

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.