

Fantasy Inquisitor – Why? Or: Introduction

Why? Simple: Inquisitor instantly became a favourite game down our way, and it seemed a shame that the excellent rules couldn't also be applied to a setting we love just as much – the Warhammer world. So, we decided to change that and set about altering the game to make it suitable for a Fantasy setting. The results are contained within this booklet. Rather than put in a lot of specific rules, scenarios and equipment, we decided to concentrate on the fundamental mechanics of the game. The reasoning was that we could come up with settings and plots later – the best story in the world is pointless if the game 'feels' wrong and destroys the illusion of the setting. This introduction is a little insight into exactly why we made some of the more noticeable changes...

Firstly, the primitive weapons in Inquisitor do next to no damage compared to bolt guns and so on, which is fine in that game because they emphasise the power of 41st millennium weaponry. However, in a Fantasy setting these primitive weapons are the only ones available, and if bows still inflicted 2-6 damage you would quite literally be there all day. Therefore the power of the weaponry has been juggled a little.

Close combat is far more important to Fantasy than 40K, because the ranged weaponry is not so potent. In Inquisitor hand to hand combat is bloody – it is generally over very quickly, and decided as much by weaponry as skill. In our opinion this is one of the best things about the game; it perfectly captures the brutality of the setting. The 40K universe and the Warhammer world are subtly different in tone, though; whilst both are dark, 40K is bleak and harsh where Warhammer is hopeful and humane. The 41st millennium has long been a graveyard for martyrs, while the Warhammer world remains a stage for heroes.

With this in mind, we have made some tweaks to the close combat rules that make it a little more detailed, less dependant on weaponry and more the skill of the characters involved, in order to make combat seem more epic and heroic. We also tried to make sure that, at least to some extent, the weapon and equipment lists are a variety rather than a hierarchy, to allow characters to express their personality through their equipment without being too heavily penalised for it. Obviously some weapons are still better than others, just not to the extent that they are in Inquisitor – even the worst weapon has some redeeming feature.

These were the most important changes, but there are others. We've put in a simple armour encumbrance system to reflect the fact that Warhammer armour isn't made of plastic and doesn't have hydraulics in it. The shield rules were also changed, since using the ones from Inquisitor would make them far too powerful for a Fantasy setting.

Perhaps the most drastic change is that from psychic powers to magic. Although the Inquisitor psychic system would work for magic, it wouldn't 'feel' quite right. Whilst in 40K psykers draw on their inner strength to use their powers, magic in Warhammer is dependent as much on the whim of the magic as the strength of the wizard – magic is a force to be appeased, not commanded.

To this end we've designed in a rather radical spellcasting system that is superficially similar to the psychic rules, but a bit more complex. For a start, because magic is so mentally draining to use and wizards don't like using their powers unless they really have to, we've made the use of magic and dispels temporarily drain the wizard's Willpower – the more powerful the spell, the more tiring it is to cast. In addition spells have a Power level, which indicates the minimum remaining Willpower required to be able to cast it. This means that a wizard must be careful how he uses his magic, lest he find himself exhausted and unable to cast a crucial spell at a vital moment. This puts a cap on the power of magic in the game and at the same time means that duels between spellcasters can take an intriguing cat-and-mouse quality, as they try to dupe each other into tiring themselves out.

To emphasise the fact that the magic as much as the wizard is doing the work, we decided that dispel rolls should be made after the casting roll rather than it inflicting a penalty to cast – one wizard casts a spell, and another must attempt to actively block or disperse the energy. There is also a sense in Warhammer that the some spells are innately more powerful than others; for example, you can imagine that the Grand Theogonist on the battlements of Altdorf casting the Great Spell of Unbinding carried rather more oomph than a quick fireball. For this reason, the basic dispel score depends on the power of the spell rather than the strength of the wizard, which helps give the spells – and the magic itself – a bit of personality!

And so, we present Fantasy Inquisitor. We hope you forgive us, and that you like it.

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HAND TO HAND COMBAT

Weapon profiles

Close combat weapons now have a weight characteristic, in the same way as missile weapons. This has the same effect as with shooting – i.e. every point that a character's weapon's weight exceeds his strength by is -1% to hit and parry.

If a character isn't strong enough to hold a weapon in one hand without penalty he can use both, counting his full strength. However, if a character is suffering a penalty to hit because of his weapon's weight, or if using two hands because using only one would incur a penalty, the weapon's vast weight may cause him to over-swing; if he rolls 96-100 to hit, his opponent can make a counter attack in the normal way.

Initiating combat/ Advance and attack

A character who is fighting at arm's length and wishes to advance on a character with a Reach 4 pole-arm (spears, halberds etc.), must pass a Weapon Skill test in order to do so, with a negative modifier of -10% per point of difference in Reach (as with rolling to hit). If they fail they are kept at bay by the longer weapon of their opponent and the action is wasted. This also applies on charges; the charging character must pass a Weapon Skill test to get inside his opponent's Reach or has to stop at arm's length, and use subsequent actions to try again (note this means he will lose any charging bonuses). No test is necessary if the character is advancing and attacking as part of a counter attack.

In addition, if a character fails to close on his opponent, his opponent can make one free attack against him, representing attempts to make the attacker impale himself on the weapon! The attack may be dodged or parried as normal, and does count towards the character's number of parries for the turn. If the character was charging that action, this attack inflicts double damage if it hits!

None of this applies if the character is advancing from outside the defender's front 45 degree arc.

Parrying

If an attacker's weapon is more than 3 times heavier than yours, you cannot parry, only dodge.

Parrying – weapon Reach

Weapon Reach doesn't count when making parries; i.e. assuming no other modifiers, a character's required parry score will simply be his Weapon Skill minus his parry penalty. Reach still applies when rolling to hit.

Parrying – counter attacks

If your weapon is twice as heavy as your opponent's or greater, you suffer -10% to parry or dodge against counter attacks, to reflect the speed advantage of knives, rapiers and the like.

Parrying – dodging

Rather than Weapon Skill, roll against Initiative when dodging. Do not add the +20 for dodging given in the Inquisitor rulebook. Instead, add a bonus of +1 per point the character's weapon skill exceeds 50 by, to a maximum of +20. This reflects the way that more experienced combatants will be better able to predict opponents' movements. Note that this still counts as a parry for the purposes of halving stats; add up the total number of dodges *and* parries attempted, and halve the relevant characteristic that many times.

If a character armed with two weapons or a weapon and a shield dodges, *both* weapons count as having made a parry for the purposes of halving their stats for successive parries.

Parrying with two weapons

If using two weapons in close combat and you manage to counter after parrying with only one of them, you can use the other to counter with. If you do your opponent suffers -20% to parry, *unless* they also have two weapons (or weapon and shield), and make *their* parry with the weapon they didn't use for the initial attack! Characters parrying with a shield then countering with a weapon in their other hand do not gain

this bonus; shields are too awkward to use in the deft manner required. Remember that if parrying with two weapons (+20% bonus), you will have to count the off-hand penalty of -10%, for a net bonus of +10%.

SHOOTING

Aiming

If a weapon is heavier than a character's strength, they cannot aim unless they have first rested their weapon.

Rested weapon

Bows cannot be rested, obviously. Don't even think about it!

Pinning

Only black powder weapons (and magical missile spells) cause pinning all the time. Bows and thrown weapons cause pinning only if the target was unaware of the shooter.

INJURIES AND RECOVERY

Hit location (optional)

Instead of adding or deducting 20 to or from a hit location roll, you can only add or deduct 10; this represents the relative clumsiness of even the most accurate of primitive weapons compared to their high-tech counterparts. However, to make up for this somewhat you can go off one end of the chart and back on the other by modifying the roll; for example, you could deduct 10 from a roll of 06 to make it 96, and hit the head.

In hand to hand combat, do not add +20 to the location roll; instead, add only +10.

Recovery

There is no Toughness bonus to recovery rolls taken during the recovery phase; the amount of injury points removed is simply D3, with no modifiers. This is to represent the fact that you simply do not heal at that rate, and also to prevent high-toughness characters being nearly invincible. It's silly having characters who recover 20 damage points a turn if there are no grenade launchers to counteract it! It's also to make sure bleeding is actually cause for concern... If a character uses an action to heal himself, the bonus is used as normal.

Damage Charts

The penalty for a Serious leg wound is -1 to movement rates and -10 to dodge in Close Combat, rather than -1 Speed. This is cumulative to -2 movement and -20 to dodge if both legs are injured.

MISCELLANEOUS : KNOCKBACK

Hits to the arms count only half damage for knockback.

MISCELLANEOUS : OFF-HAND

The off-hand penalty is only -10%, not -20%.

HAND TO HAND WEAPONS

Weapon	Reach	Damage	Parry Penalty	Weight	Special
Knife	1	D10	-30%	5	Can make a thrust attack at -20 to hit
Dagger*	1	D6+2	-20%	5	
Short sword*	2	2D6	-15%	10	
Longsword	3	2D6	-10%	15	Can make a thrust attack at -20 to hit
Broadsword	3	2D6+2	-15%	35	
Rapier*	3	D6+2	-10%	5	
Great sword	3	3D6	-20%	60	
Scimitar	2	2D6+2	-25%	15	-10% to opponent's parry chance
Throwing knife*	1	D3+3	-30%	10	
Punch dagger*	0	D6+4	-30%	10	
Spear*	4	D10	-15%	20	No bonus for strength if held in one hand
Short spear*	3	D10	-15%	15	No bonus for strength if held in one hand
Halberd	4	D10+4	-15%	40	Chop, thrust, or hook – see end of list
Boar spear*	4	D6+2	-15%	30	Critical hits inflict triple damage, no bonus for strength if held in one hand
Javelin*	3	D6+2	-15%	10	No bonus for strength if held in one hand
Axe	2	2D6+2	-20%	20	
Large axe	2	3D6	-25%	40	
Great axe	2	3D6+2	-25%	65	
Throwing axe	2	2D6	-25%	15	
Hammer**	2	D6+2	-20%	20	
Warhammer/ mace**	2	2D6	-20%	30	
Massive club**	2	2D6	-25%	60	Nail through end of club adds +2 damage!
Great hammer**	2	3D6	-25%	70	
Morning star**	2	2D6+2	-35%	35	-10% to opponent's parry, auto miss hits self
Flail	2	D10	-40%	60	Strikes D3 locations per hit, -20% to opponent's parry, auto miss hits self
Staff	3	D10	-10%	15	Half Weapon Skill and damage if used in one hand
Bullwhip	4	2D6	-50%	5	No damage bonus for strength, armour counts double its value, -20% to opponent's parry or dodge, cannot make counter attacks
Buckler	1	D3+3	-10%	10	Additional -20 to parry against thrust attacks
Spiked buckler	1	2D3+3	-10%	15	Additional -20 to parry against thrust attacks
Knuckledusters	0	D3+3	-30%	5	
Gauntlet	0	D3+4	-25%	10	
Improvised	1	D3+3	Varies according to size and shape of implement		

*These are thrusting weapons. All types of chain mail count as armour value 2 against them (if a weapon has an optional thrust attack, you must declare whether you are using a thrust or a normal attack before rolling to hit). Thrust attacks can always be parried regardless of relative weapon weight.

**These are devastating smashing weapons, that can crush armour and bone with ease. They inflict double damage for the purposes of knockback, and the armour value of any location struck is halved.

Axes, Swords, Knives and Spears These (i.e. bladed weapons) have a 20% chance to start bleeding per injury level inflicted. For example, if a hit inflicted two levels of injury, there would be a 40% chance the location started bleeding.

Halberds A character with a halberd has a choice of three attacks. He can either: attack 'normally' with a *chop*, in which case all the rules from the weapon's stat line above are used; make a *thrust* with the point of the weapon like a spear, which counts chain mail as armour 2 but inflicts only D10 damage; or *hook* his opponent, in which case the victim takes only D6 damage with no bonus for Strength, but must pass a Strength test or be knocked prone on the spot. A character with a halberd halves his Weapon Skill and damage rolled if he uses it in one hand. If used to hit an advancing opponent who fails their Weapon Skill test, halberds use their chop attack to work out damage.

SHIELDS

Shields have a parry penalty of 0, and do not suffer the off-hand penalty. They count as having the same counter attack chance as their user's other weapon; in other words the counter attack chance of a shield is the user's weapon skill minus twice the other weapon's penalty. Shields halve Weapon Skill normally – ignore the Inquisitor rule about 9/10 Weapon Skill, 8/10 Weapon Skill etc. Note that the -1% to parry per point of excess weight applies to shields as well as weapons. If, for some bizarre reason, a character is ever using a shield two-handed they get +20% to parry with it but cannot make counter attacks. Shields can be used to make improvised attacks if the user desires.

For example, Dietrich is a knight armed with a broadsword and a shield. His weapon skill is 68, and the parry penalty of his broadsword is -15%. His chance of parrying with the broadsword is $68 - 15 = 53$; the counter attack chance is $53 - 15 = 38$. His chance of parrying with the shield is 68; his chance of counter attacking with the shield is $68 - (15 \times 2) = 38$, the same as the sword. Thus a shield increases the chances of a parry, but not of a counter attack.

Shields are designed for aggressive defence in hand to hand, and a skilled user can deflect rather than simply block attacks. For this reason, a blow parried by a shield is assumed to be absorbed with no damage suffered by the shield's user.

When charging, a character can elect to make a shield bash in an attempt to knock down their opponent. Roll to hit as normal, except without Reach modifiers. The attack can only be parried with a dodge. If the target fails to dodge, they automatically suffer D3 yards of knockback, and take D6 damage plus the charger's Strength bonus to D3 random locations. They are also knocked prone, but if the charger's Strength is lower than their own, the victim can take a Strength test to try to remain upright. A charger can only attempt one shield bash, and only with their first attack of the combat.

In hand to hand shields do not cover locations like they do against shooting – to use a shield at close quarters you have to parry with it. Even the arm holding the shield does not gain its armour bonus since it can potentially be hit from the other side of the shield. Size of shield makes no difference in hand to hand – any benefit of a larger shield is assumed to be cancelled out by its increased clumsiness.

Shield Type	Armour Value	Shooting Locations Covered	Weight
Small wicker shield	3	Arm, chest and abdomen	10
Full wicker shield	3	Arm, chest, abdomen and groin	15
Large wicker shield	3	All except other arm and head	25
Small wooden shield	4	Arm, chest and abdomen	15
Full wooden shield	4	Arm, chest, abdomen and groin	20
Large wooden shield	4	All except other arm and head	40
Small metal shield	5	Arm, chest and abdomen	25
Full metal shield	5	Arm, chest, abdomen and groin	30
Large metal shield	5	All except other arm and head	55
Knightly shield	6	Arm, chest, abdomen and groin	35
Elf kite shield	5	Arm, chest, abdomen, leg on same side	25

Shields can have a spiked boss which adds 5 to their weight, but also adds +D3 damage to improvised shield attacks, and to the first location struck by a shield bash.

RANGED WEAPONS

Weapon	Type	Range	Acc	Damage	Shots	Reload	Weight	Special
Short bow	Basic	E	-5	2D6	1	1	10	
Recurved short bow	Basic	J	-5	2D6	1	1	10	
Bow	Basic	F	-5	2D6	1	1	15	
Recurved bow	Basic	B	-5	2D6	1	1	15	
Longbow*	Basic	C	-5	2D6	1	1	20	Strength test to aim
Composite longbow*	Basic	G	-5	2D6	1	1	20	Strength test to aim
Wood Elf longbow*	Basic	G	-	2D6	1	1	15	Strength test to aim
Crossbow	Basic	B	-5	3D6	1	2	35	Strength test to load
Repeater crossbow	Basic	J	-5	2D6+2	10	(2)	25	
Crossbow pistol	Pistol	A	-	2D6+2	1	2	15	
Handgun**	Basic	F	-10	2D6+2	1	4	50	
Dwarf handgun**	Basic	F	-	2D6+2	1	3	45	
Repeater handgun**	Basic	F	-10	2D6+2	6	(½)	60	2 actions per shot to reload
Pistol**	Pistol	E	-10	2D6+2	1	3	25	Improvised weapon
Dwarf pistol**	Pistol	E	-	2D6+2	1	2	20	Improvised weapon
Repeater pistol**	Pistol	E	-10	2D6+2	6	(1)	30	
Hochland long rifle**	Basic	I	-	2D6+4	1	4	65	
Blunderbuss**	Basic	A	-	2D6	1	3	50	See end of list
Sling	Basic	J	-15	D6	1	1	5	One handed, double damage on head hits
Throwing knife	-	E	-10	D6+2	-	-	5	
Throwing axe	-	E	-5	2D6+2	-	-	15	
Throwing star	-	E	-5	D3+1	-	-	2	May throw two stars as one action at -20 to hit with each
Javelin	-	A	-	2D6	-	-	20	
Bolas	-	E	-10	D6	-	-	20	Entangle

Reloading a black powder weapon or crossbow cannot be combined with movement, due to the intricacy of the process (handguns) or the need to brace yourself (crossbows).

Bows (not crossbows), javelins and blunderbusses count all chain mail as being armour value 2. Other types of armour are unaffected and count their full value as normal.

* To reflect their huge draw weight longbows count triple their weight for the purposes of to hit penalties, and in the recovery phase any character aiming a longbow must pass a Strength test or lose their aim. Longbows count armour of *all* types as being armour value 2, regardless of its actual value.

** Black powder weapons except blunderbusses count *all* armour as being armour value 2, regardless of its actual value. Blunderbusses count only chain mail as being armour 2. Firing a black powder weapon is a risky action. If it is messed up, roll a D100 to see what has happened:

01-05: The weapon is destroyed. The shooting character takes D6+4 damage to their favoured arm and chest, and to their head as well if they were aiming. Detonating pistols damage only the arm they were held in.

06-15: Over-packed. If the shot hits, it inflicts an extra D6+2 damage. However, the weapon now has a -10 modifier to hit and on any subsequent rolls on this chart, until it can be repaired.

16-80: The weapon fails to fire. The character must unpack the weapon before it can fire again; re-loading takes one more action than usual.

81-100: Under-packed: the shot drops to the ground well short of the target, or impacts with very little force. There is no additional effect.

Blunderbusses Blunderbusses lose 1 point of damage for every full 5 yards to the target. However, there is a chance equal to twice the range of hitting locations adjacent to the one rolled (note that this means physically adjacent, not adjacent on the location table). For example, imagine a blunderbuss shot fired from a range of 14 yards hits its target in the left arm; the target's head, chest and abdomen each have a 28% chance of being hit as well. Blunderbusses can never make placed shots.

ARMOUR

These rules look a bit fiddly, but once you've worked everything out there are spaces on the character sheet to record the effects of a character's armour, and it becomes pretty simple.

The weight of armour on a location is compared to a tenth of the character's Strength (i.e. their knockback value). For every point the weight of the armour exceeds their knockback value by, they have a -1 penalty on Initiative tests to do with movement (including dodging). This is cumulative between locations; so, for example, a character with strength 70 who was wearing heavy plate armour on his chest, abdomen and groin would be at -15 (weight 12 is 5 higher than his knockback value of 7, multiplied by three locations).

If a character's total armour penalty is -5 or greater, they cannot use the Acrobatic ability; if it is -15 or greater they also lose the ability to Sprint, and run 5 yards instead of 6.

Locations with 4 or more points of armour add their armour value to other characters' chances of hearing the wearer moving. So for example, a character wearing light chain mail on his chest and abdomen would give others a +10% chance of hearing him, while a character in chest-to-toe heavy plate would give a +48% bonus! Prone characters wearing armour with a total weight of higher than their current strength must take a Strength test to stand up again, with the same modifier they would suffer for Initiative tests. A failed attempt still uses up an action. There is no automatic pass or automatic fail for this action.

On the plus side, characters can add +1 to their own knockback value for each 20 points of armour weight they wear. You can record the knockback value including armour bonus in brackets after the basic one.

Type	Armour Value	Weight per location	Special
Heavy clothing	1	1	No effect against any weapon with a special rule for armour (black powder weapons, longbows, hammers, thrust attacks etc.)
Leather armour	2	3	
Studded leather	3	4	Chain mail
Ring mail	4	5	Chain mail
Light chain mail	5	6	Chain mail
Splint mail	6	8	Chain mail
Heavy chain mail	8	10	Chain mail, may not sprint if either leg covered
Gromril mail	8	7	Chain mail
Light plate	4	6	
Plate armour	6	9	
Heavy plate	8	12	May not sprint if either leg covered
Elf scale mail	6	7	
Gromril plate	9	9	
Ithilmar plate	7	7	
Chaos Dwarf scale	6	8	
Leather helmet	2	2	-10% vision, -20% hearing
Open helmet	4	4	-15% vision, -25% hearing
Closed helmet	5	6	-25% vision, -35% hearing
Mail hood	4	4	Chain mail, -10% vision, -20% hearing
Knightly helm	special	6	Counts as open or closed helmet (visor)
Chaos Dwarf helmet	4	9	-10% vision, -20% hearing

ABILITIES

Changes to existing abilities

Blademaster This skill doesn't exist; it's far too powerful for Fantasy, and it's a bit silly anyway.

Deflect Shot This cannot be used if a character's weapon is inflicting any to hit penalty because of its weight. Also, it will not rebound any attacks; it will just deflect them.

Gunfighter/ Medic Renamed Pistolier and Healer respectively, purely for atmosphere purposes.

Hipshooting This ability does not cancel moving and shooting penalties altogether; instead, it changes the penalty from -5 per yard moved to -1 per yard.

Word of the Emperor Becomes Word of Sigmar, or Mórr, or Myrmidia or whoever. You should make sure that the gods you have the Word Of are appropriate; no Word of the Lady of the Lake please!

New Abilities

Blackpowder Master The character adds +20 to rolls on the Blackpowder weapon misfire chart. They can also deliberately over-pack the weapon if they pass a Sagacity test: they must declare they are doing this as they load the weapon, but make the test when the shot is fired. If successful, the shot counts as misfiring with result 06-15 on the table. If they fail the Sagacity test, roll on the Misfire chart with a -20% modifier (instead of the usual +20%).

Brawler The character is adept at hitting opponents where it hurts. A character with this skill adds +D3 damage with unarmed and improvised attacks, as well as attacks made with gauntlets or knuckledusters.

Climb The character is able to scale surfaces with the greatest of ease. Climbing is not a Risky action for characters with this ability. If they like they can climb at double the usual rate (i.e. 4 yards per action) but if they choose to do this, the action is treated as Risky, as for other characters climbing at the usual rate.

Combat Master The character gets one 'free' parry each turn – his first parry is discounted. This means that both his first and second parries are made at full weapon skill; the third is at half weapon skill, the fourth at a quarter and so on. This also applies to dodges.

Jump Up If the character is prone, and not stunned, at the start of their turn, they can stand up without using an action if they first pass an Initiative test. This skill cannot be used at all if the character is suffering an Initiative penalty because of their armour.

Killing Blow The character is able to place blows in hand to hand combat with awesome skill, striking where their opponents are most vulnerable. They may add or deduct up to 10% from hit location rolls in hand to hand.

Melee The character seems to have a sixth sense or eyes in the back of his head, switching and turning from one opponent to another in heroic fashion before they can swamp him with numbers. The character's number of parries is reset to 0 after each speed phase, rather than at the end of each turn. He can still only use the Combat Master skill once per turn, not once per Speed phase.

Quick Shot The character can draw ('load') and shoot a bow as one action, but with a -10 penalty to hit.

Shield Wall If using a shield when shot at by an attacker he can see, and who is not using a black powder weapon, the character is allowed to take an Initiative test. If he passes he is able to catch the missile on his shield regardless of what locations the shield was actually covering, and so may add his shield's armour value to that of the location hit.

Staff Fighter If this character is using a staff, it counts as two weapons for the purposes of counter attacks; the character blocks with one end of the staff then counters with the other. This means that his opponent will suffer the -20% penalty to parry the counter. In all other respects the staff still counts as one

weapon. This skill can only be used with plain, sturdy fighting staves; no fragile ancient relics or knobbly wizard's staves, please!

Stealth The character is adept at moving silently and making the best use of cover to stay out of sight. Other characters halve their chance to hear a character with this ability moving, and halve bonuses for movement. Penalties for covered locations are doubled.

Strongman The character is practised with large weapons. Characters with this ability can ignore the rule that leaves them open to counters if they roll 96-100 to hit with a heavy weapon.

Exotic Abilities

Daemonic Daemons have powerful magical fields surrounding them which distort and twist reality, protecting the daemon from blows and shots. Most daemons have a number of armour points on all locations (varies with the type and power of the daemon) that counts against *all* attacks – even longbows, warhammers etc. In addition, some weapons or powers have a special effect against daemons.

Ethereal See the 'Instability' psychic power from the Inquisitor rulebook. However, although they cannot interact with objects per se, ethereal creatures *can* attack non-ethereal creatures. They cannot move through other creatures; only inanimate objects. Armour is ineffective against them, and their attacks cannot be parried except by magical weapons. They can be dodged as normal. Ethereal creatures can only normally be hurt by magic spells, and magical or holy weapons and items.

Excellent Hearing The character increases hearing ranges by half.

Excellent Vision The character halves range penalties for vision tests.

Flaming Attack This applies to specific weapons or spells rather than characters. Flaming attacks have an increased effect against *flammable* creatures (below). In addition, chain mail counts as armour value 2 against flaming attacks, and all other types of armour halve their armour value against fire unless otherwise stated. Regenerating creatures cannot regenerate damage caused by flaming attacks.

Flammable Certain creatures and objects are flammable and burn easily. Flammable creatures have a 75% chance of being set on fire by flaming attacks. There is a 50% chance, rather than 25%, of a fire spreading to another location. They have the usual chance of putting out burning locations (usually 25%).

Holy Aura The character is blessed by his or her god(s), and radiates an aura of power anathema to evil and magic. If a magic spell is targeted at the character or a point within 6 yards of the character, they may attempt to dispel it as if they were a wizard. They do not lose any Willpower for this, but cannot reinforce it either. Daemons within 6 yards of the character do not gain their daemonic aura armour points, add D3 to their injury total in the recovery phase, and must pass a Willpower test at the start of each of their turns or attempt to leave the area of the Holy Aura as quickly as possible.

Master of Magic The character can re-roll one of the dice when reinforcing a spell or dispel (see magic rules later).

Night Vision The character halves any low light penalties for vision tests. If you are using the rule that night time line of sight is equal to a tenth of a character's Initiative, a character with Night Vision can double this range.

Shadowfast A character with this ability has almost supernatural control over their own vital functions and can heighten their metabolism at will, becoming a blur of activity. A character can declare they want to attempt to become shadowfast at the start of their turn. Take a Willpower test for them. If successful the character gains +60 Initiative (yes, +60!), and counts as having the Combat Master, Deflect Shot, Dodge and Melee abilities. However, the stress ravages the character's body and at the end of each turn he was shadowfast the character adds an extra D6 to his injury total. The character can end the shadowfast state in any recovery phase (after suffering the damage for that turn's use!).

Sample average profiles Characteristics are for fairly experienced, tough, and halfway intelligent fighters; a civilian profile is given by way of comparison. These are in no way intended to be full rules, and we're not suggesting you *should* use Lizardmen or Orcs in games; they're just to give you an idea of relative strengths.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Human civilian	30	30	30	30	30	30	30	20	20
Veteran soldier	65	60	65	60	60	60	50	70	70
Templar knight	75	50	70	60	70	70	60	80	80
Witch hunter	60	60	55	60	80	90	80	90	80
Norse barbarian	65	50	70	65	60	50	40	85	50
Wizard	40	50	45	50	55	75	75	55	60

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Dwarf warrior	70	60	65	70	50	80	60	85	80
Slayer	75	50	70	75	60	80	50	90	60
Engineer	65	70	60	70	40	85	80	70	70
Runner	65	60	60	75	50	80	60	70	70

Special rules: Dwarfs move only 8 yards when sprinting, rather than 10. They only run 5 yards, not 6, and cannot evade because their stocky physiques are not suited to the type of movement required.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
High/ Dark Elf	75	70	60	50	75	65	75	75	70
Wood Elf	70	75	60	55	75	70	70	75	65
Elf Ranger	75	75	60	55	75	65	75	80	75
Wardancer	90	60	65	60	85	70	60	85	75

Special rule: elves add one yard when running, sprinting, sneaking or jumping.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Skaven clanrat	55	55	55	50	65	40	50	35	40
Gutter Runner	70	70	60	50	75	50	50	60	50

Special rule: skaven add one yard when running, and two yards when sprinting.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Orc	60	45	70	60	40	55	20	65	50
Goblin	45	55	45	40	45	40	25	40	50
Hobgoblin	60	55	55	50	45	40	30	45	40
Black Orc	70	45	80	65	45	65	20	75	60

Special rules: orcs and black orcs never test for system shock because of damage (although they can still suffer it automatically from location injury). All greenskins add +10 to their Consciousness number (they are still dead when their injury total hits their Toughness).

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Chaos Warrior	80	50	70	70	70	70	55	80	80
Beastman	60	30	60	70	40	40	20	40	30
Lesser daemon	75	50	80	60	80	70	70	70	70

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Skink	50	60	50	40	60	50	60	50	50
Saurus	60	20	70	70	30	70	20	70	60

Special rule: Saurus have +2 points of armour on all locations *except* when struck in the chest or abdomen from their front arc. Skinks add +2 yards when running and sprinting.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Skeleton	50	40	55	30	20	5	1	100	100
Wight	60	40	70	50	50	80	20	100	100
Vampire	75	60	100	90	85	75	75	90	90

Special rules: Undead suffer no vision penalties for darkness, do not make recovery rolls in the Recovery phase, and never test for system shock. Skeletons and zombies do not roll for their number of actions; they automatically receive their maximum number of actions, and have the Nerves of Steel and Force of Will abilities. Wights do make action rolls but have Nerves of Steel and Force of Will.

MAGIC

Overview

Tests to use spells are made against Sagacity, to represent the caster trying to remember the correct gestures, magic words or whatever to cast the spell. However, each spell has Power level, which is the minimum Willpower required to cast the spell. If the caster's willpower is not at least equal to the spell's Power rating, it cannot be used because the wizard does not have the strength to cast it. In addition, although wizards use forces present in the atmosphere to cast their spells rather than an innate power source, magic is very draining to cast; for this reason all spells will temporarily (i.e. for the rest of the game) reduce the caster's Willpower by a variable amount (such as 1, D6 or 2D10), as the magician becomes more and more mentally tired.

Thus some spells are only available to more powerful wizards, and even they will only have the strength to cast them so many times before they become too exhausted to use them again until they have rested. In this way, even the most powerful wizard can be defeated by a less strong but more cunning opponent...

Using Magic

All spells take one action to cast (although some may require concentration to be cast with any degree of certainty!). To cast the spell first make sure the wizard has sufficient Willpower remaining to cast it, then make a Sagacity test for them, modified by the spell's difficulty (this is not always a penalty; it is often a bonus in the case of simple spells). If the test is passed, the spell is successfully cast. Work out any effects from the spell and reduce the caster's Willpower by the amount given for that spell. If the test is failed, the caster has made a mistake and nothing happens; the spell is not cast and no Willpower is lost. A roll of 01-05 automatically succeeds, but a roll of 96-100 always fails.

Casting spells repeatedly in a short space of time is a massive drain on even the most powerful wizards. For this reason, each successive spell cast in a turn doubles the amount of Willpower lost (so the second spell would use up double the given amount of Willpower, third spell in a turn would use up four times the amount of Willpower, etc).

In hand to hand spells can still be cast, but remember that combatants are only aware of their opponents. Magic missiles count as pistols, so can only be used if at arm's length, and roll to hit using Weapon Skill rather than Ballistic Skill with no modifiers.

If the wizard fails to cast a spell (or has it dispelled – see below), he can either carry on with what he declared he was doing anyway, or take his next action as a Pause for Breath. Obviously, if his declared actions depended on the outcome of the spell he won't be able to carry on, and must therefore take a Pause for Breath. No Initiative test is necessary in this case – wizards are used to spells going wrong!

Miscasts

Magic is not an exact science, and accidents do happen. Under pressure it is easy to say the wrong word, make an incorrect gesture, or get distracted at the last second. When this sort of thing happens the wizard can lose control of the magic energy he is manipulating, and the results range from the embarrassing to the disastrous. Casting a spell is a Risky action, and if it is messed up the wizard has potentially messed up the spell – this is known as a Miscast.

When a Miscast occurs, take a Willpower test for the wizard (using his Willpower from *before* the spell was cast); if he passes, he is able to rein in the magic before it gets out of hand and the worst that happens is that the spell is not cast. If he fails, though, the magic runs riot and something nasty happens. The spell is not cast and the wizard immediately loses D10 Willpower on top of that for casting the spell.

In addition, Miscasts can have further effects. The number rolled for the extra Willpower lost is used to determine exactly what happens:

- 1 The wizard suffers a hit to a random location for 2D10 damage, and is blasted 2D10 yards in a random direction. If he hits an object work out damage as for falling, using the distance rolled to work out damage.
- 2 The wizard must take a Toughness test. If failed he is stunned for D3 turns; if passed he is stunned for 1 turn.

3	The wizard takes a hit to a random location for 2D6 damage.
4-5	A randomly determined spell also known by the wizard is cast on the target instead of the desired one. This can result in the wizard casting a beneficial spell on an enemy, or a <i>magic missile</i> against himself (hope he misses!). The Willpower lost is for the original spell, not the new one.
6-7	The spell is cast after all, but against the wrong target; randomly determine a character within 20 yards of the desired target to be the recipient of the spell (potentially the wizard himself). If there are no valid targets, the spell is not cast.
8	All persistent spells in play are ended. This applies to spells cast by any wizard, not just the one who Miscalc. In addition, all magic suffers a -20% difficulty modifier until the end of the next turn.
9	The wizard suffers a temporary loss of memory; he cannot cast the spell he was attempting again in that game.
10	The wizard suffers a temporary loss of memory; he cannot use magic for the rest of the game, although he can still use dispels.

Concentrating (or 'remembering')

Before casting a spell, a wizard can spend actions Concentrating. Each action spent adds +10% to the chance of the wizard correctly executing the spell. The wizard player must state which spell is being Concentrated on; you can't just Concentrate 'generally.'

Dispelling magic

Any wizard can attempt to dispel a spell cast by another. This is a free action, and does not affect a character's ability to take other actions that turn, but only one dispel attempt can be made per spell; if there is more than one opposing wizard, only one can attempt a dispel. The dispel attempt is made after the opposing spell has been cast. The required roll to dispel is 20 less than the spell's power level – i.e. a power level 70 spell would be dispelled if the opposing wizard rolled 50 or higher on a D100. If the caster's Willpower is higher than the dispeller's, the difference in Wp is the penalty to dispel; if the dispeller's Willpower is higher, the difference is the bonus to dispel. When dispelling a dice roll of 01-10 always fails, and a roll of 91-100 always dispels.

A dispel attempt uses up D6 Willpower's worth of mental effort. If a spell is successfully dispelled, the caster still loses the Willpower for that spell attempt.

Wizards can spend actions to dispel a persistent spell. This works in the same way as dispelling at the time of casting, except that the difference in Willpower between caster and dispeller is not used as a modifier; the dispel roll is simply the spell's Power Level - 20. The dispelling wizard can spend Concentrate actions beforehand, representing him taking the time to scrutinise the weave of the spell and work out the most efficient method of undoing it; each Concentrate action will add +10% to his chance of success.

The dispeller can Reinforce his dispel as normal. In addition, the caster can detect the attempt to undo his spell, and has the option of pouring extra power into his spell to keep it going. Therefore the original caster can also use Reinforcing dice to inflict a penalty on the dispel attempt. However, the extra strain can render the spell unstable, so if more Reinforcing dice come up as 1s than 6s, the spell is overloaded and automatically ends. Note that if this happens when Reinforcing a spell in play, it does not cause a miscalc; it only ends the spell.

Reinforcing

A wizard can choose to channel extra Willpower into the spell to reinforce it. He may choose an amount of extra Willpower up to one for every full 5 points of Sagacity he has over 50 (e.g. a wizard with a Sagacity of 82 could choose up to 6 extra Willpower).

Roll a number of D6s equal to the amount of extra Willpower you spent. The total score is the penalty to dispel the spell. However, if more of the dice come up with a 1s than 6s, something has gone wrong as if the wizard had rolled a 96-100 for his casting roll.

Reinforcing dispels is done in the same way. The wizard may use extra Willpower to reinforce his dispel, up to one for every full 5 points of Sagacity over 50. Roll that many D6s: the total score is his bonus to dispel. However, if more 1s than 6s come up the attempt automatically fails.

Note that Sagacity is used here because the more educated, intelligent wizards will have learned or practiced superior magic channelling techniques. In this way, greater knowledge and experience can help a less mentally powerful wizard defeat a more talented opponent.

Focusing

If a wizard does not have enough Willpower to cast a spell he knows, he can spend actions focusing first, gathering every last ounce of strength and energy before expending it in a final, heroic (or antiheroic) effort. Each action spent adds 10 to his Willpower for the purposes of determining whether he can cast a spell (this is not actually added to their Willpower). However, after the spell is cast, each action the wizard spent focusing removes an extra D10 from his Willpower on top of that lost for the spell. A wizard cannot Concentrate and Focus on the same spell; it must be one or the other. Note that a wizard can use this to cast a spell that their starting Willpower wouldn't normally allow them to cast.

Exhaustion

A Wizard whose Willpower falls below 20 is at -1 Speed, and must pass a Toughness test in each recovery phase or go out of action due to exhaustion.

Resting

Wizards can spend actions with a spot of meditation, tantric breathing, t'ai chi, yogic flying, sleeping etc. to refresh themselves. If they spend an action in this way, take a Nerve test for them; if the test is failed nothing happens. If passed, they recover an amount of Willpower equal to their Nerve divided by 20 (this reflects the wizard's ability to calm himself). This cannot take the wizard above his starting Willpower. This is only a temporary fix, though, and in campaigns use the lowest point the wizard's Willpower reached as the basis for how long it will take him to recover fully.

A wizard who has *persistent* spells currently in play may not rest; a completely clear minded is required.

Wizards and armour

Wizards don't often wear armour. In the Warhammer world, metal interferes with the winds of magic as the magician attempts to manipulate them, causing them to fluctuate and disperse in a way that makes them very hard to control.

As a result, armour inflicts a penalty on spell casting attempts. Add up the total armour value of any hit locations that have 3 or more armour points; the total is the penalty to the Casting roll. In addition, the sheer unpredictability of the interaction between magic and metal means that this penalty is included *before* working out whether the spell is a miscast – e.g. a wizard wearing 6 points of metal armour who rolls an unmodified 91 to cast a spell will miscast ($91+6=97$, a miscast), regardless of the score he actually required.

Metal weapons are assumed to be small and distant enough to have no effect on magic, and items of jewellery (metal armbands, an elaborate chain of office etc.) have no effect either.

SPELLS

As well as their Power level (see above) spells have a Complexity, which reflects how easy to understand the spell is. Any wizard whose Sagacity does not meet the Complexity of the spell cannot (or rather *should* not...) use it. A wizard casting a spell that is too complex for his current level of understanding must roll a D100 and score over the power level of the spell, with a penalty of -5 for every point his Sagacity falls short of the spell's Complexity by; if he fails to do this, he automatically Miscasts the spell. He still loses the Willpower that the spell costs to cast.

There are three categories of magic: Petty or basic spells are very simple, that even uneducated, natural wizards can work out for themselves. Generic magic contains spells that can be used with any Wind of Magic or style of practice, and are generally uncomplicated in effect (zap this, curse that etc.). Lore magic is based on one of the eight Winds of Magic, and the spells they contain depend on the exact type of magic being employed in order to work. Aficionados will note that most of the spells are from the current and previous editions of Warhammer, although there are some smaller scale ones to suit the nature of the game (so you don't end up having to light your signal fire by casting Conflagration of Doom on it).

Note that although a spell may have an equivalent with a similar effect in another Lore, the difficulty, power level and amount of Willpower used are often very different. This is deliberate, and reflects the innate strengths and weaknesses of each type of magic. For example, the Jade *Green Eye* spell is both harder to cast and less damaging than the Bright *Fireball*... but just try using Bright magic to conceal anything!

Types of spells

If any of these rules apply to a spell, it will be noted in *italics* in the spell description.

Persistent spells These are spells that have a continuing effect once cast; for example, a spell might entrap an enemy and hold them fast. In the recovery phase, wizards choose to either end these spells, in which case any effect is removed, or maintain them, in which case the spell continues, but uses up another D6 Willpower. The spells can be ended by the wizard during their own turn as well, which is a free action. Note that a wizard may have more than one persistent spell in play at once; he may even have two or more of the same spell! A wizard cannot Rest whilst he has persistent spells in play.

Magic missiles These have profiles like weapons and you must roll to hit using the wizard's ballistic skill unless otherwise stated (although being magical they usually have a big accuracy bonus). The wizard must therefore have line of sight to his target to use a magic missile. A wizard may Aim a magic missile in the same way as with shooting; however, if he chooses to do this he cannot Concentrate or Focus.

Ranged spells These are spells that have an effect a fair distance away from the caster. This doesn't apply to magic missiles, which are created near the wizard then hurled at an enemy; rather, it's things like teleportation spells and curses, that get harder with greater range. If casting a ranged spell, there is a -1 modifier on the Sagacity casting roll for every yard away that the target is, to represent the extra concentration required to focus the energy on a distant point. If casting a ranged spell at a point the wizard has line of sight to, however, there is a +20 bonus on the Sagacity roll as well as the range modifier. Note that although line of sight is not required, the caster must still be aware of his target.

Petty magic

Only the most uneducated wizard will not know a few petty spells; they are extremely simple and common abilities. *Persistent* petty spells only take 1 Willpower to maintain, not D6.

Magic Ward

Power level: 20	Willpower used: D3	Difficulty: +10	Complexity: 55
Effect:	An extremely basic spell for warding off ranged attacks, many wizards who know they will be going into a combat situation make it their first priority to learn a spell similar to this one! Any missile targeted at the caster is at -10% to hit. This is a <i>persistent</i> spell.		

Enchant

Power level: 25	Willpower used: D6	Difficulty: -	Complexity: 45
Effect:	The wizard charges his weapon with magic. From now on it will be able to affect ethereal creatures. This cannot be used on another character's weapon. In some circumstances the wizard may want to enchant another item; for instance, he might enchant a stone and throw it at a wraith. This is a perfectly acceptable, if a little desperate, course of action. This is a <i>persistent</i> spell.		

Nearsense

Power level: 20	Willpower used: D6	Difficulty: special	Complexity: 45
Effect:	The wizard magically scans the nearby environment for the presence of other beings. The wizard automatically detects every character within this distance in yards. You can increase this distance at a cost of +1 Willpower expended for each additional D6 yards of range.		

Telepathy

Power level: 20	Willpower used: -	Difficulty: +20	Complexity: 55
Effect:	A very popular technique with human wizards of the Amethyst college who use it to the exclusion of actually speaking at all, this enables a wizard to communicate mentally, sending his thoughts directly to the recipient without the use of such crude devices as mouths or ears. Note that this spell is so simple that it uses up no Willpower to cast, cannot cause miscasts, and other wizards must pass an Initiative test in order to attempt a dispel because it uses so little power. This is a <i>ranged</i> spell.		

Ignition

Power level: 20	Willpower used: D3	Difficulty: -10	Complexity: 60
Effect:	Gesturing simply, the wizard can start a fire with a spark of magic. The wizard can use this to set light to any inanimate object provided it's flammable. The initial size of the fire is about equivalent to striking a match, so you can't use it to instantly destroy buildings or anything, and people will have plenty of time to put the fire out before it does much harm. This is a <i>ranged</i> spell.		

Generic magic

As well as simple spells, most wizards will also know several Generic spells, which are simple in construction and effect, and can be achieved with any Wind of Magic.

Blast

Power level: 55	Willpower used: D10	Difficulty: -	Complexity: 50
Effect:	Many wizards learn how to focus their own magic Wind into a blast of tangible energy, to protect themselves or to smite their foes. Blast is a <i>magic missile</i> with range F, Accuracy +20, and 2D6+2 damage.		

Magical Shield

Power level: 45	Willpower used: D6	Difficulty: -	Complexity: 70
Effect:	The wizard focuses the Winds of Magic into a clear wall around him to protect him from ranged attacks. When shot at the wizard has an extra D10 points of armour on all locations (roll each time he is hit). This is ineffective in hand to hand combat, since opponents will be inside the shield. Note that the damage absorbed by the shield does not count towards knockback; it is absorbed before it hits the wizard. This is a <i>persistent</i> spell.		

Zhod's Law

Power level: 50	Willpower used: D6	Difficulty: -	Complexity: 50
Effect:	The wizard curses an enemy with foul luck. Each turn the victim must re-roll one successful Action roll. This can cause a Risky Action to be messed up if the re-rolled dice is a 1. This is a <i>ranged</i> spell and <i>persistent</i> spell, but each turn after the first the victim can take a Willpower test to shrug it off.		

Banishment

Power level: 70	Willpower used: 2D10	Difficulty: -10	Complexity: 75
Effect:	Although far inferior to the banishment techniques used by practitioners of High Magic, many wizards nevertheless consider it sensible to have some means of defence against the results of the worst magical accidents. All undead and daemonic creatures within 12 yards of the caster must pass a Willpower test or add 2D6 to their injury total, suffer D6 yards of knockback and fall prone.		

Heal

Power level: 60	Willpower used: D10	Difficulty: -	Complexity: 50
Effect:	One character counts as having a successful location injury healing action (i.e. one location is moved one level back down the injury chart, and the character subtracts D3, +1 per 10 points of toughness over 50, from their injury total). This cannot resurrect dead characters. This is a <i>ranged</i> spell.		

Cast Light

Power level: 20 / 40	Willpower used: D6	Difficulty: -	Complexity: 65
Effect:	The wizard is able to cast a glow to see by in darkness. While this spell is in effect, the area around the wizard to a distance of between 5 and 10 yards (wizard chooses). This is a <i>persistent</i> spell, but only uses up 1 Willpower to maintain rather than D6.		

Spells of the Bright Wind – the Lore of Fire

Bright magic is drawn to hot, dry places. It is the magic of fire and destruction. As a result, Bright wizards make excellent war-wizards, able to destroy their enemies with balls of fire and waves of searing heat. It is obviously highly impressive to watch, and as well as its explosions and fireballs, it Bright magic can be used for smaller scale bang-flashes, puffs of smoke, and firework displays.

The Lore of Fire is by far the best type of magic for blasting things to smithereens, and in battle Bright wizards are unequalled. However, it has none of the more subtle uses of other magics at all, making a Bright wizard little more than an admittedly impressive weapon.

Fireball

Power level: 60	Willpower used: D6	Difficulty: +10	Complexity: 70
Effect:	The archetypal Bright spell, fireball is simple, spectacular and effective. The wizard summons a ball of flame, and throws or casts it at an enemy. Fireball is a <i>magic missile</i> with Range F, Accuracy +20, and 2D6+4 damage. There is a +20 casting bonus if the player shouts "ha do ken!" as they roll the dice (not really).		

The Scarlet Scimitar

Power level: 55	Willpower used: D10	Difficulty: -5	Complexity: 75
Effect:	The wizard summons a blazing, magical scimitar to his hand. This is in all respects as a normal scimitar except that it counts as weight 0 for counter attacks, and will inflict double damage even if a critical hit is not rolled. Actually rolling a critical hit does not increase damage further. This is a <i>persistent</i> spell, and may be cast in hand to hand combat without the usual penalty.		

Piercing Bolts of Burning

Power level: 80	Willpower used: 3D6	Difficulty: -10	Complexity: 80
Effect:	This spell sends searing blasts of magic towards the enemy to incinerate them where they stand. The spell launches D3 <i>magic missiles</i> which must be cast at the same target, with Range F and 3D6+4 damage. There is no accuracy modifier.		

Wall of Fire

Power level: 65	Willpower used: 2D6	Difficulty: -15	Complexity: 80
Effect:	A great wall of flame erupts from the ground, blocking vision and scorching anything that tries to move through it. The wall is 10 yards long, and can be any shape the wizard likes – it is perhaps best represented by a piece of string cut to the right length. Anything on top of the wall as it is cast takes D3 hits for D6 damage each, and immediately dives		

for cover as if pinned, even if they have the Nerves of Steel ability. Any character wishing to cross the wall must take a Nerve test first; if passed the character may cross the wall, but takes D3 hits for 3D6 damage each (it takes a moment for the wall to heat up to its full strength). For line of sight purposes the Wall is considered to be about 6 yards high. This is a *ranged* and *persistent* spell (measure range from the furthest point of the Wall). It is a particularly intense spell once it gets going, and so takes D6+2 Willpower to maintain rather than D6.

Flamestorm

Power level: 70	Willpower used: 2D10	Difficulty: -10	Complexity: 75
Effect:	The wizard points at his target and a raging inferno erupts around it, burning everything to cinders. This is an area effect spell, with Area 4, Blast 5 and D10 damage. This is a <i>ranged</i> and <i>persistent</i> spell; once cast, the Flamestorm remains in place as an obstacle to movement.		

The Burning Head

Power level: 65	Willpower used: 2D10	Difficulty: -10	Complexity : 85
Effect:	Spreading his arms, the wizard sends forth a large, ethereal flaming skull, laughing and giggling insanely as it burns its way towards its target. One character is automatically hit for 3D6 damage, and all enemy characters within 2 yards of the path of the skull (including the target) must take a Nerve test or flee starting with their next action. They must pass a Leadership test in the recovery phase to stop themselves. This is a <i>ranged</i> spell. The head will always travel in a straight line towards the target passing through, and damaging, anything or anyone else that gets in the way! For the purposes of deciding what gets hit, the skull is considered to be 1 yard wide (we did say it was a large skull).		

Seeking Flame

Power level: 60	Willpower used: D10	Difficulty: -5	Complexity: 80
Effect:	The wizard sends a ball of fire to seek out his foes. One character is hit automatically for 2D6 damage; roll for hit location as if in hand to hand combat. This is a <i>ranged</i> spell, and must be cast against another character or animal – not inanimate objects.		

Flameshield

Power level: 70	Willpower used: 2D6	Difficulty: -10	Complexity: 75
Effect:	The wizard conjures a wall of searing heat to protect himself. The wizard gains 2D6 armour against all attacks as long as the spell is in effect. Heat-based attacks are blocked completely, as they simply feed the shield. In addition, hand to hand opponents are at -10 to hit due to the terrible distraction of the blazing heat, unless they are somehow immune to fire. The wizard is Terrifying to creatures that are Flammable or otherwise afraid of fire. This is a <i>persistent</i> spell.		

Sanguine Swords

Power level: 75	Willpower used: 3D6	Difficulty: -15	Complexity: 85
Effect:	The wizard summons two blazing swords that float beside him and follow him as he moves, attacking his enemies as they draw close. While this spell is in effect, the wizard receives one free attack with each sword every turn, worked out in his own turn before his other actions. The attacks are made with Weapon Skill 70, Reach 3, and 2D6+4 damage. The swords can attack any enemy within 10 yards of the wizard, and may attack different targets. The swords' attacks can be parried or dodged as normal, counting as weight 30, but cannot give away counter attacks. They cannot be attacked themselves, nor can they make parries on behalf of the wizard. This is a <i>persistent</i> spell.		

Kastor's Meteor Storm

Power level: 80	Willpower used: 2D10	Difficulty: -10	Complexity: 80
Effect:	As the wizard casts this spell, flaming rocks pepper the area around him. Any character within 16 yards of the wizard, friend or foe, has a 75% chance of being struck by one of the meteorites for 2D6+4 damage. All characters within the area of effect must take a pinning test, at +20 to their Nerve if they were not hit. The wizard himself cannot be affected.		

Flare

Power level: 70	Willpower used: 3D6	Difficulty: -15	Complexity: 65
Effect:	An area of the battleground is washed with heat, burning those within and causing terrible pain. Nominate a circular area 12 yards in diameter. Any character within this area immediately adds 2D6 to their injury total. This is a <i>ranged</i> spell; measure range to the centre of the affected area.		

Seal

Power level: 40	Willpower used: D10	Difficulty: -15	Complexity: 70
Effect:	The wizard seals a wound using a quick blast of intense heat. This is cast on any single hit location on any character, including the wizard himself; the recipient immediately adds +D6 to their injury total but any bleeding on that location is stopped. This is a <i>ranged</i> spell.		

Radiance

Power level: 50	Willpower used: 2D6	Difficulty: -	Complexity: 60
Effect:	The wizard casts the light of a dozen torches using his magic, illuminating the surrounding area. Everywhere within 30 yards of the wizard is lit up by firelight. This is a <i>persistent</i> spell. It also makes the area sufficiently warm to melt ice and snow and cause great discomfort to creatures not fond of warmth.		

Spells of the Jade Wind – the Lore of Life

Jade magic is heavy and soaks into the earth, falling like rain before gathering and flowing naturally into rivers and lakes. It is the magic of water, and by association also of plants and trees, and its power waxes and wanes with the seasons. In the Empire Jade wizards construct stone circles to focus magical power, and gather at crucial times to cast the spells that will ensure the land remains fertile in the year to come.

Soft and slow, Jade magic is well suited to spells that generate and regenerate, protect and conceal. However ponderous, though, Jade magic is strong and can cause the very elements to rise up in defence of the wizard and his allies, and anyone crossing a Jade wizard will soon discover this to their cost.

Father of the Thorn

Power level: 60	Willpower used: D10	Difficulty: -	Complexity: 75
Effect:	Magical roots spring from the ground, lashing a character's legs with thorns as hard as steel. Choose one character within 25 yards of the caster. They immediately suffer a hit for D6+2 damage to each of their legs. This is a <i>ranged</i> spell.		

Awakening of the Wood

Power level: 80	Willpower used: 2D10	Difficulty: -10	Complexity: 85
Effect:	When commanded the branches of nearby trees batter the wizard's enemies to a pulp, or send forth their roots to rake and constrict them. This can be cast on any tree that the wizard can see. All enemy characters within 3 yards of the tree are attacked with 2 close combat attacks, at Weapon Skill 70 and counting as being made by a Strength 80 character wielding a great hammer. Characters between 3 and 12 yards away from the tree are automatically hit once in a random leg for 2D6+4 damage. This is a <i>ranged</i> spell, but unlike other ranged spells the wizard must be able to see the tree to be affected.		

The Rain Lord

Power level: 90	Willpower used: 4D10	Difficulty: -40	Complexity: 85
Effect:	The wizard casts his hands to the sky, calls out words of power and, as if in response, clouds darken and rain begins to fall. When the wizard casts this spell, it will begin raining exactly one turn afterwards ('exactly' is considered to be the start of the Speed phase the wizard cast the spell in). The wizard can choose the amount of rain, from drizzle right through to full-on soak. The wizard can end or adjust the rain by casting the spell again, or leave it to finish of its own accord which it will do after D3 hours (i.e. beyond the span of the average game). Note that the spell can also be used in reverse, to stop natural rain over the given area. The usual criteria for ending the spell applies – i.e. the wizard casting the spell again or D3 hours. When either of these occurs the weather reverts to its usual state.		

The Green Eye

Power level: 65	Willpower used: 4D6	Difficulty: -20	Complexity: 75
Effect:	The wizard's eyes seem to merge together into a single glowing, green pool in the centre of his head, and a beam of power bursts forth from it to attack his enemies. This is a magic missile with Range J, Accuracy +30, and 3D6 damage.		

The Cloak of Dain

Power level: 60	Willpower used: 2D6	Difficulty: -5	Complexity: 75
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Effect: The green cowl of energy that is the Cloak of Dain protects the caster or an ally from harm, absorbing energy from incoming attacks. The wizard can cast this on himself or on any other character. Any attack that hits the recipient will be slowed by the precipitous Jade magic draped around him, and will inflict only half damage (before armour) as long as the spell remains in effect. This is a *ranged* and *persistent* spell.

The Howler Wind

Power level: 80	Willpower used: 2D10	Difficulty: -20	Complexity: 85
Effect:	The wizard draws in all his strength and summons a howling gale. When this spell is cast, a vicious and gusty wind begins to blow across the entire tabletop, and lasts until the start of the wizard's next turn. Shooting with anything other than black powder weapons or large war machines is impossible, and even those are at -20 to hit. <i>Magic missiles</i> are at -10. The caster chooses the direction of the wind. Characters moving against the wind (i.e. at an angle of less than 45° from the wind's direction) subtract 1 from movement rates, with another -1 if they fail to pass a Strength test at the start of their turn. Characters moving with the wind are at +1 to movement rates but doing so is a Risky action, and characters who mess it up will fall over and roll D6 yards forward.		

Peace

Power level: 75	Willpower used: 3D6	Difficulty: -5	Complexity: 70
Effect:	Jade energy washes over a character and they are overcome by a sense of calm and well-being. If the target is fleeing they recover their nerve automatically. If aiming, they immediately stop doing so. As well as this, whilst under the spell they cannot take any aggressive action (make a hand to hand attack, load a weapon, aim etc.) until they pass a Willpower test in the Recovery phase or the spell ends. They can defend themselves normally, but do not make counter attacks except to circle, step back or break from combat. This is a <i>ranged</i> and <i>persistent</i> spell.		

Bloodpulse

Power level: 65	Willpower used: D10	Difficulty: -5	Complexity: 80
Effect:	The wizard focuses the descending rains of Jade magic towards an ally, and the regenerative power flows through them. One character gains the Regenerate exotic ability until the spell ends. This is a <i>ranged</i> and <i>persistent</i> spell.		

Earth Blood

Power level: 70	Willpower used: 4D10	Difficulty: -20	Complexity: 85
Effect:	The wizard disappears, fading away in a green haze to the immaterium where his wounds are soothed. When this spell is cast, the wizard model is removed from play; mark the point where he disappeared. In the Recovery phase the wizard automatically counts as having D3 successful location healing actions used on him, and recovers D3 Willpower. At the start of the wizard's next turn he can choose to try to remain for another turn; however, it requires great concentration, so take a Nerve test for the wizard. If successful he can choose to stay out of play for another turn, with more healing actions in the Recovery phase. If he fails, or chooses to reappear, the model is replaced in the exact spot that it left the table and the wizard can act normally this turn. The wizard can choose to test at the start of each of his turns, and can remain out of play healing himself until he fails a Nerve test.		

The Emerald Pool

Power level: 50	Willpower used: D6	Difficulty: -10	Complexity: 80
Effect:	The wizard appears to change into water and sink into the ground, only to reappear at a distant point. When the wizard casts this spell, he can instantly transport himself to any point within 10 yards of his current position, or within 10 yards of any body of water on the tabletop.		

The Mist of Duthandor

Power level: 70	Willpower used: 3D6	Difficulty: -15	Complexity: 85
Effect:	The wizard holds his arms aloft and a soft green mist descends with deceptive speed over the battleground. The mist is a circular area with a radius of 6 yards. Line of sight through the mist is 2 yards (which means close combat opponents at arm's length are separated – they can't see each other!). Any characters within the mist are at half speed because of the sweeping green tendrils that obscure vision and confuse the senses. Characters wishing to move within the mist can only sneak safely; moving faster is a Risky action, and characters will fall over if they mess it up. If they move they do so in a random direction, unless they can pinpoint a noise to move towards (another character calling to them, or sounds of combat for example. Use the normal Awareness rules for this). The mist lasts until the start of the wizard's next turn. This is a <i>ranged</i> spell –		

measure range to the centre of the mist's area.

Spells of the Celestial Wind – the Lore of the Heavens

Celestial magic is unique amongst the eight winds for one reason: it can be used to foretell the future. The precise reason for this is deep and Celestial wizards may spend a lifetime studying without understanding it fully, but suffice it to say it has to do with the lightness of the magic. As it flows from the Chaos Wastes, Celestial magic rises and forms a blue haze against the night sky, and since time in the Wastes has no meaning and is at once all time and no time, the manner in which the magic obscures the stars can be decoded to predict events to come.

In more practical terms Celestial wizards make useful all-round spellcasters, if they can be persuaded to come down from their observatories. Their ability to predict events and cast spells of luck and blessing are invaluable, and their magic's link to the high heavens means they can control powerful lightning bolts to smite their foes.

Portent

Power level: 50	Willpower used: 3D6	Difficulty: -10	Complexity: 75
Effect:	The wizard casts his magical sense a few minutes into the future, foreseeing potential dangers. He instantly becomes aware of D3 enemy characters within 20 yards of him, and if he messes up a Risky action in this or the next turn he can re-roll one of his Action dice.		

Second Sign of Amul

Power level: 60	Willpower used: 2D6	Difficulty: -15	Complexity: 80
Effect:	The wizard uses the thin wisps of Celestial magic passing above to reach gain a glimpse of things normally hidden to him. Until the end of the next turn the wizard can re-roll Awareness tests, gains the Dodge ability, and doubles his chance to dodge in close combat (not parry).		

Forked Lightning

Power level: 70	Willpower used: 3D6	Difficulty: -10	Complexity: 80
Effect:	A thunderclap rings out, and sparks of lightning descends to smite the wizard's foe. One character takes D3 hits for 2D6+2 damage each. All armour (even heavy clothing) counts as armour value 2 against the hits. This is a <i>ranged</i> spell.		

Wind Blast

Power level: 75	Willpower used: 2D6	Difficulty: -	Complexity: 80
Effect:	Drawing on the power of the heavens, the wizard summons his strength and focuses the air into a fierce blast of wind. The wind extends in a straight line to a point 20 yards away from the wizard. Any character the line passes within 2 yards of suffers D6 yards of knockback. In addition, they must roll under their knockback value on 2D6, or suffer a further D6 yards of knockback and be knocked prone.		

Azure Blades

Power level: 75	Willpower used: 3D6	Difficulty: -15	Complexity: 75
Effect:	A swirling, incandescent mass of blue blades begins to spin about the caster, lashing out at his enemies. At the start of his turn the wizard gains one free hit on each of his close combat opponents, inflicting 2D6 damage. These attacks can be dodged but not parried. This is a <i>persistent</i> spell.		

Uranon's Thunderbolt

Power level: 80	Willpower used: 3D10	Difficulty: -30	Complexity: 90
Effect:	The wizard summons lightning to destroy his enemies. One character immediately adds 3D6 damage to their injury total and is stunned for one turn, and must pass a toughness test or be stunned for D3 turns instead. This is a <i>ranged</i> spell.		

Storm of Cronos

Power level: 75	Willpower used: 2D10	Difficulty: -	Complexity: 85
Effect:	A storm of electricity flares up from the wizard's fingertips, striking every foe in its path. When the wizard casts this spell, he fires a Range A, 2D6+4 damage <i>magic missile</i> at every enemy he can see, up to a maximum range of 30 yards. All armour (even heavy clothing) counts as armour value 2 against this spell.		

Swiftwing

Power level: 40	Willpower used: D10	Difficulty: -5	Complexity: 85
Effect:	With a flash of blue magic and a cracking noise, the wizard is transported to a distant point. Nominate the point the wizard wants to transport himself to (he must know the location of the point). This is a <i>ranged</i> spell.		

Fortune

Power level: 60	Willpower used: D6	Difficulty: -	Complexity: 65
Effect:	One character is blessed with extraordinary luck. The recipient of this spell can re-roll one action dice in their next turn. This can be used to avoid a Risky action failure.		

The Cerulean Shield

Power level: 65	Willpower used: D10	Difficulty: -	Complexity: 70
Effect:	A glittering crystal shield of magic forms in front of the wizard, protecting him from incoming shots. The wizard gains 2D6 points of force field armour against ranged attacks only – close combat opponents are inside the shield, so it will not work against hand to hand attacks. This is a <i>persistent</i> spell.		

Spells of the Amethyst Wind – the Lore of Death

Amethyst is the hardest to see of all the Winds of Magic because it drifts forward and back in time as well as space, flickering faintly. Although its association with death makes it a useful tool for mischievous necromancers and sorcerers, Amethyst magic and its practitioners are not all evil by any means for it is also the magic of ages past and ages to come, the magic of time itself, gathering in places where death hangs like a shadow. It is partly responsible for the eerie feeling of peace often felt in graveyards and similar sites where death is prevalent, as the stillness of the afterlife overflows into the land of the living.

Amethyst magic is powerful, perhaps the most powerful of the eight Winds. Its passing back and forth through time means it can sometimes be used to predict the future, although in a rather vague and cryptic fashion, and also to connect with the past, useful for investigative activities. However, it demands a great deal of the user and its rigidity and stubbornness means that its aggressive spells often lack range, requiring a certain amount of courage and daring to use successfully in battle.

The Manacle of Caloe

Power level: 75	Willpower used: 2D6	Difficulty: -5	Complexity: 70
Effect:	A near-immaterial manacle of purple energy wraps itself around the wizard's enemy. The target must spend actions trying to break free by passing a strength test with a negative modifier equal to one fifth of the wizard's Willpower at the moment he cast the spell, and may do nothing else until they manage it. This is a <i>ranged</i> and <i>persistent</i> spell.		

The Fate of Bjuna

Power level: 70	Willpower used: 4D6	Difficulty: -20	Complexity: 75
Effect:	The wizard's enemy begins to laugh, inexplicably, harder and harder until their gut threatens to burst. The target immediately becomes stunned (actually rolling on the floor in hysterics) and suffers D6 damage to their abdomen. In each recovery phase they must pass a Willpower test or suffer another D6 damage to the abdomen and remain stunned. This is a <i>ranged</i> and <i>persistent</i> spell, and if the target goes out of action or otherwise unconscious, it is ended.		

Dark Hand of Death

Power level: 65	Willpower used: D10	Difficulty: -10	Complexity: 70
Effect:	The wizard points at his target and pale shadow passes over them, searing flesh as it passes. This is a <i>magic missile</i> with Range E and 2D6 damage. It will affect D3 locations rather than just one, one of which will always be the chest.		

Wind of Death

Power level: 75	Willpower used: 3D10	Difficulty: -10	Complexity: 85
Effect:	The wizard summons a howling gale of dark magic that rasps away the life energy of all caught within it. A circle with a radius of 16 yards around the necromancer is affected. All living enemy characters who begin their turn within this area immediately add D6 to their injury total; all undead within the Wind's area subtract D6 from their injury total. In addition, all shooting into, out of or within the Wind's area is at an additional -20%		

to hit; also any characteristic test to do with spellcasting, or a physical activity like jumping or balancing, are at -20%. This is a *persistent* spell, and is automatically dispelled if the necromancer takes any damage.

Doom and Darkness

Power level: 70	Willpower used: 2D6	Difficulty: -10	Complexity: 75
Effect:	One character is overcome by images of their darkest fears. They must immediately take a nerve test as if confronted by a <i>terrifying</i> creature, and until the spell ends they have a -40 modifier to their Nerve. This is a <i>ranged</i> and <i>persistent</i> spell.		

Steal Soul

Power level: 75	Willpower used: 2D10	Difficulty: -10	Complexity: 85
Effect:	The caster stretches out his hands, and with a faint tearing sound, some of the target's life energy is stolen away and granted to the wizard. This spell can be cast on any character within 10 yards of the wizard. The target immediately adds 2D6 to his injury total, and this amount is subtracted from the caster's total. This cannot take the caster's total to less than 0.		

Amaranth

Power level: 80	Willpower used: 2D10	Difficulty: -15	Complexity: 80
Effect:	One character is overcome by the power of the land of the dead, the weakness of living flesh expunged. They immediately double their Toughness. However, it is very unnerving for the recipient and so unless they are close combat, all their actions count as risky and if they mess it up, they do nothing that turn as they try to come to terms with feeling... dead. The wizard himself is immune to this effect. This is a <i>ranged</i> and <i>persistent</i> spell.		

The Purple Scythe

Power level: 80	Willpower used: 4D6	Difficulty: -10	Complexity: 75
Effect:	The wizard conjures large scythe, glowing purple with the magic of Shyish, to cut down his foes. The wizard cannot be holding anything when he casts this spell. The scythe is a close combat weapon that must be wielded with two hands, and automatically hits whenever the wizard makes an attack with it, inflicting 3D6 damage. It counts as weight 30 but the wizard will never suffer any penalty for it. It has a parry penalty of -15%. This is a <i>persistent</i> spell, and may be cast in hand to hand combat without the usual penalty.		

Timestream

Power level: 90	Willpower used: 3D10	Difficulty: -30	Complexity: 95
Effect:	The wizard reaches out for the magic of bygone ages and slows the passage of time, delaying the future. All characters except the caster, and D3 other characters or objects chosen by the caster, are at half Speed until the end of the next turn. The wizard and his chosen characters gain the Dodge, Melee and Combat Master abilities until the end of the next turn. Things that move a set amount or progress at a definite rate per turn (a coach and horses moving down a road, for example) will do so at half rate. Other things should be slowed down as the players or GM deem appropriate.		

The Dead Lie Still

Power level: 85	Willpower used: 4D10	Difficulty: -20	Complexity: 90
Effect:	Closing his eyes, the wizard sends out a slow wave of Amethyst magic, and all nearby creatures feel the chill presence of the world of the dead - a superficial calm masking a deep dread. When the wizard casts this spell, all creatures within 12 yards of him must pass a Nerve test or flee starting with their next action, and must pass a Leadership test in the recovery phase to stop themselves. All undead creatures within 12 yards immediately add 3D6 to their injury total, and must pass a Willpower test or be stunned for D3 turns as death tries to reclaim them. If a lesser undead creature fails its Willpower test with a roll of 96-100 it is automatically destroyed.		

Spells of the Gold Wind – the Lore of Metal

Gold magic is very dense and sinks quickly into the ground where it is attracted to similarly heavy things, notably metals – and particularly precious metals, like gold. Most often called alchemy by laymen, the practice of Gold magic deals mainly with transmutation and the manipulation of metal, and as a result Gold wizards are often very rich! This, and their wisdom and knowledge, tend to make alumni of the Gold College the wizards of choice as advisors to powerful nobles.

Gold magic is heavy and highly malleable, making it a good Wind to use for deadly and accurate magical missile spells. It is also excellent for disruption, changing terrain and turning the enemy's weapons against them. You don't want to be wearing much armour if there's a powerful Gold wizard about...

The Burnished Gauntlet

Power level: 55	Willpower used: D6	Difficulty: -	Complexity: 75
Effect:	The wizard shapes a gauntlet from magic and sends it flying at his enemy. One character within 6 yards of the wizard is automatically hit in the head, for D3+3 damage.		

Love of Iron

Power level: 60	Willpower used: D6	Difficulty: -5	Complexity: 70
Effect:	With a knowing grin, the wizard casts a subtle spell on his enemy's armour. Add up the weight of all the target's hit locations with 4 or more points of armour. The total is the bonus to hit the target with metal ranged weapons as long as the spell lasts – and the penalty to hit characters within 6 yards of the target! 'Metal' includes things like arrowheads and handgun shot. This is a <i>ranged</i> and <i>persistent</i> spell.		

Fool's Gold

Power level: 60	Willpower used: D10	Difficulty: -5	Complexity: 70
Effect:	The wizard creates thoughts of overwhelming greed in the mind of an enemy. At the start of his next turn the affected character must pass a Leadership test or stand around grinning idiotically at his thoughts of wealth. If there is actually a source of wealth nearby that the victim is aware of (a pile of gold, a rare treasure etc.) there is a -10% modifier to his Leadership for the test, and instead of standing around, he will run towards it starting with his next action, and try to steal and escape with the treasure if he can. He must continue taking Leadership tests at the start of his turns until he passes one, at which point the spell is dispelled and he may act normally. Dwarfs are at an additional -10 to their Leadership for this spell. This is a <i>ranged</i> and <i>persistent</i> spell.		

Searing Doom

Power level: 70	Willpower used: D10	Difficulty: -	Complexity: 70
Effect:	Streams of molten gold burst from a point just in front of the wizard's outstretched fingertips to blast his enemies. The Searing Doom is a <i>magic missile</i> with Range E, Accuracy +20, and 2D6+2 damage. It hits D3 locations rather than just one, and is a flaming attack.		

Transmutation of Lead

Power level: 75	Willpower used: 2D10	Difficulty: -15	Complexity: 80
Effect:	The wizard turns all the victim's armour and equipment into lead, leaving them struggling to move. The weight of all the target's metal weapons, and armour on locations with 4 or more armour points, is doubled, and the armour values of the affected locations reduced by 1, until the end of the next turn (if in doubt just use common sense to determine what's metal). This is a <i>ranged</i> spell.		

Rule of Burning Iron

Power level: 70	Willpower used: 3D6	Difficulty: -10	Complexity: 75
Effect:	The wizard focuses the Gold Wind of Magic at an enemy and begins to heat up his target's armour, inflicting terrible pain. The target immediately adds D3 to his injury total for locations with 4-6 armour points, and D6 for locations with 7 or more armour points. If the target was wearing a metal helmet he is also stunned for one turn. This is a <i>ranged</i> spell.		

Bane of Forged Steel

Power level: 85	Willpower used: 3D10	Difficulty: -20	Complexity: 90
Effect:	Concentrating hard, the wizard focuses on his target's weapons, cursing them to rust and become useless. When this spell is cast, any metal close combat weapon carried by the target is instantly disintegrated, as it rapidly rusts and falls apart. Weapons that were wooden with a metal head (like some axes) have their head dissolved, and now count as improvised weapons. Only weapons with Reach 1 are unaffected, as they are small enough to escape the magic's attentions. This is a <i>ranged</i> spell with a maximum range of 20 yards. Once cast its effect is permanent – the weapons are gone! The spell cannot affect magical weapons.		

Jealousy of Metal

Power level: 65	Willpower used: 2D6	Difficulty: -5	Complexity: 75
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Effect: The wizard concentrates and brings out one of metal's most interesting properties in two characters. When the wizard casts this spell, two characters who are within 12 yards of each other and wearing at least some metal armour are affected. If they are between 6 and 12 yards apart, they each move D3 yards away from the other (roll separately for each) and must pass a Strength test or fall prone. If they are between 3 and 6 yards apart, they move D6 yards away from each other and fall prone. If 3 or fewer yards apart, they are moved D10 yards away from each other, fall prone, and must pass a Toughness test or be stunned for one turn. If they hit an object they take damage as for falling, counting as falling one yard for every yard they had yet to move. This is a *ranged* spell – measure range from the further away of the two characters to be affected.

Von Strommer's Last Laugh

Power level: 65	Willpower used: D10	Difficulty: -10	Complexity: 80
Effect:	When the wizard casts this spell, his position and that of one other character with a Toughness of no greater than double the wizard's are immediately swapped. The other character must take their next action as a pause for breath. This is a <i>ranged</i> spell. The wizard also has the option of casting this on two other characters as long as neither's Toughness is double the other's, swapping their positions. If he does this, measure the range from the wizard to each of them and add them together to work out the range penalty. Both characters must pause for breath for their next action.		

Gleaming Arrow

Power level: 65	Willpower used: 3D6	Difficulty: -10	Complexity: 80
Effect:	A glittering golden arrow flies forth from the wizard's outstretched hands, soaring towards its target with unerring accuracy. This is a <i>magic missile</i> with Range G, Accuracy +20 and 3D6+2 damage.		

Transmutation

Power level: 80	Willpower used: 3D10	Difficulty: -20	Complexity: 85
Effect:	Part of the landscape bafflingly disappears in a puff of gold dust. The wizard can cast this spell on any one terrain feature, such as woods, a building or a small hill. It instantly disappears, leaving only a pile of gold dust in its place. Anyone standing above ground level on the terrain will fall to the ground and take damage normally. This is a <i>ranged</i> and <i>persistent</i> spell. In addition, characters within 10 yards of the transmuted feature must pass a Sagacity test at the start of each of their turns or be affected by the Fool's Gold spell. The terrain can be returned to normal by dispelling or ending the spell, which will astonish those on the terrain even further!		

Var's Repulsion

Power level: 60	Willpower used: 3D6	Difficulty: -5	Complexity: 75
Effect:	With a thought the wizard repels metal objects away from him. This is cast against one character. It can either be cast against the character's armour if any of it is metal, in which case he is knocked back D10 yards away from the wizard and falls prone; or it can be cast against one of his weapons that has metal in it, in which case the character must pass both an Initiative test then a Strength test, or his weapon is sent flying away from the wizard 10 yards - 1 per full 10 points of weight. This is a <i>ranged</i> spell.		

Refinement of Ore

Power level: 65	Willpower used: 3D10	Difficulty: -20	Complexity: 85
Effect:	The wizard casts a manipulation of magnetism upon an ally's armour. Add up the armour weight of all the character's hit locations with 4 of more points of armour. The result is the penalty to hit that character with metal ranged weapons as long as the spell is in effect. In close combat attackers with metal weapons inflict half damage on the character. If they are wearing any metal armour themselves they halve their knockback value against the character's attacks. This is a <i>ranged</i> and <i>persistent</i> spell.		

Spells of the Light Wind – the Lore of Light

The Wind of Light Magic is thin and wispy. So thin, in fact, that even by the standards of magic winds it is effuse, floating through solid things and down into the earth where it can play on the ground itself, causing rockslides, floods and even earthquakes. Because it is so insubstantial, it can be very hard to manipulate into spells. Light wizards often make use of numbers of assistants to help them focus the magic, and those that do not or cannot must be icy calm and strong-willed to have any chance of using Light magic successfully.

Light magic can be worked into displays of almost tangible light, and these can be used in battle to burn and smash the wizard's enemies and to blind and distract them. It also has recuperative properties and Light, or White, Wizards are much in demand as healers. As well as this, Light wizards have developed the trick of working their magic after it has soaked into solid objects – they can manipulate these objects, and even the ground, by using the magic within them.

Pha's Illumination

Power level: 75	Willpower used: 3D10	Difficulty: -20	Complexity: 75
Effect:	The wizard is surrounded by a burning, blinding glow, that dazzles and sears any attackers. The wizard cannot hold anything in his hands while this spell is in effect. In close combat the wizard is at +20 to hit and parry, while his opponents are at -20 to hit and parry. In addition, all the wizard's attacks do 3D6 <i>flaming</i> damage. He is at -20 to be hit with missile weapons, but in darkness this spell will light up an area 15 yards in radius as if it were daylight. This is a <i>persistent</i> spell.		

Mace of Years

Power level: 65	Willpower used: 3D10	Difficulty: -15	Complexity: 80
Effect:	The wizard's weapon becomes a shining mace, and when it strikes the victim is instantly aged dozens of years. The mace is a magical illusion, and so has the stats of the wizard's original weapon. It inflicts no damage but instantly removes strength from the victim. Take a Willpower test for the wizard; the amount the test was passed by is the amount of strength the target loses. If this takes the target to 0 Strength or lower, he passes out and goes out of action. As soon as it has hit once, the mace disappears, becoming the wizard's normal weapon again. The victim must pass a Willpower at the end of each of his turns to throw off the spell. If a weapon or shield parries the Mace of Years it instantly rusts or rots and turns to dust, but the spell is dispelled. If the victim goes out of action from this spell, his strength will return to normal within a few hours, rather than the usual rate of 10 per week.		

Deathly Shards

Power level: 70	Willpower used: 2D10	Difficulty: -10	Complexity: 80
Effect:	Gleaming shards of solid light fly from the wizard's fingertips at his foes. This is a <i>magic missile</i> , that fires on full auto (8). It inflicts 2D+4 damage, -1 for every full 5 yards to the target.		

Shimmering Cloak

Power level: 65	Willpower used: D10	Difficulty: -10	Complexity: 70
Effect:	The wizard summons a gleaming cloak of light around himself or an ally, putting off close combat attackers. The wizard or his chosen target is at -20 to be hit in close combat. In darkness, this spell will light up an area of 10 yards around the target as if it were daylight. This is a <i>ranged</i> and <i>persistent</i> spell.		

Shem's Burning Gaze

Power level: 75	Willpower used: 2D10	Difficulty: -10	Complexity: 75
Effect:	The wizard fixes an opponent with a stare, and bolts of searing light fly from his eyes towards his enemy. This is a magic missile with Range E, Accuracy +30 and 2D6+4 damage. It is a flaming attack.		

Ulzah's Healing Hand

Power level: 60	Willpower used: 2D10	Difficulty: -5	Complexity: 75
Effect:	The caster summons the soothing warmth of light magic to refresh and heal an ally. One character immediately subtracts 2D6 from their injury total and has two levels of location injury healed (wizard's choice of location). This can be used to heal more than two levels back from the worst injury a character has suffered to a location, but it will not revive dead characters, nor will it wake up ones who are out of action. It will stop bleeding but only on the locations healed. This is a <i>ranged</i> spell.		

Aura of Calm

Power level: 70	Willpower used: 2D6	Difficulty: -15	Complexity: 80
Effect:	The wizard creates a lingering aura of light magic that soothes wounds. Any friendly characters (wizard's choice) within 10 yards of the caster recover D6 from their injury total in every recovery phase that this spell is in effect. This is a <i>persistent</i> spell.		

Guardian Light

Power level:	Willpower used:	Difficulty:	Complexity:
Effect:	The wizard manipulates the descending Light magic into a cloak of peace and calm. One		

character immediately adds +40 to their Nerve characteristic, and recovers their nerve automatically if fleeing. This is a *ranged* spell.

Claw of Apek

Power level: 80	Willpower used: 3D6	Difficulty: -20	Complexity: 85
Effect:	A massive silver claw appears and gouges at the wizard's foes. The wizard rolls a D100. Every full or part of 10 points his roll exceeds the range to his target in yards by, inflicts D3 damage to a single location. This is a <i>ranged</i> spell.		

The Dwellers Below

Power level: 85	Willpower used: 2D10	Difficulty: -25	Complexity: 90
Effect:	The wizard bangs his staff against the ground and moments later, small doorways seem to open in very earth and hordes of tiny, ugly brown creatures pour forth and surround the target. They grab onto it and try to drag it beneath the ground. The target must take a strength test at the start of their next turn; if they fail, they are held in place for that turn struggling against the creatures. If they pass, they break free and must spend their next action Running away from the creatures in any direction; the spell ends. If the target fails their test with a roll of 96-100, they slip, are pulled over or some other such misfortune; they are pinned in place for that turn and if they fail their next test to escape, they are dragged beneath the earth never to be seen again. This is a <i>ranged</i> spell.		

Blinding Light

Power level: 60	Willpower used: D10	Difficulty: -5	Complexity: 70
Effect:	The wizard causes a sudden flash of Light magic to explode and dazzle his foes. Nominate a point. All characters with a line of sight to this point (excluding the wizard) must pass an Initiative test to cover their eyes or be dazzled for D3 turns. During this time they count as stunned but to not fall prone, and may move at Sneaking rate. This is a <i>ranged</i> spell.		

Flood Light

Power level: 45	Willpower used: 2D6	Difficulty: -15	Complexity: 80
Effect:	The wizard summons a wash of Light magic to illuminate the area as if by sunshine. The entire battleground is lit up as if it were daylight while this spell is in effect. This is a <i>persistent</i> spell.		

Spells of the Amber Wind – the Lore of Beasts

As the Jade Wind is the magic of growth and nurture, Amber is nature's wrath. It is the magic of beasts, of razor winds, and of untamed places beyond the sphere of culture or reason. Amber magic is savage and powerful, as diverse as nature itself, and Amber wizards who can be persuaded to put up with company for a while make excellent all-round spellcasters.

Amber wizard are tough and rather backward individuals, and are expert hunters and archers. They tend to shun the company of their fellow men, spending most of their time in the wild and using their city-bound halls only as convenient meeting places. The spells they wield have a superficial similarity to Jade magic, but the practice of Amber magic is actually very different, being linked to animal life and spirits rather than the elements.

Hunting Spear

Power level: 80	Willpower used: 3D6	Difficulty: -10	Complexity: 70
Effect:	The wizard forms a glowing amber spear in front of him, and with a thought casts it towards his enemy. This is a <i>magic missile</i> with Range H and 4D6 damage.		

The Crows' Feast

Power level: 75	Willpower used: 2D10	Difficulty: -10	Complexity: 70
Effect:	The wizard summons a dark flock of crows over his foes, who peck and claw at them with supernatural vigour. Nominate a circular area 10 yards across. Any character wholly or partially within that area suffers D3 hits for D6 damage each, and is automatically pinned unless they have the Nerves of Steel ability. The caster himself will not be affected by the spell. This is a <i>ranged</i> spell – measure range from the centre of the nominated area.		

The Savage Beast of Horros

Power level: 90	Willpower used: 3D10	Difficulty: -30	Complexity: 80
Effect:	With a dreadful roar, the wizard changes shape into the form a massive bear, rippling with power. He immediately drops any objects held, doubles his Weapon Skill, Strength and Toughness, and becomes Fearsome. He has Speed 4 regardless of his normal Speed. While in bear shape, the wizard cannot cast magic, but may attempt dispels normally. He counts as being armed with two warhammers (long bludgeoning arms and sharp claws!) but may not parry armed attacks. This is a <i>persistent</i> spell, but every time the wizard wants to continue it he must pass a Willpower test to do so; if he fails the spell ends immediately.		

The Wolf Hunts

Power level: 80	Willpower used: D10	Difficulty: -10	Complexity: 75
Effect:	One of the wizard's allies seems to move so fast he can hardly be seen, a magical blur the only clue to his whereabouts. This is cast on a single character which may be the wizard himself. The next time that character acts they are at +D3 to their Speed. This is a <i>ranged</i> spell.		

Speed of the Puma

Power level: 70	Willpower used: D10	Difficulty: -15	Complexity: 70
Effect:	The wizard summons the spirit of a hunting cat to aid him. While this spell is in effect he adds +2 to all his movement rates. This is a <i>persistent</i> spell.		

Cry of Andar

Power level: 60	Willpower used: 2D6	Difficulty: -15	Complexity: 60
Effect:	When the wizard casts this spell he transforms his voice, summoning a terrifying bestial roar or screech of deafening volume accompanied by a flash of fire in his eyes. When the spell is cast, the wizard counts as <i>Terrifying</i> until the end of the next turn.		

The Oxen Stands

Power level: 60	Willpower used: D6	Difficulty: -	Complexity: 70
Effect:	The wizard instils a sense of calm and bravery in an ally. The target adds +50 to their Nerve, and recovers if fleeing. This is a <i>persistent</i> spell (the wizard may not cast this on himself).		

The Beast Cowers

Power level: 65	Willpower used: D6	Difficulty: -	Complexity: 65
Effect:	The wizard reaches into the minds of animals, warning them of dire fates should they obstruct his purpose. This can be cast on any animal the wizard can see. In its next turn it will do nothing as it cowers. This is a <i>ranged</i> spell.		

Stillness

Power level: 70	Willpower used: 2D6	Difficulty: -	Complexity: 80
Effect:	The wizard gestures gently and an eerie natural calm descends, making the weak-willed forget what they were doing as the peace washes over them. All enemy characters within 15 yards of the wizard must take a Willpower test; for every full or part of 10 points they fail by they are at -1 Speed in their next turn.		

The Hawk Soars

Power level: 75	Willpower used: 4D6	Difficulty: -	Complexity: 60
Effect:	The wizard sends his spirit soaring into the sky, gazing down over the land as an eagle hunting. The wizard instantly becomes aware of everyone and everything within 40 yards of him, provided they could be seen from the air (i.e. they aren't in a building or anything). This spell cannot be used if the wizard is indoors.		

The Serpent's Embrace

Power level: 80	Willpower used: 2D10	Difficulty: -10	Complexity: 75
Effect:	The wizard's foe is suddenly immobilised, as if a giant serpent had him in its grasp. One character is entangled, and must spend his actions trying to break free by passing a strength test at -10. While trapped the character can be hit automatically in hand to hand combat and cannot parry or dodge; however, the mantle of magic around him provides him with +4 armour on all locations. This is a <i>ranged</i> and <i>persistent</i> spell.		

Primal Terror

Power level: 70	Willpower used: 3D6	Difficulty: -	Complexity: 70
Effect:	To one character everything suddenly appears to be as at night, and he hears a chorus of eerie animal cries, roars and screeches coming from the shadows just beyond his range of vision. Every turn the target is under the effect of this spell he takes awareness tests as if		

it were night. In addition he must pass a Nerve test at the start of his turn, with a -20 modifier if he cannot see any other characters, or do nothing but glance about in a terrified fashion, desperately trying to see where the noises are coming from. Characters with the *Force of Will* ability are immune to this effect (they still count as being in darkness), but *Nerves of Steel* is of no use against it. This is a *ranged* and *persistent* spell. The target can attempt to shake off the spell by passing a Willpower test at -20 in the Recovery Phase, starting with the turn after the spell was cast.

Spells of the Grey Wind – the Lore of Shadow

Grey magic is strongly affected by the weather, and although it usually drifts like a mist slowly south, on occasion it soars skywards and battles with the natural wind and clouds, forming terrible storms, and because of this it can be used to control weather to a limited extent. Stemming from this property is the Grey Wind's unusual relationship with Jade magic; because both are linked to some of the same elements they tend to accentuate and feed off of each other.

In most respects, however, Grey magic is very different to that of Jade. It is dark, subtle and deceptive; after Amethyst it is the most difficult wind to see, at its strongest in mists and darkness. Its power is easy to weave into spells of illusion, and most Grey spells deal with trickery and deception. As a result, although Grey wizards are considered wise, they also tend to be mistrusted by the majority of men, who view them as suspicious loners and tricksters.

Shroud of Darkness

Power level: 55	Willpower used: D6	Difficulty: -	Complexity: 70
Effect:	The wizard summons a cloak of shadow magic to conceal an ally from view. Anyone attempting to spot the recipient of this spell halves their chance to see them. This is a <i>ranged</i> and <i>persistent</i> spell.		

Stormcall

Power level: 75	Willpower used: 2D10	Difficulty: -15	Complexity: 80
Effect:	The wizard stretches his arms, draws power down from the skies, and sends forth a thunderbolt to destroy his enemies. This is a <i>magic missile</i> with Range A and 3D6 damage. All armour (even heavy clothing) counts as armour value 2 against the hit. There is no accuracy modifier, but add up the total weight of the target's armour on locations with 4 or more armour points; the result is bonus to hit. Anyone hit by the Stormcall must pass a Toughness test or be stunned for one turn.		

Pelt of Midnight

Power level: 75	Willpower used: 2D10	Difficulty: -10	Complexity: 85
Effect:	The wizard summons a great shadow over him, and to those outside it, nothing within can be seen clearly, seeming to shift and change in the darkness. The shadow has a radius of 10 yards, with the wizard at its centre. Whilst the spell remains in play, shooting directed at characters within or beyond the shadow is at -5 to hit for every yard of the shadow that the shot has to pass through. Shooting within the shadow, either at targets also within the shadow or outside it, is unaffected, as is close combat. This is a <i>persistent</i> spell.		

Mirage of E ssa

Power level: 55	Willpower used: 2D6	Difficulty: -15	Complexity: 90
Effect:	When the wizard casts this spell, he weaves the illusion that he is several yards away from his current position. The wizard cannot attack in any way, cast any other magic, or make parries while this spell is in effect (he can still dodge). The next time the 'wizard' is successfully hit, the spell is broken and the position of the wizard model is revealed to be an illusion. The wizard player can reposition the wizard up to 10 yards from the illusion, as long the new location could be reached by normal means of movement from where the wizard was when he cast the spell (e.g. no appearing over rivers, on the other side of locked doors, or past characters who were blocking passageways). This is a <i>persistent</i> spell. If there is no opposing wizard to attempt to dispel this, it can be fun to cast the spell in secret, so the opposing player doesn't actually know about it until the wizard suddenly disappears!		

Creeping Death

Power level: 70	Willpower used: 3D6	Difficulty: -10	Complexity: 80
Effect:	The wizard gestures vaguely, and a shadow bursts from his fingertips towards an enemy, seeming to be in several places at once until it sears its target. This is a <i>magic missile</i> with		

Range J, Accuracy +20 and 2D6 damage. Armour is ineffective against Creeping Death. In addition, since it is so difficult to tell exactly where the shadow is, the Dodge ability cannot be used against it, and pinning tests are taken at -20.

The Horn of Andar

Power level: 60	Willpower used: 2D6	Difficulty: -5	Complexity: 75
Effect:	When the wizard casts this spell an eerie, flat note rings out over the battleground, seeming to come from everywhere and nowhere at once. All fleeing friendly characters recover their Nerve immediately. All enemy characters immediately take a test as if confronted by a Fearsome enemy. If they are fleeing, they are at -40 on their next test to recover their nerve.		

Steed of Shadows

Power level: 65	Willpower used: 4D6	Difficulty: -20	Complexity: 80
Effect:	Summoning a great wind of Grey Magic, the wizard sweeps himself or another character to distant part of the landscape. It can transport a character to any point the wizard is aware of. This is a <i>ranged</i> spell. If used to transport a character other than the wizard add together the range from the wizard to the character, and from the character to the target point, to work out the range modifier. In addition, it is a difficult spell to work on an unwilling subject, so characters can choose to take a Willpower test at +20 to resist the magic. If they pass, the spell fails to work.		

Marsh Lights

Power level: 60	Willpower used: 3D6	Difficulty: -10	Complexity: 80
Effect:	The creates a path of eerie, blue lights leading off into the distance. All characters (even friendly ones) with a line of sight to the wizard must pass a Willpower test at the start of their turn or spend their turn shambling 6 yards in a direction nominated by the wizard. Once a character has shaken off the illusion they do not have to test again unless the wizard casts the spell again. Characters engaged in close combat, aiming or on overwatch are unaffected by this (unless aiming at the wizard!) because their concentration is elsewhere. This is a <i>persistent</i> spell.		

Deception of Essa

Power level: 45	Willpower used: D10	Difficulty: -20	Complexity: 70
Effect:	Casting his hands over his face, the wizard takes on the appearance of another character. This can only be a character of vaguely similar size and appearance; for example, a human wizard could imitate an orc, but not troll. The wizard must know the appearance of the character to be imitated. The spell causes the wizard's entire appearance to change; his height, attire and equipment will all appear to be those of the character being imitated. However, only the wizard's appearance is changed – he keeps all his own stats, equipment etc. The spell does <i>not</i> cause the wizard's voice to change. As soon as the wizard takes any offensive action or casts another spell, the Mirage is dispelled. This is a <i>persistent</i> spell.		

The Crown of Taidron

Power level: 75	Willpower used: 2D6	Difficulty: -	Complexity: 85
Effect:	A crown of crackling energy forms on the wizard's brow, and nearby enemies are struck by bolts of power sent surging from it. All characters within 6 yards of the wizard are immediately hit (even friendly ones), for 2D6+4 damage each. All armour (even heavy clothing) counts as having an armour value of 2 against the hits.		

Shades of Death

Power level: 65	Willpower used: D10	Difficulty: -10	Complexity: 80
Effect:	One character appears to their enemies to be accompanied by several discorporeal shadow-beasts, visible only from the corner of the eye, fading when looked at squarely. The recipient of this spell, which can be the caster himself, gains the Fearsome exotic ability as long as the spell lasts. This is a <i>ranged</i> and <i>persistent</i> spell.		

Necromancy

Necromancy deals with the creation and control of undead creatures. Using his magic a necromancer can raise corpses, not back to life but to a hideous parody of it known as unlife, to do his bidding, and can focus Dark magic into devastating, draining attacks. Although the undead are slow, stupid and often fragile, they never tire, they know no fear, hunger or insubordination, and most terrifyingly they can be raised and re-raised indefinitely as long as the necromancer has power.

Necromancy's main source of power is the Amethyst Wind of Magic, but it also draws on Dark magic and as a result it is irredeemably evil. Although not all necromancers start out with ill intent – many are seeking a cure for a disease, or a means to help an injured loved one – the Black Art corrupts all it touches. Only vampires have the physical resilience to the magic to avoid its worst effects, and retain their original personality over years of necromantic practice.

Kamek's Reanimation

Power level: 50	Willpower used: D10	Difficulty: -	Complexity: 65
Effect:	One recently dead body (this could be in a graveyard, a zombie that has already been destroyed, or a dead character!) is brought to unlife as a zombie under the control of the caster. Use standard zombie stats unless it was a character; in this case add 15 to their strength, subtract 20 from their toughness, and reduce their initiative to 10. This is a <i>ranged</i> spell, and once cast the effect is permanent barring an unbinding spell.		

Reknit

Power level: 40	Willpower used: D6	Difficulty: +5	Complexity: 70
Effect:	Dead bone and sinew begins to regain its vigour at the necromancer's touch. One undead creature recovers D6 levels of location injury or -2D6 from its injury total (choose which). This cannot be used on living creatures, although it can be used on the necromancer himself. This is a <i>ranged</i> spell.		

Invocation of Nehek

Power level: 80	Willpower used: 3D10	Difficulty: -30	Complexity: 75
Effect:	A more powerful reanimation spell, the ancient Invocation of Nehek rouses all the nearby dead. When the necromancer casts this spell, all dead bodies within 20 yards are immediately brought into unlife under the control of the necromancer. This will only affect 'normal' dead bodies – i.e. those that would become zombies or skeletons. It will have no effect on mummies, wights, badly beaten up vampires etc.		

Vanel's Danse Macabre

Power level: 55	Willpower used: 2D6	Difficulty: -15	Complexity: 75
Effect:	The necromancer sends dark magic flowing through one of his minions, and the creature springs forward with fearsome speed. One undead creature is at +2 Speed in its next turn. Necromancers with 80 or more Willpower remaining before casting the spell can use it on D3 creatures rather than just one, so long as they are all within 12 yards of all the others. An undead creature can only be affected by this once per turn. This is a <i>ranged</i> spell.		

Gaze of Nagash

Power level: 65	Willpower used: 2D10	Difficulty: -15	Complexity: 80
Effect:	Bolts of black energy fly from the necromancer's eyes, stripping flesh to the bone and melting armour. The Gaze of Nagash is a <i>magic missile</i> , with Range E and +30 accuracy (it shoots what you're looking at!). Instead of inflicting damage normally, it adds D3 injury levels to the location it strikes. Increase the target's injury total by the minimum amount required to achieve this.		

The Dark Mist

Power level: 50	Willpower used: 2D6	Difficulty: -15	Complexity: 80
Effect:	The necromancer makes a simple gesture and all but disappears, turning himself into a wisp of mist. The necromancer gains the Ethereal exotic ability as long as the spell lasts, but cannot attack anything except other ethereal creatures. This is a <i>persistent</i> spell.		

Curse of Years

Power level: 75	Willpower used: 2D10	Difficulty: -15	Complexity: 85
Effect:	The necromancer curses a foe to age at a vastly accelerated rate, bringing his death to mere minutes away. Make a Willpower test for the necromancer, using the Willpower value from <i>before</i> the spell was cast; the amount the test is passed by is the amount of Strength the target immediately loses, to a minimum of 10 Strength remaining. The character must take a Willpower test at the end of each of their turns to shake off the spell or immediately lose another D6 Strength, and -1 Speed. If their Strength ever reaches 0, they die of old age. Speed cannot be reduced to less than 1 in this way. This is a <i>ranged</i> and <i>persistent</i> spell, and can only affect living targets. When the spell ends the victim's Strength returns to normal. If the game ends whilst a character is still under the effects of Curse of Years, they are assumed to throw off the spell and so suffer no lasting effects.		

Hellish Vigour

Power level: 70

Willpower used: 2D6

Difficulty: -10

Complexity: 75

Effect: As the necromancer casts this spell nearby undead seem to redouble their efforts to destroy their master's enemy, striking with savage force. This spell is targeted at one undead creature. In its next turn, the creature makes any hand to hand attacks at +20 to hit and +2 damage. This is a *ranged* spell.

Unbinding

Power level: 65

Willpower used: 3D6

Difficulty: -25

Complexity: 60

Effect: The necromancer uses his powers in reverse, to destroy undead by unravelling the spells that bind them to the mortal world. Necromancers that fail to make this the first spell they learn often regret it, although only briefly. The necromancer can destroy one 'lesser' undead creature (not a wight, wraith, mummy, vampire or other necromancer!), plus one for every point of Willpower he spent reinforcing the spell. The upper range limit of this spell is 20 yards. Note that this is not a *ranged* spell.

OPTIONAL EXTRAS

Two Weapons

If you find people are abusing their ability to use two weapons simultaneously, try saying that in order to use the rule whereby you keep track of each weapon's parries separately and make simultaneous strikes, a character needs a special skill ('Weapon Master', or something). If they don't have this they halve their WS for every parry they make regardless of which weapon they use, and may not make simultaneous attacks.

Weapon training

In Inquisitor characters are equally skilled with any weapon, using their basic stats to work out their efforts with any equipment they come across. This is fine, but should a bit more intrigue be required in this department, try this:

A character suffers a -20 penalty to hit (and parry if a close combat weapon) with any type of weapon they are unfamiliar with. This is assumed to be anything that they do not carry as part of their equipment. In addition, if it is a missile weapon the reload time of the weapon is doubled. If a character is skilled with (i.e. owns) another weapon from the same section of the weapons chart, this penalty is reduced to -10 and the normal reload value can be used. For example, if a character who owns a pistol picked up a handgun, he would only be at -10 to hit with it; although the penalty is usually -20, the character already knows the basic concepts of a black powder weapon's use and will be better able to muddle through than a character who has never shot anything more advanced than a sling!

In the case of weapons that have an extra effect on an automatic miss roll of 96-100 (i.e. morning stars and flails, and heavy weapons used in two hands), this penalty is applied to the automatic miss bracket – in other words, if a character using a flail doesn't know what he's doing, he'll hit himself on a roll of 76-100!

Before each game, reduce this penalty by D6 to represent the time between games a character has spent familiarising himself with the weapon. You can record the current penalty in brackets after the weapon's entry on your character sheet. Note that a character does not have to have used the weapon in the last game to benefit from this – he is assumed to practice with it between games. In the case of missile weapons, they can begin to use the weapon's real reload value once the penalty hits -10 or better.

For some characters it may be appropriate to their history that they are skilled with a number of weapons rather than just the ones they own; for example, a Questing Knight may carry only his trusty broadsword on the road with him, but will certainly have had tutelage in a number of other weapons. This should be taken into account when creating the character, and can be recorded on the Game Record or Abilities section of the character sheet.

Extremely strong characters

In these rules some weapons are far too light to parry against others, which is calculated using the relative weight of the weapons. However, this makes no provision for very strong characters, who are likely to be able to knock swords aside even when unarmed!

For this reason, a character has a 'basic' attack weight when unarmed of their Strength - 100. This means that a character needs a strength of at least 100 to have any sort of attack weight at all, so it won't often come up; but it does mean that should a creature of the calibre of a troll be required, with a Strength of around the 180-200 mark, you're not going to be able to parry their punches with your dagger... If the creature is armed as well, this is cumulative with the weight of their weapon, which means that a troll wielding a great hammer is looking at an attack weight of around 150, prohibiting even weapons like broadswords from making parries – entirely as it should be!

We also recommend that if you're using creatures of this kind of power, you put some sort of limit on how much of a damage bonus they can claim for their strength – about +1 per 10 points of weight their weapon has is about right, as it reflects the way that if used to hit someone that hard a light weapon will probably

shatter before it inflicts any more damage. The idea of a bow doing more damage when used to hit someone with that shoot them is a bit silly!

Large creatures and Reach

We suggest that where creatures are obviously far larger than the typical humanoid represented by the basic rules, their Reach is increased accordingly; about Reach 1 for creatures above 8' tall or so, and Reach 2 for creatures of 12' or higher (should you ever actually use one that big!). When the creature is armed, use their basic Reach or the Reach of their weapon, whichever is greater.

Penetrating shields

The main rules assume for the sake of saving headaches that shields will absorb all the damage caused by a blow if they successfully parry it. However, particularly strong blows may penetrate a shield and damage the wielder's arm. For this reason, if a blow is parried by a shield roll for damage anyway against the defender's shield arm, but counting triple the shield's normal armour value. Attacks parried by shields count their full damage value for the purposes of knockback, even though they've hit an arm.

Light injuries

Sometimes it can seem appropriate to let a character off from suffering any location injury from a hit. This is particularly the case with very large, tough creatures; it seems a bit bizarre that a tap in the groin for 1 damage point would send an ogre crumpling to the floor in pain, and location injury can make big creatures unrealistically easy to beat up. For this reason, try saying that a hit must inflict damage equal to more than half a character's base injury value in order to inflict location injury; if it inflicts less damage than this the damage is still added to the character's injury total, but no location injury effects apply.

The Winds of Magic

The main magic rules assume an equal and normal abundance of each Wind of Magic in a given location, for the sake of balance and simplicity. The reality of the situation, however, is that the various winds of magic are drawn to very different types of locations, and the strength of the Winds of Magic as a whole varies as much as the real, physical wind. An Amethyst wizard in a duel with a Jade wizard in the depths of a lakeside forest is likely to come off second best however powerful he is, for example, and one should endeavour to avoid attacking a Grey wizard in the middle of a thunderstorm. These rules allow you to include an element of this in your games. They are necessarily vague, but should be useful guidelines.

The 'abundance' of a certain Wind of Magic can be at one of five levels: either Scarce, Below Average, Normal, Above Average, or Abundant. Depending on which of these a Wind is (which the Gamesmaster should decide before the scenario begins), spells may use up more or less Willpower than normal to cast. The table below shows the effects of each level of Abundance:

Abundance	Effect
Scarce	Spells have an extra -20% difficulty modifier, and use up double the normal amount of Willpower when cast, and Resting recovers 1 less Willpower than normal. Dispel attempts against the Scarce magic are at +10%. However, miscasts are impossible.
Below Average	Spells have an extra -10% difficulty modifier, and use up +1 Willpower when cast.
Normal	The usual rules apply.
Above average	Spells use up one less Willpower than normal, and multiple spells cast in the same turn do not multiply the Willpower lost. Dispel attempts are at -10%.
Abundant	Spells use up half the normal amount of Willpower, multiple spells cast in the same turn do not multiply the Willpower lost, and dispel attempts against the Abundant magic are at -20%. Resting recovers one more Willpower than normal. However, if the caster chooses to reinforce his spell, he will miscast if any 1s are rolled, not just more 1s than 6s. If he Concentrates at least once beforehand, this does not apply.

In addition, the Gamesmaster may decide that the winds of magic in general are particularly weak or strong today, and provide specific bonuses as well as the above; maybe an extra +1 or -1 Willpower used or recovered for Resting, small difficulty modifiers, a free Reinforcing dice, and so on.

The next table shows how the conditions and surroundings will affect each type of magic. If more than one condition applies, average them out. For example, if a Jade wizard is in driving rain (Above Average) in the middle of winter (Below Average), these would cancel out and the abundance would be Normal.

Magic Type	Abundance	Conditions
Bright	Scarce	Frozen tundra, snow fields, especially cold winter days, thunderstorms
	Below Average	Winter, rain, very high humidity, fog
	Normal	Spring, autumn and summer with average weather conditions
	Above Average	Temples with loads of candles, warm summer days
	Abundant	Arid deserts, volcanoes etc.
Jade	Scarce	Deserts, frozen tundra, any area mostly devoid of life
	Below Average	Winter, cities, mountains (unless near a lake or pine forest)
	Normal	Open countryside, at sea
	Above Average	Summer, woodland, rivers, heavy rain, fog
	Abundant	Dense forests, lakeside woodland, Equinox and Solstice days
Celestial	Scarce	Underground
	Below Average	Daytime with heavy cloud cover
	Normal	Night time, clear days
	Above Average	Clear nights
	Abundant	Clear nights at high elevation, around the time of momentous events
Amethyst	Scarce	Deserts, frozen tundra
	Below Average	Open meadowland, vibrant cities with good sanitation facilities (!)
	Normal	Cities, forests, at sea
	Above Average	Battlefields, catacombs, large graveyards, particularly gloomy, depressing cities
	Abundant	Cities in the grip of a plague, battlefields after the battle!
Gold	Scarce	Deep forests, at sea
	Below Average	Open countryside lacking much bedrock, woodland
	Normal	Cities, open countryside
	Above Average	Mountains
	Abundant	Underground
Light	Scarce	Open countryside, at sea
	Below Average	Woodland
	Normal	Cities, mountains, very high elevation
	Above Average	Underground, around large and unusually dense objects such as huge monoliths
	Abundant	Light magic is never abundant.
Amber	Scarce	Large cities
	Below Average	Towns and cities
	Normal	Open meadowland, mountains, woodland, underground, deserts of any kind
	Above Average	Forests
	Abundant	Rainforest, dense and untamed forests, veldt, savannah
Grey	Scarce	Calm, cloudless days, underground
	Below Average	Calm, cloudless nights
	Normal	Normal weather conditions, night time
	Above Average	High winds, pitch black nights, very high elevation, fog
	Abundant	Thunderstorms, especially at night, very thick fog

Necromancy is a form of Amethyst magic; Generic magic can use any of the lores its user knows but is never Abundant; Petty magic is never affected and always counts as Normal.

You should only stray into Scarce or Abundant in the most extreme of the conditions listed; these are perhaps best used in set-piece scenarios (can the characters hold off the enemy until the brewing thunderstorm hits and the Grey Wizard accompanying them can start to do his thing? Or perhaps the necromancer they are pursuing flees into the catacombs below the city, necessitating a change of tactics...).

A bit about targeting spells

Although most spells state other characters as targets, there is no reason a bit of ingenuity shouldn't be employed by casting spells against other objects – that's part of the fun and character of Warhammer magic! For example, you might want to *Fireball* a barn to set light to it, use *The Howler Wind* to put out someone's signal fire etc. The effects of such things should be at the Gamesmaster's discretion, and ingenious use of spells should be rewarded. The only thing to be careful of is making sure that spells can't be used to 'cheat' on a scenario; for example, if your characters are trying to break someone out of a dungeon, you don't want a wizard just teleporting into his cell with a hacksaw.

Of course, if you're really clever you can come up with scenarios in which the *only* way to win is to come up with some devilishly cunning new use for a spell; for example, some characters need to get past a locked steel door with no key handy. Will the player work out that he can use his wizard's *Mace of Years* spell to age the lock so they can shatter it?

Another thing left out of the main rules is targeting multiple creatures with a single spell. This is both for the sake of simplicity and to stop wizards being ultimate hyper destruct-o-characters, but in certain scenarios it would be appropriate or even necessary to allow multiple targets. If this is the case, any spell can be cast at more than one target at the cost of +1 Willpower and -5% difficulty for the first extra target, +2 Willpower and another -5% difficulty for the second, +3 Willpower and yet another -5% difficulty for the third and so on. For example, a wizard could target a total of four characters with a magic missile – the initial target and three others – at a cost of an extra 6 Willpower used (1+2+3) and an extra -15% difficulty modifier.

There is no maximum number of extra targets – the only stipulation is that all the targets must be within at least 6 yards of one of the other targets, in a similar way to full auto shooting. Magic missiles that shoot a number of missiles, e.g. Piercing Bolts of Burning, may split their shots up among targets as above at no extra cost.