CN: 2

Range: You

Target: You

Duration: Willpower Bonus minutes

You are able to speak and make yourself understood in any common spoken language.

Word of Invulnerability

CN: 4

Range: You

Target: You

Duration: Willpower Bonus Rounds

You utter a magic word and wrap protective energies around yourself, cloaking you from one non-magical Critical Hit and Damage up to SL+WPB Wounds. **Example:** Bianca rolls +3 SL on her **Language (Magick)** Test and her Willpower is 43; thus, she would be protected from 12 Wounds. The effect ends once the Duration is reached, a Critical Hit is deflected, or all the spell's Wounds are absorbed.

NEW LORE SPELLS

Two additional spells for each Lore are provided here:

THE LORE OF BEASTS

The Standing Ox

CN: 4

Range: You

Target: AoE (Willpower Bonus yards)

Duration: Instant

You shout out to all allies within range, bolstering their courage and resolve. Any ally suffering from Fear or Terror, or *Broken* conditions, no longer suffer these effects. In addition, each Character gains a Resolve point which is automatically lost at the end of the scene or encounter. This spell does not protect against future sources of Fear or Terror, etc.

Winter's Long Slumber

CN: 8

Range: Touch

Target: 1

Duration: Instant

Your touch causes a willing creature your Size or smaller to fall into a deep sleep akin to a bear's hibernation. The hibernation lasts for many months—for an entire season or more until the following solstice or equinox. The target need not eat or drink. Any diseases, poisons, or similar ailments the character is suffering are interrupted, their damaging properties slowed to a crawl. Current penalties remain active, however. Natural healing occurs as normal. The target cannot be awakened by normal means; only you may prematurely break the hibernation. You may also cast this spell upon yourself: if you do, you may imbue one witness with the power to break your spell with a Free Action.

THE LORE OF DEATH

Animus Imprisoned

CN: 15

Range: Touch

Target: 1

Duration: Instant

You imprison the soul of your target, sealing it in a durable vessel such as a bottle, vial, or pouch. While the soul is imprisoned, the victim's material body lives as a vegetable, carrying on the barest functions of life—breathing, swallowing, excreting—without initiative or awareness. The body must be fed by others or die of thirst or starvation; its body should be cleaned or it will likely gain a *Festering Wound*, *Galloping Trots*, *Minor Infection*, and possibly *Blood Rot*. Previously suffered damage, diseases, poisons, and other maladies affect the body normally. The husk heals over time as normal. You can restore the imprisoned soul to its body at any time by opening the sealed vessel in the presence of its body. Any knowledgeable Priest of Morr or an Amethyst Wizard who knows this spell can do likewise. When the soul is returned to the body, the target must test against Corruption (Major). Should the bottle be opened or destroyed away from the body, or by someone who does not know the proper rituals, the soul becomes lost in the world—damned to become a Ghost. Due to the disruption caused in conjuring this spell, all Wizards in a 5-mile radius feel a tremor in the Aethyr. The Lords of the Amethyst Order do not look kindly on those who use such powerful magicks without appropriate cause.

Tomb Robber's Curse

CN: 5

Range: Touch

Target: 1

Duration: Special

You suffuse a single corpse, tomb, or gravesite with a long-lasting *Shyish* curse. Anyone who desecrates the body or site during the following year gains 1 Corruption point and suffers a *Fatigued* condition for a period of 1d10 days.

THE LORE OF FIRE

Blood Boil

CN: 7

Range: Touch

Target: 1

Duration: Special

Your touch burns through armour and superheats your target's blood. The target suffers a *magic missile* with a Damage of +3 (Armour is ignored) as well as a *Stunned* condition. At the start of each Round thereafter, the target must make a **Difficult (-10) Endurance** Test or suffer another hit, each time increasing its Damage by +1. Once a Test is passed, the spell ends. Targets killed by this spell will explode into a fountain of superheated blood that causes a magic missile with a Damage of +1 to all creatures within 2 yards. Since the target is not literally set on fire by this spell, the Lore bonus is not applied.

Fiery Flavour

CN: 0

Range: Touch

Target: 1

Duration: Instant

Your fiery touch can quickly cook one serving of food to your liking or it causes up to one quart of liquid to come to a furious boil. Or you may use this spell to impart the food or drink with a fiery potency, such as a spicy or alcoholic flavour—which can induce gastrointestinal distress in those who are not used to such potency.

THE LORE OF HEAVENS

Birdspeak

CN: 5

Range: You

Target: You

Duration: Willpower Bonus minutes

You are able to speak and understand the languages of birds. This spell does not force birds to talk or pay attention to you. Cunning birds may even lie to you or demand favours in return for their knowledge. A bird's opinion of you will be based on the way you appear and act, as interpreted through its own personality. An eagle, an owl, a raven, or a sparrow are very different creatures. You do gain insight into the customs and behaviour of birds—understanding why a flock of birds is migrating now or why a nest may have been abandoned. The GM should allow an *Intuition* or *Intelligence* Test with an **Easy (+40)** modifier when the situation allows.

Wind Blast

CN: 7

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds

You call down raging winds from the sky. Anyone in the AoE takes a *Stunned* condition, which lasts until they exit the AoE or the spell ends. In addition, they must pass a **Hard (-20) Agility or Dodge** Test or take the *Prone* condition. Ranged attacks are impossible into or out of the AoE. As per the Combat Difficulty Chart (WFRP4 p161), all attacks are made at -20 inside the AoE.

THE LORE OF LIFE

Geyser

CN: 6

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds

You cause a geyser of water to erupt from an area of natural ground within range. Those within the AoE gain the *Prone* and *Surprised* conditions, and are knocked 4 yards in a random direction—suffering Falling Damage. After the initial burst, a large pool fills the entire Range (subject to reason), providing fresh water for the next water until it finally drains away.

Leaf Swirl

CN: 2

Range: You

Target: You

Duration: Willpower Bonus Rounds

If you are outdoors, you conjure a vortex to swirl about you, providing you with -20 cover against Ranged attacks and -10 cover against Melee attacks. You do not suffer these penalties yourself.

THE LORE OF LIGHT

The Power of Truth

CN: 6

Range: Touch

Target: 1

Duration: Willpower Bonus Rounds

Your target becomes infused with the convincing certainty of truth and righteousness—but only if they speak honestly (such as they know it or believe). If so, the target gains a +40 bonus to Charm Tests as well as their maximum limit in the *Master Orator* and *Public Speaking* Talents. The influence of this spell is not visible to others, so there is no easy way to gauge the target's honesty. You may cast this spell on yourself.

Radiant Weapon

CN: 6

Range: Touch

Target: Special

Duration: Willpower Bonus Rounds

Your touch envelops a non-magical melee weapon in a coating of bright light. The weapon counts as magical, gains a bonus to Damage equal to your Willpower Bonus, and gains the *Unbreakable* Quality. Anyone attacked by this weapon counts as a target of a Lore spell. Due to its

bright light, the wielder of this weapon automatically fails all Stealth Tests.

THE LORE OF METAL

Stoke the Forge

CN: 2

Range: Willpower Bonus yards

Target: Special

Duration: Willpower Bonus hours

You cause an already-burning fire in any forge, fireplace, oven, or similar housing where heat and flame are stoked to burn as hotly as naturally possible, without consuming additional fuel.

Tale of Metal

CN: 8

Range: Touch

Target: Special

Duration: Instant

You touch any metal object and look into its past, unlocking its secrets and visualising the circumstances of its forging and creation as if you were there. You may make a **Challenging (+0) Channelling** Test to discern a magic item's special properties, learning one special property of the GM's choosing per SL (minimum of 1). In the case of cursed, tainted, or spoilt items, you uncover the dangerous properties last.

THE LORE OF SHADOWS

Cloak Activity

CN: 8

Range: You

Target: You

Duration: Willpower Bonus Rounds

Gathering the shadows of *Ulgû* about you, you disguise your actions—including the casting of this spell itself—and you appear to be doing something completely different (your choice). Your location remains the same to the observer, but you appear engaged in a different activity. For example, you can appear to all eyes to be reading a book when you are actually punching someone in the face. If your action affects someone else (ie, an attack, spell, picking pocket, etc), the victim is granted an **Opposed Intelligence/Channelling (Ulgû)** Test to see through the illusion. Those with the *Second Sight* Talent must pass a **Difficult (-10) Perception** Test to notice the illusion.

Shadow Daggers

CN: 6

Range: Willpower Bonus yards

Target: Special

Duration: Instant

You conjure up a number of shadowy daggers equal to your Willpower Bonus and hurl them at your one or more targets. Each dagger is a *magic missile* with a Damage of +3.

DRUIDIC PRIEST

Human; Peasant

You tend the forests of the Old World with your unique magic and ancient worldview, but the Empire considers you a heretic.

The Old Faith represents a way of life that harkens back to a time before written history and the coming of Sigmar. Its devotees worship an ancient goddess called The Mother, who symbolizes the earth and its natural fertility; but She is less of a deity than an abstraction of the terrible beauty of the natural world and the daily rigours of rural life.

Druidic Priests are the religious and moral leaders of their villages. The isolation of their settlements makes Druids very protective of their folk; typically, they view outsiders with suspicion, though many maintain a kindly and compassionate disposition.

DRUIDIC PRIEST ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
			+	+				+	

CAREER PATH

† Druidic Initiate — Brass 1

Skills: Animal Care, Charm Animal, Endurance, Heal, Lore (Herbs), Outdoor Survival, Set Trap, Track

Talents: Animal Affinity, Orientation, Strider (Woodlands), Summon Familiar

Trappings: Boots, Dagger, Homespun Robe, Pouch containing two days' worth of nuts and berries, Symbol of The Mother

✂ Druidic Priest — Brass 2

Skills: Animal Training, Intuition, Language (Magick), Lore (The Old Faith), Melee (Basic or Polearm), Navigation or Trade (Herbalist)

Talents: Field Dressing or Sixth Sense, Druidic Favours, Resistance (Corruption) or Rover, Second Sight

Trappings: Healing Poultices, Hand Weapon or Quarterstaff, Sling Bag, Trade Tools (Herbalist)

☠ Druidic Master — Brass 3

Skills: Channelling (Lore of the Wild), Charm or Stealth (Rural), Entertain (Storytelling) or Read/Write, Lore (Woodland)

Talents: Hardy or Trapper, Instinctive Diction, Sharp or Savvy, Wild Magic

Trappings: Backpack, Isolated Hut

Druidic Elder — Brass 5

Skills: Cool, Read/Write or Swim

Talents: Aethyric Attunement, Coolheaded, Magical Sense, Pure Soul or Resistance (Corruption)

Trappings: Care of Locale, Elder's Robe, Initiate

In practice, Druidic magic is closer in spirit to the exploits of Wizards than the divine inspirations of Priests. For years, practitioners of the Jade Wind have called themselves Druids. Jade Wizards, however, do not worship The Mother and are perceived by genuine Druidic Priests as Lore-thieves and false upstarts. As the numbers of proper Druids dwindle—whether through persecution, the zealotry of the Witch-Hunters, or simply because human civilization has marched onwards—they must tolerate the usually benevolent idolatry of the Jade Wizards, knowing that they must do so to survive.

The path of the Old Faith is one of arduous toil, but also of great satisfaction in the service of the land and the life it provides. Druids are the centre of the village, ensuring the health of the local animals, presiding over their fellow believers, officiating at ceremonies, and generally being the moral compass of the community. The Druid must keep faith in The Mother alive and protect all believers from oppression. Thus, it can be a gruelling and dangerous path: many lesser souls fail and move onto other careers.

"Droods? Ain't they them tree-suckers what come from the Big 'Dorf and don't let us chop down our own trees for kindlin'?! They ain't live' an' ard life at all. I say burn 'em and leave us alone!"

—anonymous Farmer overheard near Altdorf

"I came upon an elder gentleman in the Grissenwald one night, berobed in tattered brown cloth. He showed no fear and had an air of having been born and bred in the wood, as if raised by the trees themselves. The elder offered me a comforting meal and a safe spot of ground to sleep. He spoke little, but when he did it was firm and gentle at once, which made me smile. He was unlike any Druid I have ever known, yet like every one of them, if that makes any sense. I should like to meet him again, but it was all so dreamlike that I doubt I could remember where."

—Magnar Borgulson, Dwarf Scholar

MAGIC AND THE OLD FAITH

No one knows how many Druids of the old ways remain, but for most people of the Empire, The Old Faith is just a legend. Rumours abound that the ancient Druids used to channel divine magic in the manner of priests, but as the Empire tightened its control over all practice of religion and magic, the Druidic path shifted from worship to sheer survival. The waning of their religion brought a great loss to their magicks, and their numbers dwindled. No longer able to pray for the Mother's blessings and miracles, the Druids shifted to telling their stories instead. They sought out the Elven magicks for suitable magical tools, but could not grasp the teachings. Then, they stumbled upon the conjuration of invisible guardians known as spirit animals or familiars, and in doing so the servants of The Old Faith unleashed greater magical potential than in its ancient years. This sorcerous tradition has been handed down for generations, but is greeted with hostility by Templars and Witch-Hunters.

Being reclusive villagers and lone rangers for thousands of seasons, practitioners of The Old Faith rarely learn to read or write. Consequently, Druids do not learn magic from the Colleges, and they do not have access to, nor would they flourish in, the academic institutions that control magic in the Empire. Their magic is an oral tradition passed down from elder to initiate, deriving its energy from the spirit world. Spirit-animals, known as familiars, provide a focus for these traditions and empower the Druids to manipulate the Winds to suit their needs. As a rule, they do not keep or maintain Grimoires, though a Druid who

is literate could keep their own or learn from the rare Druid who has written their own Grimoire.

NEW TALENTS

Druids may not learn or cast any spells available to other Lores, including Petty and Arcane spells. Instead, new Talents are included here that power your Druid's spellcasting abilities.

Druidic Favours

Max: 1

Cost: 100 XP

You have learned spells from your oral tradition, where a spoken story initiates a spark within the spirit realm. When you take this Talent, you manifest, and permanently memorise, a number of Druidic spells equal to your Initiative Bonus. You may learn additional Druidic Favour spells—see the **Druid XP Table** for XP cost.

DRUID XP TABLE			
Druidic Favours		Lore of the Wild Magic	
No. Spells Known	XP Cost for a new spell	No. Spells Known	XP Cost for a new spell
IB x 1	100 XP	WPB x 1	200 XP
IB x 2	150 XP	WPB x 2	300 XP
IB x 3	200 XP	WPB x 3	400 XP
IB x 4	250 XP	WPB x 4	500 XP
IB: Initiative Bonus		WPB: Willpower Bonus	

Resistance (Corruption)

Max: Toughness Bonus

Tests: Endurance Tests to resist Corruption

The remote habitats where Druids reside are not often visited by the Priests of Morr, therefore a new Druid character does not gain the *Doomed* Talent. Instead, you receive *Resistance (Corruption)*, due to the enduring purity of the Druids. You may automatically pass the first Test to resist Corruption every session. If SL is important, use your **TB** as SL for the Test.

Wild Magic

Max: 1

Cost: 200 XP

You study the ancient Lore of the Wild from the stories of your Elders. You may not learn or cast any of the Arcane or other Lore Spells. Instead, you may memorise spells from those listed in the **Lore of the Wild** section. See the **Druid XP Table** for XP costs.

Summon Familiar

Max: 1

Cost: 200 XP

The spirit animal from your vision becomes your familiar. The familiar follows you wherever you go and confers certain advantages to seal your pact, and in return you are required to keep certain strictures. In addition, you are assured of a friendly, or at least neutral, reaction from all encountered animals of the familiar's species.

STRICTURES OF THE OLD FAITH

Honouring The Mother demands that you adhere to the strictures listed below. This is a largely self-imposed legacy from a time long past when the The Old Faith was a practised religion, rather than a barely tolerated (or in fact hostilely proscribed) cultural oddity. Nevertheless, local Elders will likely cast out Druids who do not follow the strictures properly (this process makes them *Apostate*).

- Never harm animals except in self-defence or for food.
- Never harm or tamper with a Sacred Grove or a stone circle's standing stone or barrow, and prevent others from doing so whenever possible.
- Do not waste what the Mother provides.
- Commune outside with nature four times a year, at the equinoxes and solstices. This entails spending a whole day alone in your familiar's preferred environment.
- Never allow an animal of the familiar's species to be killed or injured, even in self-defence.
- Treat outsiders with hospitality, but remain cautious about strangers who may bring evil with them.
- Honour your familiar's diet whenever possible.

DRUIDIC PRIESTS & FAMILIARS

A Druid may not learn or cast spells before finding a familiar. While you are a *Druidic Initiate*, you must undergo a ritual which culminates in your vision of a spirit-animal. You may choose the animal, or you may roll 1d100 on the *Familiar Table* instead. If you choose the animal, the GM may demand you roleplay the reason for your selection, or turn it into an Endeavour.

If you roll randomly, you gain +1 Fate point for allowing the Mother to intervene. The next step is to purchase the *Summon Familiar* Talent for **200 XP**—at which point, in whichever manner you and your GM wish to tell the story, the spirit animal will appear before you for the first time.

Explanations from the Familiar Table

Characteristic: You gain +5% added to your base characteristic, which does not count as Advances.

Skills & Talents: If a Skill is listed, you gain +10 in the appropriate Skill, which counts as Advances. You gain any Talents listed, which will stack (if the Talent allows) with those purchased previously.

Diet: You should maintain a similar diet to your familiar's species, when you are able. Spirit animals are intelligent: they will understand when you are breaking the spirit of the Druid strictures, and they will not react in judgement if the required food is unavailable.

- **Fish:** A largely fish-based diet that you catch yourself.
- **Herbivore:** Mostly plants and legumes.
- **Insects:** Mostly insects, mollusks, and some meat.
- **Meat:** Mostly meat that you have killed yourself.
- **Omnivore:** You can eat anything, provided that you hunt or gather it yourself, or it was offered willingly.

Environment: This is your familiar's preferred or native locale, though your GM should feel free to adjust as appropriate. Your familiar will always feel more at ease in such surroundings, gaining +20 to **Willpower** Tests. This, in turn, grants you +20 to **Willpower-based** Tests as well.

As mentioned under Strictures, this is the locale that you should use to commune during the Solstices and Equinoxes.

Familiars in Play

The Familiar is visible only to you, its Druid, but creatures with the *Magical Sense* or *Second Sight* Talents may be able to discern the spirit's subtle, amber outline and its bright-green eyes. Being a spirit, it normally occupies no space in the material world, but you may exert a **Willpower** Test once per day to make your familiar manifest semi-corporeally, and thus enable the animal to perform some physical task that would be realistic for a real animal. A Familiar may only stay semi-corporeal in this manner for a number of minutes equal to your **WPB**.

Profile: Your familiar has the standard attributes for its species, except that it has an **Int** of **85**, **Fel** equal to yours minus 2d10, and its Wounds are equal to your maximum Wounds score. The spirit has the *Ethereal* Creature Trait: it can pass through walls and other physical obstructions, and may only be harmed by magic. Familiars do not have the *Bestial* or *Skittish* Traits. A Druid whose Familiar is killed for any reason is immediately turned *Apostate* and must leave the Druid career: see *Apostate*.

Personality: Spirit animals should be treated as NPCs and played by the GM. For the most part, Familiars behave like their corporeal cousins, but they have no gender or sexual instinct. If you give your Familiar a

name, it will learn to respond and play along with your Human whims. Your spirit animal will understand your language and complex instructions, though it cannot talk. You will doubtless think of many useful tasks that an invisible and near-invulnerable spirit animal can perform. It should be noted that a Familiar will only go more than your **Willpower** yards away from you by passing a **Willpower** Test.

The GM should endeavour to play the Familiar as an animal with a distinct personality and not let it be taken for granted, particularly when it comes to strictures. A rabbit Familiar might be too timid to go on alone, an otter might refuse to take scouting details seriously, while a cat will almost certainly refuse to be made a convenience of in any way at all.

Dissolution: On rare occasions, your spirit familiar may not get along with you at all: your personalities clash too much, the animal doesn't approve of your actions, or something similar. In such cases, the familiar may make an **Opposed Willpower/Fellowship** Test once per session to force a permanent separation (a divorce, so to speak). Upon a win in SL higher than your Druidic Priest Career level, you and the familiar must go your separate ways. You gain a Corruption point and lose all of your familiar's bonuses, the *Summon Familiar* Talent, and you cannot cast spells until you bond with another spirit animal. To do so, you must search out a new familiar by re-purchasing the *Summon Familiar* Talent (this time for 300 XP, and the next time for 400, etc). Otherwise, you will be seen as *Apostate*.

DRUIDIC FAMILIAR TABLE

1d100	Animal	Characteristic	Skills & Talents	Diet	Environment
01-05	Bat	<i>Initiative</i>	Acute Sense (Hearing), Night Vision	Meat	Cave, Forest, Grassland
06-10	Bear	<i>Strength</i>	Endurance, Strike Mighty Blow	Omnivore	Cave, Forest, Woodland
11-15	Bison	<i>Toughness</i>	Very Resilient, Very Strong	Herbivore	Grassland, Plain, Woodland
16-20	Boar	<i>Weapon Skill</i>	Frenzy, Stout-hearted	Omnivore	Forest, Woodland
21-25	Cat	<i>Willpower</i>	Catfall, Sixth Sense	Meat	Forest, Mountain, Woodland
26-30	Dog	<i>Fellowship</i>	Acute Sense (Hearing), Gregarious	Omnivore	Grassland, Woodland, Urban
31-35	Eagle	<i>Weapon Skill</i>	Acute Sense (Vision), Navigation	Meat	Grassland, Mountain
36-40	Elk	<i>Initiative</i>	Sixth Sense, Sprinter	Herbivore	Forest, Grassland, Plain
41-45	Fox	<i>Fellowship</i>	Cat-tongued, Trapper	Omnivore	Rural, Urban
46-50	Frog	<i>Agility</i>	Strong Legs, Swim	Insects	Coastal, Water
51-55	Horse	<i>Strength</i>	Ride (Horse), Roughrider	Herbivore	Grassland, Plain
56-60	Otter	<i>Initiative</i>	Step Aside, Swim	Fish	Water
61-65	Owl	<i>Intelligence</i>	Night Vision, Second Sight	Meat	Forest, Grassland, Woodland
66-70	Rabbit	<i>Initiative</i>	Dodge, Flee!	Herbivore	Grassland, Underground
71-75	Rat	<i>Agility</i>	Resistance (Disease), Scale Sheer Surface	Omnivore	Underground, Urban
76-80	Raven	<i>Willpower</i>	Acute Sense (Vision), Intuition	Omnivore	Battlefield, Forest
81-85	Snake	<i>Weapon Skill</i>	Resistance (Poison), Strike to Injure	Meat	Coastal, Rural
86-90	Squirrel	<i>Agility</i>	Athletics, Scale Sheer Surface	Herbivore	Forest, Urban
91-95	Stoat	<i>Weapon Skill</i>	Distract, Hunter's Eye	Meat	Forest, Underground
96-00	Wolf	<i>Initiative</i>	Rover, Track	Omnivore	Grassland, Rural

APOSTATE DRUIDS

If you lose your familiar, disturb the interior of a barrow, or you severely break one or more Strictures, you become seen as *Apostate*—cast out of the Druidic order. Your bond with your spirit animal is dissolved immediately. You suffer 1d10 Corruption points, lose a Fate point, your magical Talents and Spells are stripped from you, and you lose all familiar bonuses and Talents permanently. You must seek out a randomly determined *Peasant* career as soon as you are able to purchase your career exit.

BARROWS AND LAYING-TO-REST

Barrows are the burial-mounds of your ancient ancestors, and it is forbidden for a Druid to break into one or permit others to do so. Only Chaos magic will work inside a barrow, and a Druid who disturbs the rest of a barrow's occupants becomes *Apostate* among the scattered Druid community.

Summary: *Willpower Loss* = SL + WPB + 1d10

Occasionally, the occupant of a barrow may not have been laid to rest properly, and may manifest as a Wight. In such a case, you may be able to lay the troubled spirit to rest permanently. Each Round, you and the Wight must make an **Opposed Cool/Willpower** Test. Your spirit familiar may **Assist** in the mental duel. The loser of the Test suffers a **SL + WPB + 1d10** loss from their Willpower. If the Wight can be reduced to 0 Willpower, it will be laid to rest and disappears. If, instead, you are reduced to 0 **Willpower**, you gain the *Unconscious* Condition and you become the Wight's mindless slave until it or you is destroyed, or unless your spirit animal can lay the Wight to rest itself. Lost Willpower points are regained within an hour, but you suffer *Fatigued* Conditions equal to the Willpower Bonus points regained.

DRUIDIC FAVOURS

These simple spells are treated the same as Petty Magic in play. They represent a similar level of power, but their energies originate from the spirit realm rather than the Winds of Magic.

Amber Contour

CN: 0
Range: Willpower yards
Target: Special
Duration: Willpower Bonus minutes

You point at one target and trace its shape, while a subtle outline of *Ghur* flickers around the target. All combat Tests against the outlined creature gain +1 Advantage. **Note:** This spell may have other uses other than direct combat, subject to the GM's common sense and yours. (For example, a GM may agree that an angry mob may react to an outlined character with hostility, or guards may detain the outlined character for questioning.)

Animal Friend

CN: 0
Range: 1 yard
Target: 1
Duration: 1 hour

You make friends with a creature that is smaller than you and possesses the *Bestial* Creature Trait. The animal trusts you completely and regards you as a friend.

Calming Hand

CN: 0
Range: Touch
Target: 1
Duration: Instant

Your touch soothes a creature that is smaller than you and possesses the *Bestial* Creature Trait. One *Broken*, *Fatigued*, or *Stunned* Condition is removed from the target. Each +2 SL will remove an additional Condition.

Careful Step

CN: 0
Range: You
Target: You
Duration: Willpower minutes

The magic flowing through your feet ensures any organic matter you tread upon remains undamaged: twigs do not break, grass springs back to its original position, and even delicate flowers are unharmed. Those seeking to use the *Track* Skill to pursue you through rural terrain suffer a -30 penalty to their Tests.

Cleanse Poison

CN: 0
Range: Touch
Target: 1
Duration: Instant

Your touch removes a *Poisoned* condition from the target. You may choose to remove an additional condition per 2 SL.

Comfort

CN: 0
Range: You
Target: AoE (Willpower Bonus yards)
Duration: Willpower Bonus hours

You create a mystical dome around you that keeps out the extremes of the elements, averaging out heat and cold, and minimizing the effects of rain, snow, and wind. This has the result of creating a comfortable space to rest and make camp.

Commune

CN: 0
Range: You
Target: You
Duration: Willpower Bonus minutes

Using your familiar, you converse with the spirits of the wood, river, desert, caverns, etc (ie, whichever natural locale you are in). You talk to your spirit animal, who in turn acts as medium to unseen spirits. You have no control or command over these spirits, but may ask a single question per minute of the spell's Duration. The spirit(s) that answer will do so honestly, without bias, about the surrounding area and local events. Only you and your familiar hear the spirits answer.

Delouse

CN: 0
Range: Touch
Target: 1
Duration: Instant

You remove a non-magical parasitic infestation from a character or mundane animal of your size or smaller.

Ease Pain

CN: 0

Range: Touch

Target: 1

Duration: Instant

Your touch heals 1 Wound or removes 1 Condition from a creature your size or smaller. This spell will only work on a target once per session.

Ease Symptom

CN: 0

Range: Touch

Target: 1

Duration: Instant

You ease the severity of a single disease Symptom by one degree: Severe to Challenging, Challenging to Average, or Average to Easy. (This spell does not actually cure the Disease or eliminate its symptoms.) Each +2 SL will ease the Symptoms by one more degree, to a minimum of Easy.

Forest Walk

CN: 0

Range: You

Target: You

Duration: Willpower minutes

You gain the *Arboreal* Trait (p338) and are able to pass through any plant growth unhindered, no matter how dense or thorny. Trees will bend and bushes will magically open. Your worn and carried trappings are allowed to travel through, but nothing else gains the benefit of the spell.

Fresh Water

CN: 0

Range: Willpower Bonus yards

Target: AoE (Willpower Bonus yards)

Duration: Instant

You purify all water within a receptable (flask, barrel, jug) or the AoE of a very small pond or side of a stream. All non-magical impurities (poisons, contaminants, or disease) are removed, leaving drinkable water.

Gust

CN: 0

Range: Willpower yards

Target: Special

Duration: Instant

You create a brief gust of wind, strong enough to blow out a candle, cause branches to creak or break, or blow leaves across the ground.

Sense Corruption

CN: 0

Range: Willpower yards

Target: Special

Duration: Willpower minutes

Your familiar surveys the surrounding area and determines whether the flora and fauna are natural. 'Unnatural' predatory or non-native plants such as damaging moulds and fungi, Chaos plants and creatures, Corrupted beings, Daemonic entities, and hostile illusions will be seen for what they really are.

Sense of the Green

CN: 0

Range: Special

Target: Special

Duration: Willpower minutes

Tapping your familiar's understanding of the natural world, you gain an unerring sense of direction in outdoor locations undeseccated by Chaos. You know the location and type of any non-magical traps and small constructions within Willpower yards. Also, you gain a +1 SL bonus to successful *Charm Animal* and *Track* Tests. This heightened serenity also bestows you with a level in the *Etiquette (All Peasants)* Talent.

Sense Water

CN: 0

Range: 1 mile

Target: Special

Duration: Willpower minutes

You can sense the direction and distance of a body of water such as a lake, stream, or ocean—even if it is underground, an oasis in a desert, or well beyond sight. This spell can allow the caster to pierce through illusions which have some representation of water.

Sense Wildlife

CN: 0

Range: 1 mile

Target: Special

Duration: Willpower minutes

If cast outside in a rural location, you can sense the direction of a known mundane animal or plant, if any exists within range. You must name the desired animal or plant while casting, and if the named thing does not exist within Range or Duration, you will be none the wiser. This spell adds a +20 bonus to any Tests related to gathering food and herbs.

Soothe the Savage Plant

CN: 0

Range: Willpower Bonus yards

Target: 1

Duration: Willpower Bonus Rounds

You put a single, hostile plant or tree (such as a Bloodsedge or magically animated hedge) to sleep for the spell's Duration. This spell has no effect on plants with an Intelligence over 10, such as Treemen.

Spirit Lights

CN: 0

Range: Willpower yards

Target: Special

Duration: Willpower minutes

You create a number of small floating motes of amber-green light up to your Intelligence. While they remain within line of sight, for your Action you may control the lights by passing an **Easy (+40) Channelling** Test; allowing you to send the lights moving in any direction. They will move at alking pace in a straight line, passing through any objects (or witnesses) in their path, unless you test again to change their direction.

Spirit Perception

CN: 0

Range: Willpower yards

Target: You

Duration: Willpower Bonus minutes

You close your eyes and meditate, experiencing all the senses of your spirit animal as if they were your own. You cannot speak or otherwise communicate while the spell lasts, and you count as a *Helpless Target*.

THE LORE OF THE WILD

The power of the ancient Druidic Priests comes from refracting the Winds of Magic—particularly *Ghur*, *Ghyran*, and *Ulgur*—through the spirit realm. The traditions of The Old Faith teach that all fauna and flora are linked together in the cycles of life, death, seasons, decay, regrowth; thus, the Druidic belief that Humans should not separate their knowledge into smaller Lores as the Elves and Colleges have done. Druids gain +1 SL to any Channelling or Casting Tests while outside in a natural environment untainted by Corruption.

Ingredients: Druids are known for collecting and hoarding jars of seeds, nuts, saps, loam, mosses, waters, and a great variety of plant matter. However, the old traditions also demand blood sacrifice and flesh, so Druids also use fur, skin, bone, or pelt, wrapped in sinews and blood. It is not uncommon for Druids to use all manner of excretions from monstrous creatures and vegetation.

Absorb Corruption

CN: 12

Range: Touch

Target: 1

Duration: Instant

You lay your hands on a character or mundane animal of your Size or smaller and remove 1 **Corruption** point. You absorb this Corruption point into your soul, but you may make a **Challenging (+0) Endurance** Test to resist adding it to your own Corruption score. Each +2 SL absorbs another Corruption point, prompting another Endurance Test. Curiously, this spell has no effect at all when cast on Druids. Casting this spell on a creature with the *Corruption* Creature Trait will have no effect other than you having to make an Endurance Test against the creature's *Corruption* Trait.

Animal Mastery

CN: 4

Range: Willpower Bonus yards

Target: 1

Duration: Willpower Bonus minutes

You may initiate a non-verbal, telepathic connection with a mundane animal of *Size (Large)* or smaller within range. You may communicate freely with the animal, and you might be able to command it. Most animals contacted by this spell will usually be well-disposed towards you. The GM may impose a *Charm Animal* or *Animal Training* Test, which gains a SL bonus equal to your Willpower Bonus. While the spell lasts, you may not hold other verbal conversations, cast other spells, or dispel.

Aura of Purity

CN: 14

Range: You

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus hours

You conjure a dome of translucent greenish-yellow energy that repels most creatures and withers invasive vegetation. Other Druids, followers of The Old Faith, and mundane animals may enter and leave the AoE freely. Creatures with the *Corruption*, *Daemonic*, *Mutation*, or *Undead* Traits gain a *Broken* Condition until they leave. All other creatures are allowed a **Cool (WP)** Test to resist gaining a *Broken* Condition, with the following modifiers:

Elves, Rangers

Challenging (+0)

Humans, Halflings, Gnomes

Difficult (-10)

Dwarves

All other creatures

Hard (-20)

Very Hard (-30)

Autumn's Decay

CN: 5

Range: Willpower yards

Target: AoE (Special)

Duration: Instant

A ray of dark green light projects outwards from your fingertips to the spell's Range. At the crest of the Range, the AoE is equal to Willpower Bonus yards. Anything organic (wood, leather, plant or cloth fibre) in the path of the ray will immediately rot and turn to dust or sludge. Creatures, living or otherwise, will be unaffected by the spell, and they gain a **Difficult (-10) Dodge** Test to avoid their trappings being destroyed. The only exceptions are creatures with the *Undead* Trait such as Zombies or Zombie Dragons who have unliving flesh on their bones. Such creatures take a *magic missile* hit with a Damage of +3.

Call Animal

CN: 12 (or 8)

Range: Willpower Bonus miles

Target: Special

Duration: Special

A spirit horn appears in your hand, and you blow on it with great strength, calling out to the creatures in the nearby land. You must name the animal when you blow the horn. Within 1d10 - **WPB** Rounds a powerful, mundane creature will come to your aid. The creature will sense your need and hasten to your defence, standing by your side—fighting to the death for you if need be and watching over you while you sleep—until the next dawn. You may choose from one of the following: Bear (Large), Boar (Large), Eagle (Large), Wolf (Large) or a Rat Swarm. The creature must be native to your current surroundings. **Note:** If you wish to call a creature of the same species as your spirit animal, you are able to cast this spell at CN: 8. The called creature will be Large, or a pack/flock/swarm of smaller animals.

Call Lightning

CN: 8

Range: Willpower yards

Target: 1

Duration: Instant

When the sky is overcast, your staff generates an electrical surge in the clouds nearby. A bolt of lightning strikes your target, causing a *magic missile* with a Damage of +4. The bolt ignores all Armour Points, and causes +2 Damage to a location protected by metal armour. Anyone engaged with the initial target takes a similar hit but with a Damage of +2. Also, anyone engaged with a secondary target takes the same hit with a Damage of +0. If the GM allows, this spell may inflict an *Ablaze* condition to nearby flammable objects (not creatures, however).

Drawing Down the Moon

CN: 12

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds

If there is any sliver of Mannslieb present, you bring down a form of moon madness upon any creatures within the AoE. The creatures are bathed in the glowing moonlight, which halves their Willpower and very quickly drives them insane. All creatures must attempt to pass a **Cool (Willpower)** Test; failure inflicts your **Willpower Bonus** in *Stunned*

Conditions on them. Affected creatures may not cast spells or invoke blessings and miracles. Once the spell ends, your victims must pass a **Cool (Willpower)** Test or gain 2 *Corruption* points. Creatures with the *Mutation*, *Daemonic*, or *Undead* Traits are affected differently, instead suffering a *magic missile* hit with a Damage of +10.

Earthpower

CN: 8

Range: You

Target: You

Duration: Willpower Bonus hours

You can only cast this spell while in a stone circle or sacred grove. You draw upon the power of the earth and harness it for further spellcasting. For the spell's Duration, all your **Casting Numbers** are halved and you gain all the Lore special rules for the Amber, Grey, and Jade Winds: *Ghur*, *Ghyran*, and *Ulgü*. However, you are a conduit for an immense amount of power. Any failed **Language (Magick)** Test becomes a *Minor Miscast*, and any Critical becomes a *Major Miscast* (unless you have the *Instinctive Diction* Talent). Once the spell comes to an end—inflicted with a minor nosebleed and a major headache—you suffer a *Fatigued* condition and 1d10 - WPB Wounds (minimum of 1).

Heal Animal

CN: 4

Range: Touch

Target: 1

Duration: Instant

Your touch restores all normal Wounds and cures all Conditions and Diseases on a mundane animal that has not been killed. However, this spell will not heal the effects of Corruption, broken bones, torn muscles, or amputations. Nor can it heal the withering effects of old age.

Mend Bones

CN: 8

Range: Touch

Target: 1

Duration: Instant

Your touch heals the target of SL Wounds as well as any *Minor Broken Bones* and *Torn Muscles*, though the creature must rest for 8 hours immediately after the spell or gain a *Fatigued* Condition. *Major Broken Bones* and *Torn Muscles* are restored enough to be considered *Minor*, after which the normal healing time applies (p179). This spell may be cast a week or more later to fully heal the bones and muscles.

Morning Mist

CN: 4

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus minutes+

If you are in an exterior or humid interior environment, you may conjure a fog that obscures the sight of everyone within it. All victims gain SL+1 *Blinded* Conditions, and any Move or Action requires a successful Perception Test or the *Prone* Condition is gained. Those looking into the mist must pass a Perception Test to find their target, or their Action is made at **Very Hard (-30)**. You are able to see and move normally within the mist.

Quickening

CN: 11

Range: Touch

Target: 1

Duration: Willpower Bonus minutes

Your touch brings a tree to animated, semi-conscious life for the spell's Duration, and puts the tree under your command. While the spell is in effect, you may move and act as normal, but you must be able to maintain concentration—see **Interruptions** (p237)—or the spell dissipates and the tree becomes inanimate again. The animated tree has the characteristics of a Treeman, except the creature has the *Stupid* Creature Trait and an Intelligence of 10.

Renew Growth

CN: 12

Range: Willpower yards

Target: Special

Duration: Special

You revitalize the plant life of a parched, withered, or desolate area of land or farmer's field, provided that such growth is not unnatural for the region (ie, jungle growth in the desert). The effects of drought, poisoning, blight, plant disease, parasites, Chaos mutations, etc, are all healed. You may choose the area affected within the spell's Range, and the first signs of regrowth are visible in 1d10 minutes, though the effects are permanent. This spell will summon back native plants and animals over the next few days and weeks.

Rite of Spring

CN: 8

Range: Touch

Target: 1

Duration: Willpower Bonus Rounds

Your target gains the *Magical* and *Regenerate* Creature Traits (p341).

Sacred Grove (Ritual)

This spell is a ritual—see the section on Ritual Magic for more details.

Spirit Self

CN: 9

Range: You

Target: You

Duration: Willpower Bonus Rounds+

Your form becomes intangible and nearly invisible. As you perceive your familiar, so others see you as a subtle, amber outline with bright-green eyes. You are immune to mundane attacks, and you gain +20 to **Stealth** Tests, but you may not interact with the physical world nor may you cast spells. Others suffer a -20 penalty when they try to see you.

Stoutstaff

CN: 2

Range: Touch

Target: Special

Duration: Willpower Bonus Rounds+

You weave energy into your staff, imbuing it with the *Magical* Trait.

Summer Rain

CN: 8

Range: Willpower yards

Target: Special

Duration: Willpower minutes

You conjure a sudden downpour of rain anywhere within range—in any outdoor environment (except desert). The burst of rain snuffs out fire, gunfire, and explosives, making ranged combat impossible at longer than Short Range. This may also provide sustenance for local life and create enough pools of clean water to drink.

Tanglethorn

CN: 8

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds

You target a bare patch of earth and cause a dense hedge of thorns, vines, and brambles to sprout from the ground. While the spell lasts, the thorns are considered magical, lashing out and grasping anything that moves. At the start of each Round, all creatures within the area suffer a *magic missile* hit with a Damage of 0: Roll 1d100 to determine the Hit Location, and take the units die as your SL.

In addition, Movement within the brambles is halved, and all creatures of *Size (Small)* or larger must pass a **Hard (-20) Dodge (Agility)** Test or suffer +1 *Bleeding* and +1 *Entangled* Conditions—with a Strength equal to your Willpower. Once created, the hedge of thorns remains, but loses its preternatural properties; Movement remains halved, and creatures may traverse safely with a **Challenging (+0) Dodge (Agility)** Test.

Winter's Bite

CN: 8

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds

This spell may only be cast outside. You cause a sudden and violent storm of large hail to break out. While the storm lasts, anyone caught in the AoE at the beginning of their Turn suffers a *magic missile* with a Damage of +0 and they must pass an **Average (+20) Cool (WP)** Test or gain +1 *Broken* Condition. Visibility within and into the hail is equivalent to your **WPB Blinded** Conditions. Fire, gunfire, and explosives will be snuffed out by the storm. In addition, the terrain becomes difficult ground until 1d10 minutes after the spell ends. All movement at Walking speed requires an **Average (+20) Athletics** Test or the victim gains the *Prone* Condition. This Test is **Difficult (-10)** while Running and **Very Hard (-30)** while Sprinting.

ELEMENTALIST

Human, Wood Elf, Ranger

You are the secret shaper of the natural elements of the world. Every day you live with immense power, and you fend back greater danger.

Elementalists wield the unpredictable power of the four natural elements: Air, Earth, Fire, Water. They are able to exert some control over natural forces, and they are even able to conjure terrifying creatures from some other Realm—one which no one has ever been able to identify. As witches and wizards of nature, Elementalists often have a close affinity with living things, and they often take on the personality of the element they conjure most often. All Elementalists consider themselves the stewards of natural forces, and as such, they despise the dark arts of Daemonologists and Necromancers.

Elementalists were once common in the Old World, before the Empire formalised the magical schools and purged such witchery in the name of Law and Order. No longer an esteemed academic pursuit, the few Elementalists that remain wander the wide world, roaming from village to town in search of new knowledge under the guise of offering aid, information, and magical services.

ELEMENTALIST ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl
+							+	+	

CAREER PATH

† Apprentice — Brass 2

Skills: Channelling, Gossip, Language (Magick), Lore (Nature), Melee (Basic), Navigation, Outdoor Survival, Swim

Talents: Aethyric Attunement, Petty Magic, Read/Write, Second Sight

Trappings: Grimoire, Hand Weapon

✂ Elementalist — Brass 4

Skills: Animal Care or Heal, Dodge, Endurance, Intuition, Lore (Herbs), Stealth (Any)

Talents: Beneath Notice, Arcane Magic (Elementalism), Resistance (Corruption), Sixth Sense

Trappings: Healing Poultice, Trade Tools (Herbalist)

☞ Master Shaper — Silver 2

Skills: Charm, Climb, Perception, Ride or Row

Talents: Acute Sense (Any), Catfall, Fast Hands, Instinctive Diction

Trappings: Isolated Home, Riding Horse or Small Boat, Magic Item

🛡 Elementalist Lord — Silver 4

Skills: Lore (Any), Research

Talents: Detect Artefact, Gregarious, Magical Sense, Strong Swimmer

Trappings: Apprentice, Library (Magic), Workshop (Magic)

Once upon a time, the centre of Elementalism was The Eldritch University & Elementalists' Guild, located in the University Quarter in Nuln. But Imperial Law turned against such illegal sorcery, and The Eldritch University was destroyed under mysterious circumstances. Now, there's just a large empty space and an ancient charred black circle nestled in-between merchants' shops. Dutiful citizens of Nuln look askance at the empty space, not asking what happened there or why it has not been rebuilt; but some will say that it was a site of a great and terrible battle long ago.

Finding a teacher of Elemental magicks, or hunting for an apprentice, can be a years-long pursuit. Since Elementalists incline towards a nomadic or hermetic life, living close to large sources of their preferred element—such as waterfalls, oceans, volcanoes, mountaintops—it can be a significant quest in and of itself to find one.

"Danger! Excitement! Command a creature of Fyre with the power of your Mind! Embark upon a new path in life: ALL ARE WELCOME! Consult w Magister Sneed, The Eldritch University & Elementalists' Guild—The Tower at Kuchag Wag."

—notice continually reposted on the Deutz Elm in Nuln

"We dunno who keep puttin' up that bill. We done check'd around, snooped a bit, some investigatin' at the 'cademy of Wizards 'n' all that. No leads. I'll tell you this, I catch this bugger, I gonna giv'im what fer! I mean, impress'nable chilluns could get sumpin' in their 'eads... Elementalists ain't nothin' real, that's what!"

—Guard Jonson, City Watch, Universitat Quarter

ELEMENTALIST MAGIC

Elementalists harness the Winds of Magic in a similar fashion to other Arcane spellcasters. The main reason this form of magic is outlawed by the Empire is that Elementalists use any of the Winds at will, with little recourse to the teachings of Teclis. The Winds respond to the *lingua praestantia* when the words are spoken by an unschooled Elementalist just as they do when uttered by a Bright Wizard. Teclis' teachings describe Humans as being too weak to handle more than one Wind, but the Lore of Elementalism does not work the same as the separate Winds of Colour Magic, nor does it mix Winds in an unholy manner as Dark Magic does. Elementalism, like Druidism, is its own thing. Where Colour Wizards embody the Wind that they have studied, the Elementalist focusses on the specificity of air, earth, fire, and water rather than the power of the Winds. In brief, most Elementalists favour an effect over power.

Procedure

Elementalists learn and cast Petty magic like any other Wizard. The procedure for Lore spellcasting remains the same as for other magicians, but with the following changes:

The only ingredient necessary to cast Lore spells is the element associated with the spell. There is no Miscast benefit.

You must first attune the element you wish to manipulate for one Round before attempting to cast a spell. This is done by meditating near the element that you wish to exploit, or by discerning its location nearby. This takes up your Move and Action, and you count as a *Helpless Target* for this Round only. Perform an Intuition Test, using your Willpower characteristic as the base Range for this test. Compare the distance of

the element to the Range modifiers listed on the Combat Difficulty chart (WFRP4 p161) to determine the modifier for your Test. **Example:** Sirin has a Willpower of 46, and is within 22 yards of a river—which is the element needed for his spell. Since the distance is less than half his WP characteristic, he gains +20 to his Intuition Test.

If unsuccessful, you may not cast a Lore spell until this Test is passed.

If successful, you may put the SL from your Intuition Test towards the Channelling or Casting Test next Round.

ELEMENTALS

Elementalists are able to summon terrifying and inscrutable creatures known as Elementals to this world. How these creatures were discovered has been lost to ancient history, and the Empire has spent considerable effort eliminating any last vestige of information on Elementals. Now, more Old Worlders fear the Skaven menace than could articulate any notion of Elementals and the magicks that summon them.

Those few who have studied Elementals and lived to tell the tale are at odds about the creatures' nature. Some believe that they come from the Realm of Chaos; others believe that they are lost souls torn from the Spirit Realm using the elements as their corporeal flesh.

THE LORE OF ELEMENTALISM

Elementalists are wielders of primeval natural powers, expressed in the manipulation of the four elements of Air, Earth, Fire, and Water. They may control these forces to some degree, but more ominously they may also call forth strange otherworldly beings referred to as Elementals.

Air spells causing Damage ignore the target's Armour Points, except those with the *Arcane Magic (Elementalism or Heavens)* Talent.

Earth spells that cause Damage require the target to pass an **Average (+20) Endurance** Test or gain the *Prone* condition.

Fire spells causing Damage inflict +1 *Ablaze* condition on the target, unless they possess the *Arcane Magic (Elementalism or Fire)* Talent.

Water spells that cause Damage grant you the *Regenerate* Creature Trait until the beginning of your next Turn.

Ingredients: Proximity to the element is required to cast a spell.

Assault of Stone (Earth)

CN: 6

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Instant

You conjure a handful of pebbles, which you throw high into the air: as the stones fly, they grow larger and rain down upon the targeted area. All victims suffer a *magic missile* with a Damage of +4

Blinding Flash (Air)

CN: 3

Range: Willpower Bonus yards

Target: You

Duration: Willpower Bonus Rounds

You conjure a ball of blinding light from the heavens above. Everyone looking at you receives SL+1 *Blinded* conditions. Anyone who passes a **Difficult (-10) Intuition** Test avoids looking at the light, but may not attack or engage you without being blinded.

Breathe Underwater (Water)

CN: 4

Range: Touch

Target: 1

Duration: Willpower Bonus Rounds+

You fill up your target's lungs with a magical fluid, allowing them to breathe freely in water or vacuum.

Bring Rain (Water)

CN: 7

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds

If there is moisture in the air, you are able to coalesce it all and release it as a torrential rainstorm, even indoors if the GM allows. Fires are put out instantly, and cannot kindle (including magic). Ranged attacks are impossible except at Short Range, though these are taken at **Challenging (+0) Difficulty**. There is a 25% chance that Blackpowder and Engineering weapons, and their ammo, become waterlogged and unable to fire until dried out.

Clap of Thunder (Air)

CN: 6

Range: 1 mile

Target: Special

Duration: Instant

Your magic unleashes an immense clap of thunder, audible over a great distance, though less so underground. Any creatures with the *Bestial*, *Skittish*, or *Stupid* Traits must make a Fear (SL) Test. Riders must make a **Difficult (-10) Drive or Ride** Test to calm their mounts.

Cleansing Flurries (Air)

CN: 6

Range: Willpower yards

Target: You

Duration: Willpower Bonus minutes

You summon a strong breeze which dissipates all impurities in the air and brings a feeling of spring-like freshness. For the duration, airborne poisons, breath effects, and wind-based spells are ineffectual (subject to GM's discretion). Also, allies have any *Fatigued* conditions removed.

Cloud of Smoke (Fire)

CN: 3

Range: Willpower Bonus yards

Target: You

Duration: Willpower Bonus Rounds

You breathe a concentrated smoke from your lungs, as if your insides were on fire. The cloud begins centred on you, but if you move it remains stationary while it dissipates. Creatures in the cloud cannot see out or through it, nor can anyone outside see into the cloud. Further, any creatures, except you, who attempt to move inside the cloud must make a **Challenging (+0) Athletics** Test or take the *Prone* condition.

Crumble Stone (Earth)

CN: 4

Range: Touch

Target: AoE (Willpower Bonus yards)

Duration: Instant

Your touch causes an AoE of stone, rock, or brick to weaken, crack, and crumble—inflicting a *magic missile* with a Damage of +8.

Dust Storm (Air)

CN: 8

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower minutes

You conjure whirling winds of dirt and dust anywhere within range, which you may move at will with an **Average (+20) Channelling** Test. When the storm is created and at the start of each Round, any creatures caught within the AoE suffer a *magic missile* with a Damage of +0.

Extinguish (Water)

CN: 5

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Instant

You conjure enough magical force to put out all fires within the AoE. All *Ablaze* conditions are removed immediately.

Flame Sheet (Fire)

CN: 8

Range: Willpower Bonus yards

Target: AoE (Special)

Duration: Willpower Bonus Rounds

You lay down a wall of flame that is Willpower Bonus yards wide and high and 2 yards deep. For every +2 SL you may extend the length of the *Flame Sheet* by +Willpower Bonus yards. Anyone crossing the wall of fire gains an *Ablaze* condition.

Hand of Fire (Fire)

CN: 4

Range: Touch

Target: Special

Duration: Willpower Bonus Rounds

Your Melee weapon burns with a flickering flame. The weapon counts as magical and gains the *Unbreakable* Quality. Any creature struck by the weapon takes +1 *Ablaze* condition.

Light as a Feather (Air)

CN: 2

Range: Willpower yards

Target: 1

Duration: Willpower Bonus Rounds+

You bring forth a billowing cushion of air to ease your target's fall or movement from a higher position. Your target falls at Walking rate and will not take Falling Damage unless the spell ends.

Part the Seas (Water)

CN: 12

Range: You

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus minutes

You hold your hands out towards a nearby body of water (pool, river, lake, stream) and push open a gap the size of the AoE. You may cross, and may move at Walking rate across the now-soggy open ground. Creatures caught by returning water must make a **Hard (-20) Swim** Test or be caught in the downstream current and subject to the rules for Drowning.

Quicksand (Earth)

CN: 9

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus minutes

You target a patch of dirt, mud, or sand, churning it into magical quicksand. The thick, sucking mud immediately traps any creatures standing in it, inflicting an *Entangled* condition (use your Channelling Skill for the quicksand's Strength). At the start of each Round, victims gain +1 *Entangled* condition. If a victim is able to move, the quicksand counts as difficult terrain (half speed; no running or sprinting allowed). If a creature suffers more *Entangled* conditions than its Strength Bonus, it has been sucked into the quicksand and is subject to the Suffocation rules. Non-breathing creatures do not suffocate but will likely be trapped forever once the quicksand solidifies at spell's end.

Resist Fire (Fire)

CN: 4

Range: You

Target: You

Duration: Willpower Bonus Rounds+

You cloak yourself in magick which repels fire of all kinds, including attacks from flaming weapons. You gain the *Immunity (Fire)* Trait.

Shape Elemental

CN: 18

Range: Willpower Bonus yards

Target: Special

Duration: Willpower minutes

You channel the energy of a single element in proximity, and you coalesce this amorphous elemental energy into a large corporeal being. It takes shape within range of you. The default Elemental will have the *Size (Large)* Trait: each +3 SL may be used to increase its size by one level. You must perform an **Opposed Channelling/Willpower** Test with the Elemental. If successful, the Elemental will obey any simple commands you give it. Otherwise, it will behave completely randomly (or the GM's discretion). Should you be killed, the magicks binding the Elemental to this realm are severed and it dissipates back to nature.

Stoke Fire (Fire)

CN: 5

Range: Willpower yards

Target: Special

Duration: Instant

You ignite one source of flammable material within range, causing it to burst in flames, suffering an *Ablaze* condition. It is the GM's discretion what counts as flammable and how quickly the fire might spread.

Swarm (Earth)

CN: 6

Range: Willpower Bonus yards

Target: Special

Duration: Willpower Bonus Rounds

Laying your hands on soil or rock, you send out energy attracting a swarm of mundane insects, spiders, scorpions, snakes, lizards, etc. The swarm will follow your simple instructions.

Walk on Water (Water)

CN: 4

Range: You

Target: You

Duration: Willpower minutes

Water magically hardens beneath your feet as you move, allowing you to cross rivers, streams, lakes, marshes, pools, etc, without difficulty. This has no impact on any other creature or wildlife.

Wall Shaker (Earth)

CN: 16

Range: Willpower yards

Target: You

Duration: 1 Round+

You cause the ground to shake and rumble, cracking the foundations and supports of all buildings within range. Perform an Opposed Test against each building, comparing one Channelling Test you make against each building's Toughness Test. See the following table:

Building Materials	Toughness
Grass/Mud/Thatch	40
Wattle/Daub	55
Clay/Light Timber	65
Solid Timber	75
Brick Structure	90
Stone Structure	100

Each Test you win collapses that building by the end of the Round. Any creatures inside will suffer Damage from Falling and Collapsing. The energies of this spell reverberate for miles around, alerting anyone with the *Second Sight* Talent—those alerted will most likely be hostile to such open use of devastating force.

CULT MAGUS of TZEENTCH

Human

A scheming manipulator, master of deception, and wielder of foul sorcery, you have given yourself to Tzeentch and debased your soul upon its altar.

A most favoured servant of the Great Mutator, a Cult Magus can manipulate Tzeentch's greatest gift: magic. They use their fell powers to subvert the ambitious, tempt the greedy, and convert the great and good of the Old World to their dark plans. Whether in a position of authority or not, the Magus is the locus of a Tzeentch cult. They pull at the strings of the other cultists as they lead bloody rituals and utter blasphemous prayer, all whilst following a diabolical plan that none fully grasp.

And at the appointed time we shall rise from our secret places and throw down the towns and cities of The Empire. Our brethren shall pour forth from the forests to slay and hunt. Chaos will cover the land and we, the chosen servants, shall be exalted in HIS eyes. Hail to Tzeentch, Changer of the Ways: Njāwrr'thakh 'Lzimbar Tzeentch!

—Excerpt from 'The Book of Transmutation'

CHAOS SORCERER ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl
+							+	+	

CAREER PATH

† Cult Acolyte — Brass 1

Skills: Channelling (*Dhar*), Entertain (Acting), Intuition, Language (Magick), Lore (*Tzeentch*), Perception, Secret Signs (Cultist), Stealth (Urban)

Talents: Beneath Notice, Secret Identity, Tzeentch's Blessing, Magical Sense

Trappings: Cult Insignia, Ritual Vestments, Secret Tattoo

✂ Cult Magus — Silver 4

Skills: Charm, Cool, Dodge, Endurance, Research, Sleight of Hand

Talents: Cat-tongued, Chaos Magic (*Tzeentch*), Double Life, Public Speaking

Trappings: Chaos Grimoire, Good Quality Ritual Vestments, Schemes

☠ Chosen of Tzeentch — Gold 1

Skills: Entertain (Storytelling), Intimidate, Leadership, Melee (Basic)

Talents: Arcane Lore (Daemonology), Disciple of Change, Master of Disguise, Master Orator

Trappings: Cell of Cultists, Magic Item, Sacrificial Dagger

🛡 Master Magus — Gold 2

Skills: Language (Dark Tongue), Lore (Any)

Talents: Commanding Presence, Frightening, Impassioned Zeal, Savant (*Tzeentch*)

Trappings: Chaos Cult, Terrible Destiny

CHAOS SORCERERS OF TZEENTCH

Most Purple Hand cultists fall into one of three categories: cultist, senior cultist, and cult magus (aka Chaos Sorcerer of Tzeentch). The former two categories are not magic-related careers and are not covered here: more detail can be found in **Enemy In Shadows Companion** (p78-87).

CULT MAGUS

This Career is intended for NPCs only, but follows all the standard rules, so it can be used by Characters with GM permission.

These are the leaders of cults, members of the Inner Circle. Within the Purple Hand, a Cult Magus may well be the head of a particular Ordo and member of the Triumvirate within a particular city. Particularly experienced Cult Magi may even go on to be promoted to the rank of Magister Magistri, the ultimate cult authority within a given city state or province.

Though the Purple Hand is by far the most widespread and ambitious of Tzeentch's cults, the god's worshippers are legion. They take every shape and size and are present throughout the strata of society in the Old World and beyond. Each cult is guided through the example of their Magus, spiritual stand-in for Tzeentch and guardian of the cult's lore.

However, the myriad cults come with their own forms of Magi. Many in Norsca originate from the class of shamen known as Vitki. Far Cathay Magi take the form of courtiers and concubines. Magi from Bretonnia often take the form of curiously talented village firebrands, the Magister Magistri that orchestrates local cells of the Purple Hand... Whichever form the Magus takes, and whichever lies they spin to grant them access, they ultimately care for one thing only—change to the status quo.

A Cult Magus has a 50% chance of gaining a mutation (**WFRP4**, page 183-185) when gaining a new level of the career for the first time. If a physical mutation is indicated, roll on the Tzeentch column of the **Mutation Table** on **EiSC** page 68.

Characters with the *Chaos Magic* Talent are usually described as sorcerers. When the Talent is taken, a Lore must be picked in the same manner as with the *Arcane Magic* Talent. In the case of Tzeentch Sorcerers, this means choosing *Chaos Magic (Tzeentch)*.

CHANNELLING DHAR

Some wizards scorn the limited teachings of the Colleges of Magic. Instead of using a single wind of magic to power their spells, they wildly channel any and all available winds of magic at once, melding them into enormously powerful and dangerous flows of corrosive energy known as *Dhar*, also called Dark Magic or the Black Wind of Magic. Channelling *Dhar* grants extraordinary raw power, but is also unspeakably dangerous. It is so dangerous that using its power is considered heretical, akin to dealing with the Ruinous Powers. Those convicted of its use are routinely sentenced to death by burning.

CASTING SPELLS WITH DHAR

When casting spells with *Dhar*, Overcasts happen for every +1 SL scored above the Casting Number of the Spell, not every +2 SL. However, rolling a double on any associated Channelling or Language (Magick) Tests also counts as a Minor Corrupting Influence as the foul energies course through the spellcaster's body.

Further, any Channelling or Language (Magick) Test results containing an **8** (such as 08, 18, 81, or 82) and therefore symbolising the eight-pointed star of Chaos are especially bad. This causes the roiling Dark Magic to move massively beyond the spellcaster's control. All living souls within Willpower yards suffer a Minor Corrupting Influence and a Minor Miscast; a single result applies to all those within the area affected. Should an **88** be rolled, the effect increases to a Major Corrupting Influence and a Major Miscast.

SOURCES OF *DHAR*

Dhar—foul, twisting Dark Magic—gathers anywhere the winds of magic grow stagnant and are incapable of flowing freely. It also gathers where dark and chaos magic is used frequently, where the cultists of the Ruinous Powers gather, and around sources of corruption, such as Warpstone.

The following is a brief list of example sources of *Dhar*, which typically provide a bonus of +1 to +3 SL (as determined by the GM) to all *Channelling* (*Dhar*) Tests in the vicinity, depending upon the source's power.

- Warpstone;
- Chaos, Dark, or Skaven Magic Spell;
- Chaos Temple, Monolith, or Holy Site;
- Broken Waystone (or Beastman Herdstone);
- Desecrated Barrows or Groves;
- Casting near an Octagram;
- Creatures or artefacts that are suffused with *Dhar*;
- Skaven, Necromancer, or Vampire Lair.

MALIGN INFLUENCES

In areas where the influence of the Chaos gods is strong—such as in their temples, where their Daemons are manifest, where their spells are in effect, or where rituals in their honour are performed—the Ruinous Powers' influence may be made manifest. Whenever a magic Test performed in such areas rolls the sacred number of the god at hand, the tide of corruption rises and the Chaos god draws close.

Here are the numbers associated with the Chaos gods: Khorne 8, Nurgle 7, Slaanesh 6, The Horned Rat 3, Tzeentch 9. (Lesser gods may be assigned the number 4.)

Malign Influence of Tzeentch

If you roll a **9** on any Casting or Channelling Test taken in an area influenced by Tzeentch (such as 09, 19, 29, 90, 92, and so on), you suffer the following: 1 Minor Miscast, and gain the *Suffused with Magic* Talent until the start of your next Turn. If you roll **99**, you suffer a Major Miscast, and a Pink Horror of Tzeentch manifests within 1d10 yards of your position.

NEW TALENTS

The following Talents are sometimes granted to followers of Tzeentch. They are not available to anyone else under normal circumstances.

Disciple of Change

Max: 1

When a mutation is gained, roll twice and choose one of the two results.

Double Life

Max: 1

So adept are you at maintaining your Secret Identity, that you are able to live two completely separate lives. When you purchase this Talent, you may enter into a second Career alongside your Chaos Career. You now count as belonging to both Careers and may purchase Advances and Talents in either one, as well as enter and leave new Careers from either. As always, any changes in Career need approval from your GM so they best fit any campaign plans and properly reflect your double life.

Tzeentch's Blessing

Max: 1

Tzeentch, the Chaos God of Magic, has gifted you with a worming parasite within your mind. When you purchase this Talent, a single Spell wriggles free into your head where it takes residence, occasionally whispering to you as you sleep. The Spell can be chosen from any Colour Magic lore. After this, you may purchase one more Colour Magic spell for 100 XP for every spell you have memorised from the Lore of Tzeentch.

The following Talent is provided as a side effect of magical power.

Suffused with Magic

Max: 1

All spells casts within Willpower Bonus yards of you gain +1 SL to cast. This bonus may only be claimed once per casting, no matter how many characters with this Talent are in the vicinity.

OPTION: SPELLS OF CHAOS

The Spells of the Chaos gods twist and turn in the minds of those who have memorised them, writhing like ever-changing, hungry creatures. Ingredients do not offer protection from these Spells, as their power already resides within, and their negative effects cannot be avoided.

In addition to the normal casting rules, any double rolled for Language (Magick) or Channelling Tests when casting Spells from a Chaos Lore results in memory loss as the Spells within take their toll on your mind. You lose 1 Advance of your choice from any Skill not in your current Career. If you have no Advances left to lose, you instead lose one Talent from a non-current Career instead. If this cannot happen, the spell within bites deep, and you suffer a permanent loss of -1d10 Intelligence.

NEW CREATURE TRAIT

The following Trait has been added to support certain Spell effects:

Mark of Tzeentch

Tzeentch, the Lord of Change, has marked this creature with a physical brand, proclaiming it as an important piece in the great game. This creature gains 1d10/3 Mutations (rounding up), alternating between Mental and Physical Mutations. This creature gains the *Etiquette* (*Followers of Tzeentch*) Skill and is subject to Animosity towards overt followers of Nurgle. The creature is also subject to Animosity by followers of Nurgle so long as the Mark of Tzeentch can be seen. Additionally, this creature may purchase the following Talents as if they were Career Advances: *Aethyric Attunement*, *Arcane Magic* (Any), *Chaos Magic* (*Tzeentch*), *Fast Hands*, *Instinctive Diction*, *Magical Sense*, *Petty Magic*, *Second Sight*, *War Wizard*, and *Witch!* for the normal XP costs.

CHAOS MAGIC

Three of the four Great Ruinous Powers have a unique Lore of Magic—only Khorne, the Blood God, who abhors treacherous magic and all it stands for, has no Lore of his own. A few spells are provided here for each of the primary Chaos Lore, which can be added to provide flavour to your Chaos Cultists, in addition to the Arcane Spells and the Lore of Daemonology.

LORE OF CHAOS SPELLS

Characters with a Chaos Magic Talent may select any combination of Arcane Spells, Chaos Arcane Spells, and spells from their own Chaos Lore. A character with *Chaos Magic (Tzeentch)* can select spells from the Arcane Spells list, the Chaos Arcane Spells list and the Lore of Tzeentch Spells list. A character with the *Chaos Magic (Undivided)* Talent can select spells from the Arcane Spells and the Chaos Arcane Spells list.

CHAOS ARCANE SPELLS

The Chaos Arcane Spells are available to all Chaos Sorcerers. How these spells manifest will vary based on the specific Chaos Lore known. For instance, if a spellcaster has *Chaos Magic (Nurgle)* and casts 'Joyous Aspect', the target blooms with an unnaturally healthy life, whereas if the spellcaster had *Chaos Magic (Slaanesh)* instead, the target would appear so attractive that no one would notice any flaws.

Note: Any spell marked with a '+' at the end of the Duration gains the following extra effect: When the spell should end, you may make a Willpower Test to extend the Duration for +1 Round.

Blast of Corruption

CN: 8

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Instant

You channel profane magic into an explosive blast of corruption. This is a *magic missile* with a Damage of +5 that targets everyone in the Area of Effect. Everyone affected by the spell must pass a **Challenging (+0) Endurance** Test or gain 1 Corruption.

Bolt of Corruption

CN: 8

Range: Willpower yards

Target: 1

Duration: Instant

You channel dark magic into a damaging bolt of corrosive power. This is a *magic missile* with a Damage of +6. Targets affected by the spell must pass a **Challenging (+0) Endurance** Test or gain 1 Corruption.

Daemonic Mien

CN: 8

Range: You

Target: You

Duration: Fellowship Bonus Rounds+

You channel the transformative power of Chaos into your own flesh, temporarily sacrificing your mortal form on the altar of your god's will. Your body is warped, assuming aspects of a Daemon loyal to your patron god. Roll 1d10 on the Daemonic Mien Table and apply the relevant Trait for the duration of the spell. For every +2 SL you may both extend the duration and roll again on the table. Should you roll the *Daemonic* Trait and be reduced to 0 Wounds, your soul is sucked into the Realms of Chaos as described in the **WFRP4** Creature Traits rules.

Foul Messenger

CN: 8

Range: Fellowship miles

Target: Special

Duration: Instant

You conjure forth a swarm of minor daemons shackled to your will. The form of the daemons will vary depending on your deity. The daemons will bear a short message (approximately 25 words) to your target. They travel almost instantaneously and are invisible (and inaudible) to anyone without the *Second Sight* Talent even while delivering their message. Anyone with the Talent may make a **Hard (-20) Perception** Test to notice the swarm, and hear their message. For every +2 SL, you may double the length of the message.

DAEMONIC MIEN EFFECTS TABLE

1d10	Nurgle	Slaanesh	Tzeentch	Undivided
1	Big	Daemonic 6+	Breath+9 (Fire)	Daemonic 8+
2	Breath+7 (Corrosion & Poison)	Distracting (Unearthly Allure)	Daemonic 9+	Daemonic 8+
3	Daemonic 7+	Fear 3	Ethereal	Elite
4	Disease (Nurgle's Rot)	Frenzy	Fear 3	Fast
5	Distracting (Stench)	Immunity to Psychology	Flight 9	Fear 3
6	Fear 3	Mutation	Magical	Flight 8
7	Infestation	Painless	Magic Resistance (2)	Fury
8	Mutation	Petrifying Gaze	Mutation	Horns+10
9	Regenerate	Tongue Attack +6 (6 yards)	Mutation	Magical
10	Vomit	Venom	Spellcaster (Any)	Tail Attack+10

Joyous Aspect

CN: 4

Range: Touch

Target: 1

Duration: Fellowship Bonus Rounds+

The caster infuses the target (perhaps themselves) with a corrupted caul of *Dhar*-infused *Ulg*, sheathing them in an aura of concealment. While the spell is in force, the target appears without flaw or blemish. Scars, deformities and, most crucially, mutations are undetectable, save through Divine means.

While obvious deformities are hidden, the targets can appear strange or outlandish, infused with too much life, or unnaturally alluring. Passing a **Hard (-20) Perception** Test reveals something is awry, though not precisely what. For Characters with the *Second Sight* Talent the Test is **Challenging (+0)**: should the Test succeed, they will become aware that a spell is in place, but not what it hides.

Obsession

CN: 8

Range: Initiative Bonus miles

Target: Special

Duration: SL days

You must possess a beloved or precious object belonging to the target. You weave magic infused with the raw stuff of Chaos into the object that, in turn, affects the target. They become obsessed with something: the precise nature of the obsession depends on the individual in question, and your Lore. For instance, when cast with the Lore of Nurgle, *Obsession* may cause a recently wounded target to become obsessed with picking at their scabs. The Lore of Slaanesh may cause an epicure or gourmand to overeat.

The target must pass an **Average (+20) Endurance** Test every hour, or succumb to their obsession. On a failure, future tests become **Challenging (+0)**. Subsequent failings make Tests increasingly harder, until they become **Very Hard (-30)**. Should the target ever Fumble one of these Tests, the target becomes completely obsessed. They can do nothing except indulge the obsession, no matter the costs or implications, for 1d10-Willpower Bonus hours (minimum 1 hour). At the end of the spell's duration, in addition to any other physical, social, or financial implications, the target must pass a **Challenging (+0) Endurance** Test or gain +1 Corruption point.

A target may only ever be affected once by this spell once for each Lore with which it is cast. Any future attempts on the same target with this spell have no effect.

Power of Chaos

CN: 4

Range: Willpower yards

Target: AoE (Fellowship Bonus yards)

Duration: Willpower Bonus Rounds

You call on the Dark Gods of Chaos to aid your efforts by tearing a small rent to the aethyr. Any spells cast within Fellowship Bonus yards of the point targeted by the spell have their CN halved. Anyone within the AoE must pass an **Average (+20) Endurance** Test at the end of each Round or gain +1 Corruption point. Anyone casting a spell within the AoE makes their Test at **Average (+20) Difficulty**.

Rend Aethyr

CN: 16

Range: Willpower yards

Target: Special

Duration: Willpower Bonus Rounds+

Your foul, profane words tear apart the fabric of reality, ripping a hole in the world, through which the servants of the Dark Gods are free to pour. A ragged portal to the aethyr appears.

At the end of every Round, one Lesser Daemon crosses from the Realm of Chaos through the portal. These Daemons are not under your control, but are likely to defend you and attack your enemies, should that be your unholy master's will. The Daemons summoned depend on your Chaos Lore: Daemonettes of Slaanesh, Plaguebearers of Nurgle, Horrors of Tzeentch, Bloodletters of Khorne, and, for Sorcerers of Chaos Undivided, Furies of Chaos. While the spell is in effect, any Daemons it summons are immune to the *Unstable* Condition.

For every +5 SL Overcast, you may increase the rate the Daemons arrive by +1.

Living creatures must pass an **Average (+20) Endurance** Test at the end of every Round where they can see the tear, or gain +1 Corruption. Any living creature foolish or unlucky enough to enter the rift falls into the Realm of Chaos and is immediately killed, unless a Fate point is spent. In that case, they are spat back into reality, perhaps saved by some power for an as-yet unfulfilled purpose.

Should you Fumble the casting of this spell, the Daemons crossing from the Realm of Chaos belong to a rival deity and may well be immediately hostile to their summoner!

Slave to Darkness

CN: 8

Range: Touch

Target: 1

Duration: Special

You implore your patron to take the soul of your target, replacing it with something terrible. Make an **Opposed Willpower** Test, which you must win by at least 2+ SL. Should you do this, the victim's soul is sent howling into the Realm of Chaos; then, the remaining body is possessed by a Daemon. Unless the target spends a Fate point, control of the Character is passed to the GM. Should you not win the Opposed Test by at least 2+ SL, you instead suffer a Major Miscalculation, and the spell fails. Should you Fumble the Test, the GM determines whether you should roll on the Catastrophic Miscalculation Table or you are punished by your god for your arrogance. Your soul is torn from your body, never to return unless you spend a Fate point to resist this, although your patron is unlikely to be pleased if you flagrantly reject their authority in such a fashion.

Given the risks and limitations inherent in this spell, it is generally cast on victims that have been 'prepared' for their sacrifice; they have been bound, drugged, and/or otherwise pacified.

THE LORE OF NURGLE

The Lore of Nurgle spreads foul disease and filth, mixing bloated excesses of the Jade Wind with whatever corruption comes to hand, then spewing it everywhere. Whenever a spell from this Lore inflicts a

Disease, Condition, or Wound, you may choose to inflict +1 *Poisoned* condition on the target.

Malignant Regrowth

CN: 5

Range: You

Target: You

Duration: Willpower Bonus Rounds

Foul fluids temporarily replace your blood, and your body starts regenerating itself with wild and dangerous regrowth. You gain the *Regenerate* Creature Trait (p341), but each time you recover Wounds, you must suffer a random physical mutation. At the end of 1d10 minutes, your body will revert to its normal form; however, you will suffer +1 *Fatigued* condition per temporary mutation healed.

Miasma of Pestilence

CN: 6

Range: You

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds+

The *Miasma* causes all living creatures within the AoE to feel horrifically ill. All victims' characteristics are immediately halved (round down). Only you, Daemons and minions of Nurgle, and creatures that do not breathe remain unaffected. If you are wounded, the *Miasma* is dispelled, with the stench dissipating in 1-3 rounds.

Plague Wind

CN: 14

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds

You call forth a vile-smelling gust of cold that gathers and penetrates all clothing and armour, accompanied by eerie moaning, insane laughter, and other sounds of death and delirium. All living creatures within the AoE must immediately pass a **Challenging (+0) Endurance** Test or contract Nurgle's Rot. Also, the cloud possesses the *Terror (3)* Creature Trait. As your Action each Round, you may attempt an **Average (+20) Channelling** Test to move the cloud according to your Walking rate. Otherwise, it's up to the GM if the wind moves or dissipates.

Reveal the Inner Beauty

CN: 6

Range: Touch

Target: Special

Duration: Instant

You cause an object or individual you touch to decay rapidly. If inorganic, this spell causes the object to become brittle and unsuitable for use. If organic, the subject ripens rapidly until it begins to spoil, splitting open and spilling its stinking contents everywhere. A living creature must perform a **Challenging (+0) Toughness** Test to resist this Spell. On a failure, the target ages 2d10 years and permanently loses -1d10% from their Weapon Skill, Ballistic Skill, Strength, Toughness, Agility, and Dexterity Characteristics.

Spoil

CN: 0

Range: Willpower Bonus yards

Target: AoE (Willpower Bonus yards)

Duration: Instant

You conjure a foul wind which you guide through the targeted area. All potions, provisions, food items, water, and other consumables within the AoE are rendered useless or dangerously diseased and rotten. Followers of Nurgle may derive nourishment from these items, however.

Stench of Nurgle

CN: 4

Range: AoE (Willpower Bonus yards)

Target: You

Duration: Willpower Bonus Rounds

You exude a noxious smell of decay so foul that all living creatures within the AoE are nauseated. All affected must pass a **Combined Cool/Endurance** Test or be incapacitated with spasms of retching. Those affected take SL *Stunned* conditions (minimum of 1) which cannot be removed until the spell ends. Minions of Nurgle are unaffected by the spell.

Stream of Corruption

CN: 9

Range: Special

Target: Special

Duration: Instant

Your maw distends horrifically before you vomit forth a foul stream of diseased filth and horror. Immediately make a *Breath* attack as if you had spent 2 Advantage to activate the *Breath* Creature Trait (see page 338). It counts as a *magic missile* with a Damage equal to your Toughness Bonus, ignoring Armour Points. The attack also has the *Corrosive* and *Poison* Traits listed under the *Breath* Creature Trait. Further, should any targets take more than their *Toughness Bonus* in Wounds, they must pass a **Challenging (+0) Endurance** Test or contract *Blood Rot* (see page 186). For every +2 SL achieved, you may also increase Damage by +2.

Writhing Cloak

CN: 7

Range: You

Target: You

Duration: Willpower minutes

A mass of squirming, diseased maggots manifest all over your body, adding +2 to your Armour Points in all locations. When you suffer Melee or Ranged Damage, all living creatures within 2 yards of you must pass a **Difficult (-10) Dodge** Test or suffer a *Poisoned* condition. The maggots have the *Infected* and *Disease (Nurgle's Rot)* Creature Traits. (You are immune to the maggot's effects.)

THE LORE OF SLAANESH

The Lore of Slaanesh brings torture and excess, all splayed before the Prince of Pain and Pleasure for its eternal enjoyment, typically pressuring a perverse mix of the Amethyst, Gold, and Jade Winds into something twisted and exotic. You may choose to inflict +1 *Stunned* condition upon your target: victims are allowed a **Challenging (+0) Willpower** Test to resist the ecstatic or painful sensations coursing through them.

Acquiescence

CN: 5

Range: Willpower yards

Target: 1

Duration: Willpower Bonus Rounds

Your magic pierces deep within your target, flooding the soul with an acute awareness of their broken dreams. The target's *Initiative* Characteristic drops to 10, if it was not already lower, as the mind turns inwards. On the target's Turn, all movement is randomised as determined by the GM as the character bemoans life, lewdly telling all what should have been as hands are flung in the air. Further, the target can only perform an Action if a **Challenging (+0) Cool** Test is first passed; if failed, the Target is far too busy bemoaning what could have been to do anything else.

Beam of Slaanesh

CN: 10

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds

A dazzling rainbow of light shoots from your fingertips, sending all living creatures within the AoE into a state of euphoria. Victims suffer SL *Stunned* conditions while the spell lasts (minimum of 1).

Bedazzle

CN: 6

Range: You

Target: You

Duration: Willpower Bonus Rounds+

You become surrounded by a bedazzling, beguiling aura that makes your enemies reluctant to cause you any harm. You gain the *Attractive*, *Distracting* and *Fear (2)* Creature Traits.

Fleshy Curse

CN: 13

Range: Willpower yards

Target: Special

Duration: Special

You conjure foul energies that spew towards a single living creature, causing them to mutate in disgusting ways. Your target is allowed a **Difficult (-10) Endurance** Test to resist the spell's effects. If failed, your victim sprouts horrific growths—misshapen mouths, hands, eyes, legs, and other appendages. This spell counts as exposure to Corruption (Major) for all victims.

At the start of each Round after the spell has been cast, roll 1d10 and consult the following table for further effects:

1d10	Fleshy Curse Effect This Round
1-3	Growths of fat, sinew, and muscle spurt out from the victim 2 yards in a random direction.
4-6	A tentacle-like extrusion shoots out 1d10+2 yards in a random direction. All in the path are affected.
7-9	Nothing happens this Round. The victim suddenly stops growing if they pass a Very Hard (-30) Cool
10	The victim and all its foul excrescences move 2d10 yards in a random direction. See Scatter chart (p163).

Any living creature who comes in contact with one of the growths or tentacles is allowed a **Challenging (+0) Dodge** Test to wriggle free. If this fails, the victim is immersed in flesh, suffering SL *Entangled* conditions (minimum 1) versus Strength 39. Whilst entangled, the new victim is subject to the rules for **Drowning and Suffocation** (p181).

Each Round that the initial victim grows, they suffer 1d10 Wounds minus Toughness Bonus (minimum of 1); then the growths grant the victim a level in the *Hardy* Talent. Once they reach their maximum level in *Hardy*, every End of Round thereafter they must pass an **Average (+20) Toughness** Test or suffer a fatal heart attack. The effects of the curse are permanent until removed, and whilst affected by this spell the victim is considered a Helpless Target. The victim continues to grow and grow until they pass the Cool Test, they are killed, or the curse is dispelled by someone with the *Remove Curse* Talent. Otherwise, the creature is doomed to live a short life in agony.

Pavane of Slaanesh

CN: 9

Range: You

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus minutes

All living creatures within the AoE must pass a **Difficult (-10) Cool** Test or do nothing but stand and dance lewdly to the sound of some unearthly music that only they can hear. Victims may not perform any Move or Action until the spell's effects are ended: they are considered *Helpless* targets. The spell ends once any affected creature is attacked.

Perfume of Slaanesh

CN: 8

Range: You

Target: AoE (Willpower yards)

Duration: Willpower Bonus Rounds+

You and all your living allies and minions within Range are bathed in pleasant sensations, becoming inured to pain. All targets gain the *Painless* Creature Trait, and are rendered immune to any skill or spell that causes its effects through intimidation or physical pain. Additionally, all affected halve Damage from mundane attacks.

Seduction Song

CN: 9

Range: Willpower yards

Target: 1

Duration: Willpower Bonus hours

You point to one living creature, give a come-hither look, and sing a beguiling tune. If the target loses an **Opposed Willpower** Test with a penalty of -20, they are charmed by your obviously superior beauty and charisma. Your new plaything will do *whatever* you ask and will perform all duties with gusto, even when doing so inflicts harm upon themselves or allies. There is *nothing* your new friend will not do for you.

Whispers of Doom

CN: 10

Range: Willpower yards

Target: 1

Duration: Instant

Your fearsome chanting manifests as ghostly, ominous whispers in the mind of your target (which must be a living creature). These whispers tell the victim to flee at all costs, or their end is nigh. The victim takes +Willpower Bonus *Broken* conditions, and you may choose which direction the creature flees. All living creatures adjacent to the victim at any time during this Round must pass a **Challenging (+0) Cool** Test or suffer +Willpower Bonus *Broken* conditions as well—and so on. This chain reaction of doom will no longer spread once the Round ends, though all *Broken* conditions must be removed as normal.

THE LORE OF TZEENTCH

Tzeentch is the Changer of Ways, the Great Architect and the Spinner of Fates. He is a symbol of hope and transformation to his Cultists. He stands for command over fate and destiny, and the capacity to alter preordained paths. He is the patron of many unwitting revolutionaries and agitators, secretly worshipped wherever souls crave change to the status quo, or where ideas and intellects gather to ponder the nature of existence. As the God of Magic, Tzeentch favours wizards and sorcerers, especially those frustrated by the limitations placed upon them by mortal authorities.

Targets of Spells from the Lore of Tzeentch are riven by the transformative magic of Chaos. Targets affected by a Spell from the Lore of Tzeentch must pass a **Challenging (+0) Endurance** Test or gain +1 Corruption Point. Should they pass their Test, they instead gain +1 Fortune point, which can be used as normal. Such are the whims of Tzeentch.

Boon of Tzeentch

CN: 9

Range: You

Target: You

Duration: Initiative Bonus days

Your words, imbued with the labyrinthine prescience of the Changer of the Ways, twist your mind, granting you access to new arcane knowledge. Choose one Spell from any Lore (to ensure swift play, the GM may impose a nine second time limit). While *Boon of Tzeentch* is in effect, you may cast your new Spell as if you had memorised it, but may not record it in a Grimoire, Scroll, or similar. If you channel to cast the new Spell, you may use either Channelling (*Dhar*) or the Channelling Skill appropriate to the Lore the spell normally requires, should you possess it.

If you suffer a miscast when channelling or casting this new Spell, the *Boon of Tzeentch* Spell quits your mind in disgust, and also erases itself from your grimoire should it have allowed itself to be recorded there.

The Purple Hand

CN: 3

Range: Intelligence yards

Target: 1

Duration: Varies

This spell is a petty curse used by Purple Hand sorcerers to intimidate and cajole truculent co-conspirators. Of all the non-verbal codes used by the Purple Hand the meaning of this curse is clear: mend your ways immediately or face punishment.

In order to cast the spell the sorcerer must first acquire a small amount of matter from their target: a loose hair or toenail clipping will serve. Should this item be acquired and the spell successfully cast, the palms of the target's hands turn a deep purple. The spell's effects last for one hour for every level of success scored by the caster while casting the spell.

Curse of Tzeentch

CN: 9

Range: Intelligence yards

Target: 1

Duration: Varies

Tzeentchian Lore has it that all spells ultimately derive from the god's will and so belong to him. Using this spell, a Tzeentch sorcerer can

cause another wizard to lose the knowledge and ability to cast a spell they previously had mastery of.

Should the curse of Tzeentch be successfully cast, the caster must then make an opposed Willpower Test against the target. If the caster wins, the target loses access to a randomly selected spell. The effects of the spell lasts for one day for every level of success scored by the caster during the opposed test.

Blue Fire of Tzeentch

CN: 6

Range: Intelligence yards

Target: AoE

Duration: Instant

Your words conjure a writhing ball of coruscating blue fire that engulfs your foes. *Blue Fire of Tzeentch* is a *magic missile*. Anyone within your Initiative Bonus yards of the target suffers a +3 Damage hit and gains +1 *Ablaze* Condition.

Should a Character of size small or larger be reduced to 0 Wounds by this spell, or while suffering from an *Ablaze* Condition from *Blue Fire of Tzeentch*, roll 1d10. On a roll of 9, two Blue Horrors claw their way out of the Character's screaming flesh, killing them in the process.

Bolt of Change

CN: 9

Range: Intelligence yards

Target: 1

Duration: Instant

A pulsating bolt of scintillating Chaotic energy rends the air. *Bolt of Change* is a *magic missile* and targets suffer a +7 Damage hit. Further, targets must make a **Challenging (+0) Endurance** Test. A target that fails gains +1 Corruption point. On a Fumble, the target immediately rolls for a mutation and gains the *Chaos Magic (Tzeentch)* Talent. A Character affected by this spell may resist a mutation by spending a point of Resolve.

The Flickering Flames of Fickle Fate

CN: 4

Range: Intelligence yards

Target: Special

Duration: Willpower Bonus Rounds+

You conjure forth a torrent of magical fire, which spits, crackles and burns without material fuel. The fire has no physical properties and does not burn, damage, or emit heat. All living creatures and Daemons who can see the fire may choose to reroll every Test once, as if they had spent a Fortune point, even if they passed the Test. Each time they do so, they must then pass a **Challenging (+0) Endurance** Test or gain +1 Corruption point. Characters bearing the Mark of Tzeentch are immune to this Corruption. The Test to resist gaining Corruption may not be rerolled using this Spell's effect.

Master of Fortune

CN: 8

Range: You

Target: You

Duration: Willpower Bonus Days

Tzeentch sorcerers often bargain with their master to provide them with insights about their potential fate. Scrying in this manner is dangerous, for Tzeentch is a capricious god, even in the case of his own favoured

servants. Once the spell is cast it may not be cast again until its duration has run out.

Determine the result of the Language (Magick) Test needed to cast the spell. For every positive SL the caster gains from a Fortune point which they can use as normal for the duration of the spell. However, if the spell fails, then for every negative SL the caster receives a point of Corruption as they receive a dizzying array of disturbing future echoes.

Mindfire

CN: 6

Range: Intelligence yards

Target: 1

Duration: Instant

The air warps around your fingertips, forming a bolt of shimmering, hazy magical energy that can be hurled at your target. Anyone affected by *Mindfire* must make a **Challenging (+0) Cool** Test or gain 1 Corruption point. For every +2 SL, you may make one target gain an additional Corruption point if the Cool Test is failed. Should a mutation occur as a result of this Spell, the target automatically rolls for a Mental Mutation (or Insanity, if preferred) and gains +1 *Ablaze* Condition as unnatural fire spills from every orifice in their head.

Pink Fire of Tzeentch

CN: 6

Range: Intelligence yards

Target: 1

Duration: Instant

Swirling bolts of pink fire arc from your outstretched fingertips, causing reality to scream in anguish. *Pink Fire of Tzeentch* is a *magic missile*. Targets affected suffer a +6 Damage hit and gain +1 *Ablaze* Condition.

Should a Character of size small or larger be reduced to 0 Wounds by this spell, or while suffering from an *Ablaze* Condition caused by *Pink Fire of Tzeentch*, roll a d10. On a roll of 9, a Pink Horror claws its way out of the target's writhing corpse, killing the individual.

Sense the Skein

CN: 3

Range: You

Target: You

Duration: 1 Round

Your eyes glow pink and blue as you speak forbidden words of power. The scales fall from your eyes and you see, for a few fleeting moments, the interconnected fate of all things. You may choose one target you can see: the GM must reveal the target's Motivation, Short-Term Ambition, and Long-Term Ambition.

Transformation of Tzeentch

CN: 10

Range: Initiative Bonus Yards

Target: 1

Duration: Willpower Bonus Rounds

At your command, bonds of aethyric fire coil from the earth, enshrouding your target in a cocoon of magical energy. Targets affected gain the *Prone* Condition and are considered Helpless for the duration of the Spell. When *Transformation of Tzeentch* ends, the target must make a **Challenging (+0) Endurance** Test, opposed by your Language (Magick) Skill. If they lose, they gain +1 Corruption point and +1 extra point for every SL by which they lost.

Tzeentch's Firestorm

CN: 11

Range: Intelligence Yards

Target: AoE

Duration: Willpower Bonus Rounds

A swirling storm of purple arcane fire bursts forth, summoned by your profane cackling. *Tzeentch's Firestorm* is a *magic missile*. Everyone within Initiative Bonus yards of the target suffers a +9 Damage hit and gains +1 *Ablaze* Condition.

Should a Character of size small or larger be reduced to 0 Wounds by this Spell, or while suffering from an *Ablaze* Condition caused by *Tzeentch's Firestorm*, roll a d10. On a roll of 9, two Pink Horrors claw their way out of the target's magically burning corpse, killing the poor unfortunate.

Tzeentch's Golden Aura

CN: 7

Range: You

Target: You

Duration: Willpower Bonus Rounds

This is one of the most straightforward and practical spells in a Tzeentch sorcerer's arsenal. A swirling vortex of yellow fire is summoned out of the aethyr and wraps about the caster's body, shielding them from incoming blows and missiles. Whilst the spell is in effect, the caster benefits from the *Ward 9+* Creature Trait.

Word of Tzeentch

CN: 7

Range: Strength Bonus Yards

Target: 1

Duration: Intelligence Bonus Rounds

As your tongue forms the twisted sound-patterns of this blasphemous Spell, two voices seem to utter from your throat, in unholy and unnatural harmony with each other. Your words carry extra meaning for those affected by the Spell, though targets can never remember what was said. They are left with a haunting sense of foreboding, as if they have forgotten something very important about their own future.

Living targets affected by the Spell must make an **Opposed Intelligence** Test with you. If the target loses, they gain 1 *Stunned* Condition with +1 additional Condition for each SL by which they lost. If they Fumble, they gain the *Unconscious* Condition and +1 Corruption point.

Once all Conditions have been removed, targets affected must pass an **Average (+20) Endurance** Test or gain +1 Corruption point. Should they Fumble, they immediately gain 1 Mental Mutation and may not take a Short-term Ambition for the next 1d10 weeks.

DARK MAGIC

Dhar fuels the powerful magic of Daemonologists and Necromancers. Those who study these dark arts are usually insane or on the quick road to madness, as their hunger for power drives them to ever-greater pursuits in their proscribed lores.

AFFLICTIONS

Dhar is the magic of destruction, domination, and pollution. Though it offers a shortcut to immense power, the study and use of *Dhar* soon take their toll on a magician's mind and body.

Gaining Afflictions

Whenever you are prompted to test for an affliction, make a **Difficult (-10) Toughness** Test. If failed, you gain one instance (level of severity) of the affliction. Afflictions are gained from the following events:

- When you roll doubles on the Major Miscast Table, you must test an affliction in addition to suffering the miscast effect.
- When you reach enough Corruption points to mutate (**WFRP4** p183), if you roll a Fumble, you must test for an affliction in addition to the normal effect of the roll.
- Certain powerful spells will contain a description on gaining an affliction, and whether it's automatic on casting or failing a Test.
- Chaos Sorcerers must test for an instance of the *Madness* affliction when first purchasing the *Chaos Magic* Talent.
- Daemonologists must pass an **Average (+20) Toughness** Test when a daemon has been summoned or manifested or gain an affliction.
- Necromancers automatically gain an instance of the *Cadaverous Appearance* affliction when entering the next level of their spellcasting Career.

AFFLICTION TABLE

Affliction	Chaos Lore	Daemonology	Necromancy
Allergy	01-05	01-10	01-05
Aversion	06-15	11-20	06-15
Cadaverous Appearance	—	21-25	16-35
Debilitation	16-25	26-35	36-40
Disease	26-30	36-40	41-45
Disfigurement	31-40	41-50	46-50
Disturbing Presence	41-50	51-60	51-60
Madness	51-65	61-75	61-70
Mutation	66-70	76-80	—
Palsy	71-80	81-85	71-80
Stench	81-90	86-90	81-95
Weakness	91-00	91-00	96-00

Allergy: You develop a severe allergic response to a common material or substance, such as leather, fur, cloth, herbs, etc (chosen by the GM). When you are in physical contact with the item, or within 2 yards of its aroma (if it has one), you gain a *Fatigued* condition. For each instance of

this affliction, you gain another allergy or the effect of the current allergy gains +1 *Fatigued* condition.

Aversion: You develop a strong physical and/or mental response to a common element of daily life, such as light, alcohol, water, laughter, the crying of infants, etc. When you encounter the stimulus, if you do not immediately get away from it, you must pass a **Hard (-20) Cool or Endurance** Test (which skill depends on the situation); a failed Cool Test means you gain a *Broken* condition, while a failed Endurance Test means you gain a *Fatigued* condition. Each additional instance of this affliction increases the condition(s) gained by +1. Further, the GM may determine you gain other conditions based on the stimulus (light should cause *Blinded*, consumables could cause *Poisoned*, sounds might cause *Deafened* or *Stunned*, etc). Should your Toughness or Willpower characteristics be reduced to 0 by the stimulus, you will must escape the source of the aversion by the end of the Round or die.

Cadaverous Appearance: You begin to look corpse-like. At first, your skin grows pale and you gain rings around your eyes, but each instance furthers your decline until you eventually become indistinguishable from a corpse, with your hair falling out, your skin developing a bluish tinge, and you radiating an aroma of decay. Each instance of this affliction decreases your Fellowship by 1d10 unless you can hide your decay somehow (makeup, perfume, wig, prosthetics).

Debilitation: You permanently lose 1d10 from your Toughness.

Disease: You gain a terrible disease which will likely lead to your death—or worse! The GM determines the nature of the disease, which should correspond to your Lore. A Chaos Sorcerer might be afflicted with *Nurgle's Rot*, a Necromancer with *Tomb Rot*, and a Daemonologist with *Blood Rot*.

Disfigurement: You gain a repulsive disfigurement to a random location on your person, as determined by the hit location chart. This can be almost anything, from unsightly sores to scaly skin to the growth of fur. Unless you can disguise the affliction, you suffer a -10 penalty to Tests in all social situations.

Disturbing Presence: The Winds of *Dhar* surround you at all times. You gain the *Corruption (Minor)* Creature Trait. In response, animals and children become very sensitive to your corrupted nature. You cause *Fear (1)* when you encounter animals and children, with each additional instance of this affliction increasing this rating by +1.

Madness: The energies you are wielding drive you insane overnight. Roll on the Mental Corruption or other Disorder Table for the result.

Mutation: Your body is wracked by Chaos energy and you develop a mutation overnight. Roll on the Physical Corruption or other Mutation Table for the result.

Palsy: You become prone to periodid shaking fits. When you encounter a stressful situation (combat, verbal confrontation, being arrested or tried, performing an unusual task, etc), you must pass a **Difficult (-10) Cool** Test or suffer a fit that lasts SL+1d10 Rounds. During the fit, you suffer a *Stunned* condition while the fit lasts. Additional instances of this affliction increase the conditions by 1 each.

Stench: You develop a most unpleasant odour, like rotting fish or decaying bodies, which can be noticed up to 4 yards away. When the

smell is noticed, you suffer a -10 penalty to all Fellowship Tests in social situations. Each instance of this affliction requires a single dose of perfume to mask the stench for a day. If you gain 3 or more instances of this affliction, you gain the *Distracting* Trait.

Weakness: You permanently lose 1d10 from your Strength.

THE LORE OF DAEMONOLOGY

The forbidden Lore of Daemonology is concerned with summoning, binding, and controlling Daemons, typically to empower the spellcaster. It is horrifically dangerous, usually leading to the Daemonologist's downfall as their soul is taken by the Ruinous Powers and a new Chaos Sorcerer is born.

Daemonologists have developed a terrifying reputation for using sacrifices and blood in their dark arts. You gain +20 to your Casting roll when you use blood and organs from persons sacrificed in the last hour.

Dhar can be used to stabilise Daemonic forces: when you Crit during Channelling or Casting, you temporarily deactivate the *Unstable* Creature Trait for all Daemons within Willpower yards for Willpower Bonus Rounds. If you use an Octagram to manifest a Daemon, you gain +20 to control the creature once summoned. If you know a Daemon's True Name, the duration of a *Manifest* spell increases from Rounds to minutes, or from minutes to hours.

Ingredients: Daemonology spells often use the body parts of recently deceased Humans and similar species, although animals and even large monsters are not unusual. Better yet, a generous use of hot blood, still-beating hearts, and ritual sacrifice is required for the most powerful summoning spells.

Banish Daemon

CN: 10

Range: You

Target: AoE (Willpower Bonus yards)

Duration: Instant

Your magicks destabilize the *Dhar* binding all Daemons in the Area of Effect. Each target with the *Daemonic* Creature Trait must make a **Dramatic Willpower** Test. Overcasting SL may be used to penalize your targets by -10 per SL. If the result is less than a *Success*, the Daemon loses its hold on this realm: it suffers a *magic missile* with a Damage equal to the your Casting SL plus the Willpower Test SL. If the result is an *Astounding Failure*, any target with the *Unstable* Trait is banished from this world and disappears.

Bind Daemon

CN: 2

Range: Willpower yards

Target: Special

Duration: Instant

You channel thick strands of *Dhar* against one or more Lesser Daemons, Daemonic Servants, or Daemonic Beasts within an AoE (Willpower Bonus yards) or against one Greater Daemon in range. Perform an **Opposed Channelling (*Dhar*)/Willpower** Test against your targets. If you win, your strands enwrap the target, inflicting SL+2 *Entangled* conditions—with your *Channelling (*Dhar*)* Skill counting as its Strength. Overcasting SL may be used to extend targets or to grant +1 condition per 2 SL.

Death Spasm

CN: 8

Range: Willpower Bonus yards

Target: 1

Duration: Instant

A vicious spark of darkness jolts from your fingertips, striking your nearby target. The victim must pass a **Hard (-20) Endurance** Test or suffer an immediate Critical Hit to the struck location. Each SL of the failed Test adds +10 to the roll on the Critical Table. The spasms are so violent that anyone within close combat range takes a Melee attack from the target's weapon as if used in the off-hand.

Destroy Lesser Daemon

CN: 6

Range: Willpower yards

Target: 1

Duration: Willpower Bonus Rounds

Your spell disrupts the *Dhar* holding a target Daemon together, and draws it back to you. A target with the *Daemonic* Creature Trait and a lower Willpower than you loses Wounds equal to your Willpower Bonus, ignoring Toughness Bonus or Armour Points. In turn, you may increase one of your Characteristics by +10 for the duration as you siphon profane energies.

Hellride

CN: 6

Range: Touch

Target: Special

Duration: 1d10 minutes

Once you have summoned and controlled a Daemonic Steed, you infuse the mount with *Dhar*. The Steed will then bear its rider and a single passenger beyond the mortal world and into the borders of the realms of Chaos, covering vast distances in mere minutes. Though the riders perceive the journey only dimly, the effects of witnessing such horrors are harrowing. The ride will last 1d10 minutes: at the end of each minute, the riders must test against Corruption (Moderate). Luckily, the speed and skill of the Steed protects the riders from closer contact with other denizens of the realm. Once the ride is finished, the Steed and its passengers will return to the material realm anywhere within your Willpower miles of the journey's beginning. It is rumoured that there may be a version of this spell that traverses closer to the heart of the Daemonic realms, thereby covering much vaster distances in the material realm. But, of course, no such spell exists—for surely a journey like that would drive any mortal instantly mad.

Invoke Dark Energy

CN: 6

Range: You

Target: You

Duration: Willpower minutes

You weave a writhing mist of *Dhar* about you, allowing the energy to enter your body and soul. Gain a Corruption point. In return, you may choose one of the following effects to receive for the spell's Duration:

- You may choose one spell from your Arcane or Lore Talents that you have not learned yet, and you may cast it in the usual manner;
- You may increase all of your characteristics by +10;
- You gain 1d10+WPB SL in stored energy to deploy while casting spells.

After casting this spell, you must test to gain an affliction.

Manifest Daemonic Pack

CN: 16

Range: Willpower Bonus yards

Target: Special

Duration: Willpower Bonus Rounds

You summon a number of Lesser Daemons or Daemonic Servants equal to your Willpower Bonus. They emerge through a tear in the material realm and appear within range. Perform an **Opposed Channel (Dhar)/Willpower** Test with the pack's leader. If successful, the Daemon will respond to one command issued by you, quite literally, then vanish (assuming the command is completed before the Duration ends). For each +2 SL, the Duration is further increased. If failed, the Daemons attack you.

Manifest Daemon Steed

CN: 8

Range: Willpower Bonus yards

Target: Special

Duration: Willpower Bonus minutes

You gather and control a shimmering strand of *Dhar*, which deftly opens a person-sized hole in the material realm. Your magic manifests one Daemonic Steed (or Servant) that you have called forth from the Realm of Chaos. Perform an **Opposed Channel (Dhar)/Willpower** Test with the Steed. For each +2 SL, the Duration is further increased. If successful, the Daemon will respond to your commands for the Duration, including being your mount. If failed, the Steed attacks you.

Manifest Lesser Daemon

CN: 8

Range: Willpower Bonus yards

Target: Special

Duration: Willpower Bonus Rounds

You channel a sickening flow of *Dhar*, briefly forcing a rent into the fabric of reality. A Lesser Daemon immediately manifests through the rent. Perform an **Opposed Channel (Dhar)/Willpower** Test with the Daemon. If successful, the Daemon will respond to one command issued by you, quite literally, then vanish (assuming the command is completed before the Duration ends). For each +2 SL, the Duration is further increased. If failed, the Daemon immediately attacks.

Octagram

CN: 10

Range: Touch

Target: AoE (maximum, Willpower Bonus yards across)

Duration: Willpower minutes

Daubing an octagram to the floor, and marking it with unholy symbols, you ward against all daemonic influence. Those with the *Daemonic Creature Trait* cannot enter or leave the octagram unless their Willpower is more than twice yours or you command them to leave.

Tormenting Vision

CN: 4

Range: Willpower yards

Target: 1

Duration: Instant

You channel *Dhar* and direct it to strike one creature within range, inflicting a hellish vision upon the target. The creature must pass a **Challenging (+0) Cool** Test or take SL+1 *Stunned* conditions. If the

target does not remove these conditions within its Willpower Bonus Rounds, it suffers a Corruption point.

Veil of Corruption

CN: 13

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower minutes

You summon a billowing cloud of foul corruption. All living creatures within the AoE must make an Endurance Test or lose 1 Wound. Thereafter, all wounded targets lose 1 Wound and gain 1 Corruption point at the end of each Round unless they spend their Action attempting to resist the corruption by passing an Endurance Test.

Word of Pain

CN: 8

Range: You

Target: AoE (Willpower Bonus yards)

Duration: Instant

You call out one of the forbidden names of the Chaos Gods. Simply speaking this word aloud causes excruciating pain to all living creatures within the AoE. All affected suffer a *magic missile* hit with a Damage of +8 that ignores Armour Points. Further, your targets must pass an Endurance Test or take SL+1 *Broken* condition.

THE LORE OF NECROMANCY

Necromancy is an ancient and bloody magic art concerned with mastering death and seeking immortality, often by carving up rotting corpses. Considered one of the foulest and most heretical of magics, few take to studying its fell secrets lightly, for the horrors of the dead, and the undead, cannot be underestimated.

The dark art of Necromancy is concerned with subverting the nature of life and death. Living targets affected by a Necromantic spell feel drained and enervated: you may assign +1 *Fatigued* condition to them (only a single *Fatigued* condition may be gained in this manner). Also, using a creature's blood as an ingredient provides a +1 SL bonus to your successful Casting Test. Similarly, if you are not Undead yourself, you may add +1 SL per *Bleeding* condition you suffer, and you may spend a Free Action to cut yourself, gaining +1 SL for each 3 Wounds you choose to inflict to yourself.

Ingredients: Fresh blood, bones, and all manner of flesh, tissue, and organs from living creatures are fundamental to Necromancy. Procuring these ingredients can be decidedly life-threatening and suspicious.

Awakening

CN: 10

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Until sunrise

You gather delicate but powerful filaments of *Dhar* before you, and direct them into the corpses of NPCs with powerful Traits or Characters with more than two completed Career levels. Each such corpse is reanimated into a Wight, to a maximum of SL+1 Wights reanimated within range. Starting with the *Prone* condition, the Wights are entirely under your control and can perform simple orders as you command. If you die or gain an *Unconscious* condition, the spell ends and the reanimated corpses fall dead again.

Banish Undead

CN: 8

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Instant

You create a magical vortex of *Dhar* that sucks energy from any creatures that have the *Undead* Trait. Any such targets take a *magic missile* with a Damage of +5. Skeletons and Zombies are instantly destroyed instead.

Control Undead

CN: 6

Range: Willpower Bonus yards

Target: 1

Duration: Special

You target one creature with the *Ethereal* and *Undead* Traits and bend it to your will. Perform an **Opposed Willpower** Test, where you gain a +SL bonus equal to the SL of your Language (Magick) Test. If you win, the target comes under your control for SL days (minimum of 1).

Forbidding

CN: 4

Range: Touch

Target: Special

Duration: Until sunrise

You touch the door of a building and guard it from intrusion by the undead. While the spell lasts, any creature with the *Undead* Trait must win an **Opposed Willpower** Test to remain or trespass inside the building; otherwise, the creature suffers a *Broken* condition and must leave, suffering SL+1 Wounds per Round (ignoring Toughness Bonus and Armour Points). The range of this spell is limited to a single structure (such as a house or shop) no greater than Willpower yards in length, width, and height.

Hand of Dust

CN: 5

Range: Touch

Target: 1

Duration: Instant

Your touch flays the flesh of living opponents, counting as a *magic missile* with a Damage of +5 that ignores Armour Points. In addition, the target is afflicted with SL *Bleeding* conditions (minimum of 1). Creatures with the *Undead* Trait are immune to this spell.

Invigorating Vitae

CN: 5

Range: You

Target: You

Duration: Willpower minutes

You must cast this spell before you drink the blood from a body, living or dead. You gain the *Bite+0*, *Hungry*, and *Vampiric* Creature Traits. Feeding and drinking the blood from a corpse killed within the last hour heals you for 1d10 Wounds.

Raise Champion

CN: 8

Range: Touch

Target: 1

Duration: Until sunrise

You funnel *Dhar* towards the the bones of a single dead creature who was once a figure of significant power when alive. As a guideline, this

requires a humanoid character or creature who had reached its third Career level or more (or equivalent in Traits). The skeletal champion will start with the *Prone* condition and can follow your simple instructions to the letter. Depending on the bones used, the GM might use the creature's former Skills and Talents added to the base Skeleton profile, or may opt to use the following sample profile instead:

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	70	55	50	45	40	45	45	-	-	-	22

Traits: Armour 6 (Full Plate & Large Shield), Champion, Construct, Corruption (Minor), Dark Vision, Dem Bones, Fear 3, Hardy, Infected, Painless, Territorial, Undead, Unstable, Weapon+9 (Hand Weapon)

Raise Dead

CN: 8

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Until sunrise

You channel a heavy flow of *Dhar* into bare earth, causing old bones to gather and rise. SL+1 Skeletons will claw upwards into the affected area at the end of the Round, which are organised as you prefer within the area of effect. They start with the *Prone* Condition. The summoned undead are entirely under your control and can perform simple orders as you command. If you are killed or gain an *Unconscious* Condition, the spell comes to an end and the summoned Undead collapse. For each +2 SL you score, you may summon an extra SL Skeletons.

Reanimate

CN: 8

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Until sunrise

You channel worming strands of thick *Dhar* before you, sinking it into corpses, reanimating that which was once dead. Reanimate Willpower Bonus + SL dead bodies (as Zombies) or skeletons (as Skeletons) within range. They start with the *Prone* Condition. The summoned undead are entirely under your control and can perform simple orders as you command. If you die or gain an *Unconscious* Condition, the spell comes to an end and the reanimated corpses fall dead again. For each +2 SL you score, you may reanimate an extra Willpower Bonus + SL Skeletons or Zombies.

Ride Through the Night

CN: 6

Range: You

Target: AoE (Willpower Bonus yards)

Duration: Until sunrise

You manipulate *Dhar* into a small cloud, invigorating all mounts within the AoE. All mounts add +1 to their Movement score and gain the *Ethereal* and *Stride* Traits, as do their riders and any coaches they pull.

Screaming Skull

CN: 8

Range: Willpower yards

Target: Special

Duration: Instant

You shriek the high-pitched words of the spell and a large, black skull wreathed with greenish-purple fire forms before you, then flies forwards, screaming and cackling as it goes. The skull moves in a straight line for the spell range, following the contours of the land, passing through any obstacles in its way. Screaming Skull is a *magic missile* that only affects targets without the *Undead* Creature Trait, and has a Damage equal to your Willpower Bonus. Anyone suffering Wounds from the spell must pass a **Challenging (+0) Cool** Test or also take a *Broken* Condition.

Vanhel's Call

CN: 6

Range: Willpower yards

Target: Special

Duration: Instant

You manipulate complicated flows of *Dhar* into your targets, filling them with overwhelming energy. Intelligence Bonus targets with the *Undead* Trait gain a free Move *or* Action—you choose one or the other to affect *all* targets—this is taken the moment the spell is cast. For each +2 SL you score, you may invigorate an extra Intelligence Bonus targets.

Wind of Withering

CN: 12

Range: You

Target: AoE (Willpower yards)

Duration: Instant

With a wave of your hand, you unleash the devastating power of *Dhar* that withers the life from your opponents, shrivelling their skin, turning their blood to dust, and shattering their bones. All living creatures within the AoE suffer a *magic missile* with a Damage equal to your Willpower Bonus; this Wind ignores Toughness Bonus and Armour Points.

SKAVEN MAGIC

Skaven magic is a perverse blend of arcane sorcery and the divine inspiration of the Lesser Ruinous Power known as The Horned Rat. Magic has deep roots in Skaven society, aided as it is by the Skaven's worship and dependence on Warpstone. There are numerous schools within their rigorous caste and clan systems: the venerable Grey Seers and Seer Lords who council the Warlords, the Plague Priests of Clan Pestilens, the Sorcerers of Clan Eshin, and the Warlock Engineers of Clan Skryre. Each of these schools technically have their own horrid brand of spells, but this section presents the known spells together as a single Lore. The available spells are a mix of stealth, brute power, disease, and mutation.

SKAVEN SORCEROR PROFILES

Take the following Skaven magician templates, and modify as needed.

ESHIN SORCERER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	45	45	30	50	65	60	55	50	45	30	17

Traits: Chittercast (2), Corrupted (Minor), Infected, Night Vision, Second Sight, Spellcaster (Warp), Stealthy, Tracker, Weapon+7

Trappings: Cloak, Dark Clothes, Hand Weapon, Smoke Bombs, 1d10 Warpstone Tokens

GREY SEER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	40	40	35	40	60	55	50	50	45	35	15

Traits: Chittercast (3), Corrupted (Minor), Infected, Night Vision, Second Sight, Spellcaster (Warp), Weapon+7

Trappings: Grey Robes, Staff, 1d10 Warpstone Tokens

PLAGUE PRIEST

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	50	40	45	55	60	55	50	40	45	35	18

Traits: Chittercast (1), Corrupted (Minor), Disease (Rat Fever), Infected, Night Vision, Second Sight, Spellcaster (Warp), Weapon+8

Trappings: Robes, Hand Weapon, Staff, 1d10 Warpstone Tokens

WARLOCK ENGINEER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	45	50	40	40	70	65	60	60	35	25	19

Traits: Armour 1, Corrupted (Minor), Hardy, Infected, Mutation, Night Vision, Ranged+8 (20), Ride (Wolf Rat), Second Sight, Spellcaster (Warp), Weapon+7

Trappings: Light Armour, Hand Weapon, Warlock Pistol & Ammunition, 1d10 Warpstone Tokens

NEW TALENTS

Skaven and their society have their own rules and behaviours; consequently, they have different versions of spellcasting Talents.

Chaos Magic (Warp)

Max: No. Spells available in the Lore of the Warp

A Skaven's duty is to worship the Horned Rat. As a magician, you derive some or most of your power from the Lesser God. This Talent gives you the ability to learn *Arcane (Warp)* and *Lore of the Warp* spells. Otherwise, this Talent functions like the *Chaos Magic (Lore)* Talent.

Chittercast

Maximum: Initiative Bonus

Tests: Language (Magick) when casting

This Talent works the same as *Instinctive Diction*, but is only available to Skaven magicians.

Petty Magic (Warp)

Max: 1

As with the standard *Petty Magic* Talent, you know some of the most basic magical techniques. You may learn both the standard Petty spells and the Skaven Petty (Warp) spells. Otherwise, the rules to acquire spells are the same.

The GM may wish to simplify the Skaven profile by using this Creature Trait instead:

Spellcaster (Warp)

Max: 1

You automatically gain the *Chaos Magic (Warp)* and *Petty Magic (Warp)* Talents as well as a number of spells determined by the GM, as appropriate to the character.

PETTY SPELLS (WARP)

All Skaven who dabble in magic must learn the *Petty Magic (Warp)* Talent, which gives them access to the standard collection of Petty spells (WFRP4, p240) and those listed here.

Favour

CN: 0

Range: You

Target: You

Duration: Willpower Bonus Rounds

You gain a +10 bonus to your next Test.

Ghostly Flame

CN: 0

Range: You

Target: You

Duration: Willpower minutes

You conjure a small blob of glowing green fire out of thin air, which generates light equivalent to a torch. It drips viscous fluid as it burns. You may hurl this fiery mess at a target within 8 yards (4 squares) in which case *ghostly flame* functions as a *magic missile* with Damage 1. Otherwise, this petty spell generates light equivalent to a torch and remains for one hour before sputtering out.

Mark of the Horned Rat

CN: 0

Range: Touch

Target: 1

Duration: Willpower Bonus hours

The victim of your touch gains an unsightly blemish, taking the form of an open weeping sore on their forehead or the back of their hand. The blemish imposes a -10% penalty to all **Fel** Tests on the part of those who can see the mark. Grey Seers use this spell to mark their messengers.

Rat Thrall

CN: 0

Range: You

Target: You

Duration: Willpower Bonus hours

You summon an ordinary brown rat. For the Duration of the spell, you may communicate with the rat as if you shared a common language, and it will obey all of your commands even if it would cause its own death to do so. Rat thralls can fetch small objects, gnaw through ropes, and other general tasks that an ordinary rat should be able to do, but such missions are limited by the rat's animal intelligence.

Vector

CN: 0

Range: Touch

Target: 1

Duration: Willpower Bonus hours

Your touch causes havoc with the victim's immune system. All **Endurance** Tests taken by the victim during the spell's Duration are considered **Very Hard (-30)**. Targets with *Resistance (Disease)* are allowed a **Challenging (+0) Endurance** Test to resist this spell.

Wrack

CN: 0

Range: Willpower Bonus yards

Target: 1

Duration: Willpower Bonus Rounds

Your target experiences a jolt of searing pain, inflicting a -5% penalty to Weapon Skill, Ballistic Skill, and Agility Tests.

ARCANE SPELLS (WARP)

These Arcane spells are available only to those magicians with the *Chaos Magic (Warp)* Talent. As with other Lores, the Skaven Lore of Warp imbues Arcane spells with its benefits.

Buoyant

CN: 2

Range: You

Target: You

Duration: Willpower Bonus minutes

You become as buoyant as a piece of balsa wood, allowing you to tread over liquid surfaces like water, sewage, or oil as if they were solid.

Screech

CN: 3

Range: Willpower Bonus miles

Target: You

Duration: Instant

You throw back your head and stretch your vocal cords to emit a high-pitched scream that carries a very long distance. Most normal creatures can only barely hear it, but the sensitive ears of Skaven and many beasts within range will hear it. *Screech* is just a call and carries no information, though the tone can convey an emotion such as desperation, anger, or eagerness. Any Skaven hearing the call can make a **WP** test to ignore it.

Shadow's Companion

CN: 4

Range: You

Target: You

Duration: Willpower minutes

You melt into the darkness simply by stepping into a shadow. You gain a +20 bonus to **Stealth** Tests and the *Alley Cat* Talent for the Duration. In addition, all **Perception** Tests to detect you are made at -20, unless the listener has the *Acute Sense (Hearing)* Talent.

Swiftpaws

CN: 6

Range: You

Target: You

Duration: Willpower minutes

You grant yourself the ability to move much faster, doubling your Movement. In addition, you are able to walk or crawl upon walls and ceilings at a rate equal to your normal Movement. Objects you carry or wear are still affected by gravity in a normal fashion, and will fall to the ground unless secured.

Vermintide

CN: 6

Range: Willpower Bonus yards

Target: 1

Duration: Willpower Bonus Rounds

You beckon a single swarm of *Small*-sized rats from the depths; the swarm appears within **WPB** yards of you. The rats are semi-intelligent and are able to understand your simple instructions like "Kill." If you are attacked, they will defend you as per the *Territorial* Trait. For each +2 SL, you may choose to increase the size of the rats summoned (up to *Average*) or summon an additional swarm.

Warp Lightning

CN: 6

Range: Willpower yards

Target: 1

Duration: Instant

You release a tongue of purplish-green warp lightning at your target. This is a *magic missile* with a Damage of +5. The spell ignores Armour Points, and if the body location struck is protected by metal armour, the Damage is +10 instead. If the Casting Roll is *Fumbled*, you suffer the Wounds instead. Targets also take a *Stunned* Condition. Additionally, if the spell targets Warpstone, the total Wounds caused by the spell (after TB removed) are doubled. This side-effect can be used to blow open castle walls and split rock asunder. All characters within **WPB** yards of the exploding Warpstone take a hit as if targeted by the *Warp Lightning*.

THE LORE OF THE WARP

Skaven magic takes its power directly from the Warp, powered by the whims of the Horned Rat. As the existence of Skaven society is a well-concealed rumour, the Lore of Warp is unknown to non-Skaven scholars and magicians, though there are a few foolish souls close to discovering its secrets. Warp sorcerers receive +10 to rolls while Casting or Channelling in any underground environment—such as a cavern, sewer, or basement. Targets who suffer Wounds from Warp Lore spells must pass an **Easy (+40) Endurance** Test or contract a *Festering Wound*.

Ingredients: Warp spells often use items which are rotten or dying, or which betray the Skaven's vicious, scavenging nature. Examples include Human flesh, Elven scalp, rotten teeth, mouldy cheese, dead fleas, dung, tears from a child, rabid blood, and plague victim's organs. Other ingredients include Warpstone and tokens with the Horned Rat symbol.

The Chittering

Spell Level: 12

Range: You

Target: AoE (Willpower yards)

Duration: Willpower Bonus hours

You unleash a web of insanity from the Warp, twisting the minds of all within the AoE. All non-Skaven humanoids within range must pass a **Difficult (-10) Cool** Test or degenerate into a mindless horde, instinctively aiding all Skaven and you in particular. They gather around you as protection, follow simple instructions, and attack anyone unaffected by the spell with their hands and teeth. Victims also lose their power of speech, communicating with gestures and the rat-like chittering noises that give this spell its name. When the spell's Duration ends, the victims return to their normal state over 1d10 minutes; they must test against Corruption (Major).

Cloak of the Assassin

CN: 6

Range: You

Target: You

Duration: Willpower Bonus minutes

You solidify the shadows around your body and melt into the surroundings. You gain 1 Armour Point to each location and a +30% bonus to all Stealth Tests made in any environment except full daylight. You cannot cast this spell if you are wearing any normal armour.

Curse of the Horned One

CN: 13

Range: Touch

Target: 1

Duration: Willpower hours

You mutate a victim into the form of a Skaven. During this time, the victim is totally under your influence and will do whatever they are told (except for directly killing themselves). The victim maintains their characteristics but adds the basic Skaven Creature Traits. A victim must pass an **Average (+20) Endurance** Test to survive the transformation unharmed. If the Test is failed, the victim immediately suffers a Critical Wound with +20 added to the GM's Critical Table roll. And if the test is Fumbled, the GM adds +50 to the roll instead.

Pestilent Breath

CN: 12

Range: 20+Willpower Bonus yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus minutes

You exhale a pestilent, poisonous cloud at your enemies. You gain the *Breath+4 (Pestilence)* Creature Trait, using the modifications here. All victims within the AoE and creatures between you and the target must pass a **Difficult (-10) Endurance** Test or suffer Damage equal to the attack's Rating, ignoring TB and APs. Further, a failed Test results in each victim suffering a 50% chance of contracting either (roll 1d10) **1-9 Ratte Fever** or **10 The Black Plague**. You are immune to your own pestilent breath.

Skitterleap

CN: 6

Range: Willpower Bonus x 2 yards

Target: 1

Duration: Instant

With a sound of inrushing air and a puff of brimstone-scented smoke, you teleport yourself or one ally within Range to any location that you have Line of Sight to. The teleported creature must be *Average*-sized or smaller.

Traceless Demise

CN: 14

Range: Willpower yards

Target: Special

Duration: Willpower Bonus hours

The body of any creature that dies while under the effects of this spell melts away into a foul-smelling black slime. *Traceless Demise* is commonly cast upon the assassins of Clan Eshin before they embark on a hunt, ensuring that no Skaven corpses are left behind. This spell affects any number of allies within Range, up to your Willpower Bonus multiplied by itself (ie, a **WPB** of 4 x 4 equals 16 potential targets).

Veil of Flies

CN: 6

Range: You

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds

With a buzzing curse and a flailing of your arms, you summon a cloud of gnats and biting flies. The insect swarm creates an Area of Effect that moves with you and attacks your enemies. While inside the swarm, your opponents suffer 1 Wound (no modifiers) each Round, and they receive a -20% penalty to all Tests. In addition, *Veil of Flies* also makes it hard for your enemies to pinpoint your location, imposing a -20% penalty to all Ranged Tests made against you.

Warp Storm

CN: 12

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds

You summon a storm formed of pure warp energy. This storm is fuelled by the malignant power of the Horned Rat and may appear in any locale, even underground. All targets suffer a *magic missile* hit with a Damage of +5 (ignoring APs). If the struck body location is protected by metal armour, the Damage is increased to +10. All targets take a *Stunned* Condition. If the Casting Roll is *Fumbled*, you suffer a *magic missile* hit instead. (This spell may also be used to blow away solid objects in the same manner as *Warp Lightning*.)

RITUAL MAGIC

The spells provided in **WFRP4** and in this supplement are the most common forms of magic in the Old World. Though still dangerous, they are magicks most suitable for quick casting. But they are not the only magicks in the Known World, after all. Ritual magic is quite different, requiring much more time, exotic ingredients, intensive study, and specific circumstances unique to each ritual in order to cast successfully. Daemonology, Necromancy, and Chaos Magic, in particular, are well-known for their considerable use of ritual magic.

Rituals require foresight, resources, planning, and above all, time. They are never embarked upon lightly and are thus not commonly encountered. A rational person might ask why anyone bothers with rituals at all. The answer is: power. Rituals are capable of effects far beyond those of the common spell. This is why Wizards spend years tracking down rare ingredients, preparing magical circles, and waiting for the stars to align just so. It is also why Witch Hunters and Templars are deeply suspicious of anyone who engages in such scholarly pursuits, even within the Colleges of Magic.

LEARNING RITUALS

Rituals are typically inscribed in grimoires—though these are highly prized, exceedingly rare, or outrageously expensive. One (quite generous) rule of thumb for the GM is that if the Characters come across a grimoire, there is a 1% chance that it's a ritual tome instead. Each tome is dedicated to a single specific ritual and you cannot cast the spell without it. They are typically written in subtle variations of the *lingua praestantia*. Should you be (un)lucky enough to come across such a tome, you may attempt to comprehend the ritual according to the following conditions (unless a ritual entry says otherwise):

1. You must possess a tome with a ritual inscribed inside;
2. You must have trained the Language (Magick) and relevant Channelling Skills;
3. You must have one of the following Talents appropriate to the spell inscribed in the tome: eg, *Arcane Magic*, *Chaos Magic*, *Wild Magic*;
- 4a. You must spend 3 Endeavours in constant study and then pass a **Very Hard (-30) Intelligence** Test in order to comprehend the ritual. If you fail, you may repeat this process again in the future, though the Test becomes easier by +10 after each failure. Should you succeed, you spend the XP to gain the *Ritual Magic (Spell)* Talent.
- 4b. Or you can spend an Endeavour to *Consult an Expert* (to find an appropriate Master) and another Endeavour on *Unusual Learning*: The training costs 1d10 Gold and the required XP, and requires a **Hard (-20) Language (Magick)** Test to gain the *Ritual Magic (Spell)* Talent. If you fail, you can try again with a future Endeavour and gain a +10 modifier for each failed attempt.

RITUAL FORMAT

The description of a ritual follows a format similar to the standard spell description, with some obvious modifications.

Name of the Ritual Spell

Lore: Specifies the Lore required to understand the ritual.

XP: You must spend this much Experience to learn the ritual. Each ritual is a separate, specialised Talent.

Ingredients: Rituals require all sorts of strange and exotic ingredients. You cannot cast a ritual spell without these ingredients, and once the spell is attempted the ingredients are used up.

Conditions: Many rituals require specific conditions, such as full moons, high tides, a comet visible in the sky, a certain number of chanting acolytes, etc. You cannot cast the spell if these are not met.

Consequences: Many rituals have side effects, some occur if the casting fails, while others occur even when it is successful.

CN: Casting Number. The Rules for Miscasts apply as normal.

Casting Time: The amount of time it takes to channel the energies before you cast the spell. Rituals require an immense amount of concentration and focus, rendering you a Helpless Target until the spell is cast.

Effects: The ritual's effect, if cast successfully.

CASTING RULES

Once all ingredients are collected and all conditions are met, it's time to start the ritual. The Winds of Magic must be channelled and shaped over the course of the ritual's Casting Time. The procedure is similar to Channelling before casting a standard spell, with some modifications.

Ritual Channelling

To channel the energies required for a ritual, you make an Extended Channelling Test. In the case of ritual channelling, a Round lasts one hour long: in other words, you make a single Extended Channelling Test per hour. Your base SL for each Test is equal to your Willpower Bonus, then add (or subtract) the SL from the Channelling Test. You may be Assisted by up to Willpower Bonus summoners, each of whom adds +10 to each Channelling roll (in addition to knowing Channelling, they must have studied the ritual and follow the same Lore as you).

Critical Channelling: If you roll a Critical when Channelling, you add +6 SL on top of your Test result. But you have gathered a mighty flow of magic indeed, and you have set off a Minor Miscast (ignoring the benefit of *Aethyric Attunement*).

Fumbled Channelling: You count any double or any roll ending in a 0 over your Skill as a Fumble. You lose control of the magical forces engulfing you: you score 0 SL for that Round, and you suffer a Major Miscast. Further, you must pass a **Challenging (+0) Cool** Test to gather yourself or lose all SL accrued in the Extended Test, thus triggering a Catastrophic Miscast.

Interruptions: Concentration is vital in when performing rituals. Everyone involved in the ritual is considered a Helpless Target while the spell is being channelled. In the case of interruptions, follow the rules on **WFRP4** (p237).

Ritual Casting

Once the Casting Time has been reached, subtract the SL accrued in the Extended Channelling Test from the ritual's Casting Number: the result is the SL you require on your Language (Magick) Test, which you must now perform as per the usual rules. If the Casting Test fails, you lose all your channelled magical energy, and suffer a Major Miscast as it all writhes free from your Aethyric grasp.

RITUAL SPELLS

A few sample rituals are described here to use as you wish, however there are many more in the wide world.

The Awakening of the Slumbering Earth Dragon

Lore: Any Arcane Lore

XP: 300

Ingredients: A dragon's tooth, a diamond worth at least 50GC, and a gong blessed by a dying Priest.

Conditions: You must be naked and painted with woad.

Consequences: If the Casting Test fails, you are swallowed up by the earth instead and are slain.

CN: 34

Casting Time: 8 hours

Effects: You call upon the power of nature to create a devastating earthquake. It affects an area the size of a small town, anywhere within Willpower Bonus miles of you. The earthquake lasts for 1d10 minutes, destroying all but the hardest of buildings.

The Beastly Transmogrification of the Omnipotent Tchar

Lore: Daemonology

XP: 400

Ingredients: The freshly severed head of a Beastman shaman, a platinum thimble full of warpstone, and two Human sacrifices. The Humans must be a man and a woman, and they must not have eaten in at least one week.

Conditions: Four other spellcasters who know the ritual and have same Lore as you must chant in unison while Channelling. The moon must be full and the spell must culminate at midnight.

Consequences: If the Casting Test fails, you and your assistants suffer the consequences of the spell instead.

CN: 22

Casting Time: 4 hours

Effects: Every Human within 1 mile with a Willpower less than yours transforms into a hideous Beastman for 24 hours. The Beastmen go on a rampage of killing, burning, and destruction, stopping only when they are all killed or the spell expires. Anyone who survives this experience gains 1d10 Corruption points (or half that if a successful Cool Test is made).

The Consecration of the Sacred Grove

Lore: Wild

XP: May be purchased the same way as any Wild Magic spell.

Ingredients: A golden sickle, bowl of sacrificial blood (may be Druid's or animal), and sprig of mistletoe.

Conditions: Your familiar. A wooded grove or clearing, stone circle, or outside of a barrow: the area must be an open space suitable to your familiar. Area must be cleared out with the *Aura of Purity* spell. Begin at midnight when Mannslied is full.

Consequences: If you Miscast on your Casting roll, the area is desecrated by the Winds of Chaos, and the ritual must be restarted another time.

CN: 40

Casting Time: Sunrise (6-8 hours)

Effects: You cleanse out all impurities from the area and lose all your Corruption points. The grove, circle, or barrow is now sacred to all Druids (including Jade Wizards) and offensive to all creatures with the *Daemonic* and *Undead* Creature Traits. Once a Sacred Grove is created, any Druid who meditates inside during a full Mannslied, from dusk till

dawn without incident, may remove Willpower Bonus Corruption points.

Door to the Damned

Lore: Daemonology

XP: 500

Ingredients: Sacrifice of a virgin child and a Nun or Priest of pure heart: they must be totally naked and pressed together while being sacrificed. Any magical ring that holds a curse.

Conditions: Four other spellcasters who know the ritual and have the same Lore as you must chant in unison while Channelling. Morrslieb must be present.

Consequences: If the Casting Test fails, you and your assistants are plucked by unseen Daemonic hands into the Realm of Chaos where you will be destroyed utterly.

CN: 40

Casting Time: 12 hours

Effects: You rip apart the veil between this realm and that of Chaos, anywhere within Willpower yards of you. *Dhar*, and the filth of raw Chaos, spills into the world, laying waste to all organic matter as it slowly spreads. The portal will remain open for Willpower minutes—during which time 2d10 Lesser Daemons (or Servants, etc) and one Greater Daemon are unleashed upon the world every 8 minutes. The Daemons are not allied to the caster, and they will attack everything in sight (or act as the GM desires). Once the portal closes, the Daemons become unstable and disappear. Anyone who survives this horrifying event, including you, gains 1d10 Corruption points.

Hunger for Life

Lore: Necromancy

XP: 300

Ingredients: Silver ceremonial knife. Large vessel. Young person of your Species (under 30 for a Human) in good health.

Conditions: You must channel the spell while the victim hangs upside-down, throat slashed, and the blood is collected in a large vessel. The ritual requires you to cast the spell successfully and drink the blood of the deceased victim, and consume its raw flesh, before the next sunrise.

Consequences: You gain 1 Corruption point and an affliction. If you fail your Casting Test, you age 30 years of life instantly. The GM may determine the negative effects, which should be significant.

CN: 15

Casting Time: 5 hours

Effects: You use the leeching power of *Dhar* to extract and absorb the victim's vitality, granting you another 30 years of life. This ritual can be used to extend life spans into unnatural ages, but you will suffer obvious deleterious effects.

Invocation for Total Power

Lore: Daemonology

XP: 400

Ingredients: Heart of a Greater Daemon. Sacrifice of a Noble and a Warrior, each in their 4th Career tier. Symbol of Chaos. Altar.

Conditions: At least two other spellcasters who know the ritual and have the same Lore as you must chant in unison while Channelling. You must begin the ritual at midnight and end after sunrise.

Consequences: You immediately gain 1 Corruption point and an affliction. If the Casting Test fails, you suffer a Catastrophic Miscast, adding +20 to the result. Further, your ability to use magic

is burned from you and all your characteristics are penalized by 20 until the next sunrise.

CN: 40

Casting Time: 8 hours

Effects: You summon an ominous mist of pure, unadulterated *Dhar* that surrounds you, which you absorb into every part of your body. You gain all of the following benefits until the next sunrise:

- You choose one spell from your Arcane or Lore Talents that you have not learned yet, and you may cast it as you wish as if you got a Critical with Total Power;
- You increase all of your characteristics by +20;
- You gain 1d10+WPB SL in stored energy to deploy while casting spells.

Raise Bone Catapult

Lore: Necromancy

XP: 300

Ingredients: The dead bodies or skeletons of 8 creatures of *Size (Average)* or larger, including two or more Horse-type creatures. Three swords. A number of skulls.

Conditions: You require at least one assistant.

Consequences: If you fail your Casting Test, you and your assistants suffer the effects of a Major Miscast.

CN: 16

Casting Time: 4 hours

Effects: *Dhar* infuses the ritual bones and eerily raises them from the ground, assembling all the parts into a large siege engine that throws stones as well as its crew. If the chariot and its creatures are not destroyed, you must pass a *Channelling (Dhar)* Test each sunrise to maintain its material form.

The Undead catapult is a stone-throwing engine made of fused and twisted bone, strung with sinew. It must be pushed by its crew in order to move. The catapult's profile is as follows:

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
2	-	-	55	55	-	-	-	-	-	-	40

Traits: Armour 2, Construct, Dark Vision, Dem Bones, Fear 2, Magical, Ranged+10 (50), Siege Engine, Size (Large), Undead, Unstable

Siege Engine—A target of an attack from this unit must be straight ahead of the engine. Turning the engine uses 1 Movement per 45 degrees and the Move of two crew for 1 Round. A Ranged attack from this unit can only strike at Short Range or longer. Each hit gains the *Blast (4)* and *Impact* Qualities. If the attack roll misses, use the *Scatter* chart (WFRP4 p163) to determine the new point of impact. All victims of a siege engine suffer the *Prone* condition.

The catapult has a crew of three Skeleton Artillerists. Only the crew may fire the engine. Each skeletal Artillerist has the following profile:

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	35	50	35	35	25	25	30	-	-	-	12

Traits: Armour 2, Construct, Dark Vision, Dem Bones, Fear 2, Painless, Undead, Unstable, Weapon+7 (Sword)

Raise Chariot of the Dead

Lore: Necromancy

XP: 400

Ingredients: The dead bodies or skeletons of 12 creatures of *Size (Average)* or larger, including two or more Horse-type creatures. Whip. Blades (swords or scythes) for wheels.

Conditions: You require at least one assistant.

Consequences: If you fail your Casting Test, you and your assistants suffer the effects of a Major Miscast.

CN: 24

Casting Time: 6 hours

Effects: *Dhar* infuses the ritual bones and eerily raises them from the ground, assembling all the parts into an Undead chariot, complete with skeletal Horses and Charioteer, as well as blades affixed to the bone-wheels. There is room for one *Size (Average)* passenger in the chariot.

If the chariot and its creatures are not destroyed, you must pass a *Channelling (Dhar)* Test each sunrise to maintain its material form.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	50	35	45	65	25	25	30	-	-	-	80

Traits: Armour 2, Construct, Dark Vision, Dem Bones, Fear 3, Painless, Ram+8, Size (Enormous), Skeletal, Undead, Unstable, Weapon+7, 2xWheel Weapon+8

Ram—The creature can run a target down when it Charges. The attack cannot be parried, only dodged.

Wheel Weapon—The unit has weapons affixed to its wheels. Anyone in the path or adjacent to the unit's path may dodge the attack, if they know it's coming.

If 20 Damage is caused specifically to the magical supports binding the Horses to the chariot, the chariot is grounded and the Horses move and attack separately. The Undead Horses pulling the chariot have the following profile:

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
7	35	-	45	35	15	30	-	-	-	-	28

Traits: Armour 2, Construct, Dark Vision, Dem Bones, Fear 2, Painless, Size (Large), Stride, Trained (Broken, Drive, Magic, Mount, War), Undead, Unstable, Weapon+7

Transformation of the Liche

Lore: Necromancy

XP: 400

Ingredients: The brains of eight Necromancers arranged in a circle around you.

Conditions: You must begin the ritual at midnight and end after sunrise. Morrslieb must be present.

Consequences: Everyone involved in the ritual gains 2 Corruption points. If you fail your Casting Test, the spell fails and your body explodes into a disgusting mess of gore.

CN: 40

Casting Time: 10 hours

Effects: When performing this ritual, you channel enormous energies and force that power inwards. If you die before the next sunrise, you will be transformed into a Liche. As this transformation is something

desired by many Necromancers, many have been known to cast this spell on themselves and then deliberately kill themselves. Once your body is cold, the process of transformation takes 1d10 days, and your spirit suffers +1 Corruption point per day. Your body must remain intact and must not be targeted by a *Swift Passing Spell* or *Last Rites* Miracle during this time. Meanwhile, your corpse appears dead and begins to decay as normal; you know and feel nothing. At the end of this period of transformation, your body becomes reanimated as a Liche. You gain the following Creature Traits: *Champion*, *Corruption (Minor)*, *Clever*, *Dark Vision*, *Distracting*, *Fear 3*, *Hardy*, *Immunity to Psychology*, *Painless*, *Petrifying Gaze*, *Prejudice (Living)*, *Fear 2*, *Tough*, *Undead*, *Unstable*.

HOW TO SUMMON YOUR DAEMON

The *Manifest* spells from the Lore of Daemonology allow you to conjure the lesser Daemons for limited periods of time. To summon Daemons for longer periods or to bring forth the most powerful of Daemonic entities requires an immense concentration of dark arts in the form of a ritual. This section provides the basic rules for calling upon the most dangerous creatures of the Realm of Chaos.

Octagrams

Octagrams are protective circles with an eight-pointed star inscribed within it. Glyphs and sigils, and the names of Daemons, are often added to the figure to ward off danger. Daemonologists may take advantage of octagrams in their spellcasting, gaining a +20 bonus to control a creature with the *Daemonic* Trait once it has been summoned.

An octagram can only benefit you if it has been drawn properly. This can be done two ways. The easiest is to learn and cast the spell *Octagram*. The do-it-yourself method is to draw the octagram by hand, which requires the *Lore (Magick)* Skill and materials worth a number of GCs equal to the CN of the desired spell. Drawing the octagram takes an hour of careful work—after which the GM makes a secret **Average (+20) Lore (Magick)** Test. If successful, you will gain the +20 bonus indicated above. If unsuccessful, you will not gain the bonus but you have no reason to believe there is anything amiss with the circle.

A hand-drawn octagram can be smudged, smeared, or damaged with fire, oil, water, paint, weapons—subject to the GM's approval.

True Names

All Daemons have a True Name that is, usually, known only to them. They keep their names secret as there is great power in True Names. Consequently, Daemons go by a variety of false names and titles. These vary for a single Daemon, according to mood or circumstance: Pinchbottle, The Inescapable Defiler of the Way, Blueclaws, The Silent Enemy, etc. Daemons are not above practical jokes such as changing their false names to match their latest forms or newest mutations. Such use-names are unimportant, and give no benefit to anyone who knows them.

True Name Generation: The number of elements in a Daemon's name usually depends upon the number associated with its patron Chaos God. The more powerful the Daemon, the longer its name.

Daemon Type	# Elements in True Name
Greater	2d10 x God's number
Prince, Exalted	1d10 x God's number
Lesser, Servant, etc	Chaos God's number

Chaos God	Number
Khorne	8
Nurgle	7
Slaanesh	6
The Horned Rat	3
Tzeentch	9
Undivided	4

After determining the number of elements, the following table can be used to randomly generate the parts of the Daemon's True Name. (Or the GM can simply choose the number of elements from the table.) Once all elements have been generated, they can be used 'as is' to give a completely random name or they can be rearranged at whim to make a satisfying name. Apostrophes and other punctuation can be added as the GM sees fit to break the name up and make it more pronounceable.

Daemonic True Name Generator

	1-2	3-4	5	6-7	8-9	10
1	A	COG	FL	LL	SS	CC
2	ER	KW	PP	Z	AA	DA
3	FOL	MM	SH	ABL	DE	G'G
4	N'N	TH	AE	DH	GZ	O
5	THL	AK	DH	HH	OA	TL
6	AN	DU	HL	OE	U	AO
7	E	I	OO	UL	AR	EE
8	II	OW	UU	BH	EO	IL
9	RH	Y	IO	EU	IR	PH
10	YY	CH	FF	KS	Q'	ZH

Example: A Lesser Daemon of Khorne has 8 elements in its personal name. Rolling on the table gives G'G, AR, UL, HL, II, UL, RH and AN. While G'garulhliulhan is a perfectly acceptable name, in this case the elements are re-worked (and an apostrophe added) to form the name Rhug'guari'ihlulan, the Bloodletter of Khorne.

Learning a Daemon Name: A Daemonologist may attempt to discover a Daemon's name through a number of means, none of them particularly easy or reliable: researching ancient stores of Daemonic lore, being given a name by another Daemonologist, or learning a True Name from a rival Daemon. Failure to discover a Daemon's True Name does not prevent you from summoning it: it just makes the spell riskier.

Finding out a Daemon's True Name is risky. It is up to the GM whether the Characters must undergo some sort of adventure to find out this rare information, or just spend an Endeavour or two on it. Under the best circumstances, using the *Research Lore* Endeavour should take a **Difficult (-10) Lore (Magick)** Test for a Lesser Daemon or a **Very Hard (-30)** Test for a Greater Daemon/Prince. You might undergo a **Very Hard (-30) Gossip** Test during a *Consult an Expert* Endeavour to just track down someone with the appropriate knowledge. Or maybe you gain the information in return for a future *Significant Favour*. Even if you are provided a True Name in these instances, it is up to the GM whether the True Name is legitimate or ultimately a false lead.

Benefit: If you know a Daemon's True Name, the duration of a *Manifest* spell increases from Rounds to minutes, or from minutes to hours. In addition, you gain +40 to control a Daemon after it has been summoned.

Controlling Daemons

Daemonic creatures brought into this world with a *Manifest* spell or *Summon* ritual are not naturally inclined to submit to the whims of a mortal being. You must attempt to control the Daemon. Perform an **Opposed Channel (Dhar)/Willpower** Test and consult the results below. You may add your Overcasting SL from Casting roll. Add +20 if you used an octagram and +40 if you deployed the Daemon's True Name while spellcasting.

SL Result	Controlling Effect
+6 or more; Critical	Sensing great power in you, the Daemon bows and scrapes in fear of its existence. It will do whatever you ask and will remain bound to this realm until released or killed.
+4 to +5	The Daemon attacks your enemies, and will do your bidding for a number of days equal to your Willpower Bonus.
+1 to +3	The Daemon attacks your nearest enemy, and will do your bidding until the sunrise, after which it will blink out of this realm.
+0	The Daemon does nothing, blinking out of this plane. Test for Corruption (Minor).
-1 to -0	Nothing appears from the Aethyr but a few wisps of raw Chaos. Test for Corruption (Major).
-2 to -3	The Daemon attacks the nearest creature, blinking out of existence after 1d10 Rounds.
-4 to -5	The Daemon attacks in a frenzy, but blinks out of this realm in 1d10 Rounds.
-6 or less; Fumble	The Daemon immediately launches itself at you, after which it will run amok until it is killed.

Dispelling Daemons

The magicks binding Daemons to this world can be severed by other spellcasters—following the same procedure as dispelling any other persistent spell (**WFRP4** p237). Obviously, it's going to take quite an effort to dispel very powerful Daemons. This test may be Assisted by others who use the same Lore as the dispelling spellcaster.

SUMMONING RITUALS

The following rituals may be used as templates for other Summoning spells.

Summon Lesser Daemon

Lore: Daemonology

XP: 200

Ingredients: The heart of a Human or Elf, animal sacrifice, and rare incenses and materials worth 10GC.

Conditions: Your body must be painted in blood, saliva, or other bodily fluid. You must know one of the Daemon's false names. An altar or bonfire and a symbol of Chaos are required to focus the ritual.

Consequences: Casting this ritual inflicts 1 Corruption point, and you must test for an affliction. If you fail the Casting Test, a quivering

orifice of Chaos sucks you (and your assistants) into the Realm of Chaos with a slurping noise, closing with a pop. Witnesses must test against Corruption (Moderate).

CN: 16

Casting Time: 8 hours

Effects: You tear a hole in the fabric of reality and the Daemonic Servant (creature, servant, or Lesser Daemon) of your choice appears in a space you target within Willpower Bonus yards. You must now test to control the summoned creature(s).

Summon Daemonic Pack

Lore: Daemonology

XP: 300

Ingredients: Several hearts of Humans or Elves (matching number of Daemons to be summoned), several animal sacrifices, and rare incenses and materials worth 100GC.

Conditions: Your body must be painted in blood, saliva, and other bodily fluids. You must know all of the Daemons' false names. A desecrated monolith, graveyard, stone circle, or Druidic grove is required to focus the ritual.

Consequences: Casting this ritual inflicts 1 Corruption per Daemon, and you must test for an affliction. If you fail the Casting Test, a quivering orifice of Chaos sucks you (and your assistants) into the Realm of Chaos with a slurping noise, closing with a pop. Witnesses must test against Corruption (Moderate).

CN: 24

Casting Time: 12 hours

Effects: Your magicks conjure a small storm that dissolves the veil separating the material and Chaos Realms. A number of Lesser Daemons equal to your Willpower Bonus appear in a targeted area within Willpower Bonus yards of you. You must now test to control the summoned creatures. A single Test is required, but it's penalized using the Outnumbering combat modifiers (**WFRP4** p161) against you and your assistants. (**Example:** if you have 1 assistant, summoning four Daemons increases the creatures' Willpower by +20.)

Summon Greater Daemon

Lore: Daemonology

XP: 400

Ingredients: The still-beating heart of a Priest or Nun of kindly spirit, two naked children and both a naked Human and Elf, all ritually drowned in a warystone-lined vat full of all manner of bodily fluids and sewer filth, exotic incenses and materials worth 500GC, a cursed magic item that would be worth 10,000GC if sold.

Conditions: This ritual requires at least two spellcasters to assist in the summoning. Your bodies must be painted in blood, saliva, and other bodily fluids. You must know the Greater Daemon's True Name. A desecrated monolith, graveyard, stone circle, or Druidic grove is required to focus the ritual.

Consequences: When you cast this ritual, you automatically gain 1d10 Corruptions and you gain an affliction. If you fail the Casting Test, a quivering orifice of Chaos sucks you (and your assistants) into the Realm of Chaos with a slurping noise, closing with a pop. Witnesses must test against Corruption (Major).

CN: 48

Casting Time: 24 hours

Effects: You summon a large ball of darkness within Willpower Bonus yards. A Great Daemon emerges, dissipating the darkness that conjured it, and the creature flails around angrily. You must now test to control the summoned creature.

GOBLIN MAGIC

A couple of spells are included here for Goblin Shamans. These were initially published in the **WFRP4 Starter Set Adventure Book**, p36.

Itchy Nuisance

CN: 4

Range: Willpower yards

Target: 1

Duration: Willpower Bonus Rounds

You wave your fingers and small itchy fungal spores shoot out of their ends, embedding themselves in the sensitive areas of the target. These spores grow rapidly, causing unbearable itching. The target suffers a -10% to all Tests, and halves their Movement for the Duration.

Sneaky Stabbin'

CN: 2

Range: Willpower yards

Target: Fellowship Bonus allies

Duration: Special

You bewitch the blades of your allies, so that they seek out the weakest points in their enemies' armour. Your targets gain +1 Advantage, and their attacks gain the *Penetrating* Weapon Quality (**WFRP4**, p298) which lasts for as long as they have Advantage.

