



# GRIMOIRE

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# 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 Elementalists and Druidic Priests from the realm of Morr. As a great fan of **WFRP1**, the immense disservice done to these magicians cuts me deeply. 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—including full sections on Greenskin and Skaven Magic. There must be thousands of spells in the Warhammer World: it's a shame not to use them! Use what you like with no ownership on my part... It's your Warhammer!

## MAGICAL ADJUSTMENTS

Magic systems in Warhammer Fantasy Roleplay have been consistently controversial and subject to endless house-ruling. The system provided in 4th Edition is no different. I will be making adjustments to this section as I playtest with my group. I have tried to stick with the original rules as much as possible, preferring to tweak them over eliminating them. These are largely based on the ideas of the Warhammer community on Discord (Ratcatcher) and Strike to Stun (R.I.P.), and I would like to thank Ben Scerri and Clive Oldfield for their house rules. Thanks also to Danilo Earsplitter and BadJuju for brainstorming Petty Magic corruption.

## GRIMOIRES

The following section adjusts the rules on **WFRP4**, pages 236 and 238.

Grimoires are books of spells from your Lore that you may memorise for future use or you may cast directly, if needed. When you cast a spell from your grimoire, its Casting Number is doubled. When you wish to study a spell, see the **Training Arcane Magic Spells** section.

The GM determines how many spells are available in your grimoire. Grimoiere will usually hold between 4 and 8 spells. Here are a few ways to determine the number of grimoire spells:

**Simple:** Roll 1d5 + your Fellowship Bonus.

**Averaged:** Roll 2d10 and divide by 2; round up.

**Scaled:** Roll 1d10 and refer to the following chart:

Roll 1d10	1	2	3-4	5-6	7-8	9	10
# Spells	3	4	5	6	7	8	9

The GM may then choose the spells, allow the player to choose some or all of the spells, or roll the spells randomly from the Spell Tables provided in **Unofficial Grimoire** or **Unofficial Treasure & Artefacts**.

## TRAINING ARCANES MAGIC SPELLS

You may learn Arcane Magic spells under the following conditions:

1. The spell belongs to the Lore specified by your *Arcane Magic* Talent.
2. Arcane spells are not simply willed into existence. In order to learn a spell, you must have access to it: ie, a grimoire, scroll, magical artefact, or your Master or another Wizard willing to teach you. In general it takes from 1 to 3 hours to painstakingly copy a spell into your grimoire. No roll is required if you know Language (Magick).
3. Spend the required XP as indicated in the *Arcane Magic* Talent.
4. Finally, you must set aside time to study and memorise the new spell by performing an **Extended Language (Magick)** Test with a target SL equal to twice the spell's Casting Number. The study time need not be consecutive days, weeks, or Endeavours, and any progress you have gained is banked for the next roll. You may make one roll towards the Extended Test for a single day's study (about 4-6 hours of solid focus), or up to Intelligence Bonus rolls during an Endeavour (or adventuring Week) of study. As soon as the target SL is reached, the spell is memorised. The default Test Difficulty is **Challenging (+0)** but the GM may adjust this to suit the circumstances: say, **Average (+20)** if studying in a library or **Difficult (-10)** or **Hard (-20)** if studying while travelling.

**Example:** Bianca wants to learn the Bolt spell, which has a CN of 4. This means that the target for her Extended Test is 8. Bianca decides to squeeze in some studying and spends a quiet evening alone in her room at the Inn. With a Language (Magick) Skill of 65, she rolls a 64. The GM is using the optional **Extended Tests and 0 SL** rule (**WFRP4** p155) that treats +/-0 as +/-1 SL, so Bianca's target SL has been reduced to 7 the next time she is studying. A few busy days later, Bianca finds she has a spare week to study, so the GM calls it an Endeavour. With an Intelligence Bonus of 5, she has 5 rolls towards her Test. Also, she is taking advantage of the College's library to make the rolls at **Average (+20) Difficulty**, increasing her skill to 85. On her first day, she rolls 42, for 4 SL. The target has now been reduced to 3—almost there! Then, she has a bad day where she cannot focus: she's thinking of her missing friend Pearl. In game terms, the Player rolled a 99: an Astounding Failure (-6 SL) using the optional **Criticals & Fumbles** rule (**WFRP4** p153). What a setback! Bianca has forgotten everything and her target is back to 8 SL. Luckily, her next rolls are 80 (+1), 45 (+4), and 27 (+6), so by the end of that week, Bianca has memorised the Bolt spell.

## Training Chaos Magic Spells

Learning Chaos Magic spells follows the same procedure as described in the *Chaos Magic* Talent. Owing to the seductive and destructive nature of *Dhar*, spells from a Chaos Lore (and Chaos Arcane) manifest themselves instantly in the mind when studied.



## SPELLCASTING

Casting spells is a dangerous business no matter how many safeguards are built into the procedure. Quickly conjuring a spell effect involves greater risk than carefully managing the Winds surrounding you. Many spellcasters will not have the innate resources to cast powerful magicks without first channelling and gathering its energies.

### Advantage

Combat Advantage does not add to Casting or Channelling Tests.

## CASTING ADJUSTMENTS

See **WFRP4** p234. Criticals remain unchanged.

### Fumbled Casting

If you Fumble your Casting Test, you suffer a Minor Miscalculation.

**House Rule:** If you roll **99** or **00** on your Casting Test, you suffer a Major Miscalculation instead.

### Magic Missiles

See **WFRP4** p236. **Clarification:** A *magic missile* spell always strikes its target. Despite the term 'missile' Ranged combat modifiers do not apply.

**Summary:**  $\text{Damage} = \text{Test SL} + \text{Spell Damage} + \text{Willpower Bonus}$   
 $\text{Wounds Suffered} = \text{Damage} - \text{target's (Toughness Bonus + Armour Points)}$

### Touch Spells in Combat

See **WFRP4** p236.

**House Rule:** You may conduct the magic of your Touch spell using your Quarterstaff. Perform the Opposed Test using your Melee (Polearm) Skill; however, in order for the magic to transfer to the target, your Melee Test must succeed. Otherwise, the spell fails.

If the GM allows, you may swap out either Melee (Basic) or (Polearm) and replace it with Melee (Brawling) instead.

If your target is Engaged with another opponent, you are automatically able to touch them and the spell takes effect.

### Line of Sight

Unless otherwise specified, you need to be able to see your target to cast your spell. Generally, this means that you can see enough detail on your target to be able to visually separate them, and the magics involved will be able to manoeuvre around intervening obstacles, within reason. A *Bolt* spell, for instance, would not be able to fit through the crack of a door or a keyhole. Where there is doubt, the GM decides.

### Petty Magic

Cantrips are the least of all spells and their overall power being used is ultimately trifling. A Petty spell can only achieve an Overcasting effect if the Casting Test rolls a Critical. Petty Spells do not Miscalculate: instead, you must pass a **Challenging (+0) Endurance** Test or take a Corruption point.

### Spell Ingredients

You may focus your magic through an appropriate material component before discharging your spell. Ingredients react differently depending on how you funnel your magic through them. Before you cast or channel, you must choose whether to use the ingredient for Power or Control. Ingredients are consumed even when the spell fails.

**Power Ingredient:** When used during a Channelling Test, a power ingredient doubles the Test bonus from the *Aethyric Attunement* Talent.

When used during a Casting Test, a power ingredient allows you to reverse the dice and choose the result for your Casting Test. However, if the units die of your Casting Test exceeds your Willpower Bonus, the energy exceeds your grasp and you unleash a Minor Miscalculation.

**Control Ingredient:** When used during a Channelling or Casting Test, a control ingredient acts as a target for out-of-control magic. Reduce the severity of one suffered Miscalculation by one table: ie, from Catastrophic to Major, Major to Minor, or Minor to none.

**Using Ingredients:** When using an ingredient, you must be holding it in your hand. Wizards often ensure that any needed ingredient is close to hand in a dedicated pouch or pocket. Pockets for all your ingredients may be sewn into your Robe for 10% of the garment's initial cost (ie, 4 Shillings for a standard Robe). Grabbing an accessible ingredient requires a Free Action. Rooting through a backpack costs an Action.

## CHANNELLING ADJUSTMENTS

All creatures carry within them some small spark of magical energy, but only those with the ability to exploit this energy end up becoming spellcasters. A magician is a kind of rechargeable battery, absorbing and drawing the Winds of Magic into their body, then expelling this energy as needed.

When you want to gather enough magical energy to cast a powerful spell, perform an Extended Channelling Test. When you decide to end Channelling, reduce the CN of the spell by the SL of the Extended Test. Next Round, you can perform a Casting Test, using the adjusted number as the spell's new Casting Number.

**Critical Channelling:** When you roll doubles on a successful Channelling Test, you can cast your spell next Round as if you had reduced the spell to a Casting Number of 0. However, unless you have the *Aethyric Attunement* Talent, you trigger a Minor Miscalculation.

**Fumbled Channelling:** When you roll doubles on a failed Channelling Test, you trigger a Minor Miscalculation. If you roll **99** or **00** on your Channelling Test, you lose control of all SL accrued in the Extended Test so far and trigger a Major Miscalculation.

**Overchannelling:** When you are Channelling, you are presumed to vent any excess SL beyond that which would reduce the spell's CN to 0 harmlessly. After the Test is rolled, you may choose instead to keep the excess magical energy that you have gathered and apply it to Overcasting once the spell is cast. (**Example:** *Bianca channels a spell with a CN of 3 and scores 7 SL; she chooses to bank the extra 4 SL for Overcasting effects once the spell is cast.*) But this extra power is not without its cost. If the casting Test fails, you lose all channelled energy and suffer a Minor Miscalculation. Further, you count any double or any roll ending in a 0 over your Channelling or Language (Magic) Skill as a Fumble (so, 00, 99, 90, 88, etc) and any Critical or Fumble on these Tests is a Major Miscalculation instead.

**Interruptions:** If you are distracted as per the rule on **WFRP4** page 237, you must pass a **Challenging (+0) Cool** Test or suffer a Minor Miscalculation and lose all magical energy you have gathered so far. If you had already gathered more SL than your Willpower Bonus, the Cool Test is **Hard (-20)** instead.



## Quick Casting

If you forfeit your Move and all Free Actions, you may use your Turn to quickly Channel and Cast in the same Action. Because you are rushing, increase the severity of any suffered Miscast by one table (ie, from Minor to Major or Major to Catastrophic).

## REPELLING THE WINDS

Shields count as Armour for the purposes of attracting the Winds of Magic.

## MISCASTS

There are a number of ways that spells can go awry and trigger a Miscast. The same Test can involve more than one Miscast, escalating into a more dangerous threat. Two Minor Miscasts escalate into a Major Miscast, while two Major Miscasts turn into a Catastrophic Miscast. Otherwise, mismatched Miscasts remain as separate events, unless specified otherwise.

## Minor Miscast Table

See **WFRP4** p234. Change roll of **31-35** to 'Gain 1 *Bleeding* Condition'.

## Major Miscast Table

See **WFRP4** p235. Change the result when **00** is rolled to 'Roll on the Catastrophic Miscast Table'.

## Catastrophic Miscast

For the GM who wants to offer the real possibility for Wizard characters to be sucked into the Realm of Chaos, or worse, there is now a Catastrophic Miscast Table. A roll on this Table is required in the following circumstances:

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

## CATASTROPHIC MISCAST TABLE

1d100	Miscast Effect
01-05	<b>Aethyric Feedback:</b> 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	<b>The Withering Eye:</b> Chaos energy wracks your body, debilitating your constitution. Lose 20 from your Toughness for 1d10 hours.
11-15	<b>Broken:</b> 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	<b>Stupefied:</b> Your mind regresses to protect you from a worse fate. Lose 20 from your Intelligence for 1d10 hours and gain 3 <i>Stunned</i> Conditions.
21-25	<b>Tzeentch's Lash:</b> Magic power overwhelms you. You take the <i>Unconscious</i> Condition for 1d10 minutes.
26-30	<b>Aethyric Assault:</b> The Winds of Magic lash out at you. You suffer a Critical Hit to a random Location, adding 20 to the roll.
31-35	<b>Albino Affliction:</b> Your skin and hair are bleached utterly white by roiling Chaos. Lose 20 from your Fellowship.
36-40	<b>Heretical Vision:</b> A Daemon Prince shows you a vision of Chaos. 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	<b>Mindeaten:</b> 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	<b>Uninvited Company:</b> You are attacked by a number of Lesser Daemons equal to your Willpower Bonus. They appear from the Aethyr within 6 yards of you. The GM should select Daemons appropriate to the situation. If no Ruinous Power is in play, choose Chaos Furies instead.
51-60	<b>Daemonic Contract:</b> A two-inch Chaos rune burns itself into a random part of your body. Suffer 1d10 Wounds (ignoring 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 an appropriate Ruinous Power chosen by the GM. Removal of the branded skin will make no difference.
61-65	<b>Chaotic Servitors:</b> 1d10 Chaos Furies, Daemonic Servants or Lesser Daemons appear from the Aethyr and do your bidding for 1d10 Rounds. If you issue any command other than releasing them back to the Realm of Chaos, you gain 1 Corruption point per Daemon that serves you.
66-70	<b>Boiling Blood:</b> For a brief instant, your blood literally boils in your veins. You take 1d10 Wounds (ignoring modifiers) and are afflicted by separate Critical Hits to the Body and the Head.
71-75	<b>Spasmodic Paroxysm:</b> Your entire body convulses violently as the raw stuff of Chaos courses through you. You bite your tongue off. This counts as a Critical Wound causing 4 Wounds— <b>Amputation (Hard)</b> . See <b>WFRP4</b> , p180. This effect is permanent unless you can somehow get it reattached.
76-80	<b>Kin Afflicted:</b> The infection of Chaos renders you sterile. Also, your closest relative suffers the result from another roll on this table.
81-85	<b>Mutating Wind:</b> You gain a physical mutation if you fail a <b>Very Hard (-30) Endurance</b> Test. If you pass, you must now test against a Major Corrupting Influence ( <b>WFRP4</b> , p183); if this fails and you gain enough points to trigger a mutation, the Endurance Test fails automatically.
86-90	<b>Vortex of Chaos:</b> Roll on the Major Miscast Table. All creatures within 12 yards, including you, suffer the rolled effect.
91-95	<b>Called to the Void:</b> 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	<b>Dark Inspiration:</b> 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!



## TALENT CHANGES

The following additions have been made to accomodate the rules contained in the Unofficial supplements.

**Perfect Pitch** does not apply to Language (Magick) Tests.

### Remove Curse

**Max:** Willpower Bonus

**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. Characters with the Pray Skill may dispel curses by using their Pray Skill instead of Language (Magick).

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).

## NEW SPELLS

The **WFRP4** Rulebook comes with a variety of Petty Magic and Arcane spells. The following lists describe new spells in full while core spells refer to their description in the Rulebook. It is always up to the GM whether a spell is allowed.

### PETTY SPELL LIST

The following Petty spells should be considered part of the standard list available to anyone with *Petty Magic* Talent. Many more spells exist, waiting to be discovered.

#### Acute Smell

**CN:** 0

**Range:** You

**Target:** You

**Duration:** Willpower Bonus minutes

You enhance your sense of smell, gaining the *Acute Sense (Smell)* Talent. Each +1 SL gains you an extra level in the Talent, up to its maximum.

#### Adjust Temperature

**CN:** 0

**Range:** Willpower Bonus yards

**Target:** Special

**Duration:** Willpower Bonus hours

You target a small inanimate object such as a flask, pot, box, jar or beaker and may heat or cool it to the desired temperature within 1d10 minutes. This spell is often used in potion-making or to keep a container's contents either hot or frozen.

#### Animal Friend

See **WFRP4** Rulebook, page 240.

#### Bearings

See **WFRP4** Rulebook, page 240.

#### Blot

**CN:** 0

**Range:** Touch

**Target:** Special

**Duration:** Instant

Your touch causes a half-pint of spilled or pooled liquid to instantly dry up. No stain is left behind, but damage to surfaces remains (such as blotches of oil or acid burns).

#### Careful Step

See **WFRP4** Rulebook, page 240.

#### 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, moderating heat and cold and minimizing the effects of rain, snow, and wind. When rolling for Exposure effects, reverse the roll and choose the best result. This has the result of creating a comfortable space to rest and make camp.

#### Conserve

See **WFRP4** Rulebook, page 240.

#### 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 Willpower Bonus miles of the 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.

#### Danger

**CN:** 0

**Range:** Willpower yards

**Target:** Special

**Duration:** Instant

You may subtly warn your chosen target of an ambush or imminent, dangerous event about to happen. This takes the form of a simple thought that you project into your target's mind. No line of sight is required, but you must be able to picture the target in your mind. You must also speak their language. If the target heeds the warning, they gain their maximum possible level in the *Sixth Sense* Talent.

#### Dart

See **WFRP4** Rulebook, page 240.

#### Dazzle

See **WFRP4** Rulebook, page 240.



## Drain

See **WFRP4** Rulebook, page 240.

## Eavesdrop

See **WFRP4** Rulebook, page 241.

## Find Object

**CN:** 0

**Range:** Willpower yards

**Target:** Special

**Duration:** Willpower Bonus minutes

Through the Winds of Magic, you are able to locate one lost object within range. 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.

## 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 effects. 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 an Opposed Charm Test when serving this meal.

## Float

**CN:** 0

**Range:** You

**Target:** You

**Duration:** Willpower Bonus Rounds

Magical energy makes you float in water. As long as the water is not choppy, especially dangerous or fast-flowing, you may keep your head above water and tread in a direction without a Test. Otherwise, the spell has no effect. See the Swim skill (**WFRP4** p131).

## Grow

**CN:** 0

**Range:** Touch

**Target:** Special

**Duration:** Special

Your gentle touch revitalizes a single plant or small tree that has not died, ensuring it grows healthy and strong according to its nature, unless blighted or destroyed.

## Gust

See **WFRP4** Rulebook, page 241.

## Hesitate

**CN:** 0

**Range:** Willpower Bonus yards

**Target:** 1

**Duration:** Special

You induce a moment of confusion in your target. If the target fails an **Average (+20) Cool** Test, they lose their next Turn. Even if the Test is passed, they hesitate and take their next Turn last in the Initiative order.

## Impervious Hands

**CN:** 0

**Range:** You

**Target:** You

**Duration:** Willpower Bonus minutes

Magic flows into your hands, rendering them immune to heat, cold, corruption, as well as corrosive and poisonous chemicals. This spell is often used by spellcasters who work with dangerous temperatures and noxious chemicals.

## Light

See **WFRP4** Rulebook, page 241

## Magic Flame

See **WFRP4** Rulebook, page 241.

## Magic Lock

**CN:** 0

**Range:** Touch

**Target:** Special

**Duration:** Willpower minutes

This spell can be cast on a single non-magical bolt or lock. The lock counts as Magical and cannot be picked or forced open. However, the spell does not prevent someone from breaking down a magically locked door or smashing open the chest itself.

## Marsh Lights

See **WFRP4** Rulebook, page 241.

## Mend Object

**CN:** 0

**Range:** Touch

**Target:** Special

**Duration:** Instant

You weave subtle strands of magic into the collected pieces of one broken item with an Encumbrance equal to or less than your Willpower Bonus, repairing the object. This spell cannot mend an item that could not normally be fixed or that has complex, independent parts. Until repaired by a skilled craftsperson, 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.

## Murmered Whisper

See **WFRP4** Rulebook, page 241.

## Night Sight

**CN:** 0

**Range:** You

**Target:** You

**Duration:** Willpower Bonus Rounds

You use your innate magic to enhance your ability to see in very dim light. Gain the *Night Vision* Talent.

## Open Lock

See **WFRP4** Rulebook, page 241.



## Petty Curse

CN: 0

**Range:** Willpower Bonus yards

**Target:** 1

**Duration:** Special

You place a minor curse on your target. An unwilling or unsuspecting victim is allowed an **Opposed Willpower** Test to resist. A curse may only be removed with a successful dispel by 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 and embarrassing, but not dangerous. **Examples:** Warts, boils, piles, baldness, severe rash, halitosis, flatulence, hair turns a bright colour, irregular bowel movements, smelly feet, etc....

## Produce Small Animal

See **WFRP4** Rulebook, page 241.

## Protection from Rain

See **WFRP4** Rulebook, page 241.

## Purify Water

See **WFRP4** Rulebook, page 241.

## Read Out

CN: 0

**Range:** Touch

**Target:** Special

**Duration:** Special

A disembodied voice will read aloud, without translation or inflection, the text of one document, scroll, book, sign, or similar writing in a slow, clear manner that people nearby can hear. 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 or help you memorise magical effects, summonings, prayers, and the like.

## Reinforce

CN: 0

**Range:** Touch

**Target:** Special

**Duration:** Willpower Bonus days

You touch a single door, portal, chest or similar object or structure and make it physically tougher and harder to damage. Increase the object's Toughness Bonus by 1 and Wounds by 2. Refer to *Enemy in Shadows*

## Repel Critters

CN: 0

**Range:** You

**Target:** AoE (Willpower yards)

**Duration:** Willpower Bonus Rounds

You surround yourself in an aura that frightens animals. Your presence scares off nearby Tiny and Little creatures who possess the *Skittish* Creature Trait.

## Rot

See **WFRP4** Rulebook, page 241.

## Shock

See **WFRP4** Rulebook, page 242.

## Sleep

See **WFRP4** Rulebook, page 241.

## Sly Hands

See **WFRP4** Rulebook, page 242.

## Sounds

See **WFRP4** Rulebook, page 242.

## Speed Read

CN: 0

**Range:** You

**Target:** You

**Duration:** Willpower Bonus minutes

You are imbued with the ability to read anything (letters, books, scrolls, etc) much faster than normal and retain the same amount of information. Gain the *Speedreader* Talent, with every +1 SL providing an additional level in the Talent.

## Spring

See **WFRP4** Rulebook, page 242.

## Subvert Blessing

CN: 0

**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.

## Trip

CN: 0

**Range:** Willpower Bonus yards

**Target:** Special

**Duration:** Instant

You cause something in the ground to shift or someone's shoes to become loose. If the target is walking, they must pass an **Average (+20) Agility** Test or trip, gaining the *Prone* Condition.

## Twitch

See **WFRP4** Rulebook, page 242.

## Warning

See **WFRP4** Rulebook, page 242.

## Weather

CN: 0

**Range:** You

**Target:** AoE (Local Area)

**Duration:** Instant

You meditate for ten minutes outside, drawing in the Winds of Magic, and gain a sense of what the weather will be like in the current area for the next 24 hours. The GM may choose or roll on the Weather Table provided in **Enemy in Shadows Companion** p32.

## Witch Glow

CN: 0

Range: Willpower yards

Target: 1

Duration: Willpower Bonus Rounds+

You select a target in range and create a subtle glowing outline around them that only someone with the *Second Sight* Talent can perceive. The GM determine the minor benefits of this glow, such as not requiring a Perception Test while Shadowing the target or being able to pinpoint the target in a crowd.

## Withstand Poison

CN: 0

Range: You

Target: You

Duration: Willpower Bonus Rounds

You gain +20 to any Test to resist drugs and poisons. If the specific poison does not normally offer a Test, you are allowed a **Challenging (+0) Endurance** Test to resist. This spell does not work on poisons and Conditions that have already taken effect.

## ARCANE SPELL LIST

The following spells may be considered part of the standard Arcane list.

### Accelerate

CN: 4

Range: Touch

Target: 1

Duration: Willpower Bonus Rounds

You speed up your target's senses, granting them +1 Movement, +10 Agility and +10 Combat Initiative. A target affected by this spell may not make Channelling, Language (Magick), or Pray Tests. When the spell ends, the target takes a *Fatigued* Condition for 1d10 minutes.

**Overcast:** For every +2 SL, you may increase the attribute benefits by +1/+10. If you overcast by +6 SL, your target also gains an extra Action during their Turn.

### Aethyric Armour

See WFRP4 Rulebook, page 242.

**House Rule:** If this spell is used to deflect a Critical, the Duration ends unless a Willpower Test is passed.

### Aethyric Arms

See WFRP4 Rulebook, page 242.

**House Rule:** The weapon created by this spell features the Qualities and Flaws of the real weapon under the normal Melee Skill rules.

### Aethyric Arrow

CN: 2

Range: Special

Target: Special

Duration: Instant

You conjure a floating Magical arrow and use your hands to 'throw' it at the target. To do this, both your hands must be empty and free. Make a normal Ranged (Throwing) attack using your Willpower score in place of the weapon's Range. Damage is calculated for a Bow and Arrow but with your Willpower Bonus in place of Strength Bonus. If any arrow wounds a target, you gain a maximum of 1 Advantage for these attacks.

**Overcast:** For every +2 SL, you may conjure an additional arrow, using a Free Attack to target any creature in range and roll another Ranged Test.

## Alarm

CN: 4

Range: Touch

Target: Special

Duration: Willpower Bonus days

You may cast this spell on any spot or object. When a creature passes within your Willpower Bonus yards of the target, you are jolted with an instant awareness of the disturbance, no matter where you are.

## Allegiance

CN: 6

Range: Touch

Target: 1

Duration: Willpower Bonus Rounds

Your gentle touch momentarily calms a target of your size or smaller, even if they were your mortal foe. For any further effect, the target must be able to understand your language, cannot be Immune to Psychology nor have the *Bestial*, *Daemonic*, *Frenzy*, *Mindless*, or *Undead* Creature Traits. If you win an **Opposed Willpower** Test, the creature immediately thinks of you as an ally and can be asked to help out in a fight or perform tasks according to the creature's abilities and personality. For instance, a noble will not perform the tasks of a servant and a dutiful soldier will not take the life of their commander. Nor can a creature be commanded to do something overly detrimental to their well-being, such as jumping off a bridge or challenging a dragon. Asking such a thing immediately breaks the enchantment. Once the spell ends, the creature remembers everything that happened.

**Overcast:** For every +2 SL, you may increase your Opposed SL by +1 SL. For every +4 SL, you may increase the affected size by one step.

## Arcane Barrier

CN: 5

Range: Willpower Bonus yards

Target: Special

Duration: Willpower Bonus Rounds+

You create a magical barrier which prevents creatures from passing through it. The thin barrier manifests as a wall that is Willpower Bonus yards wide and high or the barrier completely fills the space of a suitable portal or passageway. To most creatures, the barrier is near-invisible, requiring an Astounding Success (6+) on a Perception Test to see the subtle shimmering energy; anyone with the *Second Sight* Talent will see a Lore-appropriate barrier. You may bypass your own barrier with an **Average (+20) Channelling** Test. A creature may attempt to push through the magical barrier by winning a Cool or Channelling Test opposed by your Channelling. If the creature loses the Test, it gains a *Stunned* Condition. The barrier does not impede Ranged attacks but spells will be absorbed. If a Magical attack strike the barrier, you must pass a Willpower Test or the barrier is dispelled.

**Overcast:** For every +2 SL, you may enhance your barrier-related Channelling Tests by one step of Difficulty (ie, **Average** to **Easy**). For +6 SL, you may choose to increase the Duration to Willpower Bonus hours.

## Arrow Shield

See WFRP4 Rulebook, page 243.



**Berserk**

CN: 3

Range: Touch

Target: 1

Duration: Willpower Bonus Rounds

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

See WFRP4 Rulebook, page 243.

**Bolt**

See WFRP4 Rulebook, page 243.

**Breath**

CN: 6

Range: Special

Target: Special

Duration: Instant

You immediately make a Breath attack as if you had spent 2 Advantage to activate the *Breath* Creature Trait (WFRP4 p338) with a Damage Rating equal to your Willpower Bonus. You and your GM should decide in advance which type of Breath attack best suits your Magic Talent.

**Overcast:** For every +2 SL achieved, you may increase Damage by +2.

**Note:** This spell is halfway between errata and house rule. The original spell is weirdly worded and seems to have been an editing error. Former Developer Andy Law provided a version of this spell on the **Ratcatcher** Discord forum.

**Bridge**

See WFRP4 Rulebook, page 243.

**Chain Attack**

See WFRP4 Rulebook, page 243.

**Corrosive Blood**

See WFRP4 Rulebook, page 243.

**Dark Vision**

See WFRP4 Rulebook, page 243.

**Deft Hands**

CN: 4

Range: Touch

Target: 1

Duration: Willpower Bonus minutes

You enhance your target's ability to manipulate objects, granting them a bonus of +20 to Dexterity.

**Overcast:** For every +2 SL, you may select one Dex-based Talent to give your target (such as *Artistic*, *Craftsman*, *Gunner*, *Master Tradesman*, *Rapid Reload*, or *Tinker*) or you may add one more level in the chosen Talent.

**Dire 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 twice your Dexterity Bonus. The energy carries one additional effect of your choice, replacing any Lore effects:

- **Cold:** Target gains a *Stunned* condition for every full 5 Wounds suffered (minimum 1). **Compatible Lore:** Death, Elementalism, Heavens, Life, Necromancy, Slaanesh.
- **Corrosion:** The touched item (armour or weapon) takes 1 Damage for every full 5 Wounds suffered (minimum 1). **Compatible Lore:** Daemonology, Metal, Necromancy, Nurgle, Warp, Witchcraft.
- **Corruption:** Target must pass a **Combined Challenging (+0) Endurance/Cool** Test or gain 1 Corruption point per failed Test. If this spell would trigger a Test for Mutation, the Test is **Hard (-20)**. **Compatible Lore:** Daemonology, Necromancy, Nurgle, Slaanesh, Tzeentch, Warp.
- **Enervated:** Any Wounds caused ignore Toughness Bonus. Target suffers a *Fatigued* Condition for every full 5 Wounds suffered (minimum 1). **Compatible Lore:** Death, Necromancy, Witchcraft.
- **Fire:** Any Wounds caused ignore Armour Points. Targets gain an *Ablaze* condition. **Compatible Lore:** Elementalism, Fire, Heavens, Hedgecraft, Light, Metal.
- **Electrical:** Any Wounds caused ignore Armour Points. Targets suffer a *Stunned* condition. **Compatible Lore:** Daemonology, Elementalism, Heavens, Life, Metal, Witchcraft.
- **Pestilence:** Any Wounds caused ignore Armour Points. Target must pass a **Challenging (+0) Endurance** Test or suffer a *Festering Wound*. **Compatible Lore:** Beasts, Nurgle, Warp, Witchcraft.
- **Poison:** Any Wounds caused ignore Armour Points. Targets gain a *Poisoned* condition. **Compatible Lore:** Beasts, Death, Necromancy, Nurgle, Shadows, Warp, Witchcraft.
- **Shadow:** Any Wounds caused ignore Armour Points. Targets gain an *Entangled* condition. **Compatible Lore:** Daemonology, Necromancy, Shadows, Witchcraft.

**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 2 Advantage and suffers a -10 penalty to all Willpower and Fellowship-based Tests. The spell has no effect on creatures with any of these Traits: *Bestial*, *Daemonic*, *Immunity to Psychology*, *Mindless*, *Undead*.

**Overcast:** For every +2 SL, you may increase the attribute effect by -10.

**Distracting**

See WFRP4 Rulebook, page 243.

**Dome**

See WFRP4 Rulebook, page 243.

**Drop**

See WFRP4 Rulebook, page 243.

**Entangle**

See WFRP4 Rulebook, page 244.

## 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 2 Advantage and receives a +10 bonus to all Willpower and Fellowship-based Tests. The spell has no effect on creatures with any of these Traits: *Bestial*, *Daemonic*, *Immunity to Psychology*, *Mindless*, *Undead*.

**Overcast:** For every +2 SL, you may increase the attribute effect by +10.

## Fearsome

See WFRP4 Rulebook, page 244.

## Feel No Pain

CN: 4

Range: You

Target: You

Duration: Willpower Bonus Rounds

You absorb powerful energy which makes you immune to most pain. Reduce any physical blow by 1 Damage and gain the *Painless Creature* Trait. Once the spell ends, any relevant Critical effects are applied.

## Flight

See WFRP4 Rulebook, page 244.

## Magic Shield

See WFRP4 Rulebook, page 244.

## Move Object

See WFRP4 Rulebook, page 244.

## Mundane Aura

See WFRP4 Rulebook, page 244.

## Observe

CN: 2

Range: Touch

Target: 1

Duration: Willpower Bonus Rounds

Your target gains +20 to all Perception Tests. While the spell lasts, the target may **Assess** (gaining +1 Advantage) without making a Skill Test, though it still requires an Action.

## Panic

CN: 6

Range: Willpower Bonus yards

Target: 1

Duration: Instant

You induce a sudden urge to flee in your target, inflicting a *Broken* Condition upon a failed Cool Test. The spell has no effect on creatures with any of these Traits: *Bestial*, *Daemonic*, *Immunity to Psychology*, *Mindless*, *Undead*.

**Overcast:** For every +2 SL, you may add 1 *Broken* Condition.

## Paralyse

CN: 6

Range: Willpower yards

Target: 1

Duration: Willpower Bonus Rounds

You attempt to paralyse one living creature of your Size or smaller. Perform an **Opposed Channelling/Cool** Test: if you win, the target takes 1 *Entangled* and 1 *Stunned* Conditions per 2 SL of the Opposed Test (minimum 1). If you win by 6 SL or more, the target takes the *Unconscious* Condition for the Duration.

**Overcast:** For every +2 SL, you may add +1 SL to your Opposed Test. For every +3 SL, you may increase the Size of the creature affected by one step.

## Protective Aura

CN: 6

Range: You

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds

You create an aura of protective energy around you. Any living creature who wishes to make a close combat attack against a target within the AoE must first win an **Opposed Cool/Channelling** Test.

## Provocation

CN: 6

Range: Willpower Bonus yards

Target: 1

Duration: Willpower Bonus Rounds

You reach inside your victim's mind and twist it to stimulate an intense emotional response, inflicting your choice of *Animosity*, *Hatred*, or *Prejudice* with a specific Target of your choosing. Once the spell 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*, *Mindless*, *Undead*.

## Push

See WFRP4 Rulebook, page 244.

## 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.

## Silence

CN: 4

**Range:** Willpower yards

**Target:** AoE (Willpower Bonus yards)

**Duration:** Willpower Bonus Rounds

You target an area that blocks out all noise. No speech or sound may pass into or out of the AoE, no matter how loud. 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). The area becomes difficult ground to cross. Any creature with two legs moving along the AoE must pass a **Challenging (+0) Athletics** Test or gain the *Prone* condition. A falling creature must pass a Dexterity Test or drop any items held in its hands.

**Overcast:** For every +2 SL, you may increase the Difficulty of this Test by one step (ie, from **Challenging** to **Difficult**).

## 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: 4

**Range:** Touch

**Target:** Special

**Duration:** Instant

You target a door, inanimate object, or a small surface or section of wall with an AoE of Willpower Bonus yards. The target is pummelled with a *magic missile* of Damage +10. Creatures are not affected by this spell.

## Steal Aura

CN: 8

**Range:** Willpower yards

**Target:** Special

**Duration:** Willpower Bonus Rounds

You conjure a pair of shimmering magical hands that launch at your target, who must be a single creature protected by a magical spell or aura. Perform an **Opposed Channelling/Cool** Test against the targeted creature. If you win, the shimmering hands strip away the protective magics from the target and bestow them to you. The stolen spell's Duration now resets using your 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*, *Protective Aura*, *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*.

**Overcast:** For every +2 SL, you may add 1 SL to your Opposed Test.

## 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.

## Teleport

See **WFRP4** Rulebook, page 244.

## Terrifying

See **WFRP4** Rulebook, page 244.

**Overcast:** For every +3 SL, you may increase your Terror value by 1 (from Terror 1 to Terror 2, for example).

## Tongues

CN: 3

**Range:** You

**Target:** You

**Duration:** Willpower Bonus minutes

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

## Ward

See **WFRP4** Rulebook, page 244.

**Overcast:** For every +3 SL, you may enhance the Ward Rating by 1 (from Ward 9+ to Ward 8+, for example).

## Wizard Duel

CN: 6

**Range:** Willpower yards

**Target:** Special

**Duration:** Special

You lock yourself into an immediate mental contest against a rival magician. If the target has no Channelling Skill, you immediately suffer a Minor Miscast. Once begun, you and your target are locked into your duel and you both count as having the *Surprised* Condition until the contest ends.

At the start of each Round, perform an **Opposed Channelling** Test. The loser gains +1 *Fatigued* Condition; if the opposed SL exceeds their Willpower Bonus, they must pass a **Challenging (+0) Endurance** Test or take the *Unconscious* Condition. If a combatant takes more *Fatigued* Conditions than their Toughness Bonus, they suffer the *Unconscious* Condition.

The duel ends when either combatant takes an *Unconscious* Condition; an outsider interrupts either duellist, causing both duellists a *Surprised* Condition from the severed connection; **or** the winner of that Round decides to end the duel—immediately inflicting +1 *Stunned* Condition on the loser for each Round that you won.

**Overcast:** For every +1 SL, you may add 1 SL to the first Opposed Test if the Test is successful.

## Word of Invulnerability

CN: 6

Range: You

Target: You

Duration: Willpower Bonus Rounds

You utter a magic word that wraps a protective cloak around you, absorbing Damage from non-Magical sources (such as attacks, falling, suffocation, etc). You are not protected from the additional effects of Critical Hits. The spell absorbs Willpower Bonus + SL Damage, then the cloak dissipates.

**Overcast:** For every +2 SL, you may increase the Damage absorbed by 1.

## COLOUR MAGIC SPELL LISTS

Additional spells for each Lore are described in the following sections.

### THE LORE OF BEASTS

#### Amber Talons

See WFRP4 Rulebook, page 245.

**Overcast:** For every +2 SL, you may increase the Damage by +1.

#### Beast Form

See WFRP4 Rulebook, page 245.

#### Beast Master

See WFRP4 Rulebook, page 245.

#### Beast Tongue

See WFRP4 Rulebook, page 245.

#### Flock of Dooms

See WFRP4 Rulebook, page 245.

#### Hunter's Hide

See WFRP4 Rulebook, page 246.

#### The Amber Spear

See WFRP4 Rulebook, page 246.

#### 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 affected by Fear, Terror or *Broken* Conditions no longer suffer these effects. In addition, each ally gains a Resolve point which is automatically lost at the end of the scene. This spell does not protect against future sources of Fear or Terror, etc.

#### Winter's Long Slumber

CN: 8

Range: Touch

Target: Special

Duration: Special

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, 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 before the enchantment ends unless the spell is dispelled. You may also cast this spell upon yourself.

## Wyssan's Wildform

See WFRP4 Rulebook, page 246.

## THE LORE OF DEATH

### Animus Imprisoned

CN: 16

Range: Touch

Target: Special

Duration: Special

You imprison the soul of your target, sealing it in a durable vessel such as a bottle, vial, or similar vessel. 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 should know to do this; though anyone may do it. 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.

### Caress of Laniph

See WFRP4 Rulebook, page 246.

### Dying Words

See WFRP4 Rulebook, page 246.

### Purple Pall of *Shyish*

See WFRP4 Rulebook, page 246.

### Sanctify

See WFRP4 Rulebook, page 246.

### Scythe of *Shyish*

See WFRP4 Rulebook, page 247.

### Soul Vortex

See WFRP4 Rulebook, page 247.



**Steal Life**

See **WFRP4** Rulebook, page 247.

**Swift Passing**

See **WFRP4** Rulebook, page 247.

**Tomb Robber's Curse**

CN: 5

**Range:** Touch

**Target:** Special

**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 a Corruption point and suffers a *Fatigued* condition for a period of 1d10 days.

**THE LORE OF FIRE*****Aqshy's Aegis***

See **WFRP4** Rulebook, page 247.

**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, ignoring Armour Points, and takes a *Stunned* Condition. Every time the **Hard (-20) Endurance** Test to remove the *Stunned* Condition fails, the target suffers a *magic missile* as above using the failed SL. A target killed by this spell explodes in a fountain of superheated blood, causing 1d10+1 Damage (modified by Toughness Bonus and Armour) to anyone within 2 yards. Since the target is not literally set on fire by this spell, the Lore bonus is not applied.

**Cauterise**

See **WFRP4** Rulebook, page 247.

**Crown of Flame**

See **WFRP4** Rulebook, page 247.

**Fiery Flavour**

CN: 0

**Range:** Willpower Bonus yards

**Target:** Special

**Duration:** Instant

Your fiery magic can quickly cook one serving of food to your liking or cause 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 could induce gastrointestinal distress in those who are not used to such potency on a failed Endurance Test). **Overcast:** For every +2 SL, you may double the amount of food or liquid affected.

**Firewall**

See **WFRP4** Rulebook, page 248.

**Flaming Hearts**

See **WFRP4** Rulebook, page 248.

**Flaming Sword of Rhuin**

See **WFRP4** Rulebook, page 248.

**Great Fires of U'Zhul**

See **WFRP4** Rulebook, page 248.

**Purge**

See **WFRP4** Rulebook, page 248.

**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 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 Perception Test with an **Easy (+40)** modifier when the situation allows.

**Cerulean Shield**

See **WFRP4** Rulebook, page 249.

**Comet of Casandora**

See **WFRP4** Rulebook, page 249.

**Fate's Fickle Fingers**

See **WFRP4** Rulebook, page 249.

**Starcrossed**

See **WFRP4** Rulebook, page 249.

**Starshine**

CN: 8

**Range:** You

**Target:** AoE (Willpower Bonus yards)

**Duration:** Willpower Bonus Rounds

You use the Wind of Azyr to conjure the light of the stars around you, illuminating the Area of Effect in a soft light that reveals that which is hidden. Darkness (both magical and mundane) is banished, the invisible is made visible, illusions are banished, hidden or disguised characters are exposed, and secret areas (doors, chambers, etc) are revealed.

**T'Essla's Arc**

See **WFRP4** Rulebook, page 249.

**The First Portent of Amul**

See **WFRP4** Rulebook, page 249.

**The Second Portent of Amul**

See **WFRP4** Rulebook, page 249.

**The Third Portent of Amul**

See **WFRP4** Rulebook, page 249.

**Wind Blast**

CN: 7

**Range:** Willpower yards

**Target:** AoE (Willpower Bonus yards)

**Duration:** Willpower Bonus Rounds

You call down raging winds from the sky. Everyone inside the Area of Effect takes a *Stunned* condition, which lasts until they exit the AoE or the spell ends. Those affected must pass a **Hard (-20) Agility** or **Endurance** Test or gain the *Prone* Condition. Ranged attacks are impossible into or within the AoE. As per the Combat Difficulty Chart (**WFRP4** p161), all attacks are made at -20 inside the AoE.

**THE LORE OF LIFE****Barkskin**

See **WFRP4** Rulebook, page 251.

**Earthblood**

See **WFRP4** Rulebook, page 251.

**Earthpool**

See **WFRP4** Rulebook, page 251.

**Fat of the Land**

See **WFRP4** Rulebook, page 251.

**Forest of Thorns**

See **WFRP4** Rulebook, page 251.

**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.

**Lie of the Land**

See **WFRP4** Rulebook, page 251.

**Lifebloom**

See **WFRP4** Rulebook, page 252.

**Regenerate**

See **WFRP4** Rulebook, page 252.

**THE LORE OF LIGHT****Banishment**

See **WFRP4** Rulebook, page 252.

**Blinding Light**

See **WFRP4** Rulebook, page 252.

**Clarity of Thought**

See **WFRP4** Rulebook, page 252.

**Daemonbane**

See **WFRP4** Rulebook, page 252.

**Healing Light**

See **WFRP4** Rulebook, page 252.

**Net of Amyntok**

See **WFRP4** Rulebook, page 252.

**Phá's Protection**

See **WFRP4** Rulebook, page 253.

**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.

### Speed of Thought

See WFRP4 Rulebook, page 253.

## THE LORE OF METAL

### Crucible of Chamon

See WFRP4 Rulebook, page 249.

### Enchant Weapon

See WFRP4 Rulebook, page 250.

### Feather of Lead

See WFRP4 Rulebook, page 250.

### Fool's Gold

See WFRP4 Rulebook, page 250.

### Forge of Chamon

See WFRP4 Rulebook, page 250.

### Glittering Robe

See WFRP4 Rulebook, page 250.

### Mutable Metal

See WFRP4 Rulebook, page 250.

### 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 spoiled items, you uncover the dangerous properties last.

### Transmutation of Chamon

See WFRP4 Rulebook, page 250.

## THE LORE OF SHADOWS

### Bewilder

CN: 6

**Range:** Willpower yards

**Target:** 1

**Duration:** Willpower Bonus Rounds

You channel *Ulgû* into delicate strands that your target unwittingly absorbs. If the target fails a **Challenging (+0) Cool** Test, take the units die and refer to the table. This is the effect that the target suffers for the spell's Duration.

1d10	Bewildering Effect
1-2	<b>Befuddled:</b> Target refuses to budge, taking an <i>Entangled</i> Condition that is removed when the spell ends.
3-4	<b>Wander:</b> Target wanders off in a random direction at their Walk rate. There is a 50% chance that the target loses their Action and Free Actions.
5-6	<b>Attack!:</b> Target attacks the nearest creature, friend or foe. If no creature is within range of a possible attack, the target will put themselves in a strategic position for next Turn.
7-9	<b>Confused:</b> Target takes a <i>Stunned</i> Condition which is removed when the spell ends.
10	<b>Fetal Position:</b> Target curls into a ball on the ground, becoming a Helpless Target while the spell lasts.

### Choking Shadows

See WFRP4 Rulebook, page 253.

### 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 Perception/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.

### Complex Illusion

CN: 12

**Range:** Willpower yards

**Target:** Special

**Duration:** Willpower minutes+

You create a complete illusion around one creature which only they can see. The target's entire environment appears changed to all the senses. For example, a person in a forest could be made to believe to have been transported to the middle of Altdorf, complete with all the sights, sounds, smells, jostling, and hustle and bustle of the city. The target could

haggle over goods, exchange money, eat the fruit they bought, have an engaging conversation with passersby, attack or be attacked by ruffians, suffer pain, Conditions, Criticals, and Wounds. The main limitation is that **you** must have experienced the environment that you are simulating in your target's mind. Most illusory Damage and Conditions do not carry over once the spell ends. However, if your target is knocked unconscious by an illusion, they will gain the *Unconscious* Condition when the spell ends; if killed by an illusion, the target must pass a **Challenging (+0) Cool** Test or suffer SL+1 Mental Corruption points. Upon the spell ending, the target takes the *Surprised* Condition. To anyone watching, your target appears to be stumbling around and reacting to non-existent people: the target counts as a Helpless Target. Only someone with the *Second Sight* Talent may make a **Hard (-20) Perception** Test to notice the illusion, and even if passed they do not see through the spell. It must be dispelled to break its veracity.

## Doppelganger

See WFRP4 Rulebook, page 253.

## Glamour

CN: 4

Range: You

Target: You

Duration: Willpower minutes

You wreath yourself in *Ulgû*, turning into a more fetching version of yourself. Your features don't change: they just become more exotic and intriguing to those who would normally be attracted to your Species and Gender. You gain +10 Fellowship and your maximum level in the *Attractive* Talent.

**Overcast:** For each +2 SL, you may add +10 to your Fellowship.

## Illusion

See WFRP4 Rulebook, page 253.

## Mindslip

See WFRP4 Rulebook, page 253.

## Mystifying Miasma

See WFRP4 Rulebook, page 253.

## Shadowsteed

See WFRP4 Rulebook, page 253.

## Shadowstep

See WFRP4 Rulebook, page 254.

## Shroud of Invisibility

See WFRP4 Rulebook, page 254.



# DRUIDIC PRIEST

**Species:** Human

**Class:** Peasant

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

In the mists of prehistory, some say from the faerie isle of Albion, a religion and way of life spread to the lands that would form the Empire. The Druidic Priests of old worshipped a goddess called The Mother, symbol of earth, its fertility, and the terrible beauty of the natural world. This religion came to be called The Old Faith. The Druids erected their stone circles and laid their spirits to rest in burial mounds according to the ancient ways. And so these monuments remain, scattered across the Empire, crumbling remnants of a near-forgotten people. Most scholars believe that the ancient Druids were wiped from the Empire, erased in the cleansing of dangerous, heretical magicks, and that the god known as The Mother was just another name for Rhya, Goddess of Fertility.

## DRUIDIC PRIEST ADVANCE SCHEME

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

## CAREER PATH

### † Druidic Initiate — Brass 1

**Skills:** Animal Care, Channelling, Charm Animal, Heal, Lore (The Old Faith), Navigation, Outdoor Survival, Set Trap

**Talents:** Animal Affinity, Orientation, Second Sight, Spirit 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, Endurance, Language (Magick), Lore (Herbs), Melee (Basic or Polearm), Trade (Herbalist)

**Talents:** Petty Magic (Druid), Resistance (Corruption), Rover, Strider (Woodlands)

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

### ☠ Druidic Master — Brass 3

**Skills:** Entertain (Storytelling), Intuition, Lore (Woodland), Stealth (Rural)

**Talents:** Arcane Magic (Druidism), Hardy or Trapper, Instinctive Diction, Sharp or Savvy

**Trappings:** Backpack, Isolated Hut

### 🛡 Druidic Elder — Brass 5

**Skills:** Charm, Cool or Swim

**Talents:** Aethyric Attunement, Coolheaded, Magical Sense or Read/Write, Pure Soul

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

More than a few adventurers have reported on mysterious but kindly hermits who commune with animal spirits in their remote villages. It is said that these practitioners of magic seem alike to both Hedge Witches and the Jade Wizards who call themselves Druids. All profess a similar interest in nature and woodland life. But these loners who call themselves Druidic Priests are especially protective of their folk and customs. Persecution by the Empire and the ineluctable march of Human civilisation have dwindled their numbers. Hidden in the forest villages of the Old World, they are forced to tolerate the (usually) benevolent idolatry of the Jade Wizards, knowing that they must do so to survive. To the Druidic Priests of old, the Jade Wizards are false upstarts and lore-thieves who know nothing of The Mother.

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. Once, it was the way of things that Druidic Priests were at the centre of village life, ensuring the health of the local animals, presiding over their fellows, officiating at ceremonies, and sharing moral guidance for the community. Now a Druidic Elder must keep a low profile on the margins of their village, away from the Empire's prying eyes, all while keeping the faith in The Mother alive. It is a gruelling and dangerous path: many lesser souls have failed and move onto other careers, often becoming Jade Wizards.

*"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

For most people of the Empire, The Mother is just a legend. A few dusty tomes report 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 Druidic Priests sought out the Elven magicks for suitable magical tools, but could not fully grasp the teachings. But they stumbled upon an interaction between the *lingua praestantia* and the conjuration of invisible guardians known as spirit animals or familiars. In so doing, the servants of The Old Faith fashioned their own sorcerous tradition, which they have handed down in oral tale and song down the generations. Being reclusive villagers and lone rangers for thousands of seasons, practitioners of The Old Faith rarely learned to read or write. As a result, they do not learn magic from lectures, grimoires or scrolls. Even if they had access to the Colleges of Magic, most Druidic Priests would not flourish in such academic institutions. Druidic 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 of Magic to suit their needs.



## TALENTS

Druidic magic works more like spellcraft than divine magic. They learn and cast spells by acquiring the *Petty Magic* and *Arcane Magic* Talents. However, since their magics are sparked by familiars, the Druid must first gain the *Spirit Familiar* Talent.

### Arcane Magic (Druidism)

**Max:** 1

You study the ancient Lore of Seasons from the songs and stories of your Elders. You may now memorise **only** those spells listed in the **Lore of Seasons** section. Refer to the method described by the *Arcane Magic* Talent (WFRP4, p142).

### Petty Magic (Druid)

**Max:** 1

You gain spells from your oral tradition, where a spoken story or song initiates a spark within the spirit realm. When you take this Talent, you manifest, and permanently memorise, a number of Petty Magic (Druid) spells equal to your Initiative Bonus. You can learn additional Petty spells as per the *Petty Magic* Talent (WFRP4, p142), but you may **only** choose from the Petty Magic (Druid) spells listed in this chapter.

### Resistance (Corruption)

The remote habitats where Druids reside are rarely visited by the Priests of Morr, therefore a new Druidic Priest character does not gain the *Doomed* Talent. Instead, you receive *Resistance (Corruption)*: for Druids begin their enduring battle against desecration from a very young age. See the Talent description on WFRP4 page 143.

### Spirit Familiar

**Max:** 1

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. You are assured of a neutral or friendly reaction from all encountered animals of the familiar's species. Further, you gain the power to make another Druid an Apostate—see **Apostate Druids**.

## STRICTURES OF THE OLD FAITH

The Mother's power has waned, but the Druidic Priests still keep her traditions alive in the form of Strictures. Though these practices are self-imposed, they represent a Druid's commitment to the old ways. Breaking a Stricture brings shame upon you (in the form of Sin Points). If other Druidic Priests learn of your failure, they may even cast you out.

- Never harm animals except in self-defence or for food.
- Never harm or tamper with a sacred grove, ogham, stone circle or barrow. Prevent others from doing so whenever possible.
- Commune a whole day alone with your familiar in its preferred environment, during the four equinoxes and solstices.
- Never allow an animal of the familiar's species to be killed or injured, even in self-defence.
- Honour your familiar's diet unless it is impossible to do so.
- Treat strangers with hospitality, though you may be cautious.

## DRUIDIC PRIESTS & FAMILIARS

A Druid may not learn or cast spells before finding a familiar. While you are a Druidic Initiate, you undergo a day-long meditative ritual which ends in your vision of a spirit animal. You are free to pick your animal or

roll 1d100 on the **Druidic Priest Familiar Table**. If you choose, the GM may expect you to roleplay the reason for your selection or even turn it into an Endeavour. If you roll randomly, gain a Fate point for allowing The Mother to intervene. The next step is to purchase the *Spirit Familiar* Talent. Then, the spirit animal appears before you.

### Explanations from the Familiar Table

**Characteristic:** Gain +5 to the listed attribute for no XP cost.

**Skills & Talents:** Add the listed Skills and Talents to all levels of the Druidic Priest Career; if they are **already** in the Career, you may instead purchase these Skills for 5 XP fewer per Advance and the listed Talent levels for half XP cost.

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

- **Fish:** Fish and seafood that you catch yourself.
- **Herbivore:** Plants and legumes.
- **Insects:** Insects, mollusks, some meat.
- **Meat:** Meat and poultry that you have killed yourself.
- **Omnivore:** You may eat anything that you hunt or gather for yourself or was offered willingly to you.

**Environment:** This is your familiar's native locale in the material realm. Your familiar takes comfort in these surroundings: if either of you fail a Willpower-based Test you may reverse the roll if doing so will score a success. As mentioned under Strictures, this is the locale that you should use to commune for solstices and equinoxes. Conversely, a familiar may require a Willpower Test to enter unusual or desecrated environments.

### Familiars in Play

You see your familiar as a subtle, amber outline with bright-green eyes. Only creatures with the *Magical Sense* or *Second Sight* Talents will be able to see the familiar as you do. For everyone else, the familiar is invisible. Being a spirit, it occupies no space in the material world, but you may pass a Channelling Test to manifest your familiar in semi-corporeal form for Willpower minutes, enabling the animal to perform simple tasks that would be realistic for a real animal. Regardless of its form, your familiar will never venture farther than **its** Willpower yards away from you. Doing so inflicts 1 Wound per Round to you and your familiar until one of you returns to safe range.

**Profile:** Your familiar has most of the standard attributes for its species, adjusted for a second-level Career deemed appropriate by the GM. The familiar has Intelligence 2d10+50, Willpower 2d10+40, and Fellowship of 2d10+20. Wounds are determined by treating the familiar as Average-sized (or larger) even when the creature looks small or little. Familiars have the *Ethereal* and *Hardy* Creature Traits and do not have the *Bestial* or *Skittish* Traits. Due to your spirit bond, you may share your Fate, Fortune, Resilience, and Resolve with your familiar. If the familiar is reduced to 0 Wounds, it is 'dead'—its tether to you and the material realm is destroyed. You lose your spirit animal and gain Sin Points.

**Communication:** Your familiar is capable of understanding complex verbal commands in any language, but the familiar cannot talk back to you. Rather, through your shared mental bond, you sense each other's moods and concerns and are able to convey simple information to each other such as *Enemies ahead!*, *Come see this*, or *Big bad Daemon*.



**Personality:** Spirit animals are strange beings and should be treated as NPCs. Though they maintain similar habits to their material cousins, familiars have distinct personalities and do not like being taken for granted, particularly when it comes to your Strictures and the tasks that they perform. Should you give your familiar a name, it will play along with your Human whims and react when called, if that is in its nature.

**Dissolution:** Sometimes, your familiar may not get along with you: your personalities clash too much, the animal disapproves of your actions, you break too many Strictures, etc. In such cases, the familiar may make an **Opposed Willpower/Fellowship** Test every time you gain a Sin Point to dissolve your bond. It gains a bonus of +1 SL per Sin Point that you have accrued. If the familiar wins by more SL than your Willpower Bonus, you go your separate ways and you gain a Sin Point. You no longer count its Skills and Talents as being in your Career (unless they were already). You lose the Attribute bonus and the *Summon Familiar* Talent: you cannot cast spells until you bond with another familiar. To do so, you must search out a new familiar by re-purchasing the *Summon Familiar* Talent (for 200 XP this time, 300 XP the next and so on).

## BARROWS AND LAYING-TO-REST

Barrows are the burial-mounds of your ancient ancestors. It is forbidden for a Druidic Priest to break into one or permit others to do so (see the sections on Sin Points and Apostate Druids). Sometimes the occupant of a barrow may not have been laid to rest properly and manifest as a Wight (or other Undead creature). If you are within Willpower Bonus yards of a troubled spirit, you may try and lay it to rest by destroying its

tether to the material realm. Locking yourself into a battle of wills, neither you nor the Wight may Move or perform any other Actions. If you are interrupted before the battle ends, the mental duel is over and you gain a *Stunned* Condition. Each Round, perform an **Opposed Channelling/Willpower** Test against the Wight. When you lose a Test, you gain +1 *Fatigued* Condition and the Wight regenerates SL Wounds. When the Wight loses a Test, you remove a *Fatigued* Condition and the creature loses 1 + SL Wounds. If a Critical or Fumble is rolled, apply the combat rules, adjusting for a battle of wills. At 0 Wounds, the Wight is laid to rest. If you suffer more *Fatigued* Conditions than your Willpower Bonus, you gain the *Unconscious* Condition and you become the Wight's mindless servant until it is destroyed.

## SIN POINTS

Whether The Mother is a distinct god or just an aspect of Rhya, she still watches over her dwindling children, so you gain Sin Points just like those who are Blessed. When you fail in your tasks as a Druidic Priest, the GM will award you 1 to 3 Sin Points based on the severity of your shame and intentions (using the rules on **WFRP4** p217 as a guide).

Gain 1 Sin Point if you break a Stricture through inattention, your familiar 'dies' despite your best efforts or your familiar dissolves your bond because you no longer get along. Gain 2 Sin Points if you break a Stricture through incompetence or you let someone disturb a barrow. Gain 3 Sin Points if you deliberately disturb a barrow or kill a person or animal senselessly. Each Sin Point you have adds +1 CN to **any** spell you attempt to cast (including Petty spells).

DRUIDIC PRIEST 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 (Smell), 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

## Losing Sin Points

You may remove Sin Points by enacting various forms of penance, such as purchasing the *Spirit Familiar* Talent or saving the life of an animal (1 Sin Point); laying a Barrow Wight to rest or saving any person's life (2 Sin Points); and consecrating a new or desecrated grove (3 Sin Points).

## APOSTATE DRUIDS

In times past, if you lost your familiar, failed to protect the sanctity of a barrow, or severely broke one or more Strictures, the Druidic order would see you as an **Apostate** and cast you out of the order. You would be stripped of all familiar bonuses, spells, skills and talents; lose a Fate point; and gain 1d10 Mental Corruption points for your shame. You would then enter a Peasant Career.

But times have changed and there are too few Druids left to police the order, so true Apostasy is quite rare. It is possible you might run into another Druidic Priest in your travels. The Druid will be able to sense your fallen status (ie, your Sin Points) with a successful Intuition Test using their *Second Sight* Talent. As a guideline, if you have more Sin Points than your Fellowship Bonus, another Druid will strongly consider forcing Apostasy upon you. This involves performing the same **Opposed Willpower/Fellowship** Test described under **Dissolution**.

## PETTY MAGIC (DRUID)

The Petty spells of the Druidic Priests are cantrips whose energies originate from the spirit realm rather than the Winds of Magic.

### Amber Contour

**CN:** 0  
**Range:** Willpower yards  
**Target:** 1  
**Duration:** Willpower Bonus Rounds+

You point at one target and trace its shape, creating a subtle outline of *Ghur* flickers around the target. All combat Tests against the outlined creature gain +1 Advantage. **Note:** This spell may have uses other than direct combat. For example, your 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

See **WFRP4** Rulebook, page 240.

### Bearings

See **WFRP4** Rulebook, page 240.

### Calming Hand

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

Your touch soothes a creature that is smaller than you and possesses the *Bestial* Trait. You target loses one *Broken* or *Stunned* Condition.

### Careful Step

See **WFRP4** Rulebook, page 240.

## Cleanse Poison

**CN:** 0  
**Range:** Touch  
**Target:** 1  
**Duration:** Instant  
Your touch removes a *Poisoned* Condition from the target.

## Comfort

See **Unofficial Grimoire**, page 8.

## Commune

**CN:** 0  
**Range:** You  
**Target:** You  
**Duration:** Willpower Bonus minutes  
Using your familiar as medium, you converse with the unseen spirits of the wood, river, desert, caverns, etc (ie, whichever natural locale you are in). 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 from a creature, 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 cure the Disease or eliminate its symptoms.

## 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.

## Gust

See **WFRP4** Rulebook, page 241.



**Light**

See **WFRP4** Rulebook, page 241.

**Magic Flame**

See **WFRP4** Rulebook, page 241.

**Marsh Lights**

See **WFRP4** Rulebook, page 241.

**Protection from Rain**

See **WFRP4** Rulebook, page 241.

**Purify Water**

See **WFRP4** Rulebook, page 241.

**Sense of the Green**

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. You come to know the location and type of any non-magical traps and small constructions within Range. Also, you gain a +1 SL bonus to successful *Charm Animal* and *Track* Tests.

**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 specific 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 bestows a +20 bonus to any Tests related to gathering food and herbs.

**Sleep**

See **WFRP4** Rulebook, page 241.

**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 Senses**

CN: 0

**Range:** Willpower yards

**Target:** You

**Duration:** Willpower Bonus minutes

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

**Spring**

See **WFRP4** Rulebook, page 242.

**THE LORE OF SEASONS**

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 Lore as the Colleges have done.

**Lore Attribute:** Receive a +10 bonus to Channelling and Casting rolls when outside in a natural environment untainted by Corruption. Suffer a penalty to your Channelling and Casting rolls in areas influenced by Corruption based on its severity (Minor is -10 and Major is -30).

**Ingredients:** Druids are known for hoarding jars of seeds, nuts, saps, loam, mosses, waters, and a great variety of plant matter. But the old traditions also demand blood sacrifice and flesh, so Druidic Priests also use fur, skin, bone, or pelt, wrapped in sinews and blood. It is not uncommon 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 from it, absorbing it into your soul. In the process you must make an Endurance Test against Minor Exposure to Corruption. Casting this spell on a creature with the *Corruption* Creature Trait has no effect unless the GM wishes it to.

**Overcast:** For every +3 SL, you may absorb another Corruption point but you must make another Test against Corruption (Minor) exposure.

**Animal Mastery**

CN: 4

**Range:** Willpower Bonus yards

**Target:** 1

**Duration:** Willpower Bonus minutes

You initiate a non-verbal, telepathic connection with a mundane animal your size or smaller. You communicate freely with the animal according to its Intelligence. While doing so, you cannot speak with others or cast spells. Depending on the animal's nature and personality, you can even

give it simple commands, although the GM may ask you to perform an **Opposed Charm Animal or Animal Training** Test versus its Willpower. **Overcast:** For every +2 SL, you gain a +20 bonus to any Charm Animal or Animal Training Test undertaken while the spell lasts. For +3 SL, the spell will target a Large creature.

## Aura of Purity

**CN:** 16

**Range:** You

**Target:** AoE (Willpower Bonus yards)

**Duration:** Willpower Bonus hours

This spell requires ten minutes of quiet meditation before you channel and cast. You conjure a dome of translucent amber and jade energy that repels most creatures and withers invasive vegetation. Druidic Priests, 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 an **Opposed Cool** Test to resist gaining a *Broken* Condition, with the following modifiers:

Species	Cool Test Difficulty
Wood Elves, Rangers	<b>Average (+20)</b>
Humans, Halflings, Gnomes	<b>Difficult (-10)</b>
Dwarfs, High Elves	<b>Hard (-20)</b>
Other living creatures	<b>Very Hard (-30)</b>

## Autumn's Decay

**CN:** 5

**Range:** Willpower yards

**Target:** AoE (Special)

**Duration:** Instant

A ray of dark green light projects outwards from your fingertips towards an AoE of Willpower Bonus yards. Any dead, organic material (wood, leather, plant or cloth fibre) in the path of the ray will immediately rot and turn to dust or sludge. Creatures may pass a **Difficult (-10) Dodge** Test to avoid their trappings being destroyed, but will otherwise be unaffected. The only exceptions are creatures with the *Construct* and *Undead* Traits. Such creatures take a *magic missile* with a Damage of +5.

## 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 that ignores Armour Points. Anyone engaged with the initial target takes the same hit with a Damage of +2. Anyone engaged with a secondary target takes the same hit with a Damage of +0. For all these hits, metal armour adds Damage equal to the AP of the struck location. If the GM allows, this spell may inflict an *Ablaze* condition to nearby flammable objects (not creatures, however).

## Call of the Wild

**CN:** 8

**Range:** Willpower Bonus miles

**Target:** Special

**Duration:** Until sunrise

You blow upon a spirit horn with supernatural vigour, calling out to all mundane creatures within Range. At the end of the Round, you are

aided by the natural cousin of your familiar. The called creature will either be Large or a Large pack/flock/swarm of smaller animals. If your familiar is a Bear, you call a single Large Bear to your side. If your familiar is a Stoat, you will summon a Large Swarm of normal-sized Stoats. The creature will sense your need and defend you to the death, standing by your side and watching over you while you sleep. The creature guards you until you awaken the next dawn.

**Overcast:** For +4 SL, you may choose the animal that comes to aid you, such as Boars, Eagles, Rats, Wolves and Wild Dogs, among others. It is up to the GM whether you may summon a single Large creature or a pack/flock/swarm of smaller animals.

## Consecration of the Sacred Grove (Ritual)

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

## 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 visible, you bring down a form of moon madness upon all creatures within the AoE. This spell will have no effect if Morrslieb is up in the sky. You bathe your targets in the glowing moonlight, weakening their resolve and suffering hallucinations: they all take a *Stunned* Condition and may not use Fate, Fortune, Resilience or Resolve. Targets are totally cleansed of Physical Corruption points. Further, affected creatures must attempt to win an **Opposed Cool/Channelling** Test against you or suffer SL *Stunned* Conditions. Whilst in this state, your targets move about randomly, according to the Scatter table (WFRP4 p163). Creatures who fail to remove all their *Stunned* Conditions before the spell ends must then pass a Test for Mental Corruption (Moderate). The spell has no mental effect on creatures who are immune to Psychology. However, creatures with the *Daemonic*, *Mutation*, *Shapeshifter* or *Undead* Creature Traits are affected differently, instead suffering a *magic missile* with a Damage of +6.

## Earthpower

**CN:** 12

**Range:** You

**Target:** You

**Duration:** Willpower Bonus hours

If you are within a few yards of an ogham, stone circle or sacred grove, the CN of this spell is reduced by 2. You must be in physical contact with the earth and meditate for an hour before you cast this spell. For the spell's Duration, all your Casting Numbers are halved and when you cast a spell, you may choose which Lore effect you apply for that particular spell: *Ghur*, *Ghyran*, or *Ulg*. You have become a conduit for an immense amount of power. Any failed Language (Magick) Test triggers a Minor Miscast and any Critical or Fumble becomes a Major Miscast. When the spell ends, the energy is released all at once, shocking your system. You gain a *Fatigued* Condition and suffer 2d10 minus Willpower Bonus 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 decline of old age.

## Mend Bones

CN: 9

Range: Touch

Target: 1

Duration: Instant

Your touch heals the target of SL+1 Wounds and cures one Minor Broken Bone or Torn Muscle, but your target must have a full night's sleep once the spell is cast or gain a *Fatigued* Condition. A Major Broken Bone or Torn Muscle can be restored enough to be considered Minor, after which the normal healing time applies (WFRP4 p179). The same injury cannot be targeted twice in the same week.

## Morning Mist

CN: 6

Range: You

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds+

If you are in an exterior or humid interior environment, you may conjure a fog that obscures the sight of everyone within it. All targets gain SL+1 *Blinded* Conditions. Anyone attempting to move must pass a Perception Test or gain the *Prone* Condition. Those targeting into the mist take their Action at **Very Hard** (-30). You are unaffected by the mist.

## Quickening

CN: 11

Range: Touch

Target: 1

Duration: Willpower Bonus Rounds+

Your touch brings a tree to animated, semi-conscious life and 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, WFRP4 p237) or the spell dissipates and the tree becomes inanimate again. The animated tree has the characteristics of a Treeman (see *Unofficial Bestiary*), 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, Corruption and Mutations are all healed. You may choose the area affected within the spell's Range. The first signs of regrowth are visible in 1d10 minutes and the effects are permanent. This spell will summon back native plants and animals over the next few days, weeks and months.

## Rite of Spring

CN: 9

Range: Touch

Target: 1

Duration: Willpower Bonus Rounds

Your target gains the *Magical* and *Regenerate* Creature Traits.

## Spirit Self

CN: 9

Range: You

Target: You

Duration: Willpower Bonus Rounds+

Your body becomes intangible and nigh-invisible. Others see you as a subtle, amber outline with bright-green eyes. You gain the *Ethereal* Trait. You may not interact with the physical world nor can you conjure the energy to cast spells. Gain +20 bonus to your Stealth Tests and creatures suffer a -20 penalty on Perception Tests to see you.

## Stoutstaff

CN: 3

Range: Touch

Target: Special

Duration: Willpower Bonus Rounds+

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

## Summer Rain

CN: 6

Range: Willpower yards

Target: Special

Duration: Willpower Bonus minutes

Your magic words conjure dark clouds out of nowhere, unleashing a torrential downpour of rain in any outdoor environment, except desert. The deluge snuffs out fire, gunfire, and explosives. All Ranged attacks count as two Range steps farther: Point Blank counts as Medium, Short counts as Extreme, and anything more distant is impossible. The surrounding area becomes difficult ground until it dries. The rain provides sustenance for local life, creating 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, summoning a dense hedge of thorns, vines and brambles from the ground. The plants lash out and grasp at anything that moves within the AoE, inflicting a *magic missile* with a Damage of +0 at the end of your Turn each Round. The area counts as difficult ground. Any creature attempting to cross the AoE on foot must pass a **Difficult** (-10) **Agility** Test or gain +1 *Entangled* Condition, with your Willpower for its Strength. Once the spell ends, the thorny hedges loses their preternatural properties.

## Winter's Sting

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, targets caught in the AoE at the beginning of their Turn suffers a *magic missile* with a Damage of +0 and must pass an **Average** (+20) **Cool** Test or gain a *Broken* Condition (to seek cover). Visibility inside and into the hail is hindered by Willpower Bonus *Blinded* Conditions. Fire, gunfire, and explosives will be snuffed out by the storm. The terrain becomes difficult ground until 1d10 minutes after the spell ends. Moving faster than Walk rate requires an **Average** (+20) **Athletics** Test (modified by Conditions) or the target gains the *Prone* Condition. Sprinting is impossible.



# ELEMENTALIST

**Species:** Human, Wood Elf

**Class:** Ranger

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

Elementalists wield the unpredictable power of the four elements: Air, Earth, Fire, Water. They can even conjure terrifying creatures from an unknown Realm. Elementalists often have a close affinity with living things and, like College Wizards, they may take on the personality of the element they conjure most often. Though they are considered to be witches, all Elementalists consider themselves the stewards of natural forces and despise the dark arts of Daemonologists and Necromancers.

Elementalists were once common in the Old World before the Empire formalised the Colleges of Magic. Indeed, the centre of Elementalism was The Eldritch University & Elementalists Guild, located in the University Quarter in Nuln. But when Imperial Law and Order purged all non-College magics as illegal sorcery, the Eldritch University was destroyed under mysterious circumstances. There remains 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 say that it was the site of a great and terrible battle long ago.

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. 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, snoop'd 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, impres'h'nable chilluns could get sumpin' in their 'eads... Elementalists ain't nothin' real, that's what!"*

—Guard Jonson, City Watch, Universitat Quarter

## ELEMENTALIST ADVANCE SCHEME

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

## 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

### ✂ Elemental — Brass 4

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

**Talents:** Beneath Notice or Sixth Sense, Arcane Magic (Elementalism), Resistance (Corruption), Trade (Herbalist)

**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

### 🛡 Elemental Lord — Silver 4

**Skills:** Lore (Any), Research

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

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

## ELEMENTALIST MAGIC

Elementalists harness the Winds of Magic in a similar fashion to other Arcane spellcasters, but they do so contrary to the teachings of Teclis. The Elves maintain that Humans are only capable of comprehending the mysteries of a single Lore, but the Lore of Elementalism challenges this claim by channelling whatever Winds are available as a means to extracting the elemental energies of air, earth, fire, and water. Though technically safer in this regard, the Colleges and the Empire perceive Elementalism as heretical sorcery and are fiercely opposed to its practice.

## Casting Elemental Spell

Elementalists learn and cast Petty magic like any other Wizard and the procedure for Lore spellcasting remains similar to other magicians, but with the following changes:

**Ingredients:** An ingredient is required to cast Elemental spells. However, the only ingredient needed is the element (air, earth, fire, water) associated with the spell. There is no other benefit to using ingredients since the benefit is built into the Lore.

**Attunement:** Before Channelling or Casting, you must first make a magical link with the elemental ingredient. This is done by meditating near the element that you wish to exploit or by discerning its location nearby. This takes your entire Turn and you count as a *Helpless Target* until you begin spellcasting. To attune the element, a Willpower Test is performed. If the Willpower Test fails, you may not cast a Lore spell until this Test is passed. If you Fumble, you gain a *Stunned* Condition. If successful, you may add the SL from the attunement Test towards a successful spellcasting Test next Round. A Critical means you establish a stable link with the element and mitigates all Miscasts next Round.

**Attunement Modifiers:** The GM should make a Difficulty Modifier to the attunement Test based on the distance to and density of the element. It is ultimately up to the GM what constitutes an elemental ingredient and how far away the caster is from its centre of power. Fire must be



something campfire-sized or larger, and using its power will snuff it out unless the fire is raging. Water must be at least a small stream or pool that you could submerge in. Air is all around us, but there should be some movement to it, such as a light breeze; a small tunnel does not suffice. Similarly, earth and rock is omnipresent, but in the middle of a forest or a lake its effect may be minimal. When in doubt, roll 1d100 for the physical distance between the element and the Elementalists.

**Ranged Modifiers:** Taking your Lore (Nature) Skill as your Medium Range, use the Weapon Range rules (**WFRP4** p297) to compare how far you are from the element to this Range. Determine the Ranged Modifier based on the Combat Difficulty chart (**WFRP4** p161) and apply it to your Willpower Test above.

**Example:** *Sirin has a Lore (Nature) Skill of 51 and meditates within 25 yards of a river, the element needed for his spell. Since the distance is less than half his Lore (Nature) Skill—ie, Short Range—he gains +20 to his Willpower Test. With a Willpower of 47 and a bonus of +20, he needs to roll 67 or less to attune the element. He rolls a 43, for a result of 2 SL. This SL may be applied to a successful spellcasting Test next Round.*

## ELEMENTALS

Elementalists are able to summon terrifying, inscrutable creatures known as Elementals. How these creatures came into being has been lost to ancient history as the Empire has spent considerable effort eliminating any last vestige of information on Elementals. Those few who have studied these strange, otherworldly beings and lived to tell the tale are at odds about their nature. Some believe that they come from the Realm of Chaos as Daemons in the guise of natural beings. Others believe that there is another, unknown Realm where these creatures run wild. Another theory is that they are lost souls torn from the Spirit Realm wearing the elements as their flesh. Regardless, there is no inherent form to these creatures, though due to the prejudice of their shapers, it is usually Human-like in shape. The rare Scholars who have written about Elementals report that the creatures possess no personal sense of identity and show no emotion at all.

## Special Rules

Elementals gain the following new Creature Traits and those specific to their nature.

Type	Additional Creature Traits
Air	Ethereal, Flight 100, Immunity (Air, Heavens), Stealthy
Earth	Armour 5, Champion, Immunity (Earth), Rear
Fire	Ablaze (Hits inflict +1 <i>Ablaze</i> Condition), Breath+(TB) (Fire), Frenzy, Immunity (Fire)
Water	Amphibious, Immunity (Water), Regenerate, Swamp-strider

### Elemental Construct Creature Trait

An Elemental is a mindless construct formed from the natural elements with magic binding it together. It has no Intelligence, Willpower, or Fellowship Characteristics, and need never Test them. For the purposes of calculating its Wounds, use its Strength Bonus in place of Willpower Bonus. By default, Elementals cause Fear 2 unless their size increases this effect. Elemental attacks are Magical. Mundane (non-Magical) attacks that hit an Elemental ignore their Qualities and do not cause a minimum of 1 Damage.

### Reducible Creature Trait

Elementals do not have a fixed size or profile that gets damaged and then killed. Instead, each time an Elemental's Wounds are reduced to a number equal to or less than a smaller size category, its size and all relevant statistics are reduced. For example, if an Enormous Elemental is reduced to 40 Wounds, its size would be reduced to Large.

## Elemental Profiles

Profiles are included here for each Size step of Elemental:

### MONSTROUS ELEMENTAL

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
9	95	95	95	95	95	95	95	-	-	-	288

**Traits:** Dark Vision, Elemental Construct, Immunity (Disease, Mutation, Poison), Immunity to Psychology, Painless, Reducible, Size (Monstrous), Unstable, Weapon+13 (2 x Fists)

### ENORMOUS ELEMENTAL

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
7	75	75	75	75	75	75	75	-	-	-	112

**Traits:** Dark Vision, Elemental Construct, Immunity (Disease, Mutation, Poison), Immunity to Psychology, Painless, Reducible, Size (Enormous), Unstable, Weapon+11 (2 x Fists)

### LARGE ELEMENTAL

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	55	55	55	55	55	55	55	-	-	-	40

**Traits:** Dark Vision, Elemental Construct, Immunity (Disease, Mutation, Poison), Immunity to Psychology, Painless, Reducible, Size (Large), Unstable, Weapon+9 (2 x Fists)

### AVERAGE ELEMENTAL

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
3	35	35	35	35	35	35	35	-	-	-	12

**Traits:** Dark Vision, Elemental Construct, Immunity (Disease, Mutation, Poison), Immunity to Psychology, Painless, Reducible, Size (Average), Unstable, Weapon+7 (2 x Fists)

### SMALL ELEMENTAL

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
1	15	15	15	15	15	15	15	-	-	-	3

**Traits:** Dark Vision, Elemental Construct, Immunity (Disease, Mutation, Poison), Immunity to Psychology, Painless, Reducible, Size (Small), Unstable, Weapon+5 (2 x Fists)

## 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 terrifying beings called Elementals.

**Lore Attribute:** Reduce all Miscasts by one Table in severity **and** gain +10 to Channelling and Casting Tests when you are immersed in, surrounded by, or physically touching the elemental ingredient relevant to the spell (GM's discretion). **Examples** include: casting in the open, unpolluted air or surrounded by a strong, natural breeze; casting on or within a mountain or while touching your palm to an expanse of natural rock; casting adjacent to a raging fire or surrounded by many natural fires; casting half-immersed in or touching a river or waterfall.

### Assault of Stone (Earth)

**CN:** 6  
**Range:** Willpower yards  
**Target:** AoE (Willpower Bonus yards)  
**Duration:** Instant

You conjure and throw a handful of pebbles high into the air. As the stones soar, they grow larger and rain down upon the targeted AoE. All victims suffer a *magic missile* with a Damage of +4 and must pass a **Challenging (+0) Endurance** Test or gain the *Prone* Condition.

### Blinding Flash (Air)

**CN:** 6  
**Range:** Willpower yards  
**Target:** You  
**Duration:** Willpower Bonus Rounds

You conjure a ball of blinding light. Anyone who has not been warned of the flash must pass a **Difficult (-10) Intuition** Test or take SL+1 *Blinded* Conditions. Those who pass may not target you without being blinded.

### Breathe Underwater (Water)

**CN:** 2  
**Range:** Touch  
**Target:** 1  
**Duration:** Willpower Bonus minutes

Your target gains the ability to breathe underwater or in vacuum, as well as gaining +2 SL to Endurance Tests to resist smoke, gases, and airborne spores and poisons.

### Bring Rain (Water)

**CN:** 6  
**Range:** Willpower yards  
**Target:** AoE (Willpower Bonus yards)  
**Duration:** Willpower Bonus Rounds

You coalesce the surrounding moisture and release it as a sudden rainstorm (even indoors if the GM allows). All fire is snuffed out. Suffer the Downpour effects listed in **Enemy in Shadows Companion** p33.

### Clap of Thunder (Air)

**CN:** 6  
**Range:** 1 mile  
**Target:** Special  
**Duration:** Instant

Your magic unleashes an immense crack of thunder, audible over a great distance. Any creatures with the *Skittish* or *Stupid* Creature Traits gain 3

*Broken* Conditions. The GM may require riders to pass a **Difficult (-10) Drive or Ride** Test to calm their mounts.

### Cleansing Flurry (Air)

**CN:** 6  
**Range:** Willpower yards  
**Target:** You  
**Duration:** Willpower Bonus minutes

You summon a strong wind which dissipates all impurities in the air and brings a feeling of spring-like freshness. For the duration, airborne poisons, gases, smoke, breath effects, and wind-based spells have no effect. Refreshed, everyone in range removes one *Fatigued* Condition.

### Cloud of Smoke (Fire)

**CN:** 2  
**Range:** You  
**Target:** AoE (Willpower Bonus yards)  
**Duration:** Willpower Bonus Rounds

You breathe a concentrated smoke from your lungs. The cloud surrounds you, but if you move it remains stationary until it dissipates. Creatures in the AoE cannot see out or through it, nor can those outside see into or past the smoke. Creatures inside must move at half their Walk rate or wander in a random direction (see Scatter chart **WFRP4** p163) and suffer the effects of difficult ground.

### Crumble Stone (Earth)

**CN:** 6  
**Range:** Touch  
**Target:** AoE (Willpower Bonus yards)  
**Duration:** Instant

Your touch causes the targeted stone, rock, or brick to crack and crumble, inflicting a *magic missile* with a Damage of +6, ignoring the structure's Toughness Bonus. This spell does not directly harm creatures.

### Dust Storm (Air)

**CN:** 7  
**Range:** Willpower yards  
**Target:** AoE (Willpower Bonus yards)  
**Duration:** Willpower Bonus Rounds

You conjure a whirling wind of dirt and dust 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 thereafter, all creatures caught inside suffer a *magic missile* with a Damage of +0.

### Extinguish Fire (Water)

**CN:** 5  
**Range:** Willpower yards  
**Target:** AoE (Willpower Bonus yards)  
**Duration:** Instant

You shout words of power and conjure enough water to put out all fires within the AoE. Inside, all *Ablaze* Conditions are removed immediately.

### Flame Sheet (Fire)

**CN:** 8  
**Range:** Willpower 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. Touching the wall of fire inflicts an *Ablaze* Condition.



**Overcast:** For every +2 SL you may extend one of the dimensions of the barrier by the listed amount.

## Hand of Fire (Fire)

CN: 4

**Range:** Special

**Target:** Special

**Duration:** Willpower Bonus Rounds

Your Melee weapon burns with a flickering flame that radiates light like a torch. The weapon gains the *Magical* Trait. 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 Walk rate and will not take Falling Damage unless the spell ends before touching ground.

## Part the Seas (Water)

CN: 8

**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 Walk rate across the now-soggy 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 Rounds

You target a patch of dirt, mud or sand, churning it into magical quicksand. The thick, sucking mud traps any creatures standing in it, inflicting an *Entangled* Condition (with your Channelling Skill for its Strength). At the start of each Round, victims gain +1 *Entangled* Condition. If a victim is able to move, the quicksand counts as difficult ground (half speed; no running or sprinting). 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 when the spell ends.

## Resist Fire (Fire)

CN: 4

**Range:** You

**Target:** You

**Duration:** Willpower Bonus Rounds+

You envelop yourself in a magical cloak which repels fire, including Magical spells and flaming weapons. You gain the *Immunity (Fire)* Trait.

## Shape Elemental

CN: 12

**Range:** Willpower yards

**Target:** Special

**Duration:** Willpower Bonus minutes

You chant an incantation near the targeted element in Range and shape its amorphous natural energy into a humanoid form of Large size. You must now control it with a successful **Channelling** Test. For each size step larger than you, make the Test one step more difficult (ie from **Challenging** to **Difficult**). If you succeed, it moves and acts as you command. If you fail, the GM controls the creature or rolls 1d10 each Round: On a **1-5**, it does nothing or continues doing what it did last Round; **6-7**, it attacks its summoner; **8-10**, it attacks the nearest creature.

**Overcast:** For every +3 SL, you may increase its Size by one step.

## Stoke Fire (Fire)

CN: 4

**Range:** Willpower yards

**Target:** Special

**Duration:** Instant

You ignite one source of flammable material within range, causing it to burst in flames, suffering 1 *Ablaze* Condition. It is up to the GM what counts as flammable and how quickly the fire might spread.

**Overcast:** For every +2 SL, you may cause +1 *Ablaze* Condition.

## 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 an Average-sized Swarm of mundane insects, spiders, scorpions, snakes, lizards, etc. The swarm will follow your simple instructions until you or the swarm is destroyed or the spell ends.

**Overcast:** For every +3 SL, you may increase its Size by one step.

## Walk on Water (Water)

CN: 2

**Range:** You

**Target:** You

**Duration:** Special

Water magically repels your feet slightly while you move, allowing you to cross rivers, streams, lakes, marshes, pools, mud, slippery ground and the like without difficulty. You must step onto the watery surface within a minute of casting and the spell ends when you step onto dry land.

## Wall Shaker (Earth)

CN: 16

**Range:** Willpower yards

**Target:** Special

**Duration:** Instant

You cause the ground to shake and rumble, cracking the foundations and supports of all buildings in range. Perform an **Opposed Channelling/Toughness** Test against each building (you roll once and the GM rolls for each building):

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

Each Test you win collapses the targeted building (per GM's discretion). All creatures inside suffer Collapsing Damage. The aftershock of this spell reverberates for miles around, alerting anyone with the *Second Sight* Talent, who may be hostile to such flagrant use of devastating force.

# CHAOS MAGIC

The following chapter refers to and expands upon the Chaos Magic material from the **WFRP4** Rulebook and the **Enemy in Shadows Companion**. I have endeavoured to avoid copyrighted material wherever possible while also collating rules for ease of play.

## CHAOS SORCERERS

Chaos Sorcerers channel and cast magic the same as any other Wizard; however, they gain some powerful benefits and perilous drawbacks. A Chaos Sorcerer is typically any creature or character who has the *Chaos Magic* Talent or the *Spellcaster (Chaos Lore)* Creature Trait. In either instance, a Lore must be chosen as with the *Arcane Magic* Talent. So, a Chaos Sorcerer of Tzeentch would have the *Chaos Magic (Tzeentch)* Talent or the *Spellcaster (Tzeentch)* Trait.

## Chaos Magus of Tzeentch Career

For specific information on the Chaos Sorcerer Career for a Tzeentch Cultist, refer to the **Enemy in Shadows Companion**, pages 75-77. New Talents provided in the Companion include *Disciple of Change*, *Double Life*, and *Tzeentch's Blessing*. Future volumes from Cubicle7 promise to include other Chaos Sorcerer careers.

## SOURCES OF DHAR

*Dhar* can be found anywhere that Chaos is practiced and Corruption accumulates. See the **Enemy in Shadows Companion**, p78. These include: Warpstone; magic from a Chaos or Dark Lore; temples, monoliths, and other sites dedicated to the Ruinous Powers; creatures and artefacts suffused with *Dhar*; barrows and groves desecrated by Chaos; broken Waystones and Beastman Herdstones; and the lairs of Skaven, Necromancers and Vampires. See the Corruption rules in **WFRP4** p182 for more details on exposure to Corrupting Influences.

## CHANNELLING DHAR

In their search for raw power, Chaos Sorcerers spurn the petty laws and limitations governing the legal practice of magic in the Empire. These wizards twist all of the Winds of Magic into the dangerous energy known as *Dhar*, also known as Dark Magic or the Black Wind of Magic.

## Channelling (Dhar) Bonus

Proximity to raw, corrupting power provides a bonus to any Channelling (*Dhar*) Test in the area. The bonus is up to the GM, of course, but the simplest method is to base it on the degree of Corrupting Influence. So, exposure to a Minor Corrupting Influence would add +1 SL to the Channelling (*Dhar*) Test, a Moderate Corrupting Influence would add +2 SL, and a Major Corrupting Influence would add +3 SL.

## Corrupting Influences

When Channelling with *Dhar*, any roll of a **double** counts as a Minor Corrupting Influence.

When a Channelling (*Dhar*) Test rolls an **8**, all living creatures within Willpower yards suffer a Minor Corrupting Influence and a Minor Miscast (make a single roll on the table for all). If **88** is rolled, this effect escalates into a Moderate Corrupting Influence and a Major Miscast. If another Miscast is in play, this escalates further to a Major Corrupting Influence and a Catastrophic Miscast.

## CASTING SPELLS WITH DHAR

Casting with *Dhar* offers a shortcut to immense, unpredictable power. When such a spell is cast, Overcasts occur for every +1 SL (instead of +2 SL). Also, when casting with *Dhar*, Overcast effects noted in generic Arcane Spells (**WFRP4** page 242-244 and from earlier in this volume) reduce their requirement by 1 SL. For example, a spell that indicates "For every +3 SL, you may add one weapon Quality" now changes to "For every +2 SL, you may add one weapon Quality."

## Corrupting Influences

When performing a Language (Magick) Test involving *Dhar*, any roll of a **double** counts as a Minor Corrupting Influence.

When a Language (Magick) Test involving *Dhar* rolls an **8**, all living creatures within Willpower yards suffer a Minor Corrupting Influence and a Minor Miscast (make a single roll on the table for all). If **88** is rolled, this effect escalates into a Moderate Corrupting Influence and a Major Miscast. If another Miscast is in play, this escalates further to a Major Corrupting Influence and a Catastrophic Miscast.

## MALIGNANT INFLUENCES

This rule is presented in the **WFRP4** Rulebook on page 236 and expanded for Chaos Magic in **Enemy in Shadows Companion**, page 79.

The Winds of Magic react unpredictably wherever Corruption is rampant (see **Corrupting Influences** on **WFRP4** p182). Any roll of **8** on the units die of any Channelling or Language (Magick) Test results in a Minor Miscast (or a previous Minor Miscast escalates into a Major Miscast).

Also, in any area where a specific Ruinous Power holds sway (temple, Daemons, spells or rituals in effect), the god's influence becomes manifest in curious ways. Whenever a Casting or Channelling Test rolls the god's sacred number, the Ruinous Power takes notice.

**Known Sacred Numbers:** Tzeentch is **9**, Khorne is **8**, Nurgle is **7**, Slaanesh is **6**, The Horned Rat is **3**.

## Malign Influence of Tzeentch

If you roll a **9** on one die, suffer a Minor Miscast and gain the *Suffused with Magic* Talent until the start of your next Turn. This Talent is described in **Enemy of Shadows Companion**, p79. If you roll **99**, suffer a Major Miscast and a Pink Horror of Tzeentch manifests within 1d10 yards of you.

## Malign Influence of the Other Gods

Until Cubicle7 provides this information in future volumes, I suggest the following approach: Use the **Malign Influence of Tzeentch** rule as a base for the Miscasts and add a Lesser Daemon of the appropriate god: Bloodletter of Khorne, Daemonette of Slaanesh, or a Plaguebearer of Nurgle. Being a lesser god, The Horned Rat is too weak to influence events, yet.

## OPTION: SPELLS OF CHAOS

Chaos Magic slowly destroys the minds of its wielders. When you roll a double on a spellcasting Test for a Chaos Lore, lose 1 Advance from a non-Career skill. Then, lose a non-Career Talent level. Then, lose 1d10 from your Intelligence.



## LORE OF CHAOS SPELLS

Only three Chaos spells were provided in the **WFRP4** Rulebook (p259). Many more spells were added in **Enemy in Shadows Companion** (p79-83) for Chaos Arcane and Tzeentch magic. This section fills in the spell lists for the major Ruinous Powers: Nurgle, Slaanesh and Tzeentch. Skaven magic is presented in a separate chapter. Khorne, of course, despises magic and has no spellcasting Lore.

Chaos Sorcerers are allowed to learn spells from the Arcane spells listed in **WFRP4** and **Unofficial Grimoire**, the Chaos Arcane spells listed in **Enemy of Shadows Companion** and this chapter, as well as spells from their own Chaos Lore (Nurgle, Slaanesh, Tzeentch). A Chaos Sorcerer who is unaffiliated with any of the Ruinous Powers has the *Chaos Magic (Undivided)* Talent and may choose spells from the Arcane and Chaos Arcane spell lists only.

## CHAOS ARCANE SPELLS

These spells are available to all Chaos Sorcerers. See **Enemy in Shadows Companion** pages 79-81 for the spell descriptions.

**Lore Attribute:** When you successfully cast a spell from the Lore of Chaos Undivided, you may also gain the *Dark Vision* and *Ward 9+* Traits for 1d10 Rounds.

### Arnizipal's Horror

CN: 16

**Range:** Special

**Target:** AoE (Willpower Bonus yards)

**Duration:** Willpower Bonus Rounds

A roiling cloud of black corrosive vapour wells up from the ground, surrounding you. Tentacles of black smoke reach out from the Realm of Chaos and lash out at any creatures near the cloud, dragging victims to their doom. Those with the *Chaos Magic* Talent or the *Daemonic*, *Ethereal* or *Undead* Creature Traits are immune to the cloud's effects.

While the spell lasts, the black cloud billows forward and restlessly seeks out new victims, moving and acting at the end of your Turn. It will move 1d10+2 yards towards the largest grouping of potential targets (as determined by the GM); or, for your Move, you may choose its direction. Anyone that experiences or sees the cloud's effects suffers from *Fear 3*. Everyone touched by the cloud suffers 1d10+6 Damage, ignoring Armour Points (minimum of 1). At the start of each Round, targets take Suffocation Damage from the noxious vapours.

Also, the cloud sends out smoky tentacles to entrap anyone inside or within 2 yards of the AoE, inflicting all targets with +1 *Entangled* Condition (Strength equal to your Willpower) each Round. This effect is constant and immediate. A target who gains more *Entangled* Conditions than their Strength Bonus is sucked into the Realm of Chaos to die a horrible death. A Fate point may be spent to escape death, but the character is removed from play until a later time that the GM deems appropriate. Being trapped inside the Realm of Chaos counts as a Major Corrupting Influence with a modifier of **Very Hard (-30)**.

Once a character has escaped from the cloud, they must Test for Corruption exposure. One Round inside counts as Corruption (Minor), two Rounds as Corruption (Moderate), and three Rounds as Corruption (Major). Further, there is a chance that their belongings have corroded and rotted. All food and liquids are utterly spoiled, including magical potions. For each Round caught inside the cloud, there is a +10% chance

that clothing, bags and similar trappings are destroyed, and a +5% chance that weapons and ammunition are destroyed. The GM should determine if other items are similarly affected. Magical items, weapons, and armour are unaffected.

### Befuddle

CN: 2

**Range:** Touch

**Target:** 1

**Duration:** Willpower Bonus Rounds

Your touch drains energy from your target's body. They feel drowsy or punch-drunk, gaining +1 *Fatigued* Condition while the spell lasts.

### Blade Wind

CN: 10

**Range:** Special

**Target:** AoE (Willpower Bonus yards)

**Duration:** Willpower Bonus Rounds

You manifest a swirling maelstrom of swords surrounding you that slash their way in search of blood. For your Action, you may move the slashing swords in any direction up to SL+1 yards by performing a **Challenging (+0) Channelling** Test. At the end of your Turn, the storm of swords will make two Free Attacks against any creatures affected by the AoE, except for you. Use your Channelling Skill in place of Melee Skill. The Magical swords have a Damage of Willpower Bonus+4 and inflict +1 *Bleeding* Condition on a successful hit.

### Blast of Corruption

See **Enemy in Shadows Companion**, page 79.

### Bolt of Corruption

See **Enemy in Shadows Companion**, page 79.

### Chillwind

CN: 6

**Range:** Willpower yards

**Target:** AoE (Willpower Bonus yards)

**Duration:** Willpower Bonus Rounds

You transform *Dhar* into a soul-freezing gale that chills all targets to the bone. Anyone affected by the AoE suffers 1d10 + Willpower Bonus Wounds modified by Toughness Bonus (minimum of 1). For every full 5 Wounds suffered, a target takes +1 *Stunned* Condition. These effects apply each Round while the spell lasts. You may use your Action to perform an **Average (+20) Channelling** Test to move the wind 1d10+2 yards in the direction of your choice.

**Overcast:** For every +2 SL, you may increase the Damage by +1.

### Daemonic Mien

See **Enemy in Shadows Companion**, page 79.

### Dark Hand of Destruction

CN: 6

**Range:** You

**Target:** You

**Duration:** Willpower Bonus Rounds

Long talons of *Dhar* sprout from the fingers of your main hand, forming a weapon that counts as Magical and strikes with a Damage equal to your Willpower Bonus. Your attack gains the *Impale* and *Penetrating* Qualities even if you do not have the Melee (Brawling) Skill.

## Death Spasm

CN: 9

**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 **Very Hard (-30) Endurance** Test or suffer an immediate Critical Hit to the struck location. Each SL of the failed Test adds +5 to the roll on the Critical Table. The spasms are so violent that anyone within close combat range must pass a **Challenging (+0) Initiative** Test or gain the *Surprised* Condition.

## Doombolt

CN: 6

**Range:** Willpower yards

**Target:** 1

**Duration:** Instant

You summon a boiling bolt of *Dhar* from the aethyr and hurl it at your target. This counts as a *magic missile* with a Damage of +5, which ignores Armour Points. The magic also inflicts excruciating agony: your target must pass a **Challenging (+0) Endurance** Test or gain the *Prone* and 1 *Stunned* Conditions. For every +2 SL, you may make the Endurance Test more difficult by one step (ie, **Challenging** to **Difficult**) or add +1 *Stunned* Conditions. A creature with the *Painless* Trait automatically passes the Endurance Test.

## Foul Messenger

See **Enemy in Shadows Companion**, page 80.

## Joyous Aspect

See **Enemy in Shadows Companion**, page 80.

## Malediction of Nagash

CN: 10

**Range:** Willpower yards

**Target:** AoE (Willpower Bonus yards)

**Duration:** Instant

You invoke dark curses upon your target and your magics slash open innumerable small cuts and gashes all over their bodies. Everyone in the AoE suffers 1 + SL *Bleeding* Conditions. All targets must pass a **Very Hard (-30) Endurance** Test or suffer 2 *Stunned* Conditions. Once all *Stunned* Conditions have been removed, each target must pass a **Challenging (+0) Cool** Test or suffer 1 Mental Corruption point from the trauma. This spell has no effect on creatures with the *Construct*, *Daemonic*, or *Undead* Creature Traits.

## Obsession

See **Enemy in Shadows Companion**, page 80.

## Power of Chaos

See **Enemy in Shadows Companion**, page 80.

## Rend Aethyr

See **Enemy in Shadows Companion**, page 80-81.

## Slave to Darkness

See **Enemy in Shadows Companion**, page 81.

## Soul Drain

CN: 8

**Range:** Willpower yards

**Target:** AoE (Willpower Bonus yards)

**Duration:** Special

You cause a terrifying black cloud to form in the targeted area for 1 Round. All creatures within the AoE suffer a *magic missile* with a Damage of +4, ignoring Armour Points. Tally the total Wounds caused: for every 2 Wounds inflicted, you gain 1 Wound back. Note that this can cause you to gain more Wounds than your maximum, which lasts until they are lost or you go to sleep.

## Suppress Mutation

CN: 5

**Range:** Touch

**Target:** 1

**Duration:** Willpower Bonus hours

You touch one mutated creature and manipulate *Dhar* into altering its form. While the spell lasts, your target loses one physical Mutation. This spell has no effect on creatures with the *Construct*, *Daemonic* or *Undead* Creature Traits, nor on creatures without a mutation.

## Transformation of Kadon (Ritual)

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

## Vortex of Chaos (Ritual)

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

## THE LORE OF NURGLE

The Lore of Nurgle is described in scant detail in the **WFRP4** Rulebook, page 257, but no Lore rule is provided.

**Lore Attribute:** You may inflict +1 *Poisoned* Condition on anyone targeted by a spell from this Lore, unless they are a minion of Nurgle. All Wounds caused by Nurgle spells have the *Infected* Creature Trait.

## Cloud of Flies

CN: 3

**Range:** You

**Target:** You

**Duration:** Willpower Bonus Rounds

You attract a great swarm of tiny biting flies that swirl about you, irritating your foes. Anyone within 2 yards of you suffers -10 Weapon Skill and loses 1 Wound at the end of each Round.

**Overcast:** For every +3 SL, you may increase the penalties by 1 and 10.

## Grandfather Nurgle's Circle of Life

CN: 14

**Range:** Willpower yards

**Target:** AoE (Willpower Bonus yards)

**Duration:** Instant

It has been said that the Plaguefather inhabits every living thing. Drawing out his presence in all targets in the AoE, you strike them with a *magic missile* causing Damage +7 ignoring Armour Points. Each target is inflicted with +1 *Poisoned* Condition. At the end of the Round, tally all Wounds caused by the spell. Each Wound releases a little *Dhar* into the area, counting as a Moderate Corrupting Influence. If more than 7 Wounds are caused, there is a 49% chance that a Plaguebearer appears in



the AoE as if a *Manifest Lesser Daemon Spell* were cast. If more than 14 Wounds are caused, **either** a Plaguebearer shows up or there is a 7% chance that a Daemon Prince of Nurgle arrives instead (see **WFRP4**, p335). The Daemon Prince behaves randomly or as the GM sees fit.

**Overcast:** For every +3 SL, you may increase the chance of a Daemon's arrival by +7%.

## Magnificent Buboes

**CN:** 4

**Range:** Willpower yards

**Target:** 1

**Duration:** Instant

With a gracious sweep of your hand, you bestow the gift of poisonous pustules upon your target. This is a *magic missile* with a Damage of +2 and the target gains +1 *Poisoned* Condition. In addition, your target must pass a **Challenging (+0) Endurance** Test or be infected with Buboes (**WFRP4**, p188) which can only be removed with medical treatment.

## Malignant Regrowth

**CN:** 5

**Range:** You

**Target:** You

**Duration:** Special

Foul fluids magically replace your blood, regenerating your body with dangerous regrowth. Gain the *Regenerate* Creature Trait for Willpower Bonus Rounds, but each time you recover Wounds, you also undergo a random physical mutation. At the end of 1d10 minutes, your body reverts back to its normal form and you take +1 *Fatigued* Condition per temporary mutation experienced.

## Miasma of Pestilence

**CN:** 5

**Range:** You

**Target:** AoE (Willpower Bonus yards)

**Duration:** Willpower Bonus Rounds

You conjure a foul green mist that billows out around you, causing all living creatures within the AoE to feel horrifically ill. All targets gain +1 *Poisoned* Condition and +1 *Fatigued* Condition which can only be removed by a deep sleep. You are immune to this spell, as are minions of Nurgle and creatures with the *Construct*, *Daemonic* or *Undead* Traits.

## Nurgle's Touch

**CN:** 7

**Range:** Touch

**Target:** Special

**Duration:** Willpower Bonus hours

You use the changeable nature of *Dhar* to absorb one disease from your target and holding it inside your body. While the spell lasts, you are immune to the disease's effects and Symptoms, but you count as having the *Blighted (Type)* Creature Trait. When you target another creature, they are allowed a contraction Test to resist as per the *Blighted* Trait. If they gain the disease, the spell ends and you are no longer *Blighted*. Otherwise, you may continue to target others until you successfully transfer the disease. If you fail to transfer the disease before the spell ends, you will contract it instead. If you already have the disease, it becomes more severe (possibly fatal) as determined by the GM.

**Overcast:** For every +2 SL, you may increase the Difficulty of the contraction Test by one step (ie, from **Challenging** to **Difficult**).

## Plague Wind

**CN:** 12

**Range:** Willpower yards

**Target:** AoE (Willpower Bonus yards)

**Duration:** Willpower Bonus Rounds

You call forth a vile-smelling gust of cold that penetrates all clothing and armour, accompanied by eerie moaning, insane laughter, and other sounds of death and delirium. The cloud possesses the *Terror (1)* Creature Trait. All living creatures within the AoE must perform a Contraction Test for Nurgle's Rot. As your Action each Round, you may attempt an **Average (+20) Channelling** Test to move the cloud up to your Walk rate. Otherwise, the wind will move 1d10 yards in a random direction (use the **Scatter** chart from **WFRP4** p163).

**Overcast:** For every +2 SL, you may increase the Difficulty of the Contraction Test by one step (ie, from **Average** to **Challenging**). For every +3 SL, you may add 1 to the cloud's Terror rating.

## Reveal the Inner Beauty

See *Rough Nights and Hard Days*, page 52.

## Spoil

**CN:** 2

**Range:** Willpower Bonus yards

**Target:** AoE (Willpower Bonus yards)

**Duration:** Instant

You target an area and a reeking, rotting current of *Dhar* blows through. 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:** 6

**Range:** You

**Target:** AoE (Willpower Bonus yards)

**Duration:** Willpower Bonus Rounds

You exude a noxious smell of decay so foul that all living creatures within the AoE become nauseated. You gain the *Distracting* Creature Trait. All targets that fail a **Challenging (+0) Endurance** Test are incapacitated with spasms of retching, suffering a *Stunned* Condition until the Test is passed. Minions of Nurgle and creatures with the *Construct*, *Daemonic* or *Undead* Traits are unaffected by the spell.

## Stream of Corruption

See **WFRP4** Rulebook, page 257.

## Writhing Cloak

**CN:** 7

**Range:** You

**Target:** You

**Duration:** Willpower minutes

A mass of squirming, diseased maggots manifest all over you, adding +2 to your Armour Points in all locations. Gain the *Fear (0)* Trait. When you suffer Damage from Melee or Ranged attacks, all living creatures within 2 yards of you must pass a **Hard (-20) Dodge** Test or suffer +1 *Poisoned* Condition. The maggots have the *Infected* and *Disease (Nurgle's Rot)* Creature Traits. You are immune to the ill effects of the maggots, as are minions of Nurgle and creatures with the *Construct*, *Daemonic* or *Undead* Traits.

## 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, blending a perverse mix of the Amethyst, Gold, and Jade Winds into something twisted and exotic.

**Lore Attribute:** A Sorcerer of Slaanesh is skilled in the arts of delivering pleasure and pain. You may inflict an extra Wound per *Stunned* or *Broken* Condition suffered by the targets of your spells.

### Acquiescence

See **WFRP4** Rulebook, page 257.

### Beam of Slaanesh

CN: 9

**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. Targets suffer a *magic missile* with a Damage of +0 and gain 1 + 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. This spell is also known as *Charismatic Presence*.

### Fleshy Curse

CN: 12

**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 **Hard (-20) Cool** Test to resist the spell's effects. If failed, your target sprouts horrific growths, such as misshapen mouths, hands, eyes, legs and other appendages. This counts as a Major Corrupting Influence.

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. Target stops growing if they pass a <b>Hard (-20) Cool</b> Test.
10	The growing target moves 2d10 yards in a random direction. See <b>Scatter</b> 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 smothered in flesh, suffering +2 *Entangled* Conditions (using your Willpower in place of Strength). Whilst entangled, the new victim is subject to the rules for **Drowning and Suffocation** (**WFRP4**, p181).

Each Round that your initial target grows, they gain a level in the *Hardy* Talent. Once they reach their maximum level in *Hardy*, at the end of every Round thereafter they must pass an **Average (+20) Endurance** Test or suffer a fatal heart attack. The effects of the curse are permanent until removed. Whilst affected by this spell, the initial target 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. If dispelled, the victim gains 1 (Mental) Corruption point from the trauma and suffers 1d10 *Fatigued* Conditions.

### Lash of Slaanesh

CN: 6

**Range:** Willpower Bonus yards

**Target:** Special

**Duration:** Instant

You conjure a long tongue-like whip of *Dhar* that you lash at your foes. Choose a point within range as your whip's end point. Every creature between you and the end point along a straight line suffers a *magic missile* with a Damage of +1d10. If the die roll exceeds a victim's Toughness Bonus, they also gain a *Stunned* Condition. If there is any confusion whether a creature would be struck by the lash, the creature may make a **Challenging (+0) Dodge** Test to avoid the attack.

### 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. Targets may not perform any Move or Action until the spell's effects are ended: they are considered Helpless Targets (**WFRP4**, p162). 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 targets gain the *Ward 9+* Creature Trait.

**Overcast:** For every +3 SL, you may enhance the Ward Rating by 1 (from Ward 9+ to Ward 8+, for example).



## Phantasmagoria

CN: 6

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower minutes

You summon illusory creatures that flit across the area of effect, seducing and bewildering your foes. The illusory creatures will fool anyone without the *Second Sight* Talent. Those with *Second Sight* may pass a **Difficult (-10) Perception** Test to understand it is an illusion and avoid its effects, but they cannot see through it. The creatures behave in ways that you control and have the *Distracting* Creature Trait. If the creatures are beguiling, anyone watching will take a *Stunned* Condition. If the creatures are fearsome, they have the *Fear 1* Creature Trait. The illusion is static. For your Action, you may make a **Hard (-20) Channelling** Test to make the illusion move for that Round.

**Overcast:** For every +2 SL, you may increase the number of Conditions caused or its Fear Rating by +1.

## 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, they are charmed by your obviously superior beauty and charisma and will obey your psychic and verbal commands. You may even put words into your target's mouth. 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. This spell has also been called *Flesh Puppet*.

**Overcast:** For every +2 SL, you may make your Opposed Test one step easier (ie, from **Challenging** to **Average**).

## Shards of Slaanesh

CN: 12

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Instant

You flick your wrist and a cloud of aethyric darts bursts from your hand, slicing the souls of your foes. All targets affected by the AoE suffer a *magic missile* with a Damage of +6, ignoring Armour Points, and gain 3 *Stunned* Conditions from the mixture of pain and pleasure. Any target reduced to 0 Wounds immediately takes the *Unconscious* Condition. Anyone not allied with you who experiences or witnesses the ecstasy and agony on display must pass an immediate **Hard (-20) Cool** Test or suffer 1 + SL *Broken* Conditions. This spell has no effect on creatures with the *Construct*, *Daemonic*, or *Undead* Creature Traits.

## Succubus

CN: 14

Range: You

Target: You

Duration: Willpower Bonus hours

Your spirit drifts free of your body, which suffers 1d10 Wounds and takes an *Unconscious* Condition that cannot be removed until your soul re-enters it. You must merge with your body before the spell ends or else your body will eventually die and you remain as a wandering spirit forevermore. Whilst in spirit form, you gain the *Ethereal* and *Flight* (*Willpower*) Creature Traits. You are unable to talk and are invisible to

anyone without the *Second Sight* Talent, who must pass an **Average (+20) Perception** Test to see you. You cannot attack others and they cannot attack you, except by magical means.

Should you come in contact with living flesh, you may attempt a **Challenging (+0) Channelling** Test to call on the charms of Slaanesh. If the Test is passed, you are able to excite the senses of your victim, even though they cannot see, feel, smell, taste or hear you. By so doing, you may sap their soul and invigorate your own. For each hour you spend enrapturing a sleeping victim, they suffer 1d10 Wounds and gain 1 Mental Corruption point from the pain and pleasure. If your victim is awake, they are allowed a **Combined Endurance/Cool** Test to resist the Wounds loss and Corruption gain respectively. If both sides of the Test succeed, or one Test is a Critical, you are repelled by the victim and may not attempt to seduce them again. A conscious victim who is being affected by your charms may go through their day as normal, but they will feel the strange sensations and appear odd to onlookers.

When you return to your body, add up all the Wounds and Corruption points you caused into a single score. You recover this amount as Wounds, which may take you above your maximum score. You retain these additional Wounds until you lose them somehow. However, you may never have more Wounds than your Willpower characteristic.

**Note:** I have included this spell—for now—because it is thematic and appropriate to the lore. However, please ensure that you are sensitive to your Players' reactions to such material. It is more important for everyone to have fun than to upset anyone based on the edginess of grim and perilous content.

## Whispers of Doom

CN: 6

Range: Willpower yards

Target: Special

Duration: Instant

Your fearsome chanting manifests as ghostly whispers in the mind of your target, telling them to flee at all costs or the end is nigh. Your target must pass a **Very Hard (-30) Cool** Test or suffer 1 *Broken* Condition. If the Test is failed, the whispers leap to another target within Willpower Bonus yards of the original target: this time the Test is **Hard (-20)**. The chain reaction continues with the Difficulty easing up one step each time. The maximum number of targets equals your Willpower Bonus. This spell has no effect on creatures with the following Traits: *Construct*, *Daemonic*, *Immune to Psychology*, *Undead*.

**Overcast:** For every +2 SL, you may increase the number of Conditions for all targets by 1.

## 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.

**Lore Attribute:** The Lore of Tzeentch is permeated with the transformative influence of Chaos. Targets affected by a spell from this Lore must pass a **Challenging (+0) Endurance** Test or gain +1 Corruption point. Should they pass their Test, they instead gain a free Fortune point, which can be used as normal. Such are the whims of Tzeentch.

### Bestow the Mutator's Blessing

CN: 4

**Range:** Touch

**Target:** 1

**Duration:** Intelligence Bonus days

When you touch your target, the will of Tzeentch flows through you, inflicting a minor and inconvenient visible mutation of your choice. The target makes a **Combined Challenging (+0) Cool/Endurance** Test. If the Cool Test fails, your target gains a (Mental) Corruption point. If the Endurance Test fails, the target suffers the desired mutation. The 'minor' mutation can range from the creation of a third eye on the forehead to enlarged ears to additional fingers on a hand. Whatever the mutation is, it will bestow a +10 bonus to a single appropriate Skill or Characteristic, at the GM's discretion (see the **Physical Corruption Table** for examples). However, it will also mark the target as a creature of Chaos, reducing the target's Fellowship by -30 in some social circles and possibly attracting attention from Witch Hunters and unruly mobs.

### Blue Fire of Tzeentch

See *Enemy in Shadows Companion*, page 82.

### Bolt of Change

See *Enemy in Shadows Companion*, page 82.

### Boon of Tzeentch

See *Enemy in Shadows Companion*, page 81.

Note: This spell has also been called *Gift of Tzeentch*.

### Curse of Tzeentch

See *Enemy in Shadows Companion*, page 82.

### Destroy Magic

CN: 9

**Range:** Intelligence Bonus Yards

**Target:** Special

**Duration:** Willpower Bonus minutes

You channel Tzeentch's fickle command over magic at a single magical artefact in range. Perform an **Opposed Channelling/Willpower** Test against the selected item (see **Unofficial Treasure & Artefacts**). If you win, or the item has no Willpower score, the item loses all of its magics and turns into a mundane object for the duration. If you win by 6+ SL,

the effect is permanent. You also siphon off some of the magical power for yourself, for use in a spell next Round as if you had Channelled it. This amount is equal to the SL of the Opposed Test. If you lose the Test, the item is unaffected and you gain SL Corruption points.

### The Flickering Flames of Fickle Fate

See *Enemy in Shadows Companion*, page 82.

### Master of Fortune

See *Enemy in Shadows Companion*, page 82.

### Mindfire

See *Enemy in Shadows Companion*, page 83.

### Nightmare Reality

CN: 8

**Range:** You

**Target:** AoE (Intelligence Bonus yards)

**Duration:** Intelligence minutes

*Dhar* pours out from you to alter the appearance of the area surrounding you. The horrifying illusion moves with you. Trees twist and contort, bark forms into leering or grimacing faces, grasping hands seem to form in stonework, inanimate objects look full of malevolent intent. Anyone without the *Second Sight* Talent who sees the targeted area must pass a **Challenging (+0) Cool** Test or suffer the effects of *Terror* (1 + SL). This failed Test also inflicts a number of Corruption points equal to your Willpower Bonus. Those with *Second Sight* may pass a **Difficult (-10) Perception** Test to understand it is an illusion, though they will not see through it.

### Pink Fire of Tzeentch

See *Enemy in Shadows Companion*, page 83.

### The Purple Hand

See *Enemy in Shadows Companion*, page 81.

### Sense the Skein

See *Enemy in Shadows Companion*, page 83.

### Transformation of Tzeentch

See *Enemy in Shadows Companion*, page 83.

### Treason of Tzeentch

See *WFRP4* Rulebook, page 257.

### Tzeentch's Firestorm

See *Enemy in Shadows Companion*, page 83.

### Tzeentch's Golden Aura

See *Enemy in Shadows Companion*, page 83.

**Overcast:** For every +2 SL, you may enhance the Ward Rating by 1 (from Ward 9+ to Ward 8+, for example).

### Word of Tzeentch

See *Enemy in Shadows Companion*, page 83.



# DARK MAGIC

*Dhar* fuels the powerful magic of Chaos Sorcerers, 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. Daemonologists and Necromancers channel and cast their magics using *Dhar*, so they are also subject to the benefits and penalties of Channelling and Casting with *Dhar* published in **Enemy in Shadows Companion** (p78-79).

## THE LORE OF DAEMONOLOGY

Daemonology is described in some detail in **WFRP4** page 256, but no Lore rule is provided. Summoned creatures not provided in any official **WFRP4** volumes may be found in the **Unofficial Bestiary**.

**Lore Attribute:** Daemonologists have developed a terrifying reputation for using sacrifices and blood in their dark arts. When you use blood and organs from persons sacrificed within the last hour, you gain a +20 bonus to your Casting Test.

*Dhar* can be used to stabilise Daemonic forces. Whenever you score a Critical during Channelling or Casting a spell from this Lore, you deactivate the *Unstable* Trait for all Daemons within Willpower yards for Willpower Bonus Rounds.

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

### Banish Daemonkind

CN: 10

Range: You

Target: AoE (Willpower yards)

Duration: Instant

Your magicks destabilize the *Dhar* binding any Daemons within the Area of Effect. All affected targets with the *Daemonic* Creature Trait must pass a **Difficult (-10) Willpower** Test or suffer a *magic missile* with Damage equal to your Willpower Bonus (ignoring Armour Points). On an Astounding Failure (6+), the target is banished from this realm if it has the *Unstable* Creature Trait.

**Overcast:** For every +2 SL, you may increase the Difficulty of the Willpower Test by one step (ie, from **Very Hard** to **Futile**).

### Beastly Transmogrification of Omnipotent Tchar (Ritual)

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

### Bind Daemon

CN: 3

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds+

You channel thick strands of *Dhar* that bind one or more Daemons of any kind within range. Perform a single **Channelling (*Dhar*)** Test which is opposed by each target's **Willpower**. If you win, the Daemon takes a special *Unconscious* Condition for the spell's duration: the Daemon is immobilized, but it is otherwise completely aware of what is going on around it and who performed the binding spell.

### Daemonic Amulet (Ritual)

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

### Destroy Lesser Daemon

See **WFRP4** Rulebook, page 256.

### Detect Daemon

See **WFRP4** Rulebook, page 256.

### Door to the Damned (Ritual)

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

### Hellride

CN: 10

Range: Touch

Target: Special

Duration: Special

Having summoned and controlled a Daemonic Steed, you now touch and 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 realm 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 must be initiated within 2 Rounds of the spell being cast and will last 1d10 minutes. At the end of each minute, both riders must perform a **Challenging (+0) Cool** Test or gain +1 Mental Corruption point. At the end of the ride, the riders must also perform a **Challenging (+0) Endurance** Test for a Moderate Corrupting Influence. 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 charge back into the material realm at the targeted destination, which must be within 100 miles of the journey's beginning. It is rumoured that a more powerful version of this spell traverses closer to the heart of the Realm of Chaos, thereby covering much vaster distances in the material realm. But surely no such spell exists, for to travel so would be utter madness.

### Invocation for Total Power (Ritual)

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

### Invoke Power

CN: 4

Range: You

Target: You

Duration: Willpower Bonus Rounds

You weave a writhing mist of *Dhar* about you, absorbing its dark energy into your body and soul. Make an Endurance Test for a Moderate Corrupting Influence. While the spell lasts, all your Channelling and Casting Tests are performed at **Average (+20)** Difficulty. In addition, you are granted access to your choice of one unlearned Spell from your Arcane or Lore spell lists. For the Duration, you count as having memorised the spell, but you cannot transcribe it to a grimoire or scroll.

## 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 as a group within range. Perform an **Opposed Channelling (Dhar)/Willpower** Test with the pack's leader. If you win, the Daemons will respond to one command issued by you, quite literally, then vanish, assuming the command is completed before the Duration ends. If you lose the Test, the Daemons attack you (or behave as the GM dictates).

**Overcast:** For every +2 SL, you may increase the Difficulty of the target's Willpower Test by one step (ie, from **Challenging** to **Difficult**).

## Manifest Daemonic Steed

CN: 6

**Range:** Willpower Bonus yards

**Target:** Special

**Duration:** Willpower Bonus hours

You control a shimmering strand of *Dhar*, which deftly opens a large tear in the material realm, manifesting a single Daemonic Steed that you call forth from the Chaos Realm. Perform an **Opposed Channelling (Dhar)/Willpower** Test with the Steed. If you win, the Daemon will consent to be your mount and respond to your commands while the spell lasts. Otherwise, the Steed attacks you (or behaves as the GM dictates).

**Overcast:** For every +1 SL, you may increase the Difficulty of the target's Willpower Test by one step (ie, from **Challenging** to **Difficult**).

## Manifest Lesser Daemon

See **WFRP4** Rulebook, page 256.

**Overcast:** For every +2 SL, you may increase the Difficulty of the target's Willpower Test by one step (ie, from **Challenging** to **Difficult**).

## Octagram

See **WFRP4** Rulebook, page 256.

**House Rule:** When using an Octagram to manifest or summon a Daemon, add +2 SL to your Opposed Test to control the creature(s).

## Summon Daemonic Familiar (Ritual)

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

## Summon Daemonic Guardian (Ritual)

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

## Summon Daemonic Leader (Ritual)

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

## Summon Daemonic Pack (Ritual)

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

## Tormenting Vision

CN: 4

**Range:** Willpower yards

**Target:** 1

**Duration:** Special

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 1 + SL *Stunned* Conditions. If the target does not remove these Conditions within its Willpower Bonus Rounds, it suffers as many Mental Corruption points as it then has Conditions.

## Word of Pain

CN: 8

**Range:** You

**Target:** AoE (Willpower Bonus yards)

**Duration:** Instant

You invoke a forbidden word, possibly of Daemonic origin, which inflicts excruciating pain to all living creatures within the AoE (except you). All affected targets suffer a *magic missile* with a Damage of +8 that ignores Armour Points. Further, your targets must pass a **Challenging (+0) Cool** Test or gain SL *Broken* Conditions (minimum of 1).

## THE LORE OF NECROMANCY

Necromancy is described in some detail in the **WFRP4** Rulebook, pages 256-257, but no Lore rule is provided.

**Lore Attribute:** The art of Necromancy is concerned with subverting the circle of life and death. Whenever you successfully cast a spell from the Lore of Necromancy, you may choose to regain SL Wounds or allocate those regained Wounds among any Undead you control within Willpower yards. (Adapted from a rule by Kelyss from the *Ratcatcher* Discord.)

Using a dead creature's fresh blood as a Necromancy ingredient provides a +1 SL bonus to your successful Channelling and Casting Tests. Free-flowing blood is even more useful. If a creature that you are touching (this includes you) is bleeding, you gain a +10 bonus to your Channelling and Casting Tests for every *Bleeding* Condition suffered (to a maximum of 3). You may spend an Action to cut yourself or a Helpless Target for the desired number of *Bleeding* Conditions. If you are pressed for time, you may use a Free Action to cut yourself with an **Average (+20) Melee** Test (ignore any combat modifiers). If you pass the Test, you take the desired number of *Bleeding* Conditions. If you fail, you suffer Wounds equal to the negative SL + the number on the units die. If you Fumble the Test, roll for a Critical Hit as well.

**Ingredients:** Fresh blood, bones, and all manner of flesh, tissue and organs from living creatures are fundamental to Necromancy. Procuring these ingredients is typically illegal and immoral, as well as quite likely to raise suspicion from the locals, especially the Priests of Morr.

## 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 Spirit

CN: 6

Range: Willpower 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 and 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).

## Forbid Undead

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.

## Fountains of Blood

CN: 3

Range: You

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds

You emit a constant aura of *Dhar* around you that targets all living creatures in the AoE—including yourself, if you are alive. *Dhar* pollutes the lifeblood of all targets. While the spell lasts, any target that suffers a Wound also gains +1 *Bleeding* Condition. Any nearby creature with the *Hungry* and *Vampiric* Creature Traits suffers a penalty of -20 to its Willpower Test to avoid the need to feed on the closest meal.

## 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.

## Hunger for Life (Ritual)

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

## 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.

## Invocation of Nehek

CN: 6

Range: Willpower Bonus yards

Target: 1

Duration: Willpower Bonus Rounds

You target a single creature with the *Undead* Creature Trait, filling it with dark rejuvenating energy. The creature gains the *Regenerate* Trait. (Courtesy of *Malcanthet* from the **Ratcatcher** Discord.)

## Raise Bone Catapult (Ritual)

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

## 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:

SKELETAL CHAMPION

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 Chariot of Bone (Ritual)

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

## Raise Dead

See **WFRP4** Rulebook, page 256.

## Reanimate

See **WFRP4** Rulebook, page 256.

## 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 +2 to their Movement score and gain the *Ethereal* and *Stride* Traits, as do their riders and any coaches they pull.

## Screaming Skull

See **WFRP4** Rulebook, page 257.

## Transformation of the Liche (Ritual)

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

## Vanhel's Call

See **WFRP4** Rulebook, page 257.

## Vanhel's Invitation to the Danse Macabre

See **Ubersreik Adventures II: Deadly Dispatch** Rulebook, page 11.

## Wave of Withering

CN: 11

**Range:** Willpower yards

**Target:** AoE (Willpower Bonus 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, shattering their bones. All living creatures within the AoE suffer a *magic missile* with a Damage equal to your Willpower Bonus, ignoring 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 SORCERER PROFILES

Take the following templates and add any needed Skills and Talents.

### ESHIN SORCERER

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

**Skills:** Channelling (*Dhar*) 65, Language (Magick) 55

**Traits:** Chittercast (2), Corruption (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	40	55	45	35	15

**Skills:** Channelling (*Dhar*) 55, Language (Magick) 65

**Traits:** Chittercast (3), Corruption (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	50	60	55	40	40	45	35	18

**Skills:** Channelling (*Dhar*) 55, Language (Magick) 55

**Traits:** Chittercast (1), Corruption (Minor), Disease (Ratte 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	55	40	40	70	65	45	60	35	25	19

**Skills:** Channelling (*Dhar*) 45, Language (Magick) 65

**Traits:** Armour 1, Chittercast (1), Corruption (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 TALENT

### Chittercast (Rating)

**Max:** 1

Before you roll any Channelling or Language (Magick) Test, you may call upon the fickle will of the Horned Rat to aid you in your spellcasting. If the Test succeeds, add your *Chittercast* Rating in SL to your Test. When you call upon this power, roll an extra 1d10. This die does not provide a bonus but it counts towards Miscast possibilities. A roll of triples increases the Miscast severity by one table.

## NEW TRAIT

### Spellcaster (Warp)

**Max:** 1

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

## SKAVEN MAGIC

Skaven society has its own rules and behaviours, but its magics draw upon *Dhar* just like other Chaos Lores, but funnelled through the favour of the Horned Rat. When creating a Skaven Sorcerer NPC, the GM has the option of using the simple method of choosing the *Spellcaster (Warp)* Talent or instead building up the NPC with Skills and Talents.

All Skaven Sorcerers must first learn the *Petty Magic* Talent, which allows them to learn **any** Petty Magic spells, including Petty Spells (Warp). Skaven Sorcerers with the *Chaos Magic (Warp)* Talent may learn any combination of Arcane Spells, Chaos Arcane Spells, and the Lore of the Warp Spells.

### Multiple Lores or One Lore

To the Skaven, all magic originates from the Horned Rat. While the different Skaven Clans have separated magic into different Lores (Plague, Stealth, Warp), in truth all their magic derives from the Warp and requires the same techniques to channel and cast. Consequently, there is actually only one proper Lore that all Skaven spellcasters choose their spells from. The Lores of Plague and Stealth originate from the distinctions within Skaven society and differentiation among the Clans.

### PETTY SPELLS (WARP)

All Skaven who dabble in magic must learn the *Petty Magic* 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:** Special

Your next Test during the scene or combat encounter is made easier by one step of Difficulty (ie, from **Average** to **Easy**).



## Ghostly Flame

CN: 0

**Range:** AoE (Willpower Bonus yards)

**Target:** You

**Duration:** Willpower minutes

You conjure a floating blob of glowing fire the colour of warpstone that drips viscous green fluid as it burns. The flame provides illumination equal to the Range until the spell ends or it is thrown. You may choose to hurl the fiery ball at a single target within Range with a Ranged (Throwing) Test: if it hits, the victim gains an *Ablaze* Condition and must Test for Corruption (Minor).

## Mark of the Horned Rat

CN: 0

**Range:** Touch

**Target:** 1

**Duration:** Willpower Bonus hours

Your target suffers an unsightly blemish, taking the form of an open weeping sore on their forehead or the back of their hand. Against those who can see the blemish, the mark imposes a penalty of one Difficulty step to the target's Fellowship Tests (ie, **Average** to **Challenging**). 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. While the spell lasts, 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 hours

Your touch wreaks havoc with the target's immune system. While the spell lasts, all of the target's Endurance Tests to resist disease and infection must reverse the roll if doing so would allow the Test to fail—unless the target has the *Resistance (Disease)* Talent.

## Wrack

CN: 0

**Range:** Willpower Bonus yards

**Target:** 1

**Duration:** Instant

Your target experiences a jolt of searing pain, suffering SL Damage to the Hit Location, reduced by Toughness Bonus and Armour Points (minimum of 1). The pain will cause further effects if a **Challenging (+0)** Test is failed. On a Head hit, a failed Cool Test causes 1 *Stunned* Condition. On an Arm hit, a failed Dexterity Test causes the target to drop whatever was held in that hand. On a Body hit, a failed Endurance Test causes 1 *Stunned* Condition. On a Leg hit, a failed Agility Test gives the target the *Prone* Condition.

## THE LORE OF 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.

**Lore Attribute:** Warp Sorcerers gain a +10 bonus to Channelling and Language (Magick) Tests in any underground environment, such as a cavern, sewer or even a basement. Targets who suffer Wounds from Warp Lore spells must pass an **Average (+20) Endurance** Test to avoid contracting a Minor Infection.

**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.

## Brittle Bone

CN: 4

**Range:** Touch

**Target:** 1

**Duration:** Willpower Bonus Rounds

This is one of the oldest Skaven spells. Your touch channels *Dhar* into your target, weakening their bones and musculature for the Duration. You cause an automatic Critical Hit: roll on the Critical Table but ignore the Additional Effects column. Instead, you cause the rolled Wounds and the target suffers the effects of a *Broken Bone (Minor)* until the spell ends. On a roll of **100**, the target takes the *Unconscious* Condition.

## 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.

## 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 **Challenging (+0) Cool** Test or degenerate into a mindless rat-like horde, instinctively aiding all Skaven and you in particular. They gather around you as bodyguards, following your simple instructions and attacking your foes with their hands and teeth. Targets lose their power of speech, communicating with gestures and the rat-like chittering noises that give this spell its name. When the spell ends, the targets scatter and scurry away, returning to their normal state over the span of 1d10 minutes. They gain a *Fatigued* Condition and must test against Corruption (Major).



## Curse of the Horned One

CN: 13

Range: Touch

Target: 1

Duration: Willpower hours

Known as *The Dreaded Thirteenth Spell* for unknown reasons, you mutate your target into the form of a Skaven, who is allowed an **Impossible (-50) Cool** Test to resist. If failed, your target is totally under your influence and will do whatever they are told (except for directly killing themselves). The target maintains their characteristics but adds the basic Clanrat Creature Traits. When the spell ends, the target must pass a **Challenging (+0) Endurance** Test to survive the transformation unharmed. If the Test is failed, the victim takes 2d10 Damage ignoring Armour (minimum of 1). If the Test is Fumbled, the target suffers a Critical Hit, adding +60 to the roll on the Critical Table.

## Flensing Ruin

CN: 8

Range: Willpower Bonus yards

Target: Special

Duration: Willpower Bonus Rounds

You channel manic green ribbons of Warp energy that you send tearing at a single target's flesh. The targeted creature is struck by a *magic missile* with a Damage of +5. Also, the ruinous ribbons follow your target wherever it goes until the spell ends. At the end of every Round, including this Round, the target gains +1 *Bleeding* Condition.

## Gnaw

CN: 10

Range: Willpower yards

Target: AoE (2 yards)

Duration: Willpower Bonus Rounds

You channel a maelstrom of Warp energy into a small area, unleashing a horde of invisible rats to chew through anything in the AoE. Its ferocity is such that it continues to gnaw until the target is no more. While the spell has many applications, *Gnaw* is often used for 'punching holes' in wooden gates, earthworks, or palisades during sieges. The horde causes 2d10 Damage per Round to anything within the AoE, ignoring non-magical Armour Points (minimum of 1). However, the horde cannot chew through things that normal rats cannot destroy, such as solid stone or steel. Living creatures are allowed a **Hard (-20) Dodge** Test to avoid the onslaught. While the spell is active, you may use your Action to control the magical horde's location by passing an **Average (+20) Channelling** Test, allowing you to Move the targeted AoE at the Rats' Walk or Run rate in any direction. Anything in the path suffers the Damage above.

## Infecting Gaze

CN: 6

Range: Willpower Bonus yards

Target: 1

Duration: Instant

This is one of the most perfidious Skaven spells. You conjure Warp magic into your eyes and imagine the disease you would like to spread, choosing from *Black Plague* or *Ratte Fever* (see **WFRP4** p186). Then, gazing upon a single target in range, you unleash your disease upon them. The target is allowed an **Average (+20) Endurance** Test to resist contracting the disease. Targets rarely understand what has happened, and even once the disease takes hold, the victim may not realize the cause is magical.

**Overcast:** For every +2 SL, you may increase the Difficulty of the Endurance Test by one step (ie, from **Average** to **Challenging**).

## Pelt of the Assassin

CN: 6

Range: You

Target: You

Duration: Willpower Bonus minutes

You channel the ever-shifting magics of the Warp and match your fur colour to your surroundings. You gain 1 Armour Point to each location and a +40 bonus to all Stealth Tests made in any environment except full daylight. You cannot cast this spell if you are wearing non-magical armour.

## Pestilent Breath

CN: 12

Range: Special

Target: Special

Duration: Instant

You draw in the filth of the Warp and exhale a pestilent cone-shaped cloud at your enemies. The disease spread by your breath depends on the units die from your Casting roll: on **1-7**, it's *Ratte Fever*; on **8-0**, it's *Black Plague*. Choose a single target that you can see within half your Willpower yards (rounded up). That target becomes the centre of a circular Area of Effect with a diameter equal to your Willpower Bonus yards. All creatures inside that AoE are struck, as are all creatures between you and the AoE. Perform an **Opposed Channelling/Dodge** Test against all affected victims of the breath (using your single roll opposed by each individual target). All victims that lose the Test suffer a *magic missile* with a Damage of +4, ignoring Toughness Bonus and Armour Points. A target that suffers Wounds must pass a **Challenging (+0) Endurance** Test or contract the breath's disease. As with the *Breath* Creature Trait, you are immune to the spell's effects.

**Overcast:** For every +2 SL, you may make the Endurance Test more difficult by one step (ie, from **Challenging** to **Difficult**).

## Plague's Source

CN: 8

Range: 1 yard

Target: Special

Duration: Instant

You channel the filth of the Warp into a close water source, turning it into a vector for disease. The specific disease introduced into the water depends on the units die from your Casting roll: on **1-7**, it's *Ratte Fever*; on **8-0**, it's *Black Plague*. Springs, ponds, wells, kegs and goblets are all common targets for this spell. Any source of contact at all with the diseased water requires the creature to pass an **Easy (+40) Endurance** Test or contract the disease. The GM should adjust the Difficulty based on the water source and the nature of contraction. A small vessel such as a cup, vial or pitcher makes the Test more difficult by two steps (ie, **Easy** to **Challenging**). A medium vessel such as a very small pond, keg or barrel makes it more difficult by one step. Similarly, drinking the water or bathing in it makes the Test more difficult by two steps, while washing hands with it or rubbing it over the face would count as one step. A large body of water, such as a wide river, lake, or ocean will just dilute the disease from one spell, though rumour has it that Skaven Sorcerers will gather in large groups to infect larger bodies of water.

## Putrefy

CN: 3

**Range:** Willpower Bonus yards

**Target:** AoE (Willpower Bonus yards)

**Duration:** Instant

Your foul magic makes all food within the AoE rot and decay, rendering it very unsafe and offputting to the senses. Any creature that eats the infected food must pass a **Challenging (+0) Endurance** Test or suffer the *Galloping Trots*.

## 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 creatures can barely hear the magical screech, but the sensitive ears of Skaven and some beasts of the wild will hear it. *Screech* is just a call and carries no information, though the tone can convey an emotion such as anger, desperation, fear or eagerness. Any Skaven hearing the call can choose to ignore it.

## Shadow's Companion

CN: 5

**Range:** You

**Target:** You

**Duration:** Willpower minutes

You melt into the darkness simply by stepping into a shadow. While in the shadows, you gain a +40 bonus to Stealth Tests and all Perception Tests to detect you are made at -20 unless the listener has the *Acute Sense (Hearing)* Talent.

## Shriveltongue

CN: 6

**Range:** Willpower Bonus yards

**Target:** 1

**Duration:** Willpower Bonus Rounds

You conjure a small bolt of shimmering green that strikes your target in the face and seeps into their mouth, shrivelling the tongue. The target suffers a Critical Hit to the Head with a Wounds column result of 4 (aka 'Ulric's Fury' in the Unofficial rules). Their Tongue shrivels to a useless stub—**Amputation (Challenging)**: see Amputated Tongue (WFRP4 p180). Once the spell ends, the tongue returns to normal over a period of 1d10 minutes (the GM may wish to apply some minor penalty for communication tests during recovery or just play it for laughs).

## Skitterleap

CN: 8

**Range:** You

**Target:** You

**Duration:** Willpower Bonus Rounds

You gather smoke about your form, gaining a bonus of +20 to your Stealth Tests and subtracting 10 from your enemy's attempts to strike you. While the spell lasts, you may whisper a magic word as a Free Action and teleport yourself or someone that you touch (your size or smaller) to any location that you can see within Willpower yards.

## Summon Verminlord

CN: 16

**Range:** Special

**Target:** Special

**Duration:** Willpower Bonus Rounds

Once the spell is cast, an hour of meditation is required to coalesce the energies. If you are interrupted at all, the spell is wasted. Then, you point anywhere within Willpower Bonus yards of you and use your Warp magic to tear open the fabric of the material realm, bringing forth one of the dreaded Vermin Lords, Greater Daemons of the Horned Rat. Use the profile provided in the **Unofficial Bestiary**. When the Daemon appears, perform an **Opposed Channelling/Willpower** Test to control it. A spellcaster who possesses the Channelling (Warp) Skill may Assist (+10) in controlling the summoned Daemon. Without assistance, the risk to you is immense. If you win the Test, the Verminlord may be assigned one task that can be completed within the spell's Duration. If you lose the Test, the GM determines if the Daemon attacks you and your allies or if it just calmly walks back into the aethyr, so small and puny are you. If you Fumble any Channelling or Casting roll involved in this spell, you are sucked into the Realm of Chaos to become the plaything of one of the Vermin Lords you were foolish enough to summon. If you spend a Fate point, you are spat back into reality for some mysterious reason.

**Overcast:** For every +2 SL, you may increase the SL of your Opposed Test by +1.

This spell costs 400 XP for a Skaven Sorcerer to learn. The paranoia of Skaven Sorcerers and the rigid hierarchy of Skaven society make it almost impossible for aspiring Sorcerers to learn and use this spell.

## Swiftpaws

CN: 8

**Range:** You

**Target:** You

**Duration:** Willpower Bonus Rounds

Also known as *Stickyscamper*, this spell grants you enhanced freedom of motion. Your Movement rate is doubled and you gain the *Wallcrawler* Creature Trait. Objects you carry or wear are still affected by gravity in a normal fashion, and will fall to the ground unless secured.

## Traceless Demise

CN: 8

**Range:** You

**Target:** AoE (Willpower Bonus yards)

**Duration:** Willpower Bonus hours

When you cast this spell, you must meditate for an hour with everyone you wish to target, slowly merging the energies required to enact its effects. If interrupted during that time, the spell fails. If killed while the spell remains active, anyone who was targeted in the spell's AoE during the ritual will melt away into a foul-smelling black slime. The spell is commonly cast upon the assassins of Clan Eshin before they embark on a hunt, ensuring that no Skaven corpses are left behind.

## 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 moves with you and attacks your



enemies. You gain the *Distracting Creature Trait* and anyone engaged with you automatically loses 1 Wound at the end of each Round. For Ranged attacks, you count as being in soft cover (-10 penalty).

## Vermintide

CN: 9

Range: Special

Target: Special

Duration: Willpower Bonus Rounds

You summon an enormous mass of voracious rats from the Warp that materializes surrounding you. The horde manifests as an Enormous-sized Swarm teeming with thousands of tiny, ravenous rats. The swarm has the following profile based on the **Unofficial Bestiary** page 9.

### ENORMOUS RAT SWARM

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	65	-	40	35	25	45	-	15	45	-	56

**Traits:** Bestial, Infected, Magical, Night Vision, Size (Little), Stride, Swarm (Enormous), Territorial, Weapon+5

**Optional:** Armour 1, Disease (Ratte Fever), Frenzy, Trained (War)

The swarm will not harm you or other rodent-like creatures (ie, Skaven) unless you command it to, but will attack everything else in their path. At the end of each Round, perform an **Opposed Channelling/Willpower** Test against the summoned swarm to control it until you lose the Test. As long as you win the Test, the swarm continues to move and attack at your bidding as a Free Action during your Turn. Should you lose the Test, the swarm no longer listens to you and receives its own Turn in the Initiative order, where it will either move at full speed towards the most targets or in a random direction (GM's choice). When the spell ends, the magical swarm scatters in all directions.

**Overcast:** For every +2 SL, you may add one of the creature's listed Optional Traits.

## Warp Lightning

CN: 6

Range: Willpower yards

Target: 1

Duration: Instant

You release a tongue of crackling Warp-green lightning at your target. This is a *magic missile* with a Damage of +5, which ignores Armour Points. If the Hit Location struck is protected by metal armour, the Damage is +10. Targets also take a *Stunned* Condition. If you Fumble the Casting Roll, you are struck by the lightning yourself.

## Warp Stars

CN: 6

Range: Willpower yards

Target: Special

Duration: Instant

You conjure up a number of poisoned throwing stars equal to your Willpower Bonus and fling them at one or more targets within Range. Each star strikes as a *magic missile* with a Damage of +2 and inflicts a *Poisoned* Condition.

**Overcast:** For every +3 SL, you may target another Willpower Bonus creatures.

## Warp Vortex

CN: 12

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds

You summon a terrifying storm formed of pure warp energy, fuelled by the malignant power of the Horned Rat. Everyone within the AoE suffers a *magic missile* with a Damage of +5, which ignores Armour Points. If the Hit Location struck is protected by metal armour, the Damage is +10. Targets also take a *Stunned* Condition. If you Fumble the Casting Roll, you are struck by the lightning yourself. Anyone inside the vortex cannot Fly, Run or Sprint; Ranged attacks are useless into and inside the storm. At the end of each Round, perform an **Opposed Channelling/Willpower** Test against the summoned storm to control it until you lose the Test. As long as you win the Test, you may use a Free Action on your Turn to move the storm with a Walk rate of 4. Should you lose the Test, the storm moves on its own in a random direction at the end of each Round.

## Weeping Wounds

CN: 6

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Instant

You channel the noxious energies of the Warp and infect the wounds of your foes. Anyone within the targeted Area of Effect who has been reduced to less than their Toughness Bonus Wounds, received a *Bleeding* Condition, or who has suffered a Critical Wound immediately takes a *Minor Infection* (**WFRP4** p187) and any previously suffered *Minor Infections* turn into *Festering Wounds*.



# GREENSKIN MAGIC

The rules in this section are derived and collated from numerous official sources: **Realms of Sorcery**, 1st Edition, by Ken and Jo Walton; **Storm of Magic** by Jeremy Vetock and Matthew Ward; and **Warhammer Orcs & Goblins**, 8th Edition, by Jeremy Vetock. I was also inspired by fan works such as Alfred Nuñez Jr's Orc spells and Jackdays' excellent **WFRP2 Codex Greenskins**.

## ON GREENSKINS

The fantasy genre in books and games is undergoing a rightful adjustment to the changes in society. The books of Tolkien, Lovecraft, Howard, etc... inform so much of the allegorical flavour of the fantasy and horror genres. These 'origin' texts are suffused with the power of inherited bloodlines and the terror of racial mixing. Light (skin) and dark (skin) represent good and evil, freedom and slavery, knowledge and ignorance. Sadly, it falls on us to untangle these metaphors bit by bit. For this reason, I am not referencing 'Savage' and 'Black Orcs' in this section and will refuse to play them in my games. For now, I will continue to use the term 'Greenskins' despite its obvious and unavoidable reliance on the literalness of skin colour. The only defence I can offer for this choice is that it is useful shorthand and, in our world, no one has green skin nor is the term an actual epithet.

## GREENSKIN SHAMANS

Until Cubicle7 provides more details on Greenskin creatures, the GM may create simple Greenskin Shaman NPCs by adding on the *Spellcaster* (*Da Lit'test Waaagh!* or *Da Big Waaagh!*) Creature Trait, which gives the NPC the ability to learn and cast spells from the specified Lore in addition to Petty Magic spells.

### GOBLIN SHAMAN

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	35	35	30	30	30	35	30	40	35	35	11

**Skills:** Channelling 45, Language (Magick) 50

**Traits:** Animosity (Greenskins), Afraid (Elves), Night Vision, Infected, Spellcaster (*Da Lit'test Waaagh!*), Waaagh!, Weapon+7

**Optional:** Arboreal, Clever, Cunning, Dark Vision, Hardy, Hatred (Dwarfs), Infestation

**Trappings:** Smelly Robes, Quarterstaff, 1d10-1 Madcap Mushrooms

### ORC SHAMAN

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	45	30	35	45	30	25	20	35	50	35	14

**Skills:** Channelling 60, Language (Magick) 45

**Traits:** Animosity (Greenskin), Armour 1, Belligerent, Die Hard, Infected, Night Vision, Waaagh!, Weapon+7

**Optional:** Clever, Cunning, Dark Vision, Frenzy, Hardy, Painless, Size (Large)

**Trappings:** Smelly Robes, Quarterstaff, 1d10-1 Madcap Mushrooms

## NEW TALENT & CREATURE TRAIT

### Waaagh!

**Max:** 1

Waaagh! can start when two Greenskins are in the same place. It is a state of frenzied and rage-filled euphoria which ripples like a wave through all nearby Greenskins. Every day that Greenskins assemble, there is a base 20% chance that they induce Waaagh!, with each Waaagh! Point adding +1% to this base chance. Refer to the **Calculating Waaagh! Power** section for Waaagh! Points.

A Greenskin Big Boss or Warboss may purposely incite Waaagh! by making an Opposed Skill Test, such as Charm (Public Speaking), Intimidate, or Leadership. If the Boss wins over the Greenskins, each SL of the Test provides a +10 bonus to inspire Waaagh!

Greenskins agitated into a state of Waaagh! gain +10 to all their Characteristics while it lasts, and they do not gain *Fatigued* Conditions. Goblins lose their *Afraid* and *Skittish* Traits and Orcs gain the *Fearless (Everything)* Talent. Those with the *Frenzy* Creature Trait or Talent activate it automatically when provoked.

Every morning, there is a 10% chance that the Waaagh! will cool down, after which it cannot be restarted for another 2d10 days. Once the Waaagh! is over, all Greenskins gain 1 *Fatigued* Condition which is only removed after a day-long sleep.

The deeper option is to build the Shaman through a career or two like Hedge Wizard or Wizard and adding a few Skills and optional Creature Traits appropriate to Greenskins.

Sample profiles are included opposite. I have taken the basic profile for each species and added 10 to 20 Advances to Weapon Skill, Initiative, Intelligence, Willpower, and Fellowship to represent the position of a basic Shaman within its tribe. The Goblin Shaman is similar to the Shaman included in **WFRP4 Starter Set: Adventure Book**, p36.

### WORKING WITH WAAAGH!

Goblin and Orc Shamans learn their magics from communing with the Orcish gods Gork and Mork, through the medium of visions caused by vast quantities of hallucinogenic mushrooms. Shamans believe that Gork and Mork are their best friends forever and will consume mushrooms as often as possible to 'speak' with their god-friends. As a consequence, talking to Greenskin Shamans can be downright strange and surreal.

Shamans do not write their spells down in grimoires, so they only have access to those spells gifted to them by Gork and Mork. Greenskin magic derives its energy from the proximity and Waaagh! rage of other Goblins and Orcs. Away from their Greenskin brethren, Shamans rely mostly on Petty spells due to their relative safety and reliability.

All Greenskin Shamans must first learn the *Petty Magic* Talent, which allows them to learn and cast any Petty spells, including the Petty Spells (Waaagh!) included in this chapter. Shamans with either the *Arcane Magic* (*Da Lit'test Waaagh!*) or *Arcane Magic* (*Da Big Waaagh!*) Talents may learn spells from their Waaagh! Lore as well as the standard Arcane spells provided in the **WFRP4 Rulebook** and the **Unofficial Grimoire**.



Waaagh! spells are treated more or less the same as spells of other Lores, using Language (Magick) for the casting roll and Channelling to harness energy in the absence of the Waaagh!. Since Waaagh! spells take their power from Greenskin energy, the Shaman must be assembled with others of its kind. Failing that, the spellcaster may attempt to derive energy from Channelling or load up on a source such as hallucinogenic mushrooms. These options are neither safe nor reliable as Greenskins cannot learn the *Aethyric Attunement*, *Instinctive Diction* or *Perfect Pitch* Talents and thus never gain their SL bonuses and Miscast mitigation.

## Calculating Waaagh! Power

All Greenskins have the *Waaagh!* Creature Trait. The Waaagh! is a state of rage-fueled, violent euphoria that Greenskins may undergo when they collect in groups. Even when Orcs and Goblins are not actively engaged in a state of Waaagh!, there is ambient violence and magical energy waiting to be tapped by the Shaman.

Waaagh! Points are the currency of this arcane power and Orcs provide the measure of this currency. The presence of 1 Orc counts as 1 Waaagh! Point of ambient Greenskin energy. All Orcs, and their Greenskin equivalents, within Willpower yards of the Shaman contribute to the Waaagh! energy pool, including the Shaman. Add up all the Waaagh! Points whether the Greenskins are actively in a state of Waaagh! or not. When the Greenskin tribe is in an **active** state of Waaagh!, double the Waaagh! Points derived from the presence of Greenskins.

Waaagh! Points Table	
Waaagh! Points	Nearby Greenskins
1	1 Goblin Big Boss
	1 Goblin Shaman
	2 Goblins
	1 Orc
	6 Snotlings
2	1 Goblin Warboss
	1 Night Goblin Fanatic
	1 Orc Big'Un
	1 Orc Shaman
5	1 Orc Big Boss
10	1 Orc Warboss

## Casting a Waaagh! Spell

Each time you wish to cast a spell, you must calculate the Waaagh! Points using the above procedure, then you spend those points on casting the spell. It is important to note that these expenditures do not actually lessen the amount of Waaagh! on the battlefield, but represent the relationship between you, the Waaagh!, and the Winds of Magic.

When you take your Action to cast a spell, you must absorb (ie, spend) a few Waaagh! Points in order to generate the initial spark between the Waaagh! and the Winds of Magic. This costs 5 Waaagh! Points to cast a spell from Da Lit'lest Waaagh! and 10 Waaagh! Points for a spell from Da Big Waaagh!.

It should be noted that 1 Waaagh! Point corresponds to 1 SL of the Winds of Magic. Spend your remaining Waaagh! Points to reduce the

spell's Casting Number to 0 (or as close as your Points will allow). Any Waaagh! Points left over may be spent on Overcasting effects.

Perform a Language (Magick) Test for your casting roll. If the Test fails, see the **Failed Waaagh! Test** section below. If your Test succeeds, you cast the spell so long as the SL of your Test matches or exceeds the revised Casting Number.

For Criticals, refer to **WFRP4 Rulebook** (p234).

## Failed Waaagh! Test

When you fail your Casting Test, the spell fizzles out and you must vent your Waaagh! energy in a sudden burst. Roll 1d100 on the 'Eadbangerz Table for an effect, adding the total Waaagh! Points in play to the roll.

If you Fumble your Casting Test, roll first on the Major Miscast Table, then roll 1d100 on the 'Eadbangerz Table, adding the total Waaagh! Points in play when spellcasting began.

## Overcasting the Waaagh!

If you have any Waaagh! Points left over after the casting roll, you may spend a number of these Points up to your Willpower Bonus and add them to the Overcasting SL.

If any Waaagh! Points remain after Overcasting, you must perform a **Hard (-20) Channelling** Test to safely vent the remaining Waaagh!. If you fail, roll 1d100 on the 'Eadbangerz Table, adding the left over Waaagh! Points.

## Casting Example

*Skizzik the Goblin Shaman wants to cast Itchy Nuisance (CN 4). A total of 16 other Goblins are in proximity. According to the Waaagh! Points Table, 16 Goblins count for 8 Waaagh! Points, while Skizzik herself counts for 1 Waaagh! Point. She has also consumed a Common mushroom brew for an additional 1 Waaagh! Point. This totals 10 Waaagh! Points. Skizzik must spend 5 Waaagh! Points on preparing her spell, leaving 5 Points left. She then spends 4 Waaagh! Points to reduce the spell's CN to 0. This leaves Skizzik with 1 Waaagh! Point left over. This is less than her Willpower Bonus of 5, so she will not trigger a roll on the 'Eadbangerz Table. Next Round, if the number of Goblins doesn't change, she will have 10 Waaagh! Points again.*

## Channelling

Since their magics exploit ambient Waaagh! rather than directly manipulating the Winds of Magic, Greenskin Shamans usually avoid Channelling. After all, eating magic mushrooms or Snotlings will usually provide that quick boost of Waaagh! needed to cast your spell. But in those desperate times when you don't have much Waaagh! handy, you may use Channelling (*Dhar*) as a last resort, transforming its dark magic into Waaagh! energy.

Converting *Dhar* into Waaagh! is a difficult and unstable process. When using the Channelling (*Dhar*) Skill, you must first double the CN of the spell, then add +5 if the spell is from Da Lit'lest Waaagh! or +10 if the spell is from Da Big Waaagh!. If you have any Waaagh! Points available to use, you must now spend them to reduce this target number.

Perform an **Extended Channelling** (*Dhar*) Test to reduce the spell's Casting Number as per the Channelling rules in **WFRP4** p237 and those provided in **Enemy in Shadows Companion** p78 (or per your house rules, if you have any).



If you fail your Casting Test after Channelling *Dhar*, add +20 to the roll on the 'Eadbangerz Table.

## Channelling Example

*Skizzik the Goblin Shaman wants to cast Itchy Nuisance (CN 4). Only 4 Goblins are in proximity, but she drank a Rare mushroom brew, giving her a total of 5 Waaagh! Points. Though this is just enough to spark the connection between the Waaagh! and the Winds of Magic, it does not leave her any Waaagh! Points to cast her spell. Skizzik decides to channel Dhar and convert it to Waaagh!. The spell's CN is doubled to 8 and +5 is added for the Lore of Da Lit'lest Waaagh!, for a total of 13. Subtract Skizzik's 5 Waaagh! Points for a total CN of 8—a substantial target for Skizzik's mediocre Channelling Skill of 46. Luckily, her Rare mushroom brew adds +2 to all successful Channelling rolls. In order, she rolls 83 (-4), 06 (+4+2), and 18 (+3+2). Now that the CN has been reduced to 0, she will cast Itchy Nuisance next Round.*

## 'EADBANGERZ

There are a couple of ways to trigger a roll on the 'Eadbangerz Table. If you fail your Casting Test or have unspent Waaagh! Points remaining after Overcasting, you may trigger a roll as explained in those sections.

### 'EADBANGERZ TABLE

1d100	Effect
01-30	<b>Fzzzzzap!:</b> Bolts of escaping energy rocket out of your ears, nose and mouth. Pass a <b>Challenging (+0) Endurance</b> Test or gain a <i>Stunned</i> Condition.
31-55	<b>Yuuuurrgh!:</b> You struggle to keep control. Weird lights flash around your head. Bubbles of magic leak from your mouth and ears. You gain 2 <i>Stunned</i> Conditions.
56-75	<b>Me 'ead 'urts!:</b> Flashing lights poke around your skull, making you dizzy and disoriented. Gain 1d10 <i>Blinded</i> and <i>Deafened</i> Conditions.
76-90	<b>I forgot!:</b> You suffer a momentary brainstorm and cannot remember any of your spells. You will recover them in 1d10 hours. Also, gain 2 <i>Stunned</i> Conditions.
91-99	<b>I fink I'm gonna...:</b> You vomit out an explosive blast of magic and collapse. Suffer a Critical Hit to the Head and you are <i>Unconscious</i> for 1d10 Rounds. Everyone within your Willpower Bonus yards of you is caught in the psychic shockwave and must pass a <b>Challenging (+0) Cool</b> Test or take 1 <i>Stunned</i> and <i>Prone</i> Conditions.
100+	<b>'Eadbang!:</b> Your head explodes with the force of the raw Waaagh! power. You are killed instantly. If you spend a Fate point, you take a Critical Hit to the Head instead. Also, anyone within your Willpower Bonus yards suffers a Critical Hit to the Head.

## INGREDIENTS

Greenskin Shamans draw upon the presence of their brethren to power their spells, but they will often want an extra boost (or buzz) from special ingredients favoured by Orcs and Goblins alike.

## Magic Mushrooms

Greenskin Shamans often carry an assortment of magic mushrooms that they will consume, well, whenever they can, but specifically before they cast a spell. There are many kinds of hallucinogenic or energy-enhancing mushrooms that aid Greenskin Shamans in their spellcasting. Bonuses from different mushrooms or methods of ingestion cannot be stacked: use the more powerful effect when more than one is active.

**Brews:** Brews made from magic mushrooms have been specially prepared by Greenskin apothecaries to minimise the unpredictable effects and provide a safe and stable magical enhancement. These herbal potions have different Availability, Keep Times, Effect Durations, and Effects based on their ingredients and potency. When you consume a Common brew, there is a 10% chance that you should roll on the Mushroom Quality Table below. Add +10% per harder Availability step.

### Brew Table

1d10	Availability	Keep Time	Duration	Effect
1-5	Common	3d10 days	3d10 hrs	+1 Waaagh! Point*
6-8	Rare	2d10 days	2d10 hrs	+2 Waaagh! Points*
9	Scarce	1d10 days	1d10 hrs	+3 Waaagh! Points*
10	Exotic	1 day	1 hour	+1d10 Waaagh! Pts*

\*Brews also give +1 to +3 on successful Channelling Tests.

**Eating Mushrooms:** When you eat a mushroom, there is a 50% chance that you should roll 1d10 on the Mushroom Quality Table.

### Mushroom Quality Table

1d10	Effect
1-2	<b>Good:</b> Mushroom's effects are as listed.
3-4	<b>Good But Ouch!:</b> Suffer 1d10 Wounds.
4-5	<b>Good But Dangerous:</b> Add +20 to 'Eadbangerz Table rolls.
6	<b>Dulled:</b> Reduce magical benefit to 1 Waaagh! Point.
7	<b>Neutralised:</b> Mushroom has no effects at all.
8-9	<b>Rotten:</b> Take 1 <i>Stunned</i> Condition from the stomach pain.
10	<b>Corrupted:</b> Pass a <b>Hard (-20) Endurance</b> Test or take the <i>Unconscious</i> Condition for 1d10 hours.

Eating a magic mushroom provides its own body/mind-altering effects, as well as providing a magical bonus. For simplicity, the effects of a magic mushroom have a duration of 2d10 minutes and will raise one random Characteristic and lower another by +/-10 each. Alternately, the GM can use the effects of a Mad Cap Mushroom, which is what the Night Goblin Fanatics take before battle. For the mushroom's magical bonus, roll 1d10: if you roll a **10**, roll again and add the results (and keep



rolling). This is the number of Waaagh! Points that the mushroom gives you on the first Round. Reduce the effect by 1 per Round, to a minimum of 1 Point.

### Snotlings

Snotlings are part of the ambient Waaagh! energy that can be tapped by Shamans. Sometimes Shamans, particularly Orc ones, are looking for a quick rush of power, or food, or even just a bit of fun. In which case they may indulge in 'grot-noshing': chowing down on a handy Snotling or two to absorb their ambient magics. Each noshed Snotling counts for 1 Waaagh! Point as well as +1 SL on successful Channelling Tests. The absorbed energy lasts for 1d10 hours and a maximum of 2 Snotlings may be consumed in this manner at a time. There is a 50% chance that an Orc Shaman will have noshed at least 1 Snotling prior to an encounter.

### Spider Venom

**Availability:** Scarce

**Cost:** 1GC per dose

Certain mild venoms from small spiders induce an almost trance-like state where you become numb to sensation. Your Movement is reduced by 1 and your Initiative and Agility characteristics are reduced by 10. While the venom lasts, you gain 1 Waaagh! Point as well as +1 SL on successful Channelling Tests. Shamans have been known to keep jars of living spiders at hand to receive a timely bite. Forest Goblins often encourage the spiders to nest in their clothing or the nooks and crannies of their body, so that they get a continual stream of venom flowing through their veins. Consequently, Forest Goblins are known to froth at the mouth with their swollen purple tongues flapping wildly. **Duration:** 3d10 minutes

### Waaagh! Battle Standards or Totems

**Availability:** Exotic

**Cost:** N/A

Greenskin armies often tote standards or totems into battle to rally behind. On rare occasions, one of these items may be magical in nature; rarer still is the magical standard or totem which enhances the Shaman's magical powers. But they do exist. There is a 50% chance that a warband of Greenskins (20 or more) will have a mundane battle standard or totem, but there is only a 1% chance that the warband will have a magical standard or totem handy. The GM is free to allow one, of course.

**Destroying Standards:** A magical standard or totem is designed to be a rallying object, so enemies will be highly motivated to destroy such an object, magical or not. Follow the rules for breaking objects provided in **Enemy in Shadows** p145: A standard or totem will have a **TB** of 5 and **W** of 20.

**Benefits:** A mundane battle standard or totem gives all Greenskins within Line of Sight a bonus of +1 SL to any Leadership and Fear/Terror Tests. A magical battle standard or totem also counts as 3d10 Waaagh! Points of magical energy (rolled before the scene). Reduce all rolls on the 'Eadbangerz Table' by -30 (minimum roll of **01**). These benefits apply only if you are within Willpower yards of such an artefact.

## PETTY SPELLS (WAAAGH!)

All Greenskins who dabble in magic must first learn the *Petty Magic* Talent, which gives them access to the standard collection of Petty spells (WFRP4, p240 and **Unofficial Grimoire**) and those listed here. Petty spells follow the normal Casting rules: they do not use Waaagh! Points and will not trigger rolls on the 'Eadbangerz Table'.

### Gedup!

**CN:** 0

**Range:** Touch

**Target:** 1

**Duration:** Instant

A surge of the Waaagh! enters your hand and flows into your target. They remove 1 Condition and regain 1 Wound. A creature may only be targeted by this spell once per day.

### Grabbit!

**CN:** 0

**Range:** Touch

**Target:** 1

**Duration:** Willpower Bonus Rounds

Your target gains +10 Dexterity.

### Li'l Waaagh!

**CN:** 0

**Range:** You

**Target:** AoE (Willpower yards)

**Duration:** Instant

You chant to Gork and Mork for their help in inciting the Waaagh!. The GM should make a Waaagh! test immediately, adding +10 to the chance.

### Might o' Mork

**CN:** 0

**Range:** Touch

**Target:** 1 Greenskin

**Duration:** Willpower Bonus Rounds

Your touch sends a little Waaagh! magic into the targeted Greenskin. They gain a +5 bonus to Weapon Skill and Strength.

### T'row Dat!

**CN:** 0

**Range:** Touch

**Target:** 1 Greenskin

**Duration:** Willpower Bonus Rounds

Your touch sends a little Waaagh! magic into the targeted Greenskin. They gain a +10 bonus to Ballistic Skill.

### Weapon o' Gork

**CN:** 0

**Range:** Touch

**Target:** Special

**Duration:** Willpower Bonus minutes

Your touch sends a little Waaagh! magic into the targeted weapon, giving it the *Magical* Trait.

## LORE OF DA LIT'LEST WAAAGH!

The magic of Goblin Shamans is weedy and irritating but dangerous, much like the tricky Goblins themselves. Da Lit'lest Waaagh! focusses on subverting the enemy's capabilities and buffing allies.

**Lore Attribute:** When a spell from this Lore successfully targets an enemy, you may siphon off 1 Advantage from each affected target and distribute it evenly among your Greenskin allies, including yourself. This effect is often referred to as *Sneaky Stealin'*.

**Ingredients:** Waaagh! magic does not need any ingredients other than the Waaagh! itself. But magic mushrooms, spider venom, and Snotlings in the tummy sure do provide a nice buzz.

### Curse of da Bad Moon

CN: 10

**Range:** Willpower yards

**Target:** AoE (Willpower Bonus Rounds)

**Duration:** Willpower Bonus Rounds

With a chilling howl, you summon a great pale moon that gazes down with a leering goblinoid face and large, tusk-like fangs. Perform a **Challenging (+0) Channelling** Test to control the moon's placement. If you win, you may place the AoE anywhere within range. If you fail, the GM takes your starting position and moves the AoE 2d10 yards in a random direction (see **Scatter**, WFRP4, p163). At the end of each Round, the moon's AoE will move 2d10 yards in a random direction. If you spend your Action to pass a **Challenging (+0) Channelling** Test, you may choose the direction (but not the speed) of the moon's gaze as well as the nature of the tested Characteristic.

When the spell is cast, and at the start of each Round thereafter, roll 1d10: **1-3** Strength, **4-7** Toughness, **8-10** Willpower. This is the Characteristic that is cursed by the moon. Anyone affected by the AoE must pass a **Challenging (+0)** Test based on the rolled Characteristic. If the Test is failed, the target is stricken by the moon's baleful gaze for 1d10 + SL Wounds (ignoring Armour Points). In addition, the target loses 20 from the Characteristic while the spell lasts.

### Gift of the Spider-god

CN: 6

**Range:** Willpower yards

**Target:** Fellowship Greenskins

**Duration:** Willpower Bonus Rounds

Hissing and baring your fangs, you call upon the Spider-god for aid. Your targets take on a spider-like aspect, gaining +1 Movement and the *Venom (Average)* and *Wallcrawler* Creature Traits.

**Overcasting:** For every +2 SL, you may increase the Difficulty of the *Venom* Trait by one step (ie, from **Average** to **Challenging**).

### Gork'll Fix It

CN: 4

**Range:** Willpower yards

**Target:** 1

**Duration:** Willpower Bonus Rounds

You point out your target and curse them in the name of Gork. While the spell lasts, the target does not gain Advantage from Winning or Outmanoeuvring opponents.

## The Great Green Spite

CN: 6

**Range:** Willpower yards

**Target:** Fellowship Bonus Enemies

**Duration:** Willpower Bonus Rounds

You focus the spite of all Greenskin allies in range upon the targeted enemies, manifesting into a nasty curse. All targets immediately gain the *Afraid (Greenskins)* Creature Trait. Nearby Greenskin allies will use their Turn to Charge one of the targets, even if they need to disengage a fight. Any Greenskin attacking a targeted enemy gains +1 Advantage at the start of their Turn.

## Itchy Nuisance

See WFRP4 Starter Set Adventure Book, page 36.

## Leaky Brainz

CN: 5

**Range:** Willpower yards

**Target:** Special

**Duration:** Instant

You give the evil eye to a single target, who must be a wielder of Arcane, Chaos, Petty or religious Divine magics. The target immediately suffers a *Fatigued* Condition.

**Overcasting:** For every +2 SL, your target gains +1 *Fatigued* Condition.

## Night Shroud

CN: 6

**Range:** You

**Target:** AoE (Willpower Bonus yards)

**Duration:** Willpower Bonus Rounds

You feel the power of the nightshade mushroom course through your veins and breathe out a cloud of inky darkness. The cloud travels with you at its centre. Anyone affected by the AoE who does not have the *Night Vision* Talent or *Dark Vision* Creature Trait takes 1 + SL *Blinded* Conditions. Targets attempting to move faster than half their Walk speed must pass a **Challenging (+0) Perception** Test or gain the *Prone* Condition.

## Nikkit! Nikkit!

CN: 8

**Range:** Willpower yards

**Target:** Special

**Duration:** Willpower Bonus Rounds

You conjure a pair of large green hands that appear above your target: one grabs the target while the other rifles through their trappings in search of anything shiny enough to steal. The target suffers a *magic missile* with a Damage of +1d10 (ignoring Armour Points) and gains an *Entangled* Condition. You have entered a Grappling contest with your target. Your enemy can only attempt to break free of the Grapple; they cannot cause damage or entangle the hand. On your subsequent Turns, you may forgo all Free Actions and command the Grappling hand by performing an **Opposed Channelling/Strength** Test. If you win, you choose one of the Grappling effects (WFRP4 p163). While the Grapple lasts, the thieving hand operates independently of your will and tries to steal one high-value or flashy item, such as money or a magical artefact, at the end of each Round. The target is allowed a **Challenging (+0) Strength** or **Dodge** Test to resist each theft attempt. Once the target breaks free or the spell ends, the hands give you their stolen bounty and the target gains the *Prone* Condition.



## Quit Yer Bleedin'

CN: 5

Range: Touch

Target: 1

Duration: Instant

Channelling the greenest Waaagh!, you lay your hands on your target, healing 1d10 Wounds and removing all *Bleeding* Conditions. If your target is a Greenskin, they get angry that you helped them.

## Sneaky Distractin'

CN: 5

Range: You

Target: You

Duration: Willpower Bonus Rounds

You cackle maniacally and prance around with crackling energy. You gain the *Distracting* Creature Trait. You also count as an extra creature for the purpose of Outnumbering.

## Sneaky Stabbin'

See **WFRP4 Starter Set Adventure Book**, page 36.

## Vindictive Glare

CN: 5

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Instant

Green bolts of purest spite burst forth from your eyes then explode, pop, and fizz amidst your foes. All targets within the AoE suffer a *magic missile* with a Damage of +3 and take +1 *Blinded* Condition.

## LORE OF DA BIG WAAAGH!

Orc Shamans exploit the power of the Waaagh! to channel the more brutish aspects of the Winds of Magic. Even the crustiest of Warbosses will be impressed by the arcane might of Gork and Mork.

**Lore Attribute:** When Greenskin allies within Willpower yards hold more combined Advantage than your foes, you may add your Strength Bonus to any Damage caused by a *magic missile* spell from this Lore.

**Ingredients:** Waaagh! magic does not need any ingredients other than the Waaagh! itself. But magic mushrooms, spider venom, and Snotlings in the tummy sure do provide a nice buzz.

## 'Ard as Nails

CN: 9

Range: Willpower yards

Target: Fellowship Bonus Orcs

Duration: Willpower Bonus Rounds

The power of the Waaagh! toughens up your targets, increasing their Toughness Bonus by +2 and giving them the *Painless* and *Ward 6+* Creature Traits. Each time the ward blocks a blow, increase the Rating for all targets by 1 (ie, from 5+ to 6+).

## Brain Bursta

CN: 6

Range: Willpower yards

Target: 1

Duration: Instant

You let loose a bolt of brain-melting force at your target, causing a *magic missile* with a Damage of +6. The target must also pass a **Challenging (+0) Endurance** Test or gain a *Stunned* Condition.

## Cut 'Em Down, Boyz!

CN: 4

Range: You

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds

You channel the rage of Gork and Mork into all nearby Greenskins. While the spell lasts, all Orcs and Goblins in the targeted area add +1 to Damage caused by Melee attacks, including Critical Hits.

## Da Krunch

CN: 10

Range: Willpower yards

Target: AoE (Special)

Duration: Instant

You open a pulsating hole in the sky and the enormous foot of Gork appears to stomp down and squish your foes. The AoE of the foot is about 6 yards long and 4 yards wide, deployed as you wish. All targets suffer a *magic missile* with a Damage of +12 and gain the *Prone* Condition. (This spell is also known as *Da Foot o' Gork*.)

## 'Eadbutt

CN: 6

Range: Willpower yards

Target: 1

Duration: Instant

You make a headbutt motion and magical force smashes into your target's Head Location. This counts as a *magic missile* with a Damage of +4, ignoring Armour Points. The target must also pass a **Hard (-20) Endurance** Test or gain the *Prone* Condition. If you target a spellcaster, the spell's Damage is +8 instead.

## 'Ere We Go!

CN: 6

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds

You call upon Gork and Mork to gift your targets with greater speed and stamina. Targets gain +2 Movement, +10 Toughness (and thus +2 Wounds) and +20 Combat Initiative while the spell lasts.

## Da Evil Sun

CN: 12

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds

You channel great power and conjure a burning core of energy that features immense tusks and a leering face. You target a point in range and send the evil sun smashing to the ground. All targets within the Area of Effect are struck by a *magic missile* with a Damage of +12 and gain +1 *Ablaze* Conditions and the *Prone* Condition. After the initial strike, the spell no longer behaves like a *magic missile*, but the fires continue to burn while the spell lasts. Anyone who moves within the AoE, or at the start of a Round, gains +1 *Ablaze* Condition.

## Go For Da 'Ead, Boyz!

CN: 6

Range: You

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds

You rile up all the Greenskins surrounding you. Emboldened by your magic, they start swinging for the head. While the spell lasts, all targets ignore the Called Shot modifier (**WFRP4** p161). A successful Melee Test is needed to automatically strike the Head Location; otherwise, use the rolled Location when they hit.

## Fists o' Gork

CN: 8

Range: You

Target: You

Duration: Willpower Bonus Rounds

You glow bright-green as the power of Gork surges through your body. Gain +20 to your Strength and the *Champion* Creature Trait if attacking and defending with your fists. For your Action, you may make separate attacks with your fists with no off-hand penalty. Each hit scored activates the Deathblow rule (see **WFRP4** p160) regardless of your size.

## Gaze o' Mork

CN: 6

Range: Willpower yards

Target: Special

Duration: Instant

Your eyes glow green with the power of Waaagh! and you unleash a destructive blast of seething magical energy. The beam is 1-yard wide and extends as far as your Willpower yards. Unless absorbed by an inanimate object with a Toughness Bonus of 6 or greater, the beam will destroy and pass through any lesser obstacle. Any creature in the path of the beam suffers a *magic missile* with a Damage of +6. The beam will destroy all Armour Points on a struck Location. If there is uncertainty whether or not a creature is within the path of the beam, make a 1d10 roll: **1-5** miss, **6-10** hit.

## Hand o' Gork

CN: 8

Range: Willpower yards

Target: AoE (Special)

Duration: Instant

Your eyes roll back and an enormous hand of ghostly green materialises to pluck up your allies and plonk them down where the fighting is fiercest. You may target a group of Greenskin allies contained in an AoE of Willpower Bonus yards in range. Gork's hand will shrug off any engaged enemies: this counts as a free Disengage for all targets. You choose an area in range for the allies to be set down.

## Mork Wants Ya!

CN: 6

Range: Willpower yards

Target: Special

Duration: Willpower Bonus Rounds

You conjure a gigantic green claw from a pulsing hole in the sky many yards above your target's head. Your target gains the *Surprised* Condition as the claw flies down, then grabs and lifts them into the air at a rate of four yards per Round. Once the surprise has worn off, the target may use their Action to attempt an **Opposed Strength/Channelling** Test to break free. If the target wins, the claw retreats into the hole and the

target falls to the ground, taking Falling Damage as if jumping down. If the target never breaks free, the spell ends as the claw attempts to squeeze the target through the hole. There is a 50% chance that the target is sucked inside, never to be seen from again (unless a Fate point is spent). Otherwise, the target falls to the ground, taking Falling Damage.

## Raise Great Idol

CN: 12

Range: Willpower yards

Target: Special

Duration: Willpower Bonus Rounds

Straining with all your magical might, you conjure an idol of Gork (or possibly Mork) to burst forth from the ground. Under the idol's stony gaze, allied Greenskin targets within your Willpower yards of the idol are bolstered to commit greater violence, gaining an extra +1 Advantage when Charging. Targets may reverse the dice on all Melee and Ranged attacks, choosing the preferred result.

## Waaaaaagh!

CN: 10

Range: You

Target: AoE (Willpower yards)

Duration: Willpower Bonus Rounds

The power of the Waaagh! surges through you in an unstoppable flood of magical energy. All Orcs and Goblins in range add +20 to their Weapon Skill and gain the *Fearless (Everything)* Talent while the spell lasts. Also, all spellcasters within range must win an **Opposed Channelling** Test against you or suffer 2d10 Wounds, ignoring Toughness Bonus and Armour Points.

## Wallopin' Great Krunch

CN: 14

Range: Willpower yards

Target: AoE (Special)

Duration: Willpower Bonus Rounds

You raise your arms to the sky and gesticulate wildly. The almighty green foot of Gork appears and begins a warpath of dangerous stomping. When the foot first appears, the effect is exactly the same as the *Da Krunch* spell. The AoE of the foot is 6 yards long and 4 yards wide, deployed as you wish. All targets suffer a *magic missile* with a Damage of +12 and gain the *Prone* Condition. At the start of each subsequent Round until the spell ends, roll on the table for Gork's reaction:

1d10	Gork's Foot
1	Gork 'slips' and stomps on you!
2	Gork 'slips' and stomps on your Greenskin allies! The GM determines the initial target randomly.
3-6	Gork gets bored and wanders off in a random direction. The foot moves as if it is part of a being of titanic size. The GM determines any other effects (such as crushed villagers, stomped houses, tower knocked down, etc). If there are any such targets on the foot's path, there is a 33% chance that it will be destroyed by the tempestuous foot.
7-10	Gork stomps another of your foes, determined randomly.



# RITUAL MAGIC

Magic comes in many forms in the Warhammer World. Most spells are intended to be cast in the span of a few seconds or minutes. Their effects can be terrifying and deadly, but are generally not designed to tear apart the fabric of society. Ritual magic involves effects that can change the world, transform hundreds of people into Beastmen, or summon unstoppable killing machines. Daemonology, Necromancy and Chaos sorcery, in particular, are well-known for their considerable use of ritual magic. Fortunately for the average Johanna, such magic is extremely rare.

Discovering and performing a ritual will usually involve heaps of gold crowns, months and years of dedicated research and study, exceedingly careful attention to detail, and the acquisition of a number of special ingredients, many of which would be illegal to obtain. Why does anyone embark upon an overwhelming task such as this? Power, of course. It is no wonder, then, that Witch Hunters and Templars view any scholarly type with deep suspicion, for behind any closed door of the Colleges of Magic or inside any chamber of secretive power brokers could lie the end of Imperial stability.

## LEARNING RITUALS

Rituals are usually inscribed in books or long scrolls which are highly prized, exceedingly rare, and outrageously expensive. Finding a ritual can be the reward for a long campaign of clues and villains hot on your trail, but it should never come easy. It would take many fruitless Endeavours to track down a ritual tome. A generous rule of thumb for the GM is that if the Characters come across a grimoire, there is a 1% chance that it has a ritual inscribed inside rather than Lore spells. Such ritual tomes are often lovingly crafted with illuminated text, illustrations, ample researcher footnotes, and voluminous description of the history of the ritual's creation and discovery. They are typically written in archaic or coded 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 stipulations (unless a ritual entry says otherwise):

1. You must possess the tome with the ritual inscribed inside;
2. You must have learned the Language (Magick) Skill and the Channelling Skill relevant to the ritual's Lore;
3. You must have learned the magical Lore Talent appropriate to the ritual, such as *Arcane Magic (Daemonology)* or *Chaos Magic (Nurgle)*;
- 4a. You may spend three Endeavours in constant study and then perform an **Impossible (-50) Language (Magick) Test** in order to comprehend the ritual. If you fail, you may spend a future Endeavour in renewed study, followed by the same Test, but each time the Test becomes easier by +10. Once you succeed, you spend the XP to gain the *Ritual Magic (Spell)* Talent.
- 4b. Or you can spend Endeavours to *Consult an Expert* to find an appropriate Master. For Dark or Chaos Lores, finding such a person will be difficult, requiring a successful **Futile (-40) Gossip Test**. Then, you must spend Endeavours on *Unusual Learning*. This special training costs 10 + (1d10 per 100 XP of the Talent cost) GCs. If you pay this fee, you may perform a **Very Hard (-30) Channelling Test** to gain the *Ritual Magic (Spell)* Talent. If you fail, you can try again with a future Endeavour and gain a +10 bonus for each failed attempt.

## NEW TALENT

Every ritual spell is its own unique Talent with its own XP cost, provided in the ritual's description. While ritual Talents do not belong to any Career, they cannot be purchased outside of the procedure outlined in **Learning Rituals**—unless the GM allows.

### Ritual Magic (Name)

**Max:** 1

You have studied a forbidden or forgotten tome inscribed with a powerful ritual spell. With the right preparation and circumstances, you may cast the ritual. The description of a ritual follows a modified format similar to the common spell descriptions:

**Lore:** The magical Lore required to perform the ritual.

**XP:** You must spend this much XP to learn the ritual Talent.

**Ingredients:** The ingredients required to channel and cast the ritual spell. Ingredients are always consumed in the casting of the spell.

**Circumstances:** You cannot cast the ritual without the required environmental and logistical circumstances being met.

**Ritual Length:** The amount of time it takes to channel the magical energy necessary to cast the ritual spell.

**CN:** The ritual's Casting Number.

**Range:** As per spellcasting.

**Target:** As per spellcasting.

**Duration:** As per spellcasting.

The ritual's effects are described below the preconditions.

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

## RITUAL SPELLCASTING

Once all ingredients are collected and the required conditions are met, the ritual may be performed. The Winds of Magic must be channelled and shaped over the course of the ritual's Time. The procedure is similar to Channelling before casting a standard spell.

### Ritual Channelling

To channel the energies required for a ritual, perform an Extended Channelling Test. In this case, a 'Round' is one hour long: you make one roll towards the Extended Test per hour. Follow the normal rules for Channelling with these adjustments.

**Assisting:** You may be Assisted by up to Willpower Bonus summoners, although some rituals may require more summoners to be present. Each summoner ritual adds +1 SL to each successful Channelling roll. Assisting summoners must know the same Arcane Magic Talent and Channelling Skill involved in the ritual, but need not have learned the Ritual Magic Talent itself.

**Critical Channelling:** Add your Willpower Bonus and the roll's SL to your Extended Text. Since you have gathered a mighty flow of magic, you set off a Minor Miscalculation.

**Fumbled Channelling:** You count any double or any roll ending in a 0 over your Skill as a Fumble. When you Fumble, you suffer a Major



**Miscast.** Should you Fumble a second time, you lose all SL accrued in the Extended Test and trigger a Catastrophic Miscast.

**Interruptions:** If attacked while channelling, you gain the *Surprised* Condition. Refer to the rules for interruptions (WFRP4 p237).

## Ritual Casting

Once the Casting Time has been reached, subtract the final 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 to successfully cast the ritual. Overcasting effects do not apply to rituals.

**Failed Casting:** You lose control of the conjured energy and suffer a Major Miscast that cannot be mitigated.

**Critical Casting:** You are able to cast the spell successfully, no matter its Casting Number and your rolled SL. However, you must roll for a Minor Miscast even if you have the *Instinctive Diction* Talent.

**Fumbled Casting:** You count any double or any roll ending in a 0 over your Skill as a Fumble. Suffer a Catastrophic Miscast.

**Consequences:** Describes what happens to you in certain situations. If applicable, the listed effects replace the Miscast effects for Criticals, Fumbles and failed Tests.

## RITUAL SPELLS

Some rituals are provided in this section, but there are many more in the wide world.

### Awakening of the Slumbering Earth Dragon

**Lore:** Any Arcane Lore

**XP:** 300

**Ingredients:** Dragon's tooth. Diamond worth at least 50GC. Gong blessed by a dying Priest. Memory of targeted area.

**Circumstances:** You must be naked and painted with woad.

**Ritual Length:** 8 hours

**CN:** 34

**Range:** Willpower Bonus miles

**Target:** AoE (1 mile)

**Duration:** Special

While channelling you target a region such as a stretch of land or a small town located within Willpower Bonus miles of the ritual. You must be able to picture the area in your head, having seen and studied it acutely. You conjure a devastating earthquake which has an AoE of 1 mile. The earthquake lasts for 1d10 + Willpower Bonus minutes, destroying all but the hardest of buildings (such as Dwarf-built structures).

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

### Beastly Transmogrification of Omnipotent Tchar

**Lore:** Daemonology

**XP:** 400

**Ingredients:** Freshly severed head of a Beastman shaman. Platinum thimble full of warpstone. Two Human sacrifices, who must be a man and a woman: they must not have eaten within the last week.

**Circumstances:** Four other summoners must chant in unison with you. The moon must be full and the spell must culminate at midnight.

**Ritual Length:** 4 hours

**CN:** 22

**Range:** 1 mile

**Target:** Special

**Duration:** 24 hours

Every Human whose Willpower is less than yours transforms into a hideous Beastman. The transformed 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 suffers from a Major (Mental) Corrupting Influence.

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

### Consecration of the Sacred Grove

**Lore:** Seasons

**XP:** 200

**Ingredients:** A golden sickle. Bowl of sacrificial blood (may be Druid's or animal). Sprig of mistletoe.

**Circumstances:** Your spirit 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 Mannslieb is full.

**Ritual Length:** Midnight to Sunrise (6-8 hours)

**CN:** 20

**Range:** Special

**Target:** AoE (Special)

**Duration:** Instant

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*, *Ethereal* and *Undead* Creature Traits. Once a Sacred Grove is created, any Druid who meditates inside during a full Mannslieb, from dusk till dawn without incident, may remove Willpower Bonus Corruption points.

**Consequences:** If you Miscast on your Casting roll, the area is desecrated by the Wind of *Dhar* and you suffer a Major Corrupting Influence. The ritual automatically fails.

### Daemonic Amulet

**Lore:** Daemonology

**XP:** 400

**Ingredients:** The binding talisman which uses as its materials four pieces of bone from followers of Rhya, Shallya, Sigmar, and Verena.

**Circumstances:** The binding object must be placed in the middle of an Octagram that lasts for the duration of the ritual. Daemon must be summoned and held within the Octagram for the length of the ritual.

**Ritual Length:** 8 hours

**CN:** 20 plus the summoned Daemon's Willpower Bonus

**Range:** Willpower Bonus yards

**Target:** Special

**Duration:** Special

This ritual is a recipe for creating a magical artefact that permanently holds the power of a summoned Daemon. There are many steps to ensuring the ritual's success: crafting the item, summoning the Daemon, binding the Daemon, casting an Octagram that will last the length of the ritual, and finally performing the ritual and casting it successfully.

First, the ritual requires a specially created item that is meant to be worn or easily carried, such as an amulet, circlet, medallion, ring, torc, crown,



wand, bracelet, necklace or similar talisman. You need to procure at least four solid pieces of bone, one each from followers of Rhya, Shallya, Sigmar, and Verena able to invoke Blessings and Miracles. These bones must be the distinguishing, decorative feature of the talisman and cannot be disguised with gold or painted over. The binding object is crafted with an **Extended Very Hard (-30) Trade** Test requiring 15 SL, adding +5 for any desired Item Qualities. The object may not have any Flaws. If any Test roll is a Fumble, the ingredients are ruined. You need not construct the item yourself, but it may be a difficult task to find a Master Artisan shady enough to work with the materials (and not ask too many questions). Use the Weekly Cost column of the **Sample Hirelings** chart (WFRP4 p309) as a guide for the labour of a Master Artisan, then double their rate to ensure their discretion and secrecy. They will want to be paid for at least one week's labour in advance, as it will likely require multiple weeks. The Artisan makes a number of rolls towards the Extended Test equal to their Dexterity Bonus. **Example:** *Griselda contracts a Master Jeweller to craft a binding circlet. The cost for a Master Artisan is 3GC 12/- per week; doubled for the Jeweller's discretion, it's 7GC 4/- per week. If the Artisan's Dexterity is 64, they make six rolls towards the Extended Test for that week.* Of course, this is not to suggest that an Artisan would consent to perform the work even for that rate: it may well be far more (say, 10 times the weekly rate) or they may perform the work and give your name to the nearest Witch Hunter anyway.

Second, you must cast a Manifest Spell or Summoning Ritual to call a Daemon to the material world. You must then either use your will to control the Daemon (as per the rules of the spell or ritual) or quickly cast the *Bind Daemon* spell to hold the creature in place before it can figure out your intentions. Daemons can be quite clever and do not enjoy being servants to mortals.

Third, while the Daemon is bound or under your command, you must cast an *Octagram* Spell that will last for the Duration of the ritual (8 hours long). Assistants are useful in this regard. If at any point the Daemon regains control and knows what is going on, it will attack you.

Fourth, perform the *Daemonic Amulet* Ritual. The Casting Number is equal to 20 + the entrapped Daemon's Willpower Bonus. So, if the Daemon has a Willpower of 120, the CN would be 32. If you are successful, the Daemon blinks out and its power is trapped inside the now-magical artefact that lies upon the ground. The Daemon's True Name engraves itself into the bones of your magic item. You may wish to bestow a grandiose name to your new creation. While you possess the amulet, you are its undisputed master. Should others try to gain control of it, the amulet uses your Channelling Skill for its Willpower—see **Unofficial Treasure & Artefacts** for more details on mastering magical artefacts. If someone other than you speaks the Daemon's name without mastering the amulet, the Daemon will appear and attack them.

While the talisman is in your physical possession (ie, you wear or hold it), the Daemon unwittingly shares some of its power with you. Take the Daemon's highest Attribute and add that Attribute's Bonus to your Attribute score. So, if the Daemon has a Toughness of 150, you would gain +15 to your Toughness score while you touch the artefact. The Daemon trapped inside does not have the *Unstable Creature* Trait, but it is otherwise powerless. The artefact is effectively *Unbreakable* while the Daemon remains inside; when the Daemon is called out, the item may be damaged like any other object. Using a Free Action, you may speak the Daemon's True Name and the Daemon will appear before you to carry out your commands. You may speak a command at any time to return the Daemon into the talisman. While the creature is out of the

amulet, it gains the *Unstable Creature* Trait, and if killed it returns back to the Realm of Chaos; the artefact is no longer magical and you lose its power. For every sunrise that the Daemon is out in the world, it may attempt an **Opposed Willpower/Channelling** Test to break free of your control and go on a vengeful rampage in the world.

**Consequences:** If the Casting Test fails, you suffer a Major Miscast and the Daemon is free to attack you or roam the world uncontrolled. If you Fumble the Casting Test, the Daemon takes you back to the Realm of Chaos where you become its servant until you are obliterated.

## Dance Without End

**Lore:** Any Arcane Lore

**XP:** 400

**Ingredients:** A Best Quality lute strung with hair from the mane of a unicorn. Five gallons of the blood of talented dancers. One pair of dancing shoes made by the finest cobbler around.

**Circumstances:** You must have the Perform (Dancing) Skill.

**Ritual Length:** 4 hours

**CN:** 24

**Range:** Willpower Bonus yards

**Target:** 1

**Duration:** Instant

Your target must be held immobile in front of you throughout the ritual. When the spell is cast, your target starts dancing until, eventually, they die. The dancing inflicts 2 *Stunned* Conditions which cannot be removed. Anyone other than the ritual performers who witness the dancing must pass a **Difficult (-10) Cool** Test or take up the deadly dancing themselves. Every hour of dancing, targets must pass an **Average (+20) Endurance** Test or gain +1 *Fatigued* Condition. Once a target takes more *Fatigued* Conditions than their Toughness Bonus and Willpower Bonus combined, they will take the *Unconscious* Condition. If these Conditions are not removed with 1d10 minutes, the target dies of a heart attack or similar affliction. What is even more likely is that a target will die of some horrible accident before this time. This spell is a horrifying form of torture: Targets are aware of their circumstances and may attempt to help themselves out of their situation, but will likely fail at whatever they do because of the endless dancing. It has been rumoured any Shallyan Miracle which aids in mental health will cure a victim of this spell's effects.

**Consequences:** If the Casting Test fails, you dance yourself to death, but your dancing does not spread to others.

## 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.

**Circumstances:** Four other spellcasters must chant in unison with you while Channelling. Morrslieb must be present in the sky.

**Ritual Length:** 12 hours

**CN:** 40

**Range:** Willpower yards

**Target:** Special

**Duration:** Until sunrise

You rip apart the veil between the worlds, creating a portal to the Realm of Chaos. *Dhar*, the filth of raw Chaos, spills into the world, blighting all organic matter as a foul mist slowly spreads. Being within sight of this toxic area counts as a Major Corrupting Influence, and all living



creatures are assumed to gain +1 Corruption point every 1d10 minutes they remain in the vicinity. While the spell lasts, 3d10 Lesser Daemons (or Servants, etc) and one Daemon Prince are unleashed upon the material world every 8 minutes. There is also a 1% chance that a Greater Daemon will appear at every hour. The rampaging Daemons belong to the same Ruinous Power, rolled randomly. The Daemons are not your allies and they will act according to their instincts: Nurgle spreads disease, Slaanesh enslaves and delights, Tzeentch inflicts mutation and madness, while Khorne simply kills everything in sight, including you. However, there is a good chance (up to the GM) of the Daemons coming to your aid—for the time being. While the dimensional doorway is open, the Daemons are immune to the *Unstable* Creature Trait. The portal will remain open until the dawn. Once the sun rises, the Daemons become unstable and disappear.

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

## Father W'soran's Architect

**Lore:** Necromancer

**XP:** 300

**Ingredients:** Map of the tower drawn in the blood of a mason. Piece of stone from a Nehekharan building. Skull of a Stone Troll. Optional skulls of dozens of creatures for decoration.

**Circumstances:** The ritual must be performed in an area clear of obstacles and other buildings.

**Ritual Length:** 4 hours

**CN:** 20

**Range:** Willpower yards

**Target:** Special

**Duration:** 1 hour

You target the tower's intended mid-point. In the span of an hour, skeletal stoneworkers construct a magical 50-foot high tower before your very eyes. The tower usually has three storeys and no cellar unless one is drawn on the map. The internal layout of the tower matches your map's design. If the blueprint is not detailed, each floor will be a wide room about 25 feet in diameter.

**Consequences:** If you fail the Casting Test, one of your hands is cursed and permanently turned to stone. Suffer a Critical Hit causing 5 Wounds. Your hand is rendered useless—**Amputation (Hard)**. Also, the hand is heavy and cumbersome, counting as 1 Encumbrance at all times.

## 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.

**Circumstances:** 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 drink the blood of the deceased victim and consume its raw flesh before the next sunrise.

**Ritual Length:** 5 hours

**CN:** 15

**Range:** You

**Target:** You

**Duration:** Instant

You use the leeching power of *Dhar* to extract and absorb the victim's vitality, granting another 30 years of relative youth to your lifespan. This

ritual can be used to extend life spans into unnatural ages, but you will suffer obvious deleterious effects.

**Consequences:** Gain 1d10 Corruption points. If you fail your Casting Test, you age 30 years of life instantly. The GM may determine the negative effects, which should be significant.

## Impossible March of the Damned Soldier

**Lore:** Any College Lore (preferably Shadows)

**XP:** 200

**Ingredients:** Boots of 100 soldiers. One coin of the wages of each soldier who will travel. Eagle's wings. An order for deployment written on Fine (4) Quality parchment, written in ink made willingly from a pint of the troop leader's own blood.

**Circumstances:** You and six additional Wizards of the same Lore must chant throughout the night while marching with the soldiers, in a formation surrounding them.

**Ritual Length:** Sunset to Sunrise (8-12 hours, depending on season)

**CN:** 44 (Lore of Shadows: 22)

**Range:** Special

**Target:** (Assisting Wizards' combined Willpower scores) people

**Duration:** Instant

You use your magic to drastically hasten the speed of a deployment of soldiers throughout one night's hard travel. This is achieved by entering a shadowy version of the world whilst the ritual is channelling. When dawn arrives, the light eradicates the shadow and you will have arrived at your chosen destination. This destination can be anywhere reachable by contiguous, land-based travel over minor obstacles (ie, oceans, gated cities, moated castles, and uncrossable mountains would bar your way). You may transport a total number of soldiers and camp followers equal to the combined Willpower attributes of your participating Wizards. So, a ritual assisted by six Wizards with Willpower scores of 52, 63, 48, 37, 56, and 61 would be able to transport 317 soldiers and retinue, such as attendants, cooks, smiths and the like. Meanwhile, your own magicks allow the fast transport of all horses, oxen, foodstuffs, arms, tents, standards and any other equipment involved in battlefield warfare. You and the participating Wizards do not count towards the total hastened. Maintaining concentration while channelling and marching is gruelling. For every hour of travel, you and each assisting Wizard must pass an **Easy (+40) Endurance** Test or be interrupted from your Channelling, which then ends the failing Wizard's involvement with the ritual. When a Wizard drops out of the ritual, their Willpower score no longer counts towards the total and that many soldiers and retinue will find themselves in a different location along the way (up to the GM). If you fail an Endurance Test, the ritual has failed and you suffer the Consequences. This uncanny form of travel is very dangerous and downright terrifying for common soldiers not used to magicks. It is therefore only used in the direst of the Empire's need.

**Consequences:** Once the ritual is done, all travelling soldiers and camp followers gain a *Fatigued* Condition, while you and the Wizards gain 3 *Fatigued* Conditions. If you fail your Casting Test, the entire body of soldiers arrives somewhere else in the world, anywhere the GM dictates (or rolls for randomly). If you Fumble the Casting Test, your entire deployment is sucked into the Realm of Chaos, doomed to be the prey or playthings of whatever slaving, gibbering creatures find you.

## Inescapable Bindings of Duty

**Lore:** Any Arcane Lore

**XP:** 200



**Ingredients:** Sheet of parchment made from the skin of a stillborn lamb, bearing the exact words of the oath written in the blood of a judge. Drop of the oathbreaker's blood and spit. Vial containing the breath, sweat or tears of someone wronged by the breaking of the oath.

**Circumstances:** Must be cast within one mile of the oathbreaker, and the oathbreaker must not speak a word for the duration of the casting.

**Ritual Length:** 4 hours

**CN:** 18

**Range:** 1 mile

**Target:** 1 Oathbreaker

**Duration:** Special

You compel one who has sworn an oath and broken it (or who intends to break it) to carry out the letter and spirit of the vow. It matters not whether the oath was made in jest, under compulsion, or while utterly blind on drink. If this ritual is successfully cast, the oath will be carried out or the one who spoke the oath will literally kill himself trying. The oath-taker can carry out his promise with intelligence and guile and postpone action to an opportune moment, if relevant. He need not rush out and challenge a superior rival he has vowed to kill to a duel in broad daylight, for example, but might instead choose to attack from ambush when his chances of success will be improved.

**Consequences:** If the Casting Test fails, you must carry out the oath to the best of your abilities.

## 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.

**Circumstances:** At least two other spellcasters who share the same Lore as you must chant in unison while Channelling. You must begin the ritual at midnight and end at sunrise.

**Ritual Length:** 6-8 hours

**CN:** 40

**Range:** You

**Target:** You

**Duration:** Willpower Bonus days

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:

- Choose one spell available to your Lore Talent that you have not learned. Once per scene, you may spend an Action to cast it as if you rolled a Critical with Total Power;
- Increase all of your characteristics by 20;
- Gain 1d10 + Willpower Bonus SL in stored energy to deploy while casting spells.

**Consequences:** Gain 1d10 Corruption points. If the Casting Test fails, you suffer a Catastrophic Miscalculation, adding +20 to the result. Further, your ability to use magic is burned from you and all your characteristics are penalized by 20 for Willpower Bonus days. If the Casting Test is a Fumble, you and your assistants are warped into the Realm of Chaos to be forgotten in the material world.

## Legion of the Dead

**Lore:** Necromancy

**XP:** 300

**Ingredients:** Sword arms of ten dead soldiers. Drum made of bones and Human skin. Fragment of Warstone the size of a skull. Barrel of rum.

**Circumstances:** Whilst you perform the ritual, one assistant must continuously beat the bone drum. Must be performed on the site of a battle long ago or within the boundaries of a graveyard.

**Ritual Length:** 4 hours

**CN:** 22

**Range:** 100 yards

**Target:** AoE (Willpower yards)

**Duration:** Until destroyed

*Dhar* ripples throughout the affected area, leeching deep into the soil. Bony, long-dead hands burst forth from the earth. You raise Willpower Skeletons and Willpower Zombies who are totally under your command and do not count towards any limit for controlling Undead. They start with the *Prone* Condition. You may send them off far away and they will receive your commands as if you were with them. The summoned creatures remain in this world until they are destroyed, even if you are slain. While you are alive, this legion does not have the *Unstable* Creature Trait, but they will gain it if you are killed.

**Consequences:** If you fail the Casting Test, the legion attacks you instead, after which they will either return to the ground or continue ravaging the surrounding lands.

## Rain of Blood

**Lore:** Necromancy

**XP:** 200

**Ingredients:** Hearts of five followers of Khorne and/or Shallya. Griffon's feather. Calf born within the targeted area.

**Circumstances:** You must cast on the highest ground in the area for the ritual to be effective.

**Ritual Length:** 4 hours

**CN:** 17

**Range:** You

**Target:** AoE (Willpower Bonus miles)

**Duration:** Willpower minutes

Clouds of ominous *Dhar* coalesce in a large area above you, raining blood for miles around. It is ordinary blood of the same Species as the hearts used in the ingredients (therefore, likely Humans). Though this ritual has been performed just to terrify and sicken populations, its primary purpose has been to feed Vampires on the march to war.

**Consequences:** If you fail your Casting Test, the clouds rain holy water instead of blood.

## Raise Bone Catapult

**Lore:** Necromancy

**XP:** 300

**Ingredients:** Skeletons or corpses of 8 creatures of Average Size or larger, including two or more Horse-type creatures. Three swords. Skulls for ammunition (roll 1d10+2 if needed).

**Circumstances:** Nothing additional is required.

**Ritual Length:** 4 hours

**CN:** 16

**Range:** Willpower yards

**Target:** Special

**Duration:** Special

*Dhar* infuses the ritual bones and eerily raises them from the ground, assembling all the parts into a large siege engine that hurls enchanted skulls or mundane ammunition. If the catapult and its creatures are not destroyed, you may make a **Challenging (+0) Channelling (*Dhar*)** Test before each sunrise to maintain its material form. While you are alive,

the crew and engine are under your control and do not have the *Unstable Creature Trait*.

The catapult has a crew of three Skeleton Artillerists who have the **Ranged (Artillery) Skill**. Only characters with this skill may fire the engine. Each skeletal Artillerist has the following profile:

#### SKELETON CREW

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

**Skill:** Dodge 35, Endurance 45, Melee (Basic) 45, Perception 40, Ranged (Artillery) 50

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

The catapult's profile is as follows:

#### BONE CATAPULT

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

**Traits:** Armour 2, Construct, Dark Vision, Dem Bones, Fear 2, Magical, Ranged+10 (100), Siege Engine\*, Size (Large), Undead

#### \*SIEGE ENGINE

The catapult is a stone-throwing engine made of fused and twisted bone strung with sinew. In order to move the catapult, it must be pushed and it only moves at Walking rate. Each crew pushing the engine adds 2 yards (Movement 1) per Round. A target of an attack from this unit must be straight ahead of the engine. Turning the engine uses 1 Movement per 45 degrees as well as the Move of two crew for 1 Round. (If the GM needs to come up with a number of degrees quickly, just roll 1d100.) The engine's throwing arm must be adjusted to strike its target, which takes the Artillerists' Action. This unit cannot strike a target closer than 25 yards. Each hit gains the *Blast (2)* and *Impact* Qualities. All victims of a siege engine hit suffer the *Prone* Condition. If the attack roll fails, use the *Scatter* chart (WFRP4 p163) to determine the new point of impact.

**Ammunition:** If enchanted skulls are thrown, the attack counts as Magical and has the *Fear 0* Creature Trait. Otherwise, large rocks and stones can be scavenged if the environment is suitable.

**Consequences:** If you fail your Casting Test, you and your assistants suffer the effects of a Major Miscast, adding +20 to roll on the table.

### Raise Chariot of Bone

**Lore:** Necromancy

**XP:** 400

**Ingredients:** Skeletons or corpses of 12 creatures of Average Size or larger, including two or more Horse-type creatures. Whip. **Optional:** Blades (swords or scythes) for the chariot wheels.

**Circumstances:** Nothing additional is required.

**Ritual Length:** 6 hours

**CN:** 24

**Range:** Willpower yards

**Target:** Special

**Duration:** Special

*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 if they were provided. The bone chariot is about 3 yards wide, with room for the Charioteer and a single passenger. If the chariot and its creatures are not destroyed, you may make a **Challenging (+0) Channelling (Dhar)** Test before each sunrise to maintain its material form. While you are alive, the chariot, Horses and Charioteer are under your control and do not have the *Unstable Creature Trait*. If the Charioteer is destroyed, the Horses will move reactively rather than aggressively unless you direct them with your Drive Skill. If 10 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 skeletal Horses pulling the chariot have the following profile:

#### SKELETAL HORSES x 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
8	35	-	45	35	15	30	-	-	-	-	28

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

The chariot's profile is as follows:

#### CHARIOT OF THE DEAD

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	50	35	40	60	25	25	30	-	-	-	40

**Traits:** Armour 2, Construct, Dark Vision, Dem Bones, Fear 2, Painless, Ram+8\*, Size (Large), Undead, Unstable, Weapon+7, 2xWheel Weapon+9\*\*

#### \*RAM

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

#### \*\*WHEEL WEAPON

If blades are used as ingredients, 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 see it coming. This attack has the *Damaging Quality*. Due to the Size rules, the chariot may make passby attacks without being Engaged.

The Charioteer's profile is as follows:

#### CHARIOTEER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	25	35	30	35	20	35	25	-	-	-	12

**Skill:** Dodge 40, Drive 45, Endurance 45, Melee (Basic) 35, Perception 40, Ranged (Crossbow) 45, Ranged (Entangling) 45, Ride (Horse) 45

**Traits:** Armour 2, Construct, Dark Vision, Dem Bones, Fear 2, Painless, Ranged+9 (60), Undead, Weapon+7 (Sword)

**Consequences:** If you fail your Casting Test, you and your assistants suffer the effects of a Major Miscast, adding +20 to roll on the table.



## Reaping of the Pus Blooms

**Lore:** Chaos (Nurgle)

**XP:** 400

**Ingredients:** Whole, somehow-preserved corpse of a Daemon of Nurgle. Forty-pound candle made with the drippings of three dozen men killed by Nurgle's Rot. Brackish water collected from three fetid swamps at least one thousand miles from each other. Hand of an insane Doktor or Barber-Surgeon.

**Circumstances:** You must have been infected with and survived the contraction of Nurgle's Rot somehow.

**CN:** 27

**Ritual Length:** 4 hours

**Range:** You

**Target:** AoE (1 mile)

**Duration:** Instant

You spread the scourge of Nurgle's Rot to the surrounding community (this is often people who have spurned the spellcaster). Everyone within the AoE who is not involved in the casting of the ritual must pass a **Challenging (+0) Endurance** Test or contract the disease, which they may spread normally to anyone they come in contact with until they die.

**Consequences:** If you fail your Casting Test, you are infected with Nurgle's Rot. Each week counts as a month of the Gift of Nurgle symptom, meaning you will die in short order.

## Rebirth in Blood

**Lore:** Necromancy

**XP:** 400

**Ingredients:** Hands of a midwife. Last drop of a Human's blood. Dragon's tooth. Womb of a cow raised on blood. Remains of a Vampire.

**Circumstances:** This ritual may only be performed in an accursed location, such as where a terrible, large-scale tragedy occurred. Specifics are for the GM to decide, but it could include a battlefield that bore witness to a slaughter, a ghost town in which everyone died of plague or turned to cannibalism, or Mordheim.

**CN:** 27

**Ritual Length:** 4 hours

**Range:** Willpower Bonus yards

**Target:** 1 Vampire

**Duration:** Instant

This ritual restores the deceased Vampire back to 'healthy' Undeath within a minute of being successfully cast. The Vampire returns with 1 Wound point and 3 *Fatigued* Conditions (if fatigue applies to such a creature). Should the Casting Test fail, the ritual may be performed again, but only at a different location that is distant enough that it bears no relation in geography or tragic history to any previously failed attempts. Each time the ritual fails, the Casting Number is reduced by 1. Thus, the ritual may be attempted indefinitely until it is successful, which can consume years of the lives of those involved.

**Consequences:** If the Casting Test is a Fumble, you suffer the same fate as the inhabitants of the location you have chosen to cast in—you could catch the plague, join the shambling Undead, or be gorily dismembered by ghostly blades.

## Rite of Barren Blood

**Lore:** Witchcraft

**XP:** 300

**Ingredients:** Drops of blood taken from one male **or** one female of the

targeted line within the past Willpower Bonus days. Fist-sized chunk of warstone. Solid silver goblet worth at least 10GC. Stillborn goat.

**Circumstances:** No member of the lineage to be affected may be pregnant at the moment the ritual is cast. Otherwise, the Casting Test automatically fails—see Consequences.

**CN:** 20

**Ritual Length:** 8 hours

**Range:** Special

**Target:** A single lineage

**Duration:** Instant

You curse the lineage descended from the individual targeted by the chosen ingredients. Forevermore, the individual and their living descendants are rendered impotent and barren. The curse does not work backwards: it only affects the direct descendants. However, if additional blood is used from the individual's parents, aunts, uncles, cousins, siblings, etc, the curse will affect anyone else in the line of descent from the blood used. The *Remove Curse* Talent can lift this curse; however, it only does so for a single person and therefore must be used on everyone targeted by the spell or the curse will continue its effects on the remaining afflicted people.

**Consequences:** If you fail your Casting Test or you fail to apply the proper Circumstances (usually through ignorance of a distant relative or recent conception), your lineage is instead affected by the curse.

## Ship of the Damned

**Lore:** Necromancy

**XP:** 200

**Ingredients:** Birth caul of a sailor. Ship that sank with its crew. Hands of a drowned Priest of Manann. Ship's manifest written in blood. Fist-sized chunk of Warstone.

**Circumstances:** Nothing additional is required.

**CN:** 18

**Ritual Length:** 4 hours

**Range:** Willpower yards

**Target:** Special

**Duration:** Instant

You raise a sunken ship from its watery grave complete with a full crew of Undead creatures. The ship does not need wind to fill its sails and travels at an even, uncanny speed no matter the weather. Although the ship remains as decayed as it was on the ocean floor, it rots no further. The crew is made up of either Skeletons or Spectres, as you wish, and there are as many of them as there were crew when the ship sank (per the GM's discretion about the size and purpose of the raised ship).

**Consequences:** If you fail the Casting Test, you are tormented by visions of drowning in an ocean of damned souls. You gain 2 Mental Corruption points.

## Transformation of Kadon

**Lore:** Chaos Arcane

**XP:** 400

**Ingredients:** Heart of a monstrous beast bathed in human blood.

**Circumstances:** You must perform this ritual after dawn while next to an Ogham or in stone circle or consecrated grove.

**CN:** 16

**Ritual Length:** 4 hours

**Range:** You

**Target:** You

**Duration:** Until sunrise+

You transform into a terrible monster, such as a Chimera, Hydra, Manticore or Wyvern, based on the type of heart used. If you score a Critical on the Casting Test, you may spend an Action to revert back to normal before the spell ends. While in the form of the monstrous beast, you gain the physical Attributes of the creature (**M, WS, BS, S, T, Ag, Dex, Fel**) while **I, Int, WP** remain unchanged. You also gain the Creature Traits of the creature, but you lose the ability to speak and cast spells. Any Wounds and Diseases you have suffered carry over to your new form. Conversely, any Wounds you suffer in beast-form carry over to your normal form. Should you take more Wounds in beast-form than you normally have, you are reduced to 0 Wounds and take a Critical Wound with the 'negative' Wounds. The transformation lasts until the next sunrise. Similar to Arcane spells marked with a '+' at the end of the Duration, you may make a Willpower Test to extend the Duration for another day. If you score a Critical, you are allowed to transform back to normal at any time before the spell ends. If you Fumble the Willpower Test, you suffer the same Consequences as a Fumbled Casting Test.

**Consequences:** If you Fumble the Casting Test, you are permanently transformed into the monstrous beast. No one will know until you are killed, whereupon your body reverts to its normal, deceased form.

## Transformation of the Liche

**Lore:** Necromancy

**XP:** 400

**Ingredients:** Brains of 8 Necromancers arranged in a circle around you.

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

**CN:** 30

**Ritual Length:** 8 hours

**Range:** You

**Target:** You

**Duration:** Until sunrise

When performing this ritual, you channel enormous energies and absorb that power inwards. If you die before the next sunrise, you will be transformed into a Liche. Since this transformation is 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 Mental 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, gaining the following Creature Traits: *Clever, Dark Vision, Distracting, Fear 2, Immunity (Disease), Immunity (Mundane Damage), Magical, Painless, Petrifying Gaze, Prejudice (Living), Terror 2, Tough, Undead, Unstable*.

**Consequences:** Everyone involved in the ritual gains 2 Corruption points. If the Casting Test fails, you suffer a Major Miscast and take the *Unconscious* Condition, with a heart rate so low that you appear to be dead: you wake up after 2d10 hours with a start, gaining 1d10 Mental Corruption points. If the Casting Test is a Fumble, your body explodes into a disgusting mess of gore.

## Vortex of Chaos

**Lore:** Chaos Arcane

**XP:** 300

**Ingredients:** Large vial of bile from a Chaos Sorcerer. Dust and water whipped up by a recent hurricane, stored in a glass vial that you break just before you make the Casting Test.

**Circumstances:** You must be casting within sight of a lightning storm, under the sickly light of Morrslieb.

**CN:** 18

**Ritual Length:** 6 hours

**Range:** Willpower yards

**Target:** AoE (Willpower Bonus yards)

**Duration:** Until dispelled

You open up a small but dangerous black hole between this realm and the warp-space of raw Chaos. The hole is only open a fragment of a second, but in that time a writhing, whirling vortex of *Dhar* spills out, destroying everything it contacts until it is somehow dispelled. The stormy vortex starts out as an AoE of your Willpower Bonus yards in width and height, but every day it exists, it doubles in size. The vortex never stands still and travels 2d10 yards in a Round. You may control the direction of the growing *Vortex of Chaos* with a Free Action so long as you are within range of its swirling exterior. If the vortex is uncontrolled, it will move generally in the same direction, though it may weave here and there, rarely doubling back. The GM determines the path according to this guideline. Everything the vortex touches is blighted and annihilated, including creatures, buildings, obstacles, destructible natural terrain, etc. Also, the vortex attracts *Dhar* and repels the other Winds: anywhere within Willpower yards of the Chaos vortex is a Moderate Corrupting Influence and adds 10 to magic rolls based on *Dhar*, while other Winds have their rolls reduced by 10. Dispelling the *Vortex of Chaos* requires an **Extended Language (Magick)** Test whose SL equals the ritual's Casting Number plus the number of full days the vortex has been in the world. Anyone with the *Second Sight* Talent (as well as any NPC with the *Spellcaster* Creature Trait) within 1 mile of the magical hurricane will sense a sickening disturbance in the Winds of Magic and may use Intuition to figure out what has gone wrong and Perception or Track Tests to determine the vortex's location.

**Consequences:** If the Casting Test fails, the hole opens up and you are sucked inside, then the hole closes shut.

## DAEMONIC SUMMONINGS

The *Manifest* spells from the Lore of Daemonology allow you to conjure lower 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 *Dhar* in the form of a ritual. As with the lesser *Manifest* spells, summoning rituals only bring the chosen creature(s) into the material world. Once the creature arrives, you must attempt to control it so that it will do your bidding.

These rituals may be used as templates for other Summoning spells:

### Summon Daemonic Familiar

**Lore:** Daemonology

**XP:** 100

**Ingredients:** Heart of a Human or other Species who has a servile career. Animal sacrifice. Common incenses and materials worth 1GC.

**Circumstances:** The symbol of Chaos must be painted on your naked body in blood. You must know one of the Daemon's false names.

**Ritual Length:** 4 hours

**CN:** 8

**Range:** Willpower Bonus yards

**Target:** Special

**Duration:** Special (see Controlling Daemons box)



You channel *Dhar* to open up a temporary tear in the world, through which you call a Chaos Fury, Chaos Hound, Daemonic Steed, Imp or similar creature of lesser power than the GM's invents. Examples of such creatures can be found in the **Unofficial Bestiary**. You must now test to control the summoned creature. You may wish to use the optional Daemonic Familiar rules at the end of this chapter.

**Consequences:** Gain 1 Corruption point. If you Fumble the Casting Test, you are sucked into the Realm of Chaos where you will become the familiar to whatever Daemonic entity the GM finds amusing. All witnesses must Test for a Minor Corrupting Influence.

## Summon Daemonic Guardian

**Lore:** Daemonology

**XP:** 200

**Ingredients:** Heart of a Human or Elf. Animal sacrifice. Rare incenses and materials worth 10GC.

**Circumstances:** 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.

**Ritual Length:** 8 hours

**CN:** 16

**Range:** Willpower Bonus yards

**Target:** Special

**Duration:** Special (see Controlling Daemons box)

You tear a hole in the fabric of reality and a Daemonic Servant or Lesser Daemon of your choice appears before you. Examples of such creatures can be found in the **Unofficial Bestiary**. You must now test to control the summoned creature.

**Consequences:** Gain 1 Corruption point. 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. All witnesses must Test for a Moderate Corrupting Influence.

## Summon Daemonic Pack

**Lore:** Daemonology

**XP:** 300

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

**Circumstances:** 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.

**Ritual Length:** 12 hours

**CN:** 24

**Range:** Willpower Bonus yards

**Target:** Special

**Duration:** Special (see Controlling Daemons box)

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 the targeted area within Willpower Bonus yards of you. Examples of such creatures can be found in the **Unofficial Bestiary**. You must now test to control the summoned creatures. A single Test is required using the Assistance rules (*WFRP4* p155) for both sides of the Test. **Example:** *If you have 1 Assistant, you gain +10 to your Test and four summoned Daemons would gain +30 to their Test.*

**Consequences:** Gain 1 Corruption point for up to three Daemons summoned. 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. All witnesses must Test for a Moderate Corrupting Influence.

## Summon Daemonic Leader

**Lore:** Daemonology

**XP:** 400

**Ingredients:** Still-beating heart of a Priest or Nun of kindly spirit. Two naked children and both a naked Human and Elf, ritually drowned in a warstone-lined vat full of all manner of bodily fluids and sewer filth. Exotic incenses and materials worth 500GC. Accursed magic artefact that would be worth at least 10,000GC if sold.

**Circumstances:** 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 Daemon's True Name. A desecrated monolith, graveyard, stone circle, or Druidic grove is required to focus the ritual.

**Ritual Length:** 24 hours

**CN:** 48

**Range:** Willpower Bonus yards

**Target:** Special

**Duration:** Special (see Controlling Daemons box)

You summon a large ball of darkness, out of which the called Daemonic Prince or Greater Daemon emerges. Examples of such creatures can be found in the **Unofficial Bestiary**. The creature flails around angrily. You must now Test to control the summoned creature.

**Consequences:** Gain 1d10 Corruption. If you fail the Casting Test, a quivering orifice of Chaos sucks you and your assistants into the Realm of Chaos with a satisfying slurping noise. All witnesses must Test for a Major Corrupting Influence.

## HOW TO TRAIN YOUR DAEMON

See the **Controlling Daemons** box on the Test procedure for bending a Daemon to your will. Many Daemons are so powerful that they will be able to resist your control. No one wants to lose their soul to a terrifying creature of Chaos. Thus, most Daemonologists will go to special lengths before performing any ritual to maximise their chances of success.

### Octagrams

An octagram is a protective circle with an eight-pointed star inscribed inside it. The many names of Daemons and various glyphs and sigils are often added to the circle to ward off danger; however, academics are divided as to whether these additional precautions are particularly useful.

**Effect:** Using an octagram to summon a Daemon adds +2 SL to your side of the Opposed Test to control the summoned creature(s).

An octagram can only benefit you if it has been rendered properly. This can be done two ways. The easiest method is to learn and cast the *Octagram* Spell with an Overcast long enough to last the length of the ritual. 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 a few hours of careful work—after which the GM makes a secret **Combined Average (+20) Lore (Magick)/Art** Test. If both Tests are successful, you will gain the benefit of the octagram. If either Test is unsuccessful, you do not gain the bonus. At the GM's discretion, a hand-drawn octagram may be smudged, smeared, or damaged with fire, oil, water, paint, weapons—thus negating the controlling bonus.



## 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(s) before you. Perform an **Opposed Channelling (Dbar)/Willpower** Test and consult the table. This Test is not able to be Assisted (except in the case of the *Summon Daemonic Pack* Ritual). Add +2 SL if you used an octagram or +Willpower Bonus SL if you deployed the Daemon's True Name while spellcasting. The GM may impose other bonuses or penalties.

SL Result	Controlling Effect
+6 or more	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 from service, dispelled 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.
+2 to +3	The Daemon attacks your nearest enemy, and will do your bidding until sunrise, after which it will blink out of this realm.
+0 to +1	The Daemon attacks your nearest enemy for your Willpower Bonus Rounds, after which it blinks out of this plane. You must Test for a Minor Corrupting Influence.
-1 to -0	Nothing appears from the Aethyr but a few wisps of raw Chaos. Test for Major Corrupting Influence.
-2 to -3	The Daemon attacks the nearest creature, blinking out of existence after its WPB Rounds.
-4 to -5	The Daemon attacks in a frenzy, but blinks out of this realm in 1d10 Rounds.
-6 or less	The Daemon immediately launches itself at you, after which it will run amok until it is dispelled or killed.

## True Names

Scholars have long conjectured that each Daemon's immortal spirit is tied to the power of a single, incomprehensible word of unknown origin. This word is known as a True Name, for a Daemon may respond to its use. All Daemons keep their True Names secret above all things. Since Daemons are often clever, they might reveal the True Name of a lower Daemon or lie about their own or another's name, whatever it takes to further their own ends. Name bargains may be made as rewards for releasing Daemons from binding or control. Daemonologists, and adventurous academics, will go to great lengths to hunt down a True Name, even though it can be futile and deadly to do so.

**Effect:** When you speak a Daemon's True Name during the casting of a *Manifest* Spell or *Summon* Ritual, you add your Willpower Bonus in SL to your Opposed Test to control the Daemon. Speaking the Daemon's True Name during a *Manifest* Spell also increases its Duration from rounds to minutes, or from minutes to hours.

**Generating True Names:** The number of elements in a Daemon's True Name often depends upon the Number associated with its patron Chaos God—see the following table. Daemon nature is rigidly hierarchical: the more powerful the Daemon, the longer its name. Since Daemons are capricious creatures, name length can be variable as well; however, such a pretender risks angering more powerful Daemons.

After determining the number of elements, the **True Name Elements Table** may be used to randomly generate the parts of the Daemon's True Name. 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 marks may be added to make the name pleasing and pronounceable.

## TRUE NAMES - NUMBER OF ELEMENTS

Chaos God	Number	Servant	Lesser	Prince	Greater
Horned Rat	3	3	6	9	1d10+9
Khorne	8	2	4	8	1d10+8
Nurgle	7	2	3	7	1d10+7
Slaanesh	6	2	3	6	1d10+6
Tzeentch	9	2	4	9	1d10+9
Undivided	4	2	2	4	1d10+4

**Example:** A Daemon Prince of Khorne has eight elements in its True Name. Rolls on the table result in G'G, AR, UL, HL, II, UL, RH and AN. While **G'garulhliulrhan** works as a Daemon name, in this case the elements have been reorganised to form the name **Rhug'guari'ihlulan**.

TRUE NAME ELEMENTS										
1d10	1	2	3	4	5	6	7	8	9	10
1	A	COG	FL	LL	SS	CC	ALZ	MK	RO	IUV
2	ER	KW	PP	Z	AA	DA	Z'Z	EK	NIX	W
3	FOL	MM	SH	ABL	DE	G'G	NZ	UV	IJ	PH
4	N'N	TH	AE	DH	GZ	O	T	NEN	RG	OI
5	THL	AK	DH	HH	OA	TL	RYL	SFS	UH	BE
6	AN	DU	HL	OE	U	AO	TE	YG	Q'R	KF
7	E	I	OO	UL	AR	EE	AF	VA	HO	OP
8	II	OW	UU	BH	EO	IL	D	ED	WN	RT
9	RH	Y	IO	EU	IR	PH	FGN	CM	AIC	X
10	YY	CH	FF	KS	Q'	ZH	LE	CK	BB	ZOB



## DAEMON USE-NAMES

Roll	1	2	3	4	5	6	7	8	9	10
01-05	blue	dangle	dreg	fondle	grind	grunt	mad	pox	quiver	slash
06-10	suck	thigh	bane	carnal	fiddle	hot	mucus	sate	vex	bubo
11-15	chew	dog	gibber	gnaw	grope	maul	offal	pus	spasm	spittle
16-20	sword	wrack	cackle	fang	hammer	mildew	rot	toad	bile	blister
21-25	canker	eat	fester	flux	glut	hate	ichor	leper	mire	rend
26-30	rut	skull	spike	tremble	vomit	wind	brute	dung	glop	gut
31-35	mark	red	spider	thrash	bag	blade	cold	death	face	fist
36-40	grab	gristle	helm	loon	pest	puke	rip	sharp	spume	sweat
41-45	vile	whip	blunt	drink	gall	gross	maggot	rabid	sore	taint
46-50	worm	belch	bog	buttock	crush	fire	froth	gobble	grim	liver
51-55	maim	moulder	pinch	scratch	slobber	spew	stare	wort	wobble	blood
56-60	doom	foul	grin	loose	putrid	slob	string	wither	axe	black
61-65	break	dread	eye	thrust	fury	grue	heart	loath	mange	quake
66-70	rheum	scum	smut	tear	twist	water	blast	cut	foam	green
71-75	lewd	plague	slake	squeeze	whine	ash	beast	chaos	crab	drool
76-80	fiend	gnash	grasp	hack	lick	nibble	pierce	reap	scab	spite
81-85	spurt	throb	war	beetle	craze	flesh	gore	lip	pile	sin
86-90	spot	warp	bend	blight	bowel	clap	fat	flush	fume	gob
91-95	bowl	lust	man	ooze	rotten	sinew	slug	spoor	venom	wight
96-00	bite	claw	filth	glutton	kill	pain	scrape	spine	wail	burble

## Learning a Daemon's True Name

You may attempt to discover a Daemon's True Name through a number of means, none of them easy or reliable: researching ancient stores of Daemonic lore, being given a name by another Daemonologist, learning a True Name from a rival Daemon. Failure to discover a Daemon's True Name does not prevent you from summoning the creature: it just makes the spell riskier. It is up to the GM whether you must undergo some sort of adventure to find out a True Name or just spend a few Endeavours on it. Under the best circumstances, using the *Research Lore* Endeavour should take a **Very Hard (-30) Lore (Magick)** Test for a Lesser Daemon or an **Impossible (-50)** Test for a Greater Daemon/Prince. You might undergo a **Futile (-40) Gossip** Test for the *Consult an Expert* Endeavour to 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 any of these instances, it is up to the GM whether the name is legitimate or a false lead.

## Use-Names

As a consequence of hiding their True Names, Daemons go by a variety of false names and titles known as Use-Names. A Use-Name typically reflects the Daemon's nature, though it will vary according to its mood and circumstance. Example names include Pinchbottle, The Render of

Limbs, Bloodspoor, Plaguevomit the Drooling, The Flayer in Red, Fluxgore, Mournbreath, The Inescapable Defiler of the Way, Blueclaws, Rutwobble, The Silent Enemy. A Daemon may decide to change its false name to match its latest form or mutation. Ultimately, these titles are unimportant and give no benefit to anyone who knows them other than identification. Some Daemons are not above practical jokes such as responding to Use-Names as if they held immense power, play-acting being controlled for their own ineffable whims or amusement.

For most Daemons it will suffice to roll twice on the **Daemon Use-Names Table**, arranging the results to make a satisfying title that suits the Daemon's Ruinous Power. Khorne names will sound violent, Nurgle names will connote decay and pestilence, Slaanesh names will suggest bodily pleasure and pain, and Tzeentch names may give the impression of mutation, change, and onomatopoeic glee. Powerful Daemons enjoy their status and will often flaunt it by adopting longer monikers than other Daemons, so more rolls on the table may be required.

## Special Ingredients

The nature of Daemons is endless and so are the methods to control them. If the GM wishes, the Daemonologist may somehow procure or discover an artefact or unique ingredient that provides a powerful bonus

when controlling a Daemon. Such an item will likely involve vast sums of gold crowns (tens of thousands, if not much more!) or an extended mission to a faraway land where death is around every corner. In short, it should be built into the ongoing story rather than randomly found.

### **Ulterior Motives**

Some Daemons are canny and patient enough to have a long-term goal or purpose in the material world. A Daemonologist who bargains for short-term power may prove to be a useful slave later on in the Realm of Chaos. Worthy Daemonologists may be able to procure a hungry Daemon with hundreds of deliciously innocent mortal souls. And some Daemons have simply grown weary of the fractious power struggles that dominate the Realm of Chaos, preferring to indulge their capricious whims with pliable and easily fallible beings like Humans. The GM may override the result of a control Test if the Daemon has a plan of its own.

### **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). It will take quite an effort to dispel very powerful Daemons. This test may only be Assisted by others who use the same Lore as the dispelling spellcaster. Daemonologists gain a bonus of +Willpower Bonus SL to a successful Test when attempting to dispel a creature summoned with a Lore (Daemonology) spell or ritual.



1d100	Type of Magic	1d100	Type of Magic	1d100	Type of Magic
01-10	Petty Magic	56-60	Lore of Life	86-87	Lore of Elementalism
11-35	Arcane Magic	61-65	Lore of Light	88-89	Lore of Seasons
36-40	Lore of Beasts	66-70	Lore of Metal	90-91	Lore of Daemonology
41-45	Lore of Death	71-75	Lore of Shadows	92-93	Lore of Necromancy
46-50	Lore of Fire	76-80	Lore of Hedgecraft	94-95	Chaos Magic
51-55	Lore of Heavens	81-85	Lore of Witchcraft	96-00	Other Lore (Skaven or Greenskin)

PETTY MAGIC TABLE

1d100	Spell Name	Source
01-02	Acute Smell	UG p7
03-04	Adjust Temperature	UG p7
05-06	Animal Friend	WFRP p240
07-08	Bearings	WFRP p240
09-10	Blot	UG p7
11-12	Careful Step	WFRP p240
13-14	Comfort	UG p7
15-16	Conserve	WFRP p240
17-18	Converse By Candlelight	UG p7
19-20	Danger	UG p7
21-22	Dart	WFRP p240
23-24	Dazzle	WFRP p240
25-26	Drain	WFRP p240
27-28	Eavesdrop	WFRP p241
29-30	Find Object	UG p8
31-32	Flavour	UG p8
33-34	Float	UG p8
35-36	Grow	UG p8
37-38	Gust	WFRP p241
39-40	Hesitate	UG p8
41-42	Impervious Hands	UG p8
43-44	Light	WFRP p241
45-46	Magic Flame	WFRP p241
47-48	Magic Lock	UG p8
49-50	Marsh Lights	WFRP p241
51-52	Mend Object	UG p8
53-54	Murmered Whisper	WFRP p241
55-56	Night Sight	UG p8
57-58	Open Lock	WFRP p241
59-60	Petty Curse	UG p9
61-62	Produce Small Animal	WFRP p241
63-64	Protection from Rain	WFRP p241
65-66	Purify Water	WFRP p241
67-68	Read Out	UG p9
69-70	Reinforce	UG p9
71-72	Repel Critters	UG p9
73-74	Rot	WFRP p241
75-76	Shock	WFRP p242
77-78	Sleep	WFRP p241
79-80	Sly Hands	WFRP p242
81-82	Sounds	WFRP p242
83-84	Speed Read	UG p9
85-86	Spring	WFRP p242
87-88	Subvert Blessing	UG p9
89-90	Trip	UG p9
91-92	Twitch	WFRP p242
93-94	Warning	WFRP p242
95-96	Weather	UG p9
97-98	Witch Glow	UG p10
99-00	Withstand Poison	UG p10

ARCANE MAGIC TABLE

1d100	Spell Name	Source
01-02	Accelerate	UG p10
03-04	Aethyric Armour	WFRP p242
05-06	Aethyric Arms	WFRP p242
07-08	Aethyric Arrow	UG p10
09-10	Alarm	UG p10
11-12	Allegiance	UG p10
13-14	Arcane Barrier	UG p10
15-16	Arrow Shield	WFRP p243
17-18	Berserk	UG p11
19-20	Blast	WFRP p243
21-22	Bolt	WFRP p243
23-24	Breath	WFRP p243 / UG p11
25-26	Bridge	WFRP p243
27-28	Chain Attack	WFRP p243
29-30	Corrosive Blood	WFRP p243
31-32	Dark Vision	WFRP p243
33-34	Deft Hands	UG p11
35-36	Dire Touch	UG p11
37-38	Dispirit	UG p11
39-40	Distracting	WFRP p243
41-42	Dome	WFRP p243
43-44	Drop	WFRP p243
45-46	Entangle	WFRP p244
47-48	Enthuse	UG p12
49-50	Fearsome	WFRP p244
51-52	Feel No Pain	UG p12
53-54	Flight	WFRP p244
55-56	Magic Shield	WFRP p244
57-58	Move Object	WFRP p244
59-60	Mundane Aura	WFRP p244
61-62	Observe	UG p12
63-64	Panic	UG p12
65-66	Paralyse	UG p12
67-68	Protective Aura	UG p12
69-70	Provocation	UG p12
71-72	Push	WFRP p244
73-74	Rally	UG p12
75-76	Repress	UG p12
77-78	Silence	UG p13
79-80	Slippery Ground	UG p13
81-82	Sluggish	UG p13
83-84	Smash	UG p13
85-86	Steal Aura	UG p13
87-88	Subvert Miracle	UG p13
89-90	Teleport	WFRP p244
91-92	Terrifying	WFRP p244
93-94	Tongues	UG p13
95-96	Ward	WFRP p244
97-98	Wizard Duel	UG p13
99-00	Word of Invulnerability	UG p14

### PETTY MAGIC (DRUID) TABLE

1d100	Spell Name	Source
01-04	Amber Contour	UG p22
05-08	Animal Friend	WFRP p240
09-12	Bearings	WFRP p240
13-16	Calming Hand	UG p22
17-20	Careful Step	WFRP p240
21-24	Cleanse Poison	UG p22
25-28	Comfort	UG p8
29-32	Commune	UG p22
33-36	Delouse	UG p22
37-40	Ease Pain	UG p22
41-44	Ease Symptom	UG p22
45-48	Forest Walk	UG p22
49-52	Gust	WFRP p241
53-56	Light	WFRP p241
57-60	Magic Flame	WFRP p241
61-64	Marsh Lights	WFRP p241
65-68	Protection from Rain	WFRP p241
69-72	Purify Water	WFRP p241
73-76	Sense of the Green	UG p23
77-80	Sense Water	UG p23
81-84	Sense Wildlife	UG p23
85-88	Sleep	WFRP p241
89-92	Soothe the Savage Plant	UG p23
93-96	Spirit Senses	UG p23
97-00	Spring	WFRP p242

### LORE OF HEDGECRAFT TABLE

1d100	Spell Name	Source
01-17	Goodwill	WFRP p254
18-33	Mirkride	WFRP p254
34-50	Nepenthe	WFRP p254
51-67	Nostrum	WFRP p254
68-83	Part the Branches	WFRP p255
84-00	Protective Charm	WFRP p255

### LORE OF WITCHCRAFT TABLE

1d100	Spell Name	Source
01-17	Blight	WFRP p255
18-33	Creeping Menace	WFRP p255
34-50	Curse of Crippling Pain	WFRP p255
51-67	Curse of Ill-Fortune	WFRP p255
68-83	Haunting Horror	WFRP p256
84-00	The Evil Eye	WFRP p256

### LORE OF SEASONS TABLE

1d100	Spell Name	Source
01-05	Absorb Corruption	UG p23
06-10	Animal Mastery	UG p23
11-15	Aura of Purity	UG p24
16-20	Autumn's Decay	UG p24
21-25	Call Lightning	UG p24
26-30	Call of the Wild	UG p24
31-35	Consecration of the Sacred Grove (Ritual)	UG p24
36-40	Drawing Down the Moon	UG p24
41-45	Earthpower	UG p24
46-50	Heal Animal	UG p24
51-55	Mend Bones	UG p25
56-60	Morning Mist	UG p25
61-65	Quickening	UG p25
66-70	Renew Growth	UG p25
71-75	Rite of Spring	UG p25
76-80	Spirit Self	UG p25
81-85	Stoutstaff	UG p25
86-90	Summer Rain	UG p25
91-95	Tanglethorn	UG p25
96-00	Winter's Stong	UG p25

### LORE OF ELEMENTALISM TABLE

1d100	Spell Name	Source
01-05	Assault of Stone (Earth)	UG p28
06-10	Blinding Flash (Air)	UG p28
11-15	Breathe Underwater (Water)	UG p28
16-20	Bring Rain (Water)	UG p28
21-25	Clap of Thunder (Air)	UG p28
26-30	Cleansing Flurry (Air)	UG p28
31-35	Cloud of Smoke (Fire)	UG p28
36-40	Crumble Stone (Earth)	UG p28
41-44	Dust Storm (Air)	UG p28
45-49	Extinguish Fire (Water)	UG p28
50-54	Flame Sheet (Fire)	UG p28
55-59	Hand of Fire (Fire)	UG p29
60-64	Light as a Feather (Air)	UG p29
65-68	Part the Seas (Water)	UG p29
69-72	Quicksand (Earth)	UG p29
73-76	Resist Fire (Fire)	UG p29
77-81	Shape Elemental	UG p29
82-85	Stoke Fire (Fire)	UG p29
86-90	Swarm (Earth)	UG p29
91-95	Walk on Water (Water)	UG p29
96-00	Wall Shaker (Earth)	UG p29



### CHAOS ARCANES SPELL TABLE

1d100	Spell Name	Source
01-05	Arnizipal's Horror	UG p31
06-10	Befuddle	UG p31
11-15	Blade Wind	UG p31
16-20	Blast of Corruption	EiSC p79
21-25	Bolt of Corruption	EiSC p79
26-30	Chillwind	UG p31
31-35	Daemonic Mien	EiSC p79
36-40	Dark Hand of Destruction	UG p31
41-45	Death Spasm	UG p32
46-50	Doombolt	UG p32
51-55	Foul Messenger	EiSC p80
56-60	Joyous Aspect	EiSC p80
61-65	Malediction of Nagash	UG p32
66-70	Obsession	EiSC p80
71-75	Power of Chaos	EiSC p80
76-80	Rend Aethyr	EiSC p80
81-85	Slave to Darkness	EiSC p80
86-90	Soul Drain	UG p32
91-95	Suppress Mutation	UG p32
96-98	Transformation of Kadon (Ritual)	UG p59
99-00	Vortex of Chaos (Ritual)	UG p60

### LORE OF NECROMANCY TABLE

1d100	Spell Name	Source
01-06	Awakening	UG p38
07-12	Banish Undead	UG p39
13-18	Control Spirit	UG p39
19-24	Forbid Undead	UG p39
25-30	Fountains of Blood	UG p39
31-36	Hand of Dust	UG p39
37	Hunger for Life (Ritual)	UG p56
38-43	Invigorating Vitae	UG p39
44-49	Invocation of Nehek	UG p39
50	Raise Bone Catapult (Ritual)	UG p57
51-56	Raise Champion	UG p39
57	Raise Chariot of Bone (Ritual)	UG p58
58-63	Raise Dead	WFRP p256
64-69	Reanimate	WFRP p256
70-75	Ride Through the Night	UG p40
76-81	Screaming Skull	WFRP p257
82	Transformation of the Liche (Ritual)	UG p60
83-88	Vanhel's Call	WFRP p257
89-94	Vanhel's Invitation to the Danse Macabre	UAII p11
95-00	Wave of Withering	UG p40

### LORE OF SLAANESH TABLE

1d100	Spell Name	Source
01-08	Acquiescence	WFRP p257
09-16	Beam of Slaanesh	UG p34
17-25	Bedazzle	UG p34
26-33	Fleshy Curse	UG p34
34-41	Lash of Slaanesh	UG p34
42-50	Pavane of Slaanesh	UG p34
51-58	Perfume of Slaanesh	UG p34
59-66	Phantasmagoria	UG p35
67-75	Seduction Song	UG p35
76-83	Shards of Slaanesh	UG p35
84-91	Succubus	UG p35
92-00	Whispers of Doom	UG p35

### LORE OF TZEENTCH TABLE

1d100	Spell Name	Source
01-05	Bestow the Mutator's Blessing	UG p36
06-10	Blue Fire of Tzeentch	EiSC p82
11-15	Bolt of Change	EiSC p82
16-20	Boon of Tzeentch	EiSC p81
21-25	Curse of Tzeentch	EiSC p82
26-30	Destroy Magic	UG p36
31-35	The Flickering Flames of Fickle Fate	EiSC p82
36-40	Master of Fortune	EiSC p82
41-45	Mindfire	EiSC p82
46-50	Nightmare Reality	UG p36
51-55	Pink Fire of Tzeentch	EiSC p83
56-65	The Purple Hand	EiSC p81
66-70	Sense the Skein	EiSC p83
71-75	Transformation of Tzeentch	EiSC p83
76-85	Treason of Tzeentch	WFRP p257
86-90	Tzeentch's Firestorm	EiSC p83
91-95	Tzeentch's Golden Aura	EiSC p83
96-00	Word of Tzeentch	EiSC p83

### LORE OF DAEMONOLOGY TABLE

1d100	Spell Name	Source
01-05	Banish Daemonhood	UG p37
06-15	Bind Daemon	UG p37
16-22	Destroy Lesser Daemon	WFRP p256
23-30	Detect Daemon	WFRP p256
31-35	Hellride	UG p37
36-45	Invoke Power	UG p37
46-55	Manifest Daemonic Pack	UG p38
56-65	Manifest Daemonic Steed	UG p38
66-75	Manifest Lesser Daemon	WFRP p256
76-85	Octagram	WFRP p256
86-89	Tormenting Vision	UG p38
90-92	Word of Pain	UG p38
<b>Daemonic Rituals:</b>		
93	Beastly Transmogrification of Omnipotent Tchar (Ritual)	UG p54
94	Daemonic Amulet (Ritual)	UG p54
95	Door to the Damned (Ritual)	UG p55
96	Invocation for Total Power (Ritual)	UG p57
97	Summon Daemonic Familiar (Ritual)	UG p60
98	Summon Daemonic Guardian (Ritual)	UG p61
99	Summon Daemonic Leader (Ritual)	UG p61
00	Summon Daemonic Pack (Ritual)	UG p61

### LORE OF NURGLE TABLE

1d100	Spell Name	Source
01-08	Cloud of Flies	UG p32
09-16	Grandfather Nurgle's Circle of Life	UG p32
17-25	Magnificent Buboes	UG p33
26-33	Malignant Regrowth	UG p33
34-41	Miasma of Pestilence	UG p33
42-50	Nurgle's Touch	UG p33
51-58	Plague Wind	UG p33
59-66	Reveal the Inner Beauty	RN&HD p52
67-75	Spoil	UG p33
76-83	Stench of Nurgle	UG p33
84-91	Stream of Corruption	WFRP p257
92-00	Writhing Cloak	UG p33

### SKAVEN MAGIC TABLE

1d100	Spell Name	Source
01-03	Favour	UG p41
04-07	Ghostly Flame	UG p42
08-10	Mark of the Horned Rat	UG p42
11-13	Rat Thrall	UG p42
14-17	Vector	UG p42
18-20	Wrack	UG p42
21-23	Brittle Bone	UG p42
24-27	Buoyant	UG p42
28-30	Chittering	UG p42
31-33	Curse of the Horned One	UG p43
34-37	Flensing Ruin	UG p43
38-40	Gnaw	UG p43
41-43	Infecting Gaze	UG p43
44-47	Pelt of the Assassin	UG p43
48-50	Pestilent Breath	UG p43
51-53	Plague's Source	UG p43
54-57	Putrefy	UG p44
58-60	Screech	UG p44
61-63	Shadow's Companion	UG p44
64-67	Shriveltongue	UG p44
68-70	Skitterleap	UG p44
71-73	Summon Verminlord	UG p44
74-77	Swiftpaws	UG p44
78-80	Traceless Demise	UG p44
81-83	Veil of Flies	UG p44
84-87	Vermintide	UG p45
88-90	Warp Lightning	UG p45
91-93	Warp Stars	UG p45
94-97	Warp Vortex	UG p45
98-00	Weeping Wounds	UG p45

### PETTY MAGIC (WAAAAGH!) TABLE

1d100	Spell Name	Source
01-17	Gedup!	UG p49
18-33	Grabbit!	UG p49
34-50	Li'l Waaagh!	UG p49
51-67	Might o' Mork	UG p49
68-83	T'row Dat!	UG p49
84-00	Weapon o' Gork	UG p49

### LORE OF DA LIT'LEST WAAAGH! TABLE

1d100	Spell Name	Source
01-08	Curse of da Bad Moon	UG p50
09-16	Gift of the Spider-god	UG p50
17-25	Gork'll Fix It!	UG p50
26-33	Great Green Spite	UG p50
34-41	Itchy Nuisance	SSAB p36
42-50	Leaky Brainz	UG p50
51-58	Night Shroud	UG p50
59-66	Nikkit! Nikkit!	UG p50
67-75	Quit Yer Bleedin'	UG p51
76-83	Sneaky Distractin'	UG p51
84-91	Sneaky Stabbin'	SSAB p36
92-00	Vindictive Glare	UG p51

### LORE OF DA BIG WAAAGH! TABLE

1d100	Spell Name	Source
01-07	Ard as Nails	UG p51
08-13	Brain Bursta	UG p51
14-20	Cut 'Em Down, Boyz!	UG p51
21-27	Da Krunch	UG p51
28-33	'Eadbutt	UG p51
34-40	'Ere We Go!	UG p51
41-47	Da Evil Sun	UG p51
48-53	Go For Da 'Ead, Boyz!	UG p52
54-60	Fists o' Gork	UG p52
61-67	Gaze o' Mork	UG p52
68-73	Hand o' Gork	UG p52
74-80	Mork Wants Ya!	UG p52
81-87	Raise Great Idol	UG p52
88-93	Waaaaaagh!	UG p52
94-00	Wallopin' Great Krunch	UG p52



### LORE OF BEASTS TABLE

1d100	Spell Name	Source
01-10	Amber Talons	WFRP p245
11-20	Beast Form	WFRP p245
21-30	Beast Master	WFRP p245
31-40	Beast Tongue	WFRP p245
41-50	Flock of Dooms	WFRP p245
51-60	Hunter's Hide	WFRP p246
61-70	The Amber Spear	WFRP p246
71-80	The Standing Ox	UG p14
81-90	Winter's Long Slumber	UG p14
91-00	Wyssan's Wildform	WFRP p246

### LORE OF DEATH TABLE

1d100	Spell Name	Source
01-10	Animus Imprisoned	UG p14
11-20	Caress of Laniph	WFRP p246
21-30	Dying Words	WFRP p246
31-40	Purple Pall of <i>Shyish</i>	WFRP p246
41-50	Sanctify	WFRP p246
51-60	Scythe of <i>Shyish</i>	WFRP p247
61-70	Soul Vortex	WFRP p247
71-80	Steal Life	WFRP p247
81-90	Swift Passing	WFRP p247
91-00	Tomb Robber's Curse	UG p15

### LORE OF FIRE TABLE

1d100	Spell Name	Source
01-10	<i>Aqshy's</i> Aegis	WFRP p247
11-20	Blood Boil	UG p15
21-30	Cauterise	WFRP p247
31-40	Crown of Flame	WFRP p247
41-50	Fiery Flavour	UG p15
51-60	Firewall	WFRP p247
61-70	Flaming Hearts	WFRP p247
71-80	Flaming Sword of Rhuin	WFRP p247
81-90	Great Fires of U'Zhul	WFRP p247
91-00	Purge	WFRP p247

### LORE OF HEAVENS TABLE

1d100	Spell Name	Source
01-09	Birdpseak	UG p15
10-18	Cerulean Shield	WFRP p249
19-27	Comet of Casandora	WFRP p249
28-36	Fate's Fickle Fingers	WFRP p249
37-45	Starcrossed	WFRP p249
46-54	Starshine	UG p15
55-63	T'Essla's Arc	WFRP p249
64-72	The First Portent of Amul	WFRP p249
73-81	The Second Portent of Amul	WFRP p249
82-90	The Third Portent of Amul	WFRP p249
91-00	Wind Blast	UG p16

### LORE OF LIFE TABLE

1d100	Spell Name	Source
01-10	Barkskin	WFRP p251
11-20	Earthblood	WFRP p251
21-30	Earthpool	WFRP p251
31-40	Fat of the Land	WFRP p251
41-50	Forest of Thorns	WFRP p251
51-60	Geyser	UG p16
61-70	Leaf Swirl	UG p16
71-80	Lie of the Land	WFRP p251
81-90	Lifebloom	WFRP p252
91-00	Regenerate	WFRP p252

### LORE OF LIGHT TABLE

1d100	Spell Name	Source
01-10	Banishment	WFRP p252
11-20	Blinding Light	WFRP p252
21-30	Clarity of Thought	WFRP p252
31-40	Daemonbane	WFRP p252
41-50	Healing Light	WFRP p252
51-60	Net of Amyntok	WFRP p252
61-70	Pha's Protection	WFRP p253
71-80	The Power of Truth	UG p16
81-90	Radiant Weapon	UG p16
91-00	Speed of Thought	WFRP p253

### LORE OF METAL TABLE

1d100	Spell Name	Source
01-10	Crucible of <i>Chamon</i>	WFRP p249
11-20	Enchant Weapon	WFRP p250
21-30	Feather of Lead	WFRP p250
31-40	Fool's Gold	WFRP p250
41-50	Forge of <i>Chamon</i>	WFRP p250
51-60	Glittering Robe	WFRP p250
61-70	Mutable Metal	WFRP p250
71-80	Stoke the Forge	UG p17
81-90	Tale of Metal	UG p17
91-00	Transmutation of <i>Chamon</i>	WFRP p250

### LORE OF SHADOWS TABLE

1d100	Spell Name	Source
01-08	Bewilder	UG p17
09-16	Choking Shadows	WFRP p253
17-25	Cloak Activity	UG p17
26-33	Complex Illusion	UG p17
34-41	Doppelganger	WFRP p253
42-50	Glamour	UG p18
51-58	Illusion	WFRP p253
59-66	Mindslip	WFRP p253
67-75	Mystifying Miasma	WFRP p253
76-83	Shadowsteed	WFRP p253
84-91	Shadowstep	WFRP p254
92-00	Shroud of Invisibility	WFRP p254