

WARHAMMER PLAYERS HAND BOOK

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CREATING THE CHARACTER PROFILE

Roll on the table below to create the profile

	MAN	ELF	DWARF	HALFLING	GNOME
M	D3+2	D3+2	2D2+2	2D2+2	D3+2
WS	2D10+20	2D10+30	2D10+30	2D10+10	2D10+30
BS	2D10+20	2D10+20	2D10+10	2D10+20	2D10+10
S	D3+1	D3+1	D3+1	D3	D3+1
T	D3+1	D3+1	D3+2	D3	D3
WS	D3+4	D3+3	D3+5	D3+3	D3+4
I	2D10+20	2D10+50	2D10+10	2D10+40	2D10+20
A	1	1	1	1	1
DEX	2D10+20	2D10+30	2D10+10	2D10+30	2D10+20
LD	2D10+20	2D10+30	2D10+40	2D10+10	2D10+30
INT	2D10+20	2D10+40	2D10+20	2D10+20	2D10+20
CL	2D10+20	2D10+40	2D10+40	2D10+10	2D10+20
WP	2D10+20	2D10+30	2D10+40	2D10+30	2S10+30
FEL	2D10+20	2D10+30	2D10+10	2D10+30	2S10+20

RACIAL ABILITIES

Human

Speak: Old Worlder
 Night Vision: zero
Alignment: neutral
 Height: male-5'4" +D10" Female 5'+D10"
 Psychology: No Special rules
 Age: 6D6/6D10 if under 16 roll again.
 Fate: D3+1 Fate Points
 Mandatory **Skills:** None

Wood Elves

Speak: Old Worlder, Eltharian (Elvish)
 Night Vision: 30 yards
Alignment: good
 Height: male-5'6" +D10" Female 5'4" +D10"
 Psychology: No Special rules
 Age: 10D12/10D20 if under 16 roll again
 Fate: D3-1 Fate Points
 Mandatory **Skills:** Excellent vision ¹, dance ², musicianship ², sing ².

Dwarfs

Speak: Old Worlder, Khazalid (Dwarfish)
 Night Vision: 30 yards
Alignment: neutral
 Height: male-4'4" +D10" Female 4'2" +D10"
 Psychology: hatred of Goblinoids, subject to animosity against elves.
 Age: 6D10/9D20 if under 16 roll again
 Fate: D3 Fate Points
 Mandatory **Skills:** Mining ¹, smithing², metallurgy²

Halfling

Speak: Old Worlder
 Night Vision: 20 yards

Alignment: neutral
Height: male-3'4" +D10" Female 3'2" +D10"
Psychology: No Special rules
Age: 10D6/10D12 if under 16 roll again
Fate: D4 Fate Points
Mandatory Skills: Cook¹, herb lore², specialist weapon-sling², silent move rural²

Gnome

Speak: Old Worlder, Ghassally (Gnomish)
Night Vision: 30 yards
Alignment: neutral-good.
Height: male-3'4" +D10" Female 3'2" +D10"
Psychology: No Special rules
Age: 8D10\8D20 if under 16 roll again
Fate: D4 Fate Points
Mandatory Skills: smiting ¹, jest ², mining ² stone working ²

¹ This skill is taken first.

² Select the rest of the starter skills from these skills

CAREER CLASS

Warrior: WS of 30+
Ranger: BS of 30+
Rogue: I of 30+ or 65+ for Elves
Academic: INT and WP of 30+

SKILLS:

To determine how many a play has roll 1D4 and modify it by the chart below. Mandatory skills to be taken first then the rest rolled randomly

Age	HUMAN	ELF	DWARF	HALFLING	GNOME
16-20					
21-30	+1				
31-40	+2			+1	+1
41-50	+1	+1	+1	+1	+1
51-60		+1	+1	+1	+1
61-70	-1	+1	+1	+1	+2
71-80	-2	+1	+2		+2
81-90		+1	+2		+2
91-100		+2	+2		+1
101-110		+2	+1	-1	+1
111-120		+2	+1	-1	+1
121-130		+2	+1	-2	
131-140		+2		-2	
141-150		+3			
151-160		+3			-1
161-170		+3			-1
171-180		+3	-1		-2
181-190		+3	-1		
191-200		+2	-2		
201-210		+1			
211-220					

SKILL CHARTS**Warrior**

Human	Elf	Dwarf	Halfling	Gnome	Skill
01-05	01-05	01-05	01-05	01-05	Acute hearing
06-10	06-10	06-10	06-10	06-10	Ambidextrous
11-15	11-15	11-15	11-15	13-16	Dance
16-20	16-20	16-20	16-20	17-24	Disarm
21-25	21-25	21-25	21-25	25-31	Dodge Blow
26-30	26-30	26-30	26-30		Drive Cart
31-35	31-35	31-35	31-35	32-38	Excellent Vision
				39-43	Fish
				44-50	Fleet footed
36-40	36-40	36-40	36-40	51-54	Jest
41-45	41-45	41-45	41-45	55-60	Lightning Reflexes
46-50	46-50		46-50		Luck
51-55	51-55	46-50	51-55	61-65	Night Vision
56-65	56-65	51-60	56-65	66-69	Read/Write
66-75	66-70				Ride
76-80	71-75	61-65	66-70	70-74	Scale Sheer Surface
	76-80		71-75		Silent move rural
			76-80		Silent Move Urban
81-85	81-90	66-70	81-85	75-80	Sing
86-90	91-95	71-75	86-90	81-87	Sixth Sense
91-95	96-100	76-90	91-95	88-94	Very Resilient
96-100		91-100	96-100	95-100	Very Strong

Ranger

Human	Elf	Dwarf	Halfling	Gnome	Skill
01-05	01-05	01-05	01-05		Acute hearing
06-10	06-10	06-10	06-10		ambidextrous
11-15	11-15	11-15	11-15		astronomy
16-20	16-20	16-20	16-20		dance
21-30	21-25	21-30	21-25		drive cart
31-35		31-35	26-30		excellent vision
36-40	26-35	36-40	31-35		fleet footed
41-45	36-40	41-45	36-40		lightning reflexes
46-50	41-45		41-45		luck
51-55	46-50	46-50	46-50		night vision
56-60	51-55	51-55	51-55		orientation
61-65	56-60		56-65		prepare poison (herbal)
66-70	61-65	56-60	66-70		read/write
71-75	66-70				ride
76-80	71-75	61-65	71-75		scale sheer surface
	76-80		76-80		silent mover rural
81-85	81-90	66-70	81-85		sing
86-90	91-95	71-75	86-90		sixth sense
91-95	96-100	76-90	91-95		very resilient
96-100		91-100	96-100		very strong

Rogue

Human	Elf	Dwarf	Halfling	Gnome	Skill
01-05	01-05	01-05	01-05	01-08	Acute hearing
06-10	06-10	06-10	06-10	09-12	Ambidextrous
11-15	11-15	11-15	11-15	13-19	Blather
16-20	16-20	16-20	16-20	20-27	bribery
21-25	21-25	21-25	21-25	28-31	dance
26-30	26-30	26-30	26-30		dodge blow
31-35	31-35	31-35	31-35	32-36	excellent vision
				37-40	Fish
36-40	36-40	36-40	36-40	41-48	flee
41-45	41-45				fleet footed
				49-56	Haggle
				57-64	Jest
46-50	46-50		41-45		lightning reflexes
51-55	51-55	41-45	46-50	65-71	luck
56-60	56-60	46-50	51-55	72-76	night vision
61-65	61-65				ride
66-70	66-75	51-55	56-60	77-84	scale sheer surface
71-75	76-80		61-65		silent move rural
76-80	81-85		66-75		silent move urban
81-85	86-90	56-60	76-80	58-89	sing
86-90	91-95	61-65	81-85	80-97	sixth sense
91-95		66-70	86-90		street fighting
96-100	96-100	71-90	91-95	89-100	very resilient
		91-100	96-100		Very Strong

Academic

Human	Elf	Dwarf	Halfling	Gnome	Skill
01-05	01-05	01-05	01-05	01-04	Acute hearing
06-10	06-10	06-10	06-10	05-08	ambidextrous
11-15	11-15		11-15		astronomy
16-20	16-20	11-15	16-20	09-16	blather
21-25	21-25	16-20	21-25	17-24	cryptography
26-30	26-30	21-25	26-30	25-28	dance
31-35		26-30	31-35		drive cart
36-40	31-35				etiquette
41-45	36-40	31-35	36-40	29-32	Excellent Vision
46-50	41-45	36-40	41-45	33-39	flee
	46-50				fleet footed
				40-46	Gem Cutting
				47-53	Haggle
51-55	51-55	41-45	46-50		Heraldry
				54-57	Jest
56-60	56-60		51-55		lightning reflexes
61-65	61-65	46-50	56-60	58-61	Luck
				66-72	Orientation
66-70	66-70	51-55	61-65	73-80	read/write
71-75	71-75				ride
		56-60		81-84	scale sheer surface
	76-80		66-70		silent move rural
76-80		61-65	71-75	85-88	silent move urban
	81-85		76-80	89-92	sing
81-85	86-90	66-70	81-85		sixth sense
86-90	91-95	71-75	86-90	93-100	super numerate
91-95	96-100	76-90	91-95		very resilient
96-100		91-100	96-100		Very Strong

CAREER CHARTS**Academic**

	HUMAN	ELF	DWARF	HALFLING	GNOME
Alchemist apprentice	01-10	01-10	01-10	01-10	01-10
Artisan's apprentice	11-15	11-20	11-20	11-20	11-20
Buyer	16-20	21-25	21-25	21-25	21-25
Clerk	21-25	26-30	26-30	26-30	26-30
Druid	26-35				
Excise man	36-40		31-35	31-35	
Engineer			36-50		31-35
Herbalist	41-45	31-45		36-50	36-40
Hypnotist	46-50	46-50			41-45
Initiate	51-55	51-55	51-55	51-55	46-50
Interpreter	56-60	56-60	56-60	56-60	51-55
Pharmacist	61-65	61-65	61-65	61-65	56-65
Physician's student	66-70	66-70	66-70	66-70	66-70
Scribe	71-75	71-75	71-75	71-75	71-75
Seer	76-80	76-80	76-80	76-80	76-80
Student	81-85	81-85	81-85	81-85	81-85
Trader	86-90	86-90	86-90	86-90	86-90
Wizard's apprentice	91-100	91-100	96-100	96-100	91-100

Rogue

	HUMAN	ELF	DWARF	HALFLING	GNOME
Agitator	01-05	01-05		01-05	
Bar keeper	06-10	06-10	01-10	06-10	01-05
Bawd	11-15	11-15	11-15	11-15	06-10
Beggar	16-20		16-20	16-20	11-15
Bookmaker	21-25	16-20	21-25	21-25	16-20
Entertainer	26-30	21-35	26-30	26-30	21-25
Footpad	31-40	36-40	31-35	31-40	26-30
Gambler	41-45	41-45	36-40	41-45	31-40
Grave robber	46-50		41-45	46-50	41-45
Jailer	51-55		46-50	51-55	46-50
Jester					51-55
Minstrel		46-60			
Pedlar	56-60	61-65	51-55	56-60	56-60
Prostitute	61-65	66-70	56-60	61-65	61-65
Raconteur	66-70	71-75	61-65	66-70	66-70
Rustler	71-75	76-80	66-70	71-75	71-75
Sensitive	76-80	81-85	71-75	76-80	76-80
Smuggler	81-85	86-90	76-80	81-85	81-85
Story teller	86-90	91-95	81-85	86-90	86-90
Thief	91-95	96-100	86-90	91-95	91-95
Tomb robber	96-100		91-100	96-100	96-100

Ranger

	HUMAN	ELF	DWARF	HALFLING
Boatman	01-05	01-05		
Bounty hunter	06-10	06-10	01-05	
Coachman	11-15	11-15	06-10	01-05
Courier	16-20	16-20		
Dispatch rider	21-25	21-25		
Falconer	26-30	26-30	11-15	06-10
Farmer	31-35	31-35	16-20	11-15
Fisherman	36-40	36-40		16-20
Forager		41-45		
Forest runner		46-50		
Gamekeeper	41-45	51-55	21-25	21-25
Gardener				26-40
Herdsman	46-50	56-60	26-30	41-45
Hunter	51-55	61-65	31-35	46-50
Miner			36-40	
Mountaineer			41-50	
Muleskinner	56-60	66-70	51-60	51-60
Outrider	61-65	71-75		
Pilot	66-70	76-80		
Prospector	71-75		61-65	61-65
Rat catcher	76-80		71-75	66-75
Road cook				76-80
Road warden	81-85		76-80	81-85
Runner			81-90	
Shadow Warrior		81-90		
Toll keeper	86-90		91-95	86-90
Trapper	91-95	91-95	96-100	91-95
Woodsman	96-100	96-100		96-100

Warrior

	HUMAN	ELF	DWARF	HALFLING	GNOME
Bodyguard	01-10	01-10	01-10	01-10	01-10
Freeman	11-15	11-15	11-15	11-15	
Glade warrior		16-25			
Labourer	16-25		16-25	16-25	11-20
Marine	26-30	26-30			
Mercenary	31-35	31-35	26-30		21-30
Militiaman	36-45	36-45	31-35	26-30	31-40
Noble	46-50	46-50	36-45	31-35	
Outlaw	51-55	51-55	46-50	36-40	41-50
Phoenix Guard		56-60			
Pirate	56-60	61-65			
Pit fighter	61-65		51-55		
Protagonist	66-70	66-70	56-60		
Rat Spike Infiltrator				41-55	
Ruffian	71-75	71-75	61-65	56-60	51-60
Seaman	76-80	76-80			
Servant	81-85	81-85	66-70	61-70	61-70
Soldier	86-90	86-90	71-75	71-75	71-80
Squire	91-95	91-95	76-80	75-85	
Thunderer			81-85		
Troll slayer			86-90		
Tunnel fighter			91-95		81-90
Watchman	96-100	96-100	96-100	86-100	91-100

TRAPPINGS:

Warrior:

Sturdy practical clothing including hooded cloak, and boots. They carry a sling bag, backpack or sack containing a tankard and cutlery, a tinderbox and a blanket. They carry some sort of hand weapon. An knife is tucked into a belt, a helmet is worn for protection and they have a purse containing 3D6 crowns.

Ranger:

Weather worn but sturdy clothes, including a hat hooded cloak and boots. They carry a sling bag, backpack or sack containing D3 blankets, cutlery, a tinderbox and a cooking pot. A flask of water strapped to a belt, and a hand weapon. They also carry a knife in the belt and have a purse containing 3D6 crowns

Rogue:

Sturdy clothes, including boots of shoes. And a knife in the belt and have a purse containing 3D6 crowns which is hidden on the body.

Academic:

A suit of decent lightweight clothes including sandals or shoes. A knife and belf with 3D6 crowns.

CAREER LIST

Agitator. (Basic)

Agitators are the active supporters of causes. Almost any will do. They campaign tirelessly to enlist support, addressing meetings, distributing leaflets and bending the ear of anyone who will listen. To them, the greatest satisfaction is to see the establishment forced to act by the weight of public opinion. Some are motivated by genuine public concern, but many have their own interests at heart - the winning side in an argument will normally reward its most loyal supporters handsomely.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10			+2	+10			+10				+10

Skills:

Public Speaking, Read/Write

Trappings:

Hand Weapon, Leather Jack, 2D10 Leaflets For Various Causes

Entries:

Anarchist, Demagogue, Excise Man, Freeman, Initiate, Seer, Servant, Student

Exits:

Anarchist, Arbiter, Charlatan, Outlaw, Philosopher.

Alchemist (Advanced)

Alchemists study the branch of magic that deals with matter and its properties. They are experts at preparing chemical compounds and recognizing mineral ore. Alchemists are of great assistance to metal workers and are able to prepare explosives for gunpowder weapons-provided they have the chemistry skill.

Many consider such activities beneath them and often devote themselves to the research of turning base mater into gold or other such research.

They are also able to use magic, but not with the same skill of a wizard of the same level.

Alchemist Level 1

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+2	+10		+10		+10			

Skills:

Arcane Language-Magic, Cast Spells-Petty Magic, Chemistry, Metallurgy

Trappings:

D4 Books From The Following: Treatsies On Ye Properties Of Matter, De Lapis Philosophorum, On The Ennoblement Of Base Metal, Brimstone And Its Nature, Rudiments Of Alchemy. Hand Weapon, Staff, 10D6 Crowns.

Alchemist Level 2

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+3	+20		+20	+10	+20	+10	+10	

Skills:

Cast Spells-Battle Magic Level 1, Herb Lore, Magic Sense, Prepare Poison, Scroll Lore.

Trappings:

D4 Books From The Following: Treatsies On Ye Properties Of Matter, De Lapis Philosophorum, On The Ennoblement Of Base Metal, Brimstone And Its Nature, Rudiments Of Alchemy. Hand Weapon, Staff, 10D6 Crowns.

Alchemist Level 3

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+4	+30		+30	+20	+30	+20	+20	

Skills:

Cast Spells-Battle Magic Level 3, Magical Awareness, Manufacture Potion, Rune Lore.

Trappings:

D4 Books From The Following: Treatsies On Ye Properties Of Matter, De Lapis Philosophorum, On The Ennoblement Of Base Metal, Brimstone And Its Nature, Rudiments Of Alchemy. Hand Weapon, Staff, 10D6 Crowns.

Alchemist Level 4

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+4	+40		+40	+30	+30	+30	+30	

Skills:

Cast Spells-Battle Magic Level 1, Arcane Language- Dwarf Or Elfish, Identify Magical Artifact, Manufacture Scroll.

Trappings:

D4 Books From The Following: Treatsies On Ye Properties Of Matter, De Lapis Philosophorum, On The Ennoblement Of Base Metal, Brimstone And Its Nature, Rudiments Of Alchemy. Hand Weapon, Staff, 10D6 Crowns.

Entries:

Alchemist's Apprentice.

Exits:

Alchemist-Next Level, Wizard Level 1

Magic Points:

Humans And Elves-2D4 At Level 1 And 4D4 At Each Additional Level. Dwarfs And Halflings-1D4 At Level 1 And 2D4 Thereafter.

Alchemist apprentice (Basic)

The only way to become an alchemist is to serve an apprenticeship. All too frequently however, life as an apprentice is all work and no learning. They apprentice is often treated as an unpaid servant, and spends much time scrubbing floors and running errands to learn very much of his art. Not surprising few sticks it long enough to become alchemists.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+1			+10		+10			

Skills:

Brewing, Evaluate, Read/Write, 50% Chance Of Chemistry

Trappings:

None

Entries:

Engineer, Pharmacist, Physician

Exits:

Alchemist, Bawd, Charlatan, Counterfeiter, Entertainer-Bunko Artist, Grave Robber, Prospector

Anarchist (Advanced)

Anarchists are a form of agitator dedicated to ridding the Old World of organized leadership. With a lack of democracy, and hereditary rulers, the Old World is a hotbed for anarchy and the recent invention of the printing press means that anarchist groups can distribute their literature and canvas for support. Anarchists often group with adventurers after discovering evidence of chaos corruption in their bid to violently remove the authorities from office.

If role-played properly, an anarchist PC may provide a few problems, like so:-

GM 'OK, you've been ordered to a secret meeting with the Graf about a matter vital to Imperial Security. A palace flunky leads you to the Graf's chambers, where you are shown to Graf Boris Todbr-'
Player 'BANG! I nail bomb the evil fascist overlord! Power to the Workers!'

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+20			+2	+10		+10				+20	

Skills:

Chemistry, Concealment Urban, Disguise, Flee, Manufacture Bombs, Public Speaking Silent Move Urban, Specialist Weapon, Bomb.

Trappings:

Hand Weapon Broad Brimmed Hat Cloak D3 Bombs

Entries:

Agitator, Outlaw, Scribe.

Exits:

Agitator, Demagogue, Outlaw, Saboteur.

Arbiter (basic)

Very often the official judgment of the law does not extend to the far off rural areas. For these rustic peasants, the arbiter is the only means of settling disputes. They are paid by the village usually, and are slightly better off than your average peasant. However, sometimes arbiters are forced to leave their homes due to the wrath of people not happy with their decisions.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+1	+10			+10	+10			+10

Skills:

Charm, Etiquette, Law, Public Speaking, Read/Write, Wit

Trappings:

Wooden Gavel, Fine Clothes, Writing Equipment

Entries:

Agitator, lawyer, scribe, seer, student.

Exits:

Excise man, lawyer, scribe

Artillerist (advanced)

The artillerist is a specialist who deals with the construction, transport and use of catapults, stone throwers and so on. But not cannon or bombards. The artillerist will be the leader of a catapult crew, directing the men as they load and fire the weapons. They can direct the fire of one machine per 10 initiative points.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+20	+1	+1	+2	+20		+10	+10	+20	+10	+10	

Skills:

Specialist Weapon-Bolt Thrower, Specialist Weapon-Stone Thrower, Carpentry, Engineer

Trappings:

Artillerists Charts And Tables,

Entries:

Engineer, Gunner, Labourer, Marine, Mercenary Sergeant, Sapper, Soldier

Exits:

Gunner, Marine, Mercenary Sergeant, Sapper.

Artisan's apprentice (Basic)

All artisans learn their trade by taking an apprenticeship. As an apprentice they learn the skills necessary for their profession. In all too many cases they work long hours for little reward and are given all the unpleasant menial tasks. Apprentices that leave their master before completing the apprenticeship have no trade by which to support themselves and thus become vagabonds or adventurers.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+1	+10		+10			+10		

Skills:

Drive Cart, 25% Chance Of Very Resilient, 25% Chance Of Very Strong.

Trappings:

Hand Weapon, Tools For Trade(Only If Character Has A Trade Skill)

Trades:

Apprentices Are Trained In The Crafts Of A Particular Trade. Use The List Given With The Artisan Career To Determine A Trade. All Apprentices Have A 25% Chance Of Having One Skill Associated With Their Trade

Entries:

Labourer, Miner, Servant, Trapper.

Exits:

Artisan (Same Trade Only), Bodyguard, Footpad.

Artisan (Advanced)

An Artisan is a skilled craftsman that manufactures some of the countless requirements of civilized life.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
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			+1	+1	+2	+20		+20	+10		+10	+10	+10
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Skills:

Drive Cart, Magic Sense, Scroll Lore, Secret Language-Guild, S/S-Artisan, Plus Those Listed Below For Specialization.

D100 Roll	Artisan	Skills	Exits
01-05	Armourer	Metallurgy	Solider
		Smiting	
06-10	Black Smith	Smiting	
11-15	Brewer	Brewing	
16-20	Builder	Carpentry	Engineer (Dwarf Only)
21-25	Calligrapher	Art	Explorer, Forger
26-30	Carpenter	Carpentry	
31-35	Cart Wright	Carpentry	
36-40	Chandler		
41-45	Cobbler	Tailor	
46-50	Cooper	Carpentry	
51-55	Engraver	Art	Counterfeiter, Forger
56-60	Class Maker	Chemistry	
61-65	Jeweler	Gem Cutting	Merchant
66-70	Potter	Art	
		Chemistry	
71-75	Printer		Demagogue
76-80	Shipwright	Carpentry	
		Boat Building	
81-85	Stonemason	Stone Working	Engineer (Dwarf Only)
86-90	Tailor	Tailor	
91-95	Tanner	Chemistry	
96-00	Other		

Trappings:

Tools For The Trade, 3D6 Crowns

Entries:

Artisan's Apprentice, Barkeeper, Engineer(carpenter or stone mason), Other Artisan.

Assassin (Advanced)

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+30	+30	+1	+1	+6	+30	+3	+20	+20	+20	+20	+20	+20

Skills:

Concealment Rural, Concealment Urban, Disguise, Marksmanship, Prepare Poison, Scale Sheer Surface, Shadowing, Silent Move Rural, Silent Move Urban, Specialist Weapon-Blow Pipe-Fist Weapon-Flail-Lasso-Parrying Weapon-Throwing Knife-Two Handed Weapon.

Trappings:

Garrote, Grappling Hook And 10 Yards Of Rope, Hand Weapon, Mail Shirt, Net, Shield, 4 Throwing Knives

Entries:

Bounty Hunter, Cat Burglar, Duelist, Judicial Champion, Pirate, Saboteur, Spy, Targeteer, Weapon Master.

Exits:

Crime Lord, Mercenary Outlaw Chief, Weapon Master, Witch Hunter

Bard (Advanced)

Some Minstrels and Entertainers become true masters of their job; their performances can reach people's souls, and they are authorities in legendary or historical lore. Often they have an errand life around the Old World, living many adventures that could inspire them a new ballad. The most popular among them become very well known, and are almost worshipped by common people; however, not all bards reach fame and fortune.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+20	+20			+4	+20		+30	+20	+20	+10	+20	+30

Skills:

Art, Blather, Charm, Dance, Etiquette, Musicianship,, Read/Write, Sing, Story Telling, Wit.

Trappings:

D3 Appropriate Musical Instruments, Brightly-Coloured Clothes, Sheet Music, D2 Books With Epic Stories

Entries:

Exits:

Bawd, Charlatan, Demagogue, Entertainer (Any)

Bar keeper (Basic)

In a world as treacherous and brutal as most Old Worlders world is, many turn to the comforts of alcohol and the people who serve them. A Barkeep needs to be able to provide a drink, a smile and an attentive ear and the advice that accompanies it. Barkeeps learn to talk to people and how to get on their good side. Sometimes force must be used with an unruly or drunken customer and they may become quite adept at stunning these drunks and throwing them out. Occasionally a Barkeep will eventually own his own Inn, but sometimes the many stories of treasure and adventure heard from his patrons can cause a Barkeep to become an adventurer

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10				+2	+10							+20

Skills:

Blather, Brewing, Charm, Consume Alcohol, Street Fighter, Strike To Stun, Wit,

Trappings:

Dirty Cloth Apron, Wooden Club, 3D6 Silver Shillings

Entries:

Raconteur, Scribe, Storyteller.

Exits:

Artisan-Brewer, Raconteur.

Bawd (Basic)

Professional guide to the seedier areas of a city/town, knows all best drinking dens, gambling dens, etc. They can gain access to them for outsiders, and know which are safe and which practice the murder/robbing of clients. Sometimes in league with cut-throats or footpads, and lead new clients into traps for a share of the pickings.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10			+2	+10							+10

Skills:

Bribery, Secret Language – Thief's Tongue. Street Fighting, 25% Chance Of Wit.

Trappings:

Hand Weapon, Leather Jack, D6 Gold Crowns.

Entries:

Alchemist's Apprentice, Bard, Interpreter, Minstrel, Noble, Physician's Student, Ruffian, Student, Wizard's Apprentice.

Exits:

Body Guard, Interpreter, Ruffian.

Beast friend (Advanced) (Elves Only)

Bear

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10		+2	+2	+2						+10		

Boar

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10		+1	+1	+2	+10					+10	+10	

Hawk

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
+1	+10	+10			+1	+20			+10	+10			

Horse

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
+1			+1	+2	+2					+10	+10		

Hound

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
+1	+10				+2	+10			+10	+10	+10		

Wild cat

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
+1	+10		+1		+1	+20				+10		+10	

Skills:

Animal Care, Animal Training, Call Animal ¹, Charm Animal ², Follow Trail ², Orientation, Sixth Sense.

Bear: Specialist Weapon-Fist Weapons, Street Fighter, Strike Mighty Blow.

Boar: Frenzied Attack, Street Fighter, Strike Mighty Blow

Hawk: Dodge Blow, Flee, Strike To Injure.

Horse: Acute Hearing, Ride-Horse.

Hound: Acute Hearing, Frenzied Attack, Street Fighter.

Wild Cat: Concealment Rural, Silent Move Rural, Specialist Weapon-Fist Weapons.

Trappings:

Dress And Arm Themselves In A Style Reminiscent To Their Friend Species.

Exits:

Initiate, War Dancer, Scout.

¹ This Skill Allows The Beast Friend To Call A Number Of Animal From His Species, Provided He Is In A Forest Or Area Where They Can Be Found.

The Beast Friend Makes A LD Test And If Successful The Animal Appears In 2D10 Minutes As Follows:

Bear: 1

Boar: D3

Hawk: 1

Horse: 1

Hound: D3

Wild Cat: D3

² Upon Entering The Career The Beast Friend Automatically Gains There Skills With Respect To The Beast In Question.

Beggar (Basic)

Society's outcasts, desperate people with no visible means of support. Homeless, often turn to thievery to make ends meet.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10		+1	+2								

Skills:

Begging, Concealment Urban, Secret Language – Thieves Tongue, Secret Signs – Thieves Signs Silent Move Urban 25% Chance Of Consume Alcohol.

Trappings:

Begging Bowl, Tattered Clothes, Heavy Stick Rotgut Spirits

Entries:

Cavalier, Prostitute.

Exits:

Body Guard, Prostitute, Racketeer, Rat Catcher, Ruffian.

Boatman (Basic)

Provides the same function as a Coachman, except on the extensive waterways of the Empire.

Looks after the passenger and/or cargo on board, and transports them from place to place while avoiding the unwelcome attentions of the authorities and outlaws.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10			+2	+10							+10

Skills:

Fish, Orientation, River Lore, Row, 50% Chance Of Very Strong, 25% Chance Of Consume Alcohol, 25% Chance Of Boat Building.

Trappings:

Hand Weapon, Leather Jack, Rowing Boat.

Entries:

Seaman.

Exits:

Interpreter, Outlaw, Seaman, Smuggler

Bodyguard (Basic)

Employed by a rich Noble or a Merchant to protect them from unwelcome attentions of people who may not want them around, or people whom they do not want around them. They either work in a group, or individually, sometimes under the supervision of a Custodian.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+20		+1		+2	+10	+1						

Skills:

Disarm, Specialist Weapon-Fist Weapons, Street Fighting, Strike Mighty Blow, Strike To Stun, 50% Chance Of Very Strong.

Trappings:

knuckle-dusters, Leather Jack, 50% Chance Of A Shield.

Entries:

Artisan's Apprentice, Bawd, Beggar, Custodian, Footpad, Grave Robber, Jailer, Labourer, Pedlar, Road Cook, Rat Catcher, Thief-General, Thief- Burglar, Thief- Pickpocket, Tomb Robber.

Exits:

Bounty Hunter, Custodian, Foot Pad, Honour Guard, Mercenary, Outlaw Chief,

Bookmaker (Basic)

The Bookmaker is the person people turn to when they are going to bet in a pit fight. Be it a legal or an illegal one: Bookmakers are everywhere. It must be said that betting with a Bookmaker in an illegal fight may be risky business. It is not unknown for Bookmakers to sneak out in the middle of a fight taking all the money with them.

Where the pit fights are more organized, there are guards or even sentries to make sure that no Bookmakers try to sneak out with the money. Most pit-owners will have to approve of the Bookmaker's presence at their arena. In the more organized arenas of the legal and semi-legal pit fights, the Bookmakers are all pit-owner approved, and there are usually someone making sure that there are no non-approved-of Bookmakers there.

Usually Bookmakers have to pay percentages of their earnings to the pit-owner. This is rarely more than five to ten percent of the night's earnings.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
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					+2	+10		+10		+10			+10
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Skills:

Embezzle, Evaluate, Flee, Numismatics, Palm Object, Read/Write, Super Numerate

Trappings:

Pouch For Money, Dagger, Bookmaking License With ONE Pit Owner, Long Coat With Sheepskin Collar

Entries:

Exits:

Charlatan, Racketeer, Slaver.

Bounty hunter (Basic)

Bounty Hunters make a living by tracking down and capturing wanted criminals, bandits or other undesirables and bringing them to justice. Usually there is a reward for the person or persons being tracked. Typically single-minded, harsh, cynical. They are loners by nature and are professional killers in every sense.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1		+2	+10					+10		

Skills:

Follow Trail, Shadowing, Silent Move Rural, Silent Move Urban, Specialist Weapon-Lasso, Specialist Weapon-Net, Strike Mighty Blow, 50% Chance Of Marksmanship.

Trappings:

Bow Or Crossbow With Ammunition, Hand Weapon, Mail Shirt, Rope, Net, D4 Manacles.

Entries:

Bodyguard, Judicial Champion, Marine, Mercenary Sergeant, Protagonist, Scout, Watchman.

Exits:

Assassin, Footpad, Mercenary, Pirate, Protagonist, Slaver, Targeteer, Wardancer.

Buyer (Basic)

Buyers are agents for mercantile concerns, taverns, restaurants, and large noble houses, buying goods in bulk. They are highly professional and intelligent people who often use their exceptional talents to enter business themselves.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+1					+20		+10	+10

Skills:

Evaluate, Haggle, Read/Write, Super Numerate.

Trappings:

Ledger, Writing Equipment, Abacus.

Entries:

Pedlar, Scribe, Trader

Exits:

Merchant, Trader

Cat Burglar (Advanced)

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
		+20	+1	+1	+4	+30		+30	+20	10	30	+20	+30

Skills:

Blather, Bribery, Charm, Concealment Urban, Evaluate, Numismatics, Pick Lock, Scale Sheer Surface, Secret Language Thieves, S/S-Thieves, Silent Move Urban, Sixth Sense, Spot Trap,

Trappings:

Black Hooded Tunic, Hand Weapon, Non Descript Cloths, Lock Picking Tools, 10 Yard Rope

Entries:

Charlatan, Noble.

Exits:

Assassin, Spy, Thief (Any)

Cavalier (Advanced)

the famous Altdorf press puts out an endless stream of low-class romantic adventure novels. These books tell tales of great daring and true love, and they have a most unhealthy effect on many young nobles and such. These slightly disturbed young men are called cavaliers (and by many other names behind their back) and they regard themselves as dashing, romantic figures. They chase beautiful young noblewomen, challenge each other to duels and make a general nuisance of themselves.

Always ready to join adventurous group, their bravery and skill with sword (If you survive as a cavalier for any length of time, you're bound to have learned something about swordplay) makes them valuable members of such parties, if other members can put up with their antics.

NOTES:

A cavalier has a lot of potential for role-playing, as they are not part of the regular army like musketeers or Templars, and thus have more freedom as adventurers. They do not have to follow any strict code of honour like duelist either, so they are more useful in espionage-style adventures. They should, however be played as true romantics: falling in love all the time, defying the authorities and so on.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+30	+20	+2	+2	+4	+30	+2	+10	+10	+10	+30	+20	+30

Skills:

Art, Charm, Disarm, Dodge Blow, Read/Write, Scale Sheer Surface, Seduction, Specialist Weapon-Fencing Sword, Specialist Weapon- Parrying Weapon.

Trappings:

Rapier, D2 Lovers, Silk Dress, D10 Gold Crowns, D6 Love Letters, D6 Romantic Novels

Career Exits:

Entries:

Duelist, Highwayman, Noble, Raconteur, Student,

Exits:

Beggar, Duelist, Freelance.

Charlatan (Advanced)

The charlatan is a trickster. A cunning liar with the ability to convince people of almost anything. People who should know better find themselves believing that the bottle contains a new wonder cure. Some also try to sell bridges and mountains to larger game.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10		+1	+4	+20		+20	+20	+20	+20	+20	+30

Skills:

Blather, Charm, Disguise, Evaluate, Mimic, Palm Object, Public Speaking, Seduction, Wit.

Trappings:

Hand Weapon, D6 Hats, Ordinary Clothes, Quality Clothes, Forged University Reference, Fake War Medals, D6 Bottles Of Coloured Water, D4 Bottles Of Coloured Powder.

Entries:

Agitator, Alchemist's Apprentice, Bard, Bookmaker, Clerk, Gambler, Entertainer-Bunko Artist, Fortune Teller, Hunter, Hypnotist, Jester, Librarian, Minstrel, Pharmacist, Physician's Student, Raconteur, Seer, Thief-General, Wizard's Apprentice.

Exits:

Cat Burglar, Demagogue, Spy.

Chef (Advanced)

Almost every merchant or noble house have a cook. Many times this is a Halfling. Most of the Halflings working as cooks belong to the Cooks' Guild, a public association of Halfling with the purpose to provide reliable cooks (i.e. cooks which will not poison the food).

The few Halflings passing special cookery test are allowed to enter in the highly respected ranks of the Chef, cooks able and reliable enough to enter in the service of the highest nobility and the most powerful merchants.

Their Guild, the so called 'Cake Fellowship', has the secret purpose to help those Halflings in troubles. Indeed, this can happen very often, when you're only 3 or 4 feet tall, you aren't not as strong as a dwarf and most of the humans thought you're only good to cook. Because of this role, this secret association often has contact with the clerics of Ranald. Often Ranald clerics become a Chef (Esmerelda says nothing about stealing), gaining the possibility to enter the richest houses with little or no effort.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+2	+10		+20		+20	+20		+20

Skills:

Cook, Detect Poison, Etiquette, Herb Lore, Secret Language- Thieves Tongue.

Trappings:

White Chef's Hat, Set Of 6 Sharp Cooking Knives (Never Used For Other Than Cooking!), 1D6 Cookery Books

Entries:

Road Cook

Exits:

Road Cook

Cleric (Advanced)

05 or less	the deity takes offence and the character suffers from Wrath of the Gods.
06-10	the character is judged unworthy and must follow a new basic career. Roll a D6
	1-2 Rogue
	3-4 Ranger
	5-6 Warrior
	Roll on the random career chart for the class selected. May never become initiate again
11-20	character must prove themselves worthy and undertake a trail as described under the religion.
21-35	the character is judged not ready and must accumulate another 100 EXP and then roll again.
36-80	the character is judged worthy and may move to the next level.
81-95	the character is favoured and will gain D10 * 10 EXP and can move to the next level.
95-104	the character is especially favoured and will gain D10 * 10 EXP, 1 Fate Point and can move to the next level.
105 or more	the character is especially favoured and will gain D10 * 10 EXP, 1 Fate Point ,can move to the next level and gains one blessing

Cleric level 1

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+2	+10					+10	+10	+10

Skills:

Arcane Language Magic, Cast Spells-Clerical Level 1, Meditate, Public Speaking, Plus Any Listed Under Deity.

Trappings:

Clerical Robes, Religious Token, D6 Crowns

Cleric level 2

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+3	+20		+10	+10	+10	+10	+20	+10

Skills:

Cast Spells-Clerical Level 2, Identify Undead, Magic Sense, Plus Any Listed Under Deity.

Trappings:

Clerical Robes, Religious Token, D6 Crowns

Cleric level 3

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+4	+20		+20	+20	+20	+20	+30	+20

Skills:

Cast Spells-Clerical Level 3, Magical Awareness, Manufacture Scroll, Plus Any Listed Under Deity.

Trappings:

Clerical Robes, Religious Token, D6 Crowns

Cleric level 4

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+4	+30		+30	+30	+30	+30	+30	+30

Skills:

Cast Spells-Clerical Level 4, Manufacture Potion, Plus Any Listed Under Deity.

Trappings:

Clerical Robes, Religious Token, D6 Crowns

Magic Points::

+2D8 Per Level.

Entries:

Initiate, Demon Hunter, Librarian, Phoenix Guard.

Exits:

Cleric Next Level, Demagogue, Librarian, Witch Hunter.

Clerk (Basic)

To run a library it takes people. From processing new items to re-shelving and repairing books, managing funds. Clerks are more than just a scribe, they are assistants to librarians and the first person the general public meet upon entering a library. Where a scribe simply writes and copies, a clerk assists in research or even conducts research.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
						+10		+10		+10	+10		

Skills:

Blather, Book Repair ¹, Read/Write, Super Numerate, 25% Chance Of Secret Language Classical, 25% Chance Of Linguistics,

¹ Characters With This Skill Can Repair Books And Preserve Scrolls And Maps. A DEX Test Is Made With +10% When A Librarian Is Trying To Repair A Book And If The Test Failed The Object Is Badly Damaged And May Be Ripped.

Trappings:

Eyeglasses, Writing Kit, 1D20 Forms And Petitions, Dagger, 2 Crowns.

Entries:

Initiate, Scribe, Student.

Exits:

Charlatan, Initiate, Librarian, Scribe, Student, Wizard's Apprentice.

Coachman (Basic)

The roads which are traveled by the Coach Services are difficult to traverse and are dangerous despite the Road Warden Patrols. They are easy targets for outlaws, bandits and other not-so-nice raiding parties. The Coach Services employ their Coachmen to protect the coach and it's passengers, and to ensure that the coach reaches it destination.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10			+2	+10					+10		

Skills:

Animal Care, Drive Cart, Musicianship-Coach -Horn, Ride-Horse, Specialist Weapon-Firearms.

Trappings:

Coach Horn, Blunderbuss, D6 Shots Of Powder And Ammunition, Hand Weapons, Mail Shirt.

Entries:

Random Only.

Exits:

Courier, Dispatch Rider, Highwayman, Road Warden, Scout,

Counterfeiter (Advanced)

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+20	+20	+1		+3	+20		+20	+10	+10	+10	+10	+10

Skills:

Art –Carve Coin Dies., Metallurgy, Numismatics, Super Numerate.

Trappings:

Blank Coin Die, Metal Working Tool, 3D6 Genuine Crowns, 3D6 Fake Crowns.

Entries:

Alchemists Apprentice Forger., Artisan-Engraver, Thief-Clipper.

Exits:

Fence, Thief-Clipper, Thief-Embezzler, Thief-General

Courier (Basic)

Couriers have a perilous job delivering messages and packages from town to town. Speed is of the essence as they travel through areas often plagued by outlaws and goblins. In all cases the couriers first recourse is to avoid trouble and flee, but that can not always be avoided.

Many become addicted to danger and find it hard to settle down in a sedated life

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10		+1	+2	+10					+10		

Skills:

Animal Care, Dodge Blow, Orientation, Ride-Horse, Trick Riding.

Trappings:

Horse Saddle And Harness, Saddle Bags, Mail Shirt, Water Skin, Hand Weapon.

Entries:

Coachman, Outrider, Road Warden.

Exits:

Dispatch Rider, Highwayman, Scout.

Crime lord (Advanced)

Crime is well organized in the large cities of the Old World. In some places, things are organized in guild fashion with a Guild master at the top surrounded by trusted lieutenants. In other places, such as Tilean city-states, these organizations are like a family business with the head of the extended family ("Don", or "Padrone" in Tilean families) as "Boss" surrounded by his sons and other trusted family members. These Crime Lords usually control most of the illegal activities in their areas of control (smuggling, extortion, slavery, illegal gambling, and loan sharking).

These activities are covered by legitimate ones (mostly the Family-run operations) such as trade and craft. In addition, many Crime Lords contribute to openly philanthropic causes, especially for the poorer classes. The Street or Punk Gangs are the exception to this as they deal with the world on their own violent terms. Would-be Crime Lords have to either take over a current Crime Lord's territory or carve out a piece of that territory. Either way, the would-be Crime Lord would have to initiate gang warfare. A would-be Crime Lord can become a Crime Lord in fact only by surviving such a war and gaining territory and exclusively directing criminal activity therein. Ensuing warfare can erupt at any time

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+20	+20	+1	+1	+4	+20	+1	+20	+40	+20	+20	+20	+20

Skills:

Bribery, Charm, Dance, Embezzle, Etiquette, Evaluate, Numismatics, Secret Language-Guilder, Specialist Weapon-Firearms, Spot Trap, Street Fighter, Torture.

Trappings:

Hand Weapon, Hidden Pistol, Town House, Warehouse(S), 10D6 Crowns, 2D6 Bodyguards, 2D6 Racketeers,

Entries:

Assassin, outlaw chief, racketeer, slaver.

Exits:

Assassin, Fence, Master Thief, Outlaw Chief, Racketeer, Slaver.

Custodian (Advanced)

Kings, high rank nobles and other powerful figures can't rely on common bodyguards for their safety. Custodians are truly loyal to their masters, so they can be trusted under all circumstances. Usually a Custodian leads a group of lesser bodyguards in service of his master; bodyguards can protect him from a direct attack or threat, but the Custodian will look for more subtle menaces: conspiracies, assassination, etc. In order to protect their masters to their best, Custodians develop an intimidating look and are merciless with opponents. They are far more than warriors: they also use their mind continuously to perceive threats, and are really concerned with their task.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+30	+10	+2	+1	+5	+30	+2	+20	+20	+20	+20	+20	+20

Skills:

Disarm, Dodge Blow, Etiquette, Secret Language-Battle, Specialist Weapon-Fist Weapons, Strike To Injure, Strike To Stun.

Trappings:

Sleeved Mail Coat, Shield, Hand Weapon, Decent Quality Clothing

Entries:

Bodyguard.

Exits:

Bodyguard, Honour Guard, Mercenary, Squire.

Demagogue (Advanced)

Demagogues are popular agitators, characters seen as leaders or champions of a particular cause.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10		+1	+3	+20	+1		+30	+10	+20	+20	+40

Skills:

Blather, Public Speaking, Read/Write

Trappings:

Hand Weapon, Leather Jack, Pamphlets.

Entries:

Agitator, Anarchist, Bard, Charlatan, Diplomat, Lawyer, Outlaw Chief, Raconteur, Saboteur. Entertainer-comic, artisan-printer, cleric.

Exits:

Agitator, Mercenary, Outlaw, Outlaw Chief, Philosopher.

Demonologist (Advanced)

Demonologists are a very rare specialist wizard. They are concerned with the power that can be drawn from a multitude of other worlds or planes-places where all kinds of powerful and horrific beings reside. They are necessarily loners. They meet with such fear and loathing and mistrust that anyone wanting to become one will have a hard time finding a teacher. They spend the majority of their time hiding from witch hunters and the like.

Many develop disabilities identifying them as practitioners of this art. These markings make it difficult for them to move about freely.

Demonologist level 1

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+2	+10				+10			

Skills:

Cast Spells-Demonic Battle Level 1, Arcane Language-Demonic, Demon Lore.

Trappings:

Must Be Evil Or Chaotic In Alignment, Hand Weapon, Staff, 10D6 Crowns.

Demonologist level 2

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+3	+20		+10	+10	+20	+10	+10	

Skills:

Cast Spells-Demonic Battle Level 2, Identify Undead, Meditation

Trappings:

Must Be Evil Or Chaotic In Alignment, Hand Weapon, Staff, 10D6 Crowns.

Demonologist level 3

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+4	+30		+20	+20	+30	+20	+20	

Skills:

Cast Spells-Demonic Battle Level 3, Identify Magical Artifact, Magical Awareness.

Trappings:

Must Be Evil Or Chaotic In Alignment, Hand Weapon, Staff, 10D6 Crowns.

Demonologist level 4

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+4	+40		+30	+30	+30	+30	+30	

Skills:

Cast Spells-Demonic Battle Level 4, Astronomy, Manufacture Potion, Manufacture Scroll

Trappings:

Must Be Evil Or Chaotic In Alignment, Hand Weapon, Staff, 10D6 Crowns.

Entries:

Illusionist, Necromancer, Wizard.

Exits:

Demonologist Of Next Level, Illusionist Level 1, Necromancer Level 1, Wizard Level 2

Magic Points::

Humans And Elves +4D4 Per Level, Dwarfs And Halflings +2D4 Per Level.

Insanity:

Insanity is an occupational hazard for a demonologist. The constant viewing of beings from another plane has a disturbing effect on their psych, causing them to pick up disorders. Each increase will result in the gaining of D6 insanity points.

Demon hunter (Advanced)

These Warriors take the War against Chaos to the Extreme. These Former Witch Hunters are obsessed with destroying Chaos in all its forms, but most especially Demons. They will go to any length or place in pursuit of prey, even to the Chaos Wastes.

As these warriors are extreme in their views, characters must be of lawful or good alignment to enter the career.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+40	+30	+3	+4	+10	+30	+2	+30	+20	+10	+40	+40	+10

Skills:

Arcane Language-Demonic, Demon Lore, Disarm, Dodge Blow, Secret Language-Battle Tongue, Specialist Weapon-Flail, Specialist Weapon-Parrying Weapons, Specialist Weapon-Two Handed Weapons, Strike To Injure, Strike Mighty Blow,

Also They Can Learn The Following Rituals

Bind Demon 300 EXP
Dispel Lesser Demon 300 EXP
Zone Of Demonic Nullification 600 EXP
Zone Of Demonic Protection 300 EXP

These Can Be Cast Once Per Day, And Last For One Hour Except Zone Of Demonic Nullification.
There Is No Spell Point Cost For These Rituals

Trappings:

Full Plate Hand Weapon Two Handed Weapon

Entries:

Witch Hunter.

Exits:

Cleric, Initiate, Templar.

Demon slayer (Advanced)

Few dragon Slayers survive. Those that do become despondent fearing no redemption of their lost honour.
To these outcasts only one foe remains. Daemons.

Although rarely found, most are found on the fringe of the chaos wastes.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+40		+4	+3	+8	+40	+3		+30	+10	+30	+30	

Skills:

Demon Lore, Immunity To Disease, Shadowing.

Daemon slayers are receive +20 to all fear tests and +10 to all terror tests. A failed terror has the same effect as a failed fear test, except they still get the insanity point.
They also get d6 insanity points upon entering the career

Trappings:

Two Handed Weapon.

Entries:

Dragon Slayer.

Exits:

None, Death Or Redemption.

Diplomat (Advanced)

Diplomats are representatives of various noble houses and nations. These diplomats are highly distinguished individuals who are used to deal with problems between other countries. As opposed to Ambassadors, who are the representatives of their countries, diplomats are distinguished individuals dispatched to take care of urgent matters. These matters could be negotiations about trade, border disputes, peace treaties, alliances, threats of war, the diplomat is the person for keeping his countries interests safe. As such they are highly competent individuals, well trained, and well paid.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10				+2	+30			+30	+30	+30	+30	+30

Skills:

Charm, Cryptography, Diplomacy, Etiquette, Heraldry, Law, Linguistics, Read/Write, Seduction, Secret Language-Classical, Speak Additional Language,

Trappings:

Code Book, Diplomatic Papers, Writing Equipment, Coach And Horses, With Driver

Staff:

Bodyguards, Custodian, Spy (In Disguise), Servants

New Skill: Diplomacy

The Diplomacy Skill Allows The Character To Understand And Negotiate Correctly In Affairs Concerning The State. The Character Has A Reasonable Understanding Of National Issues Of His And Other Countries, And How To Manipulate And Alter Negotiations In His Favor.

It Works Nearly The Same As Hagglng. It's Up To The GM To Decide How He Chooses To Test This Skill. Remember That Diplomatic Actions Are Long Tedious Affairs With Proposals, Counterproposals, Demands, Compromise, And A Good Deal Of Lying! Fun!

Entries:

Explorer, Lawyer, Merchant, Spy.

Exits:

Demagogue, Lawyer, Merchant, Spy.

Dispatch rider (Basic)

Dispatch rider (courier riders) are messengers employed by Imperial authorities and landed noble houses. They employ these loyal and self-reliant individuals to carry dispatches and messages to various points in theirs or other's holdings. These riders often face obstacles in the service of their duties, such as weather, bandits, hostile (political) enemies, and other predators.

Some riders also work for wealthy merchant houses that employ them in similar capacities. Eventually, some feel that if they should routinely face such dangers, they might as well do it for their own profit and turn to a life of adventuring.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10			+1	+2	+10			+10		+10	+10	

Skills:

Animal Care, Follow Trail, Orientation, Ride-Horse, Spot Trap.

Trappings:

Riding Horse With Sponsor's Livery, Livery Surcoat Bearing Sponsors Heraldry, Steel Mail Shirt
50% Chance Of Shield, Weatherproof Coat, Weatherproof Dispatch Bag Document Of Commission
Bearing Sponsor's Seal.

Entries:

Coachman, Courier, Outrider, Scout

Exits:

Outrider, Road Warden, Scout, Soldier,

Dragon slayer (Advanced)

For those giant slayers that fail to redeem themselves move on to bigger game. Dragons. Dragon slayers retain all the outrageous tastes for hair dye, jewelry and tattoos. To this they add ritual scaring.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
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	+40		+3	+3	+8	+30	+3	+20			+30	+20	
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Skills:

Consume Alcohol, Follow Trail, Frenzy, Immunity To Poison.

Dragon Slayers Automatically Get D3 Insanity Points

They Are Also Gain +10 To All Fear Tests.

Trappings:

Two Handed Weapon.

Entries:

Giant Slayer.

Exits:

Demon Slayer

Druid (Basic) (Human only)

The druid is a practicing member of the old faith, following a belief whose origin is lost in the mists of time. The old faith is outside the main religions of the old world, but co -exists with most of them. Druids practice a strict code of life, and strive to live in harmony with nature. They long for the natural order of a bygone age and have little patience with the modern world. Many choose to live apart from it altogether and all prefer the country side to town life.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10			+1	+10				+10	+10	+10	

Skills:

Animal Care, Dowsing, Follow Trail, Identify Plants, S/S-Druid.

Trappings:

Bag Or Sack, Religious Token –Silver Knife Or Sickle, Staff, Dowsing Rods.

Entries:

Falconer, Farmer, game hunter, Gamekeeper, Hunter, Herbalist, Herdsman, Trapper, Woodsman.

Exits:

Druidic Priest, Falconer, Gamekeeper, Hunter, Outlaw, Trapper, Woodsman,

Druidic priest (Advanced)

10 or less	Character is judged unworthy and must enter a random ranger career, if the character has completed that career then the can choose one of its exits except druid.
11-25	Character must undertake a trail as described in the OLD Faith.
26-40	The character is considered ready but must accumulate a further 100 EXP before advancing.
41-80	The character is found worthy and can advance a level, or if becoming level 1 roll for a familiar.

81-95	The character is worthy and gains a gift of D10*10 EXP. New druids also gain both skills listed for their familiar.
95-104	As well as advancing they gain, D10*100 EXP, 1 fate point, and both skills listed under familiar.
105 or more	As well as advancing they gain, D10*100 EXP, 1 fate point, both skills listed under familiar and a blessing.

Druidic Priest level 1

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+2	+10						+10	

Skills:

Arcane Language- Druidic, Cast Spells- Druid Level 1, Heal Wounds, Herb Lore, Meditation, Ride-Horse, Plus Any Under The Old Faith

Trappings:

Hand Weapon, White Robes.

Druidic Priest level 2

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+3	+20		+10	+10	+10	+10	+20	+10

Skills:

Cast Spells- Druid Level 2, Charm Animal, Cure Disease, Divination, Magical Sense, Plus Any Under The Old Faith

Trappings:

Hand Weapon, White Robes.

Druidic Priest level 3

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+4	+20		+20	+20	+30	+20	+20	+20

Skills:

Astronomy, Cast Spells- Druid Level 3, Magical Awareness, Prepare Poison.

Trappings:

Hand Weapon, White Robes.

Druidic Priest level 4

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+4	+30		+30	+30	+30	+30	+30	+30

Skills:

Cast Spells- Druid Level 4, Manufacture Potion, Rune Lore.

Trappings:

Hand Weapon, White Robes.

Magic Points::

+2D8 Per Level.

Entries:

Druid.

Exits:

Duelist (Advanced)

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+30	+30	+1	+3	+3	+20	+1		+10	+30	+30	+20	

Skills:

Disarm, Dodge Blow, Etiquette, Marksmanship, Specialist Weapon-Fencing Sword, Pistol, Parrying Weapons, Strike Mighty Blow, Strike To Injure, Strike To Stun.

Trappings:

Left-Handed Dagger, Long-Sword Or Rapier, Pair Of Dueling Pistols With Powder And Ammunition For 10 Shots.

Entries:

Cavalier, Freeman, Highwayman, Judicial Champion, Noble, Protagonist, Weapon Master.

Exits:

Assassin, Cavalier, Freeman, Highwayman, Mercenary Sergeant, Weapon Master.

Dwarf Lore Master (Advanced)

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10		+2	+6	+40		+30	+30	+40	+40	+40	

Skills:

Arcane Language-Arcane Dwarf, Arcane Language-Magic, Art, Astronomy, Chemistry, Cryptography, Demon Lore, Engineering, Evaluate, Heraldry, Her Lore, History, Identify Magical Artifact, Identify Undead, Law, Linguistics, Magical Awareness, Magic Sense, Mining, Numismatics, Orientation (Underground), Palmistry, Rune Lore, Scroll Lore, Speak Additional Language, Spot Trap, Super Numerate, Theology.

Trappings:

None.

Exits:

Cleric, Wizard, Scholar, Artisan

DWARF ONLY

Must Have Completed Two Of The Following

Artisan (Any)

Scholar

Alchemist Level 4

Cleric Level 4

Wizard Level 4

Lore Masters Get +2 To Ld And Fel Tests When Dealing With Dwarfs

Entries:

Exits:

Elementalist (Advanced)

Elementalist are specialist wizards that are concerned with natural forces such as fire earth air and water. As well as controlling the forces of nature they are also able to control elemental.

As wizards of nature they have a close affinity with living things and though reclusive they tend to be kind and slow to anger. They can never become a demonologist or necromancer.

Finding a teacher is somewhat difficult, many live in isolation. Someone wishing to become an Elementalist must convince a teacher of their sincerity and love of nature. The training period is 1D4+1 months.

Elementalist level 1

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+2	+10				+10			

Skills:

Cast Spells- Elementalist Battle Level 1, Arcane Language- Elementalist, Dousing, Herb Lore, Metallurgy.

Trappings:

Hand Weapon, Staff, 10D6 Crowns.

Elementalist level 2

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+3	+20		+10	+10	+20	+10	+10	

Skills:

Cast Spells- Elementalist Battle Level 2, Identify Undead, Meditation

Trappings:

Hand Weapon, Staff, 10D6 Crowns.

Elementalist level 3

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+4	+30		+20	+20	+30	+20	+20	

Skills:

Cast Spells- Elementalist Battle Level 3, Demon Lore, Identify Magical Artifact, Magical Awareness.

Trappings:

Hand Weapon, Staff, 10D6 Crowns.

Elementalist level 4

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+4	+40		+30	+30	+30	+30	+30	

Skills:

Cast Spells- Elementalist Battle Level 4, Arcane Language-Dwarvish Or Elfish, Manufacture Potion,

Trappings:

Hand Weapon, Staff, 10D6 Crowns.

Magic Points::

Humans And Elves +4D4 Per Level, Dwarfs And Halflings +2D4 Per Level.

Entries:

Illusionist, Wizard.

Exits:

Elementalist Of Next Level, Illusionist Lever 1, Wizard Level 2

Engineer (Basic)

Dwarf engineers are the most sought after in the old world. The dwarf engineer guild is a powerful but secret organization. Its structure, rules and the bizarre and sometimes distasteful rituals it employs are founded on centuries of tradition. It has a deep mistrust on innovation and invention- if anything had been worthwhile the guild would have tried it years ago. Because of this and the tight control the guild holds over its members, its not unusual that a young dwarf will leave or be expelled from the guild and seek employment elsewhere. The technical term for these individuals is "wetbacks" although it is unwise to call it to their faces. Guild members and wetbacks rarely treat each other with anything but hostility.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10			+2			+10		+10			

Skills:

Carpentry, Drive Cart, Engineering, Read/Write, S/S-Dwarven Engineers Guild, Set Trap, Smiting, Spot Traps, 50% Chance Of Metallurgy.

Note: As Stated In Mandatory Skills, All Dwarfs Automatically Get Mining. In The Case Of Engineers This Skill Is Enhanced To Give +20to Construction Tests, And Search Tests For Secret Doors Underground.

Trappings:

Hand Weapon, Leather Jack, Tool Bag, D4 Hammers And D6 * 10 Nails, D4 Cold Chisels, Pick, Saw D6 Iron Spikes, Tongs, Pliers, Heavy Wire – 10 Yards, Hand Axe, Ring With Concealed Symbol.

Entries:

Sapper.

Exits:

Alchemist's Apprentice, Artillerist, Artisan (Carpenter Or Stonemason), Gunner, Sapper, Tunnel Fighter

Entertainer (Basic)

Entertainers make a living by providing live shows in the cities and towns of the old world. They usually travel in groups performing where they think they can make money, or even just a free meal and a bed for the night. A few have become famous to get patronage, but most travel from place to place only staying long enough for them to be move on by the watch.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10			+2			+10					+10

Entertainer	Skills	Trappings:	Exits	Entries
Acrobat	Acrobatics		Thief	Other entertainer
Actor	Acting			Other entertainer
Animal Act	Animal Care	Bear, Horse		Other entertainer
	Animal Training	Or D3 Dogs		

Bunko Artist	Blather	3 Wooden Cups And	Charlatan	Alchemist's apprentice, wizard's apprentice
	Palm Object	Balls, Pack Of Cards		
Comic	Comedian		Demagogue	Other entertainer
	Wit			
Escapologist	Escapology	D4 Yards Of Chain		Other entertainer
		D4 Locks		
Fire Eater	Fire Eating	Protective Mouth Wash		Other entertainer
Fortune Teller	Palmistry		Charlatan	Other entertainer
Hypnotist	Hypnotize	Silver Charm On A Chain	Hypnotist	Hypnotist
Impressionist	Mimic			Other entertainer
Jester	Jest			Other entertainer
Juggler	Juggle	6 Balls		Other entertainer
Knife Thrower	Specialist Weapon- Throwing Knife	6 Throwing Knives		Other entertainer
Pavement Artist	Art	Colored Chalk		Other entertainer
Poet	Public Speaking	D4 Books		Other entertainer
Singer	Sing			Other entertainer
Strongman	Strongman		Racketeer	Other entertainer
Tight Rope Walker	Acrobatics	6 Yards Of Rope	Thief	Other entertainer
	Scale Sheer Surface			
Troubadour	Musicianship	Lute, Horn Or Drum	Minstrel	Other entertainer
	Sing			
Ventriloquist	Ventriloquism	Tatty Dummy		
Wrestler	Wrestling		Racketeer	Other entertainer

Excise man (Basic)

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10				+2	+10				+10	+10		

Skills:

Blather, Numismatics, Read/Write, Super Numerate, 50% Chance Of Law, 20% Chance Of Embezzle

Trappings:

Leather Jack, Hand Weapon, Writing Kit, Abacus, D6 Crowns

Entries:

Random Only

Exits:

Agitator, Lawyer (If Law Skill Is Obtained), Merchant, Militiaman, Outlaw, Road Warden, Thief (Clipper Or Embezzler).

Explorer (Advanced)

Explorers travel wide and seek out new commodities and open up new areas for trade. Their work often takes them into wild unexplored areas and they need to be skilled fighter's aswell as skilled merchants.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+20	+20	+1	+1	+6		+1	+20	+20	+30	+20	+20	+20

Skills:

Cartography, Drive Cart, Evaluate, Follow Trail, Law, Linguistics, Orientation, Read/Write, Ride-Horse.

Trappings:

D6 Maps, Horse, Saddle And Harness, Mail Shirt, Hand Weapon, Bow Or Cross Bow And Ammunition, Shield, D3 Muleteers, Each With D10 Pack Horses Or A Merchant Ship And Crew, 2D6 Mercenaries, 2000 Crowns In Gold And Trade Goods.

Entries:

Mercenary Captain, Navigator, Scholar, Sea Captain, Artisan-Calligrapher, Merchant, Scout.

Exits:

Diplomat, Mercenary Sergeant, Navigator, Sea Captain, Spy

Falconer (Basic)

While most noblemen prefer to hunt with bow and arrow, they sometimes use falcons to hunt small game. The falconer trains these falcons (sometimes hawks) to hunt at the command of a human. Sometimes the noblemen compete, to see, who has got the best falcon, and since there is a lot of prestige to win in these competitions, an expert falconer is highly respected. A good falconer gets invitations to upper class parties and balls, and therefore he needs to know, how to behave in high society. Expert falconers often get permanent jobs, where they have to breed new falcons and hawks, and make sure, the "birds" get the proper training, while unknown falconers are hired to train a single falcon, or to help a more experienced falconer. If the falconer is unable to get employment, he can always travel around the Old World, entertaining people with animal shows.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
				+1	+2	+10		+10			+20		

Skills:

Trappings:

Falcon Or A Hawk, Gauntlet And Bird Hood, Bag With Fresh Meatballs, Leather Jerkin.

HAWK/FALCON

If A Successful Attack Causes Additional Damage (See WFRP, P122), Ignore All Damage Rolls. Instead, The Attack Causes 1 Point Of Damage To The Head And The Target Is Permitted An I Test To Avoid Losing An Eye (+10 Bonus For Wearing A Full-Face Helmet Or Visor Of Any Kind). Hawks Fly As Swoopers, And Have The Normal Protections Against Missile Fire (See WFRP, P129)

Entries:

Druid, Hunter, Rat Catcher

Exits:

Druid, Entertainer-Animal Act, Squire.

Farmer (Basic)

People need food, somebody has to make it and besides from being such a person, the farmer is also the most important food supplier, maybe except for some coastal areas where the fisherman is more important.

Farmers spend most of their time out in the nature, close to the Old World's vast forests, busy clearing the land. They are therefore especially exposed to the dangers which the dark and mysterious forests inhabit. So it is not hard to understand why farmers need to be both hard-working and brave. Farming may not be the easiest way to get rich and famous, but they always have food on the table and the work offers many challenges and a wide variety of tasks for those who are willing to work their way through life.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10		+10	+10	+2							+10	

Skills:

Agriculture, Animal Care, Carpentry, Identify Plants.

Trappings:

Farm With Equipment And Animals

New Skill: Agriculture

This Skill Is Used If You Want To Know When And How To Sow, Harvest, Plough And How To Keep The Fields In Good Order. The Skill Is Governed By INT.

Entries:

Exits:

Druid, Militiaman.

Fence (Advanced)

Most tradesmen are open to deals that may not be completely legal. To the fence these deals are a way of life. They are experts in obtaining and disposing of stolen goods. Given time a fence can lay their hands on almost anything, even things which are prohibited by law.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+20	+20	+1		+4	+20	+1	+10	+10		+10	+10	+10

Skills:

Evaluate, Magical Sense, Palm Object, Super Numerate.

Trappings:

Large Overcoat With Many Internal Pockets, Silk Handkerchiefs, Small Pieces Of Jeweler.

Entries:

Artisan-calligrapher, artisan-engraver, Bawd, Counterfeiter, Trader.

Exits:

Counterfeiter, Crime Lord, Thief-General, Trader.

First Mate (Advanced)

Mates are second in command on the ship. Although that means they can send others on deck during a storm, the fact that they have to make sure the captains orders are followed does not endear them to the rest of the crew. A mate has to be strong to gain the respect of the crew. In the event of mutiny unpopular mates are second off the plank after the captain.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+20	+10	+1	+1	+4	+10	+1	+10	+10	+10	+10	+10	+10

Skills:

Boat Building, Consume Alcohol, Sailing, Storytelling Street Fighter, Swim.

Trappings:

Club, Cutlass, Leather Jack

Entries:

Explorer, Marine, Navigator, Pilot, Pirate, Seaman.

Exits:

Navigator, Pilot, Pirate, Sea Captain.

Fisherman (Basic)

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
			+1		+1			+10					

Skills:

Fish, Sailing, Swim, 50% Chance Of River Lore, 25% Chance Of Boat Building, 5% Chance Of Cartography.

Trappings:

Leather Jack, 25% Chance Of A Boat.

Entries:

Random Only

Exits:

Pilot, Seaman, Smuggler, Trader

Footpad (Basic)

Typical mugger. Usually work in groups and avoid bloodshed if possible, although the more unpleasant variety of Footpad called the Cut-throat normally kills victims instead of stunning them.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1		+2	+10							

Skills:

Silent Move Rural, Silent Move Urban, Strike To Stun.

Trappings:

Bow Or Cross Bow And Ammunition, Club, Mask Or Hood, Leather Jack, 25% Chance Of A Shield.

Entries:

Artisan's Apprentice, Boatman, Bodyguard, Bounty Hunter, Labourer, Marine, Militiaman, Pit Fighter, Protagonist, Rat Catcher, Soldier.

Exits:

Bodyguard, Fence, Highwayman, Outlaw, Racketeer, Slaver

Forager (basic) (Elves Only)

Foragers are the main food providers in an Elven community along with the hunters. They are if anything more important because they provide the bulk of the food the community eats. They tend to operate in pairs, and can be ingenious in the places they find food. They are very much at home in the wild.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+1	+10		+10					

Skills:

Fish, Herb Lore, Identify Plant, Orientation, Scale Sheer Surface.

Trappings:

Bag For Collecting Food, Tools For Collecting Food.

Entries:

Exits:

Forest Runner, Gamekeeper, Scout.

Forger (Advanced)

Forgers are essentially artists. Rather than producing works of art they turn their hand to reproducing items which command a high price, such as documents, letters and seals. They can copy hand writing with complete accuracy, provided they are given a sample from, and are familiar with a number of documents, inks, seals and writing colors and materials.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+20	+20	+1	+1	+3	+10	+1	+40	+10	+30	+30	+20	+20

Skills:

Art, Read/Write

Trappings:

Engraving Tools, Hand Weapon, Magnifying Glass, Writing Equipment

Entries:

Scribe.

Exits:

Counterfeiter, Thief-General.

Forest runner (Basic)

Elven communities are spread out throughout the forests. To maintain communication, every Elven outpost and community relies upon a network of messengers. Spread along the border outposts and in the communities, these Forest runners carry messages back and forth. Warnings of danger, fire, invasion, summoning healers, and all other purposes. Their roles are similar to that of the town criers in the cities. They are typically nimble young elves who play an important part in keeping Elven safety and solidarity strong.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
+1	+10				+2	+20			+10		+10		

Skills:

Concealment Rural, Dodge Blow, Flee, Fleet Footed, Orientation, Silent Move Rural.

Trappings:

Entries:

Gamekeeper

Exits:

Forager Game Keeper, Scout.

Free Lance (Advanced)

Just as warriors of lower social orders can become mercenaries, squires or nobles may offer their services as a freelance. Basically they are either titled aristocrats with a taste for adventure or expert cavalymen from lower orders that offer to put themselves in the front line. Financial considerations take precedence over the dictates of honour and chivalry, and some lacking an employer take up the role of protagonists.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+30		+3	+1	+4	+20	+2		+30	+10	+30		+10

Skills:

Disarm, Dodge Blow, Etiquette, Heraldry, Ride-Horse, Secret Language-Battle Tongue, Specialist Weapon-Lance, Specialist Weapon Flail, Specialist Weapon Parrying Weapons, Specialist Weapon Two Handed Weapon, Strike Mighty Blow, Strike To Stun, Strike To Stun

Trappings:

Full Plate Mail, Horse Saddle And Harness, Horseman's Axe Or Flail, Lance, Shield, D6 Crowns.

Entries:

Cavalier, Freeman, Mercenary Captain, Noble, Squire, Templar

Exits:

Mercenary Captain, Templar

Freeman (Basic)

Minor noble families can pass their rank and wealth only to their eldest son. The rest of the sons and daughters of Knights and other lesser nobles are called Freemen or Freewomen. Like other nobles they are exempt of most of the taxes, and enjoy the respect of the commoners, but otherwise they will have to fend for themselves. Many Freemen become very successful as military leaders or commerce patrons, but others are less fortunate, and turn to the life of adventuring in hopes of gaining the status reserved to their parents.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1		+2	+10		+10	+10	+10	+10		+10

Skills:

Etiquette, Heraldry, Read/Write, Ride-Horse, Specialist Weapon-Fencing Sword.

Trappings:

Good Clothes, Sword (Preferably Fencing Rapier), 2D6 Gold Crowns, 50% Chance Of Riding Horse With Saddle And Harness

Entries:

Duelist, Squire.

Exits:

Agitator, Duelist, Freelance, Mercenary, Lawyer, Student.

Gambler (Basic)

Many old Worlders look for easy ways to make money. Gamblers seek to use their skills to make theirs at the expense of others. Sometimes things go wrong, and the gambler ends up owing large sums of money. In these cases a quick retreat is generally indicated, before the creditors discover that the gambler has no means to pay. They tend to be drifters by nature, moving on to avoid bad debts and bad losers.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
		+10			+2	+10		+10		+10			

Skills:

Gamble, Luck, Palm Object

Trappings:

Hand Weapon, Leather Jack, Pack Of Fixed Cards, Pair Of Dice, Pair Of Loaded Dice.

Entries:

Noble, Mercenary Sergeant, Wizard's Apprentice,

Exits:

Charlatan

Gamekeeper (Basic)

Most landowners employ a gamekeeper to look after their estates, woodlands or hunting parks. They look for trespassers with deep and sometimes fatal suspicion. The arch enemy of the game keeper is the Poacher, who seeks a living by trapping or shooting animals or birds. Players with a character of Neutral, evil or chaotic alignment may choose a poacher instead of gamekeeper. Gamekeepers or poachers can take this career a second time to get the opposite career.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
		+20	+1		+2						+10		

Skills:

Concealment Rural, Marksmanship, S/S-Poacher (Poachers Only), Set Trap, Silent Move Rural, Spot Trap, 50% Chance Of Secret Language-Ranger (Gamekeepers Only), 10% Chance Of Animal Trainer-Hawk.

Trappings:

Bow Or Cross Bow And Ammunition, Hand Weapon, Leather Jack, Man Trap.

Entries:

Druid, Forest Runner, Outlaw, Rustler, Servant, Trapper.

Exits:

Druid, Militiaman (Gamekeeper Only), Forest Runner, Outlaw (Poacher Only), Raconteur, Rustler (Poacher Only), Scout, Targeteer (Gamekeeper Only).

Gardener (Basic) (Halfling only)

Everybody who is anybody in high society will have a garden. And everyone knows that the best gardens are maintained by Halflings. The Halfling Gardener spends a lifetime in their patron's garden, carefully sculpting the shrubbery to look like fantastic creatures, trimming and Manicuring the trees and plants, cutting the grass, and arranging the scenery. Fully capable of taking care of the garden, armed with a sling and a big pair of hedge clippers, the Gardener can clearly best any vermin or gopher in the garden. Fed well, and spending plenty of time happily trimming away at plants, whistling and enjoying the weather, the Halfling Gardener couldn't ask for anything more from life...

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
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	+10				+2	+10		+30		+10			+10
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Skills:

Art, Concealment Rural, Herb Lore, Identify Plant, Silent Move Rural.

Trappings:

Leather Gardening Apron, Gardening Gloves, Wooden Step Ladder, Straw Hat, Garden Twine, Hedge Clippers, Trowel

Entries:

Exits:

Giant Slayer (Advanced)

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+40		+3	+3	+8	+20	+2	+10			+30		

Skills:

Dodge Blow, Secret Language-Battle Tongue, Specialist Weapon-Flail, Specialist Weapon Two Handed Weapon, Strike Mighty Blow,

Trappings:

Two Handed Axe, Two Handed Flail.

Gain D6 Insanity Points Upon Entering This Career.

Entries:

Troll Slayer.

Exits:

Demon Slayer.

Glade warrior (Basic) (Elves only)

The Glade Warriors are the Wood Elven military and are very different than the military of other races. Being fewer in number, but greater in intellect the Glade Warriors are the masters of guerilla warfare and small unit tactics. They rely on speed, mobility and surprise to beat forces with superior numbers. They are lethal in thier home environment but still able warriors elsewhere.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1		+2	+10	+1		+10		+10		

Skills:

Concealment Rural, Dodge Blow, Scale Sheer Surface, Silent Move Rural, Strike To Injure, Secret Language-Battle Tongue, S/S-Ranger.

Trappings:

Leather Jacket, Steel Helmet, Hand Weapon, Elven Bow, Quiver And 2D10 Arrows

Entries:

Exits:

Grave robber (Basic)

The medical and magical professions require many fresh ingredients from humanoids, and the difficulty of obtaining some of them legally creates an opening for the Grave Robber. A Grave Robber typically supplies fresh corpses, and since the people who require them don't ask questions as to where they came from they can demand high prices. The poor graves are easier targets than those of the rich, as the rich can afford traps and other protection.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10			+2	+10					+10		

Skills:

Silent Move Rural, Silent Move Urban, 25% Chance Of Spot Trap.

Trappings:

Black Cloak, Hand Weapon, Lantern, Large Sack, Spade.

Entries:

Alchemist's Apprentice, Physician's Student, Rat Catcher, Wizard's Apprentice.

Exits:

Bodyguard, Physician's Student, Rat Catcher.

Gunner (Advanced)

Gunners are military specialists skilled in bombards. Due to a large amount of time using the noisy weapons, a large number of gunners are hard of hearing and somewhat eccentric, but can readily find employment in the armies of the old world. A gunner is a captain, who oversees the loading and firing of the guns by the crew. They can oversee one gun for every 10 points of initiative.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+20	+1	+1	+2	+20		+10	+30	+10	+20	+10	+10

Skills:

Drive Cart, Engineer, Specialist Weapon-Blunderbuss, Specialist Weapon-Bombard, Specialist Weapon-Pistol, Specialist Weapon-Bombs,

Trappings:

Artillerist Charts And Tables.

Entries:

Artillerist, Engineer, Mercenary Captain, Sapper, Mercenary, Mercenary Sergeant.

Exits:

Artillerist, Marine, Mercenary Sergeant.

Herbalist (Basic)

Provides traditional herbal medicines to the people. More respected by the commoners than Physicians, although they don't have the more exclusive patients. They can trade and gather herbs, and prepare herbal remedies for a variety of ailments, which they sell for small charges. Occasionally, they will treat patients personally if the case warrants it.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+1			+10		+10			

Skills:

Arcane Language-Druidic, Cure Disease, Heal Wounds, Herb Lore, Identify Plants, Read/Write, Secret Language-Classical, Secret Language-Guilder, 20% Chance Of Prepare Poisons

Trappings:

Pestle And Mortar, Sling Bag With Dried Herbs.

Entries:

Random Only

Exits:

Druid, Physician's Student

Herdsmen (Basic)

Solitary individuals who spend much time alone, looking after herds of domestic animals, moving them from pasture to pasture and generally living a dull life. They learn to look after themselves as they have to protect the flock from predators and thieves. Naturally good with most animals. Sometimes in the service of a local farmer.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
		+20	+1		+2	+10						+10	

Skills:

Animal Care, Charm Animal, Musicianship-Wind Instrument, Specialist Weapon-Sling, 50% Chance Of Animal Training, 75% Chance Of Herb Lore, 75% Chance Of Very Resilient.

Trappings:

Hand Weapon, Pan Pipes, Sling And Ammunition, Staff.

Entries:

Random Only.

Exits:

Druid, Militiaman, Outlaw, Rustler, Scout.

Honour guard (advanced)

The best soldiers that a Noble can muster are often grouped into a small elite group with the most important of duties, guarding the Noble. The Guard, also known as a Honor Guard or a Color Guard, are charged with protecting the Noble, and the Noble's family. This is a well-treasured position, full of perks. Fine weapons and armor, a steed, comfortable setting, and safely nestled in the back of combat with the Noble. Sadly, this happy existence can easily come to an end. A surprise attack by Skaven, a peasant uprising, depredations by Orcs and goblins, incursions of Chaos, and hostilities from other nobles can easily spell the end of a Guard's light duty. Instead of hanging about the castle, kicking around peasants, they find themselves mounted on horses, accompanying the noble into battle. Fortunately for them, if the battle goes bad, they are often mounted, leaving behind the poor levies and militiamen behind to be slaughtered. Unfortunately for them, they are mounted, and have to engage the enemy in a mounted charge. Many tire of life in a manor or castle, and the potential dangers of being killed protecting a nobleman, and turn to a life of adventure.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+20	+10	+1		+4	+20	+1		+20	+10	+20	+10	

Skills:

Animal Care, Disarm, Dodge Blow, Ride, Secret Language-Battle Tongue, Specialist Weapon-Lance, Specialist Weapon-Pole Arm, Street Fighter, Strike Mighty Blow, Strike To Injure, Strike To Stun,

Trappings:

Dagger, Halberd (If Not Mounted), Hand Weapon, Sleeved Mail Coat, Breastplate, Mail Coif, Knight's Helm, Livery Surcoat (Uniform Of Good Quality, With Noble's Coat Of Arms, Worn Over Mail), Riding Horse, Lantern.

Entries:

Body guard, custodian, marine, militiaman, pit fighter, protagonist

Exits:

Artillerist, Custodian, Mercenary Captain, Protagonist, Squire

Highwayman (Advanced)

Highwaymen make a living by stopping and robbing coaches as they travel the old world. They are more than robbers, they are concerned with style, and they are sometimes referred to the nobility of thieves. Even when working they never appear less than immaculate.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+20	+20	+1	+1	+2	+40	+1	+30		+20	+20	+20	+30

Skills:

Animal Care-Horse, Etiquette, Evaluate, Marksmanship, Ride-Horse, Silent Move Rural, Silent Move Urban, Specialist Weapon-Pistol, Specialist Weapon-Fencing Sword, Trick Riding, Wit.

Trappings:

Horse Saddle And Harness, Pair Of Pistols Powder And Shot For 20 Shots, Fine Quality Clothing, Mask, Hand Weapon.

Entries:

Coachman, Courier, Duelist, Footpad, Outlaw, Outlaw Chief, Outrider, Road Warden, Toll Keeper,

Exits:

Duelist, Cavalier, Mercenary sergeant, Outlaw Chief,

Hunter (Basic)

Makes a living by hunting animals to supply as food. Experts at wood lore and usually solitary people.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
		+20	+1		+2	+10						+10	

Skills:

Concealment Rural, Follow Trail, Game Hunting, Secret Language-Ranger, S/S-Woodman's, Silent Move Rural, 25% Chance Of Immunity To Poisons

Trappings:

Bow Or Crossbow And Ammunition, Hand Weapon.

Entries:

Druid, Trapper,

Exits:

Druid, Outlaw, Scout, Shadow Warrior.

Hypnotist (Basic)

In the old world the art of hypnotism is used both medically and for entertainment. Hypnotists do not pretend to know the mysteries of the mind, but they do seem to have a gift for soothing its ills. They are called in to treat a wide range of ills.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+1	+10			+10		+10		

Skills:

Hypnotize Magical Awareness.

Trappings:

Silver Charm On A Chain.

Entries:

Physician, entertainer-hypnotist.

Exits:

Charlatan, Entertainer-Hypnotist, Physician.

Illusionist (Advanced)

Illusionists are a sub group of wizards specializing in confusing magics that deceive the senses. Apart from the kinds of spells there is little in the difference between them and wizards in the eyes of people.

Finding a teacher is ease. But the nature of illusion is to deceive and some illusionists have produced a feeling of unease and mistrust toward them by the general populace.

The training period is 1D3+1 months.

Illusionist level 1

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+2	+10				+10			

Skills:

Cast Spells- Illusionist Battle Level 1, Arcane Language- Illusionist, Evaluate.

Trappings:

Hand Weapon, Staff, 10D6 Crowns.

Illusionist level 2

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+3	+20		+10	+10	+20	+10	+10	

Skills:

Cast Spells- Illusionist Battle Level 2, Hypnotize, Meditate.

Trappings:

Hand Weapon, Staff, 10D6 Crowns.

Illusionist level 3

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+4	+30		+20	+20	+30	+20	+20	

Skills:

Cast Spells- Illusionist Battle Level 3, , Identify Undead, Magical Awareness.

Trappings:

Hand Weapon, Staff, 10D6 Crowns.

Illusionist Level 4

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+4	+40		+30	+30	+30	+30	+30	

Skills:

Cast Spells- Illusionist Battle Level 4, Identify Magical Artifact, Manufacture Potion, , Manufacture Scroll.

Trappings:

Hand Weapon, Staff, 10D6 Crowns.

Magic Points::

Humans And Elves +4D4 Per Level, Dwarfs And Halflings +2D4 Per Level.

Entries:

Demonologist, Elementalist, Necromancer, Wizard.

Exits:

Illusionist Of Next Level, Demonologist Lever 1, Elementalist Level 1, Necromancer Level 1, Wizard Level 2

Initiate (Basic)

Religion has taken second place to money in the affections of many old Worlders, but there are many young men and women who strive to attain the position of cleric. The clerical profession requires great dedication from its members and all clerics start as initiates. Time is spent learning the scriptures and acting as a servant and assistant to other clerics. The period as an initiate is often regarded as a test of the individual's spiritual resolve.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+1	+10					+10	+10	+10

Skills:

Read/Write, Scroll Lore, Secret Language-Classical, Theology.

Trappings:

Robes, Religious Symbol.

Entries:

Clerk, Demon Hunter, Templar, Witch Hunter.

Exits:

Agitator, Cleric, Clerk, Phoenix Guard

Interpreter (Basic)

The various languages and dialects of the Old World require many merchants, military forces, and local authorities in areas such as ports and major trading centers to employ interpreters. Many spend time in waterfronts and ports, acting as intermediaries between merchants and the port authorities. Others accompany diplomats and other envoys to foreign lands. Many colleges and

universities will also employ them, for teaching or translating. The least fortunate find themselves trekking around the countryside with armies, acting as a liaison with the less than friendly local population.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+2				+10	+20	+10		+20

Skills:

Linguistics, Read/Write, Secret Language-Classical, Speak Additional Language (D4 Languages)

Trappings:

D3 Foreign Dictionaries

Entries:

Bawd, Boatman, Muleskinner, Pedlar, Student.

Exits:

Bawd, Pedlar, Entertainer-Poet, Raconteur, Trader

Jailer (Basic)

Usually poor, unpleasant to look at, and pale from living most of their time in the jail or dungeon which they look after. Money speaks loudly to the average jailer as they tend to be poorly paid. They develop an uncanny resistance to disease, but tend to have no sense of justice and are normally brutal men, de-sensitized to violence and usually addicted to alcohol.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10		+1	+1	+2							+10	

Skills:

Immunity To Disease, Immunity To Poison, Palm Object, Silent Move Urban, 50% Chance Of Very Resilient, 25% Chance Of Consume Alcohol, 25% Chance Of Very Strong.

Trappings:

Club, Ring Of Keys, Bottle Of Rough Wine, Fleas.

Entries:

Rat Catcher,

Exits:

Bodyguard, Rat Catcher, Slaver, Torturer

Jester (Basic)

Jesters are employed by Noble families in the Empire. In a political system where intrigue and double dealing is the quickest way to the top, jesters serve the dual function of reliving the pressures of command by presenting a comic light, and of being a trust worthy confidant.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10			+1	+10		+20	+10				+20

Skills:

Acrobatics, Clown, Dance, Jest, Juggle, 50% Chance Of Mimic, 25% Chance Of Palm Object, 25% Chance Of Wit, 10 % Chance Of Contortionist, 10% Chance Of Ventriloquism.

Trappings:

Jester's Stick, Quartered Clothes, 6 Wooden Balls, Rope-10 Yards.

Entries:

Minstrel

Exits:

Charlatan, Entertainer, Minstrel, Raconteur, Spy

Judicial Champion (Advanced)

In some parts, trial by combat is still recognized as a legitimate legal procedure. In such trials, the accused is put against a champion. These professional fighters are good at their jobs simply because the need to be in order to survive. They are experts in most weapons, and some laws set down the type of weapon used and sometimes the defendant is allowed choose. A wealthy or noble defendant may be allowed to hire a champion to fight on his behalf, and some keep one in permanent employ.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+40		+1	+1	+6	+20	+2	+10		+10	+10		

Skills:

Dodge Blow, Specialist Weapon Fencing Sword, Specialist Weapon-Fist Weapon, Specialist Weapon-Flail, Specialist Weapon-Lasso, Specialist Weapon-Net, Specialist Weapon-Parrying Weapon, Specialist Weapon-Two Handed Weapon, Strike Mighty Blow.

Trappings:

Axe, Buckler, Flail, Hook, Left Hand Dagger, Two Handed Sword, Net, Rapier, Rope-10 Yards, Sword.

Entries:

Mercenary Sergeant, Pit Fighter, Protagonist, Weapon Master.

Exits:

Assassin, Duelist, Mercenary Sergeant, Soldier, Templar, War Dancer, Weapon Master, Witch Hunter

Labourer (Basic)

Average Lower-class person, hired on a temporary basis for manual labour. The best jobs, such as building work on new houses, temples or other buildings provide the best work as they are fairly long-term. Although they are frequently forced to do shorter-term jobs such as repairs on town and village walls/ditches. Sometimes turn to a wandering life during unemployment.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
				+1	+1								

Skills:

Scale Sheer Surface, 75% Chance Of Consume Alcohol, 75% Chance Of Sing, 50% Chance Of Carpentry, 50% Chance Of Drive Cart, 25% Chance Of Engineer, 25% Chance Of Very Resilient, 25% Chance Of Very Strong.

Trappings:

Sling Bag With Lunch, Flask Of Tea, Leather Jack.

Entries:

Random Only

Exits:

Artisan's Apprentice, Artillerist(Only With Carpentry Or Engineer Skill), Bodyguard, Footpad

Lawyer (Advanced)

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
				+1	+2	+10		+10	+30	+40	+30	+30	+10

Skills:

Etiquette, Law, Public Speaking, Read/Write, Secret Language-Classical, S/S-Lawyer.

Trappings:

Hand Weapon, Wig, 10D6 Crowns.

Entries:

Diplomat, Excise Man, Freeman, Scribe, Student.

Exits:

Arbiter, Demagogue, Diplomat, Librarian, Merchant, Philosopher, Raconteur.

Librarian (Advanced)

A librarian is responsible for the running of a library, supervising a number of clerks who shelve and repair books and manage the collection. The librarian will have developed the catalogue system and is generally the only one who knows where anything is. Scholars see them as failed teachers. Students and patrons see them as the guardians of books and the enforcers of silence. They see themselves as caretakers of the past. A book or scroll is a window to the past and must be preserved most will argue. Librarians will always seek new material, and will protect the collection as if it were their own.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
						+10		+20	+10	+30	+20	+20	+20

Skills:

Book Repair ¹, Evaluate, History, Library Research ², Linguistics, Lip Reading, Read/Write, Secret Language-Classical.

The Following Are Also Allowed To Specialist Librarians:

Geographical: Astronomy, Cartography, Navigation.

Law: Law, Super Numerate.

Magic: Magical Awareness, Rune Lore, Secret Language-Magic, Scroll Lore.

Medical: Herb Lore, Surgery.

Religious: Scroll Lore, Theology.

¹ characters with this skill can repair books and preserve scrolls and maps. A DEX test is made with +10% when a librarian is trying to repair a book and if the test failed the object is badly damaged and may be ripped.

² a character with this skill know how to use books and other written material to conduct research. An INT test is made at +10%modifier, failure indicating it takes an additional hour to conduct the research, while success indicates it takes an hour less than expected.

Trappings:

Reading Glasses, Writing Kit, D4 Various Books, Book Knife, Spool Of Twine.

Entries:

Cleric, Clerk, Explorer, Lawyer, Scholar, Scribe, Student, Wizard.

Exits:

Charlatan, Cleric, Lawyer, Scholar, Wizard.

Marine (Basic)

Sea-borne Solider often sails on merchant and civilian ships to protect from pirate raids. More often found on the Navy ships of the Old World which patrol coast lines to discourage the pirates and foil smugglers.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1		+2	+10	+1				+10		

Skills:

Consume Alcohol, Disarm, Dodge Blow, Row, Secret Language-Battle Tongue, Strike Mighty Blow, Strike To Stun, 25% Chance Of Swim.

Trappings:

Bow Or Crossbow And Ammunition, Hand Weapon., Grappling Hook And 10 Yards Of Rope, Mail Shirt, Shield.

Entries:

Artillerist, Gunner.

Exits:

Artillerist, Bounty Hunter, First Mate, Footpad, Honour Guard, Mercenary Sergeant, Pirate, Slaver

Master Thief (Advanced)

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+20		+1	+4	+30	+1	+30	+20	+20	+20	+20	+20

Skills:

Acrobatics, Acting, Acute Hearing, Ambidextrous, Concealment Urban, Disguise, Escapology, Lightning Reflexes, Palm Object, Pick Lock, Pick Pocket, Scale Sheer Surface, Secret Language-Thieves Tongue, S/S-Thieves Signs, Shadowing, Silent Move Urban,

Trappings:

Grappling Hook, Locking Picking Tools, Rope-10 Yards

Entries:

Exits:

Crime Lord, Outlaw Chief, Thief (Any)

Mercenary (Basic)

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1		+2	+10	+1		+10		+10		

Skills:

Disarm, Dodge Blow, Secret Language-Battle Tongue, Strike Mighty Blow, Strike To Stun, 75% Chance Of Drive Cart, 50 % Chance Of Animal Care, 25% Chance Eof Ride.

Trappings:

Bow Or Crossbow And Ammunition, Hand Weapon., Mail Shirt Or Metal Breast Plate, Shield.

Entries:

Assassin, Bodyguard, Boatman, Bounty Hunter, Custodian, Demagogue, Freeman, Highwayman, Militiaman, Outrider, Sapper, Tunnel Fighter ,

Exits:

Artillerist, Gunner, Mercenary Sergeant, Outlaw Chief, Tunnel Fighter, Sapper, Slaver.

Mercenary Captain (Advanced)

Captains are often under the command of less experienced knights or nobles, a fact they resent. They often prefer the company of their troops to the society of nobility, and have more respect for experience and ability than social position. The only way into captain is through sergeant.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+30	+30	+2	+2	+6	+20	+2	+10	+40	+10	+30	+10	+20

Skills:

Disarm, Dodge Blow, Heraldry, Ride-Horse, Specialist Weapon-Lance, Specialist Weapon-Two Handed Weapon, Specialist Weapon-Flail, Specialist Weapon-Parry Weapon, Strike To Injure.

Trappings:

Full Helm, Mail Shirt, Shield, Lance, Mail Coif And Leggings, Warhorse With Saddle And Harness.

Entries:

Mercenary Sergeant.

Exits:

Artillerist, Bounty Hunter, Explorer, Freelance, Gambler, Gunner, Judicial Champion, Outlaw, Outlaw Chief, Protagonist, Wardancer, Weapon Master.

Mercenary Sergeant (Advanced)

A Mercenary Sergeant in the Infantry commands the lower-ranked rank and file mercenaries in a battalion, and is under the command of, and assists, a Mercenary Captain.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+20	+20	+1	+1	+4	+20	+1	+10	+10	+10	+10	+10	+10

Skills:

Consume Alcohol, Gamble, Secret Language-Battle Tongue, Street Fighter, Strike Mighty Blow, Strike To Injure.

Trappings:

Full Helm, Mail Shirt, Shield, Lance, Mail Coif And Leggings, Warhorse With Saddle And Harness.

Entries:

Artillerist, Assassin, Duelist, Explorer, Freelance, Gunner, Judicial Champion, Marine, Mercenary, Outlaw Chief, Scout, Templar, Weapon Master.

Exits:

Highwayman, Mercenary Captain, Protagonist.

Merchant (Advanced)

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+2	+20		+10	+30	+30	+20	+20	+20

Skills:

Evaluate, Haggle, Magical Sense, Numismatics, Read/Write, Ride, Secret Language-Guilder, Speak Additional Language, Super Numerate.

Trappings:

Town House, Warehouse, 2500 Crowns For Trade, D3 Scribes, D3 Muleteers With D10 Pack Horses Or A 75% Share In A Merchant Ship

Entries:

Buyer, Diplomat, Excise Man, Lawyer, Scribe, Sea Captain, Trader. Artisan, Jeweler, Scholar.

Exits:

Diplomat, Explorer, Philosopher.

Militiaman (Basic)

Locals throughout the Old World are forced to serve a tour of duty in their local Militia units. The local Governments provide the equipment, and the units are normally led by ex-soldiers, or in times of war, actual serving Sergeants.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1		+2	+10	+1						

Skills:

Dodge Blow, Strike Mighty Blow, 50% Chance Of Drive Cart, 25% Chance Of Animal Care, 25% Chance Of Ride-Horse.

Trappings:

Bow Or Crossbow And Ammunition, Hand Weapon., Mail Shirt, Shield, Spear.

Entries:

Excise Man, Farmer, Gamekeeper, Herdsman, Road Warden, Toll Keeper, Watch Sergeant.

Exits:

Footpad, Mercenary, Soldier, Outlaw, Honour Guard

Miner (Basic) (Dwarf Only)

The Old World countries rely heavily on the mineral resources that miner's work hard to recover. Despite the sheer wealth that they mine, most miners are poor and worked hard by their overseers. In many cases, the miners are indentured workers, debt prisoners, or slaves. The conditions they work under are cramped and harsh, and the dangers are numerous. Not only is there danger from gases, cave-ins, sadistic overseers, chasms, and flooding, but from all kinds of monsters that dwell in the dark beneath the surface. It is unsurprising that those that can escape this lifestyle will resort to less dangerous careers-like adventuring!

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10		+1	+1	+4			+10			+10	+10	

Skills:

Contortionist, Metallurgy, Mining, Night Vision, Orientation, Scale Sheer Surface, Strike Mighty Blow, Very Resilient, Very Strong.

Trappings:

Steel Helmet, Two Handed Iron Pickaxe, Hand Axe, Water Flask ,Miner's Lantern, 25% Chance Of A Canary In A Cage

Entries:

Prospector,

Exits:

Prospector, Solider, Tunnel Fighter

Minstrel (Basic)

Traditionally, minstrel was a term given to singers of ballads who traveled the old world making a living from their songs. However the word has a more precise meaning, many people found the talent elves have for song made them ideally suited for the role. Minstrels enjoy the advantage of guaranteed bed, board and spending money but in return are expected to produce words and song as the patron demands it. Though the life is far from hard some find themselves forced to the road after a minor indiscretion with members of their employers family.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10			+2	+10		+20	+10	+10			+10

Skills:

Charm, Etiquette, Musicianship, Public Speaking, Sing.

Trappings:

Lute Or Mandolin, Sheet Music, Colorful Cloths.

Entries:

ELVES ONLY For Starting Career

Others Must Go Through Entertainer – Troubadour

Exits:

Bawd, Charlatan, Jester

Mountaineer (Basic) (Dwarf Only)

With cities nestled amongst the mountains, the Dwarves train many of their soldiers to operate in mountainous and rocky areas. These Dwarves are trained in climbing, rappelling, use of grapples, and numerous other necessary skills. These Dwarves form an elite, working above ground, keeping mountain passes clear and hunting down predators or enemies of the dwarves.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+20	+1	+1	+4	+20	+1	+20	+10	+10	+20	+10	

Skills:

Ambidextrous, Concealment Rural, Follow Trail, Orientation, Scale Sheer Surface, Silent Move Rural.

Trappings:

Crossbow Quiver And 3D10 Bolts, Hand Axe, Fur Coat And Hat, Heavy Wool Clothing, 100 Yards Of Rope, Grappling Hook, Hammer And Steel Pitons, Snowshoes, Spiked Attachments For Boots, Backpack With Heavy Wool Bedroll, Rations, Water Canteen.

Entries:

Tunnel Fighter.

Exits:

Mountaineer Officer, Trapper.

Mountaineer Officer (Advanced) (Dwarf Only)

MUST HAVE FULLY COMPLETED THE MOUNTAINEER CAREER.

The Dwarven Mountaineer Officer is an expert at mountain warfare.

They sometimes work alone as a scout, but typically lead a squad of the elite Dwarven Mountaineers. The Dwarven Mountaineer organizes and leads the patrols. The Dwarven Mountaineer Officers will also set traps in mountain passes, and plan ambushes.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+20	+30	+2	+2	+6	+30	+2	+30	+20	+20	+30	+20	

Skills:

Animal Care, Marksmanship, Set Trap, Specialist Weapon-Lasso, Spot Trap

Trappings:

Crossbow Quiver And 3D10 Bolts, Hand Axe, Fur Coat And Hat, Heavy Wool Clothing, 100 Yards Of Rope, Grappling Hook, Hammer And Steel Pitons, Snowshoes, Spiked Attachments For Boots, Backpack With Heavy Wool Bedroll, Rations, Water Canteen.

Entries:

Mountaineer

Exits:

Scout.

Muleskinner (Basic)

Muleskinners look after the animals which make up the merchant's trading caravans.(usually mules, horses, oxen, camels etc.)

They also double as guards in the same way as Coachmen, as they travel over long distances.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10				+2					+10	+10		

Skills:

Animal Care, Specialist Weapon-Flail Weapons, 75% Chance Of Drive Cart, 25% Chance Of Animal Training.

Trappings:

Weatherproof Coat, Broad Brimmed Hat, Hand Weapon, Whip.

Entries:

Random Only.

Exits:

Interpreter, Outlaw, Scout, Smuggler,

Navigator (Advanced)

The navigator is a vital part of a ship's crew, responsible for charting and setting the courses and making sure that the ship is headed in the right direction.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10		+1	+1	+3	+20		+10	+20	+30	+10	+20	+10

Skills:

Astronomy, Cartography, Orientation.

Trappings:

Navigator's Tools. 2D6 Maps And Charts, Hand Weapon, Mail Shirt.

Entries:

Explorer, First Mate, Pilot. Student.

Exits:

Explorer, Sea Captain.

Necromancer (Advanced)

Necromancers are evil wizards, concerned with the magical power that can be drawn from the world of the dead.

Necromancer level 1

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+2	+10				+10			

Skills:

Cast Spells- Necromancer Battle Level 1, Arcane Language- Necromancer, Identify Undead.

Trappings:

Hand Weapon, Staff, 10D6 Crowns.

Necromancer level 2

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+3	+20		+10	+10	+20	+10	+10	

Skills:

Cast Spells- Necromancer Battle Level 2, Demon Lore, Meditation

Trappings:

Hand Weapon, Staff, 10D6 Crowns.

Necromancer level 3

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+4	+30		+20	+20	+30	+20	+20	

Skills:

Cast Spells- Necromancer Battle Level 3, Magical Awareness, Manufacture Drug.

Trappings:

Hand Weapon, Staff, 10D6 Crowns.

Necromancer level 4

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+4	+40		+30	+30	+30	+30	+30	

Skills:

Cast Spells- Necromancer Battle Level 4, Identify Magical Artifact, Manufacture Potion, , Manufacture Scroll.

Trappings:

Hand Weapon, Staff, 10D6 Crowns.

Magic Points::

Humans And Elves +4D4 Per Level, Dwarfs And Halflings +2D4 Per Level.

Penalties.

Level 1: Cadaverous Appearance, Morbidity, 10% Chance Of Tomb Rot.

Level 2: 1 Magical Disability, 30% Chance Of Tomb Rot.

Level 3: 1 Magical Disability, 50% Chance Of Tomb Rot

Level 4: 1 Magical Disability, 70% Chance Of Tomb Rot

Entries:

Demonologist, Illusionist Wizard.

Exits:

Necromancer Of Next Level, Demonologist Level 1, Illusionist, Wizard Level 2

Noble (Basic)

Typically the eldest son of a local Lord or other Noble. Always first in line to their father's title. The younger sons/daughters are classed as Freemen.

They have either taken to a life of wandering to alleviate boredom or have been disinherited for whatever reason.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10			+2	+10		+10	+20		+10		+10

Skills:

Blather, Charm, Etiquette, Heraldry, Luck, Read\Write, Ride, Wit, 50% Chance Of Gamble, 50% Chance Of Public Speaking, 25% Chance Of Consume Alcohol, 25% Chance Of Specialist Weapon-Fencing Sword, 10% Chance Of Musicianship.

Trappings:

Horse, Expensive Clothing, 2D6 Crowns, Jeweler Worth 10D6 Crowns, D4 Hangers On.

Entries:

Freeman, Servant,

Exits:

Bawd, Cat Burglar, Cavalier, Duelist, Freelance, Gambler, Philosopher, Student

Outlaw (Basic)

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10			+2	+10	+1				+10		

Skills:

Concealment Rural, Disarm, Dodge Blow, Scale Sheer Surface, Secret Language-Thieves Tongue Or Battle, Set Trap, Silent Move Rural, Spot Trap, Strike Mighty Blow, Strike To Stun, 75% Chance Of Drive Cart, 75% Chance Of Ride-Horse, 50% Chance Of Animal Care, 25% Chance Of Marksmanship, 25% Chance Of S/S-Woodsman's.

Trappings:

Bow And Ammunition, Shield, %50 Chance Of Leather Jerkin.

Entries:

Agitator Anarchist, Assassin, Boatman, Druid, Excise Man, Footpad, Herdsman, Hunter, Militiaman, Muleskinner, Pedlar, Pit Fighter, Road Cook, Road Warden, Rustler, Smuggler, Toll Keeper, Torturer, Trapper, Woodsman, Game Keeper (Poacher), Thief

Exits:

Anarchist, Gamekeeper, Highwayman, Outlaw Chief, Pirate, Rustler, Targeteer, War Dancer

Outlaw Chief (Advanced)

Successful outlaws can rise to the leadership of their own band and can be known as brigands or outlaw chiefs. As such they have a pick of all the equipment and spoils. With the advantages of leadership also comes responsibility. They are responsible for the welfare of the rest of the band. And if they are dissatisfied with the leader they might make a bid in a fatal manner.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+20	+30	+1	+3	+5	+20	+2	+10	+30	+10	+10		+10

Skills:

Follow Trail, Identify Plants, Secret Language-Battle Tongue, Secret Language-Thief, Ride-Horse.

Trappings:

Bow Or Crossbow With Ammunition, Mail Shirt, Horse, 1D^ NPC Outlaws.

Entries:

Assassin, Bodyguard, Demagogue, Highwayman, Outlaw, Racketeer, Scout, Slaver, Targeteer, Torturer, mercenary, mercenary sergeant, pit fighter.

Exits:

Crime Lord, Demagogue, Highwayman, Mercenary Sergeant, Scout

Outrider (Basic)

Experienced fighting-men, employed to ride in front of and along the flanks of travelling parties and armies, keeping a look-out for possible attackers and other problems. They operate separately from their employers and must be able to look after themselves in the wilderness.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1		+2	+10				+10	+10		

Skills:

Animal Care, Follow Trail, Orientation, Ride-Horse, Silent Move Rural, Specialist Weapon-Lasso, 75% Chance Of S/S-Scout Or Woodsman's.

Trappings:

Horse, Saddle And Harness, Bow Or Crossbow With Ammunition, Mail Shirt, Rope- 10 Yards, Shield.

Entries:

Dispatch Rider, Road Cook, Scout.

Exits:

Courier, Dispatch Rider, Highwayman, Mercenary, Scout, Soldier

Pedlar (Basic)

Small-time tradesman, travels from town to town and village to village with easily transportable goods which he will attempt to sell, and news from other towns and villages. Many pick up Herbalist skills in their travels, and normally live a nomadic lifestyle.

They are often licensed, and have their own Guild, which protects their interests. However, Road Wardens and Watchmen universally distrust them.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1		+2	+10							+10

Skills:

Animal Care, Blather, Drive Cart, Evaluate, Haggle, Herb Lore, S/S-Pedlar, Specialist Weapon-Fist Weapons, 10% Chance Of Astronomy

Trappings:

Wagon And Horse, Mattress And D4 Blankets, D4 Sacks Containing D4 Pots And Pans, 3D6 Knives, D6 *- 100 Pins D6 Reels Of Colored Ribbon, Lantern, Pack Containing Tinderbox, 4 Blankets, Rope- 10 Yards.

Entries:

Interpreter, Road Cook, Trader.

Exits:

Bodyguard, Buyer, Fence, Herbalist, Interpreter, Outlaw, Road Cook, Trader, Trapper,

Pharmacist (Basic)

Essentially the counterpart of the Herbalist. He or she makes the medicines used by Physicians, using mineral and chemical ingredients rather than herbs. They have a familiarity with the healing properties of minerals and chemical compounds. Sometimes employed by Noble houses to ensure that they have the best treatment available. However, when the Physician fails, the Pharmacist often ends up with the blame and if forced to leave town. Many offer their services to outlaw bands or seek a new life elsewhere.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+1			+10		+10			

Skills:

Chemistry, Curs Disease, Heal Wounds, Immunity To Poison, Manufacture Drug, Prepare Poison, Secret Language-Guilder.

Trappings:

Pestle And Mortar, D6 Small Glass Jar Containing Various Powders And Solutions.

Entries:

Random Only

Exits:

Alchemist's Apprentice, Charlatan, Physician, Prospector.

Philosopher (Advanced)

Many citizens of the Old World, after having successful careers in business, politics, religion, find time in their leisure to ask esoteric questions about the nature of things (like life, nature, knowledge, will, science, reality, the gods, humanity, blah, blah, blah).

True, anyone can contemplate the intricacies of life, but some people have either an abundance of ideas, or too much leisure time. They often gather in cosmopolitan cities to discuss their ideas. Often sectarian in nature, and sometimes questioning the status quo, they often find their ideas not necessarily well liked by the political, military, and religious authorities, and possibly persecuted!

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL

Skills:

Blather, Philosophy, Read/Write, Secret Language-Classical, Story Telling, Theology..

Trappings:

Appropriate Clothing (Maybe Beret, Little Glasses), Books, Paper, Writing Equipment

New Skill: Philosophy

Yes, anyone can question reality. But the Philosophy skill is knowledge of Philosophy as an art. Prominent philosophers, their theories, are all covered by the skill. One special bonus of this skill. Any philosopher that has both blather and Philosophy, can try to blather philosophy. When used against an opponent to blather or bluff, who can understand the philosophers language, and has an Intelligence of thirty or more, gains a total of +20 to the roll. If successful, the "victim" is shocked by the keen mind of the philosopher, and is confused, contemplating life, for double the normal duration (i.e. 2d6 rounds). It only works against intelligent creatures. An Orc being blathered to by a philosopher is just going to run the rambling old fool through with a sword!

Entries:

Agitator, Demagogue, Lawyer, Merchant, Noble,

Exits:

Phoenix Guard (Basic)

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+30	+20	+1	+1	+5	+30	+1	+20	+20	+20	+20	+20	

Skills:

Disarm, Mine, Read/Write, Scroll Lore, Secret Language-Classical, Specialist Weapon-Pole Arm, Specialist Weapon-Two Handed, Strike Mighty Blow, Strike To Injure, Strike To Stun.

Trappings:

Helmet, Shield, Mail Coat, Gauntlets, Halberd, Long Dagger, Clerical Robes

Entries:

Initiate

Exits:

Cleric, Initiate, Scholar

Physician (Advanced)

Physicians are the practitioners of the comparatively young science of medicine. They provide basic medicine and simple surgery in order to relieve minor ailments. They are respected members of the community.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
			+1	+1	+3	+10		+30	+20	+30	+20	+20	+10

Skills:

Cure Disease, Heal Wounds, Manufacture Drugs, Prepare Poisons, Surgery.

Trappings:

Bag Of Medical Tools, Hand Weapon, 5D6 Crowns.

Entries:

Hunter, Pharmacist, Physicians Student, hypnotist.

Exits:

Hypnotist, Alchemists Apprentice

Physician's student (Basic)

A student in the medical practices. Since Physicians do not take apprentices as such, a skilled Physician may teach groups of students at a University or other establishment. The path of the Physician may lead to wealth, as many are employed by the Nobility, and as such are well paid.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+1	+10				+10	+10		

Skills:

Read/Write, Scroll Lore, Secret Language-Classical, 50% Chance Of Cure Disease, 50% Chance Of Heal Wounds, 50% Chance Of Manufacture Drugs, 50% Chance Of Prepare Poison

Trappings:

Hand Weapon, Medical Instruments, Jar With D6 Leeches.

Entries:

Grave Robber, Herbalist

Exits:

Bawd, Charlatan, Grave Robber, Physician

Pilot (Basic)

A Pilot is employed by a town or city harbor to guide the incoming ships into port. They know the layout of the water, locations of sandbanks, tide times, and rocks, all of which a crew from a different area will not know.

They must trust the ships captain, and as such many fall from grace as a result of being 'set up' by a Captain who scuttles his ship on the way in, in order to claim off the harbor authorities. Such men loose their reputation, and usually their job, and often have no choice but to seek employment elsewhere.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+1	+10		+10			+10		+10

Skills:

Orientation, Row, Sailing, Swim, 20% Chance Of Consume Alcohol.

Trappings:

Leather Jerkin, Rope-10 Yards, Rowing Boat, 2 Lanterns

Entries:

Fisherman, Seaman, Smuggler, First Mate,

Exits:

First Mate, Navigator, Raconteur, Smuggler

Pirate (Basic)

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10		+1		+2	+10	+1	+10	+10				

Skills:

Consume Alcohol, Disarm, Dodge Blow, Scale Sheer Surface, Speak Additional Language, Strike Mighty Blow, Street Fighter, Swim.

Trappings:

Leather Jerkin Cutlass, Bow Quiver And 2D10 Arrows, Shield, Rope-2D10 Yards, Grappling Hook

Entries:

Bounty Hunter, First Mate, Marine, Outlaw, Seaman, Smuggler, Slaver

Exits:

Assassin, First Mate, Racketeer, Slaver, Smuggler.

Pit fighter (Basic)

Pit-fighting is the commonest form of 'combat to the death' gambling. Many fighters are convicts, sentenced to many years in the Pit. However some are professionals, and are in it for the sport as well as the money.

During fights Spectators place bets on one or other of the fighters, and wait to see the outcome of the fight. Pit-fighters, if they survive, gain many formidable skills and can make enough money so they can

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+20			+1	+2	+10		+10			+10		

Skills:

Disarm, Dodge Blow, Specialist Weapon-Fist Weapons, Specialist Weapon-Flail Weapons, Specialist Weapon- Parrying Weapons, Specialist Weapon- Two Handed Weapons, Strike Mighty Blow, Strike To Injure, 50% Chance Of Very Resilient, 50% Chance Of Very Strong.

Trappings:

Shield, Mail Shirt, Knuckle Dusters, Flail, 20% Chance Of Two Handed Weapon.

Entries:

Judicial Champion, Mercenary Sergeant, Protagonist.

Exits:

Bounty Hunter Footpad, Judicial Champion, Honour Guard, Outlaw chief, Ruffian, Tunnel Fighter, War Dancer

Prospector (Basic)

Far from normal trade routes, towns and farms, Prospectors can be found sifting through the silt of a river or stream in search of gold or other precious metals washed down from the mountains.

Most deposits in populated areas are already depleted, so they are found in remote and dangerous mountain and hillside areas. Their one hope is to find their fortune and claim it before anyone else can.

When a gold-rush is sparked, shanty towns spring up almost over-night, only to disappear almost as quickly when the area is worked out. Dwarven Prospectors are not an uncommon sight in the more mountainous areas and their foothills.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+2		+1				+10		

Skills:

Animal Care, Carpentry, Metallurgy, Orientation, River Lore, 50% Chance Of Fish, 50% Chance Of Game Hunter, 25% Chance Of Luck, 20% Chance Of Cartography.

Trappings:

Pack, One Man Tent, Pick, Shovel, Pan, 25% Chance Of A Mule.

Entries:

Alchemist's Apprentice, Beggar, Pharmacist, Miner

Exits:

Miner, Road Cook, Scout, Soldier, Tomb Robber, Tunnel Fighter

Prostitute (Basic)

It has been said that this is the world's oldest profession and apart from being the oldest, it is also one of the most widespread. Prostitutes can be found in almost every corner of the Old World, but the society does not always appreciate their existence, so they often operate hidden from the public. Prostitutes are often looked down at, so most of them are in their profession because life offers them few possibilities to do something else.

But when exits are open to pursue other ways, they are often welcome.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+1	+10							+20

Skills:

Charm, Concealment Urban, Dance, Immunity To Disease, Seduction,

Trappings:

Flask Of Cheap Perfume

Entries:

Beggar, Servant, Student

Exits:

Beggar, Servant, Thief-General, Thief-Pickpocket.

Protagonist (Basic)

Protagonists live by their combat skills, and enjoy picking fights for people in return for small sums - even the price of a drink. In many cases they are hired to provide a beating or other damaging lesson, while hiding the fact that there is someone in the background who profits from or enjoys the results.

Roughing up a couple of locals is cheap, while the more able opponents and more extensive injuries are proportionally more expensive. A murder may earn the Protagonist enough to live on for a couple of months. When no employer is forthcoming, they generally wander from place to place, challenging those who they meet and robbing their victims. Needless to say, local law enforcement officials do not take kindly to Protagonists, and an error in sizing up potential opponents can be fatal.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10		+1		+2	+10	+1				+10		

Skills:

Disarm, Dodge Blow, Ride-Horse, Street Fighting, Strike Mighty Blow, Strike To Injure, Strike To Stun.

Trappings:

Horse With Saddle And Harness, Mail Shirt Or Metal Breastplate, Shield.

Entries:

Bounty Hunter, Mercenary Sergeant, Ruffian, Weapon Master.

Exits:

Bounty Hunter, Duelist, Footpad, Honour Guard, Judicial Champion, Racketeer, Ruffian,

Raconteur (Basic)

Raconteurs love to talk. For hours on end they will pontificate, rant and hurl abuse at anyone who will listen. And, strange as it may seem, people to stop to listen.

Raconteurs are good at what they do, no matter what they are talking about. Many end up accompanying armies or adventurers in order to gain new tales. The smarter ones tend to just make them up.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10				+1				+10	+10	+10		+10

Skills:

Blather, Charm, Public Speaking, Seduction, Story Telling, Wit, 25% Chance Of Etiquette.

Trappings:

Clothes (Often Loud And Of Fine Quality), Outrageous Hat, 3D6 Crowns

Entries:

Barkeeper, Gamekeeper, Interpreter, Lawyer, Pilot, Seaman.

Exits:

Barkeeper, Cavalier, Charlatan, Demagogue, Entertainer-Actor, Entertainer-Poet, Road Warden, Philosopher

Racketeer (Advanced)

Racketeers are expert and organized thugs, who extract money from the community around them by extortion, threats and other illegal means. They tend to work in groups and while they are not very imaginative as criminals go, they are tough and well equipped. Their main source of income is from protection rackets. But they are also involved in illegal gambling and loan sharking. Anyone who fails to pay up at the appointed time is dealt with harshly ranging from damage to property to maiming to murder.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+20	+20	+1	+1	+3	+10	+1		+10		+10		

Skills:

Dodge Blow, Specialist Weapon-Fist Weapons, Specialist Weapon-Incendiaries, Street Fighter, Strike Mighty Blow.

Trappings:

Wide Brimmed Hat, Club, Hand Weapon, 2D6 Bodyguards.

Entries:

Beggar, Bookmaker, Footpad, Pirate, Protagonist, Ruffian, Torturer, Watchman, Watch Sergeant, entertainer-strong man, entertainer-wrestler, thief-general .

Exits:

Crime Lord. Fence, Outlaw Chief,

Rat catcher (Basic)

Rat Catchers make ends meet by disposing of household vermin, namely rats, mice and similar, and occasionally moles in the garden. They are normally travelers, going from village to village. In the larger towns and the cities, the Rat Catchers tend to live there and ply their trade solely in that settlement.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10			+1			+10			+10		

Skills:

Animal Trainer-Dog, Concealment Urban, Immunity To Disease, Immunity To Poison, Set Trap, Silent Move Urban, Specialist Weapon-Sling, Spot Trap.

Trappings:

Ratter's Pole With D6 Dead Rats, Sling And Ammunition, Small But Vicious Dog, D6 Animal Traps.

RAT POISON

Rat Poison Is An Additive Toxin In Powder Form With The Following Effects:

- 1 Dose - Drowsy
- 2 Doses - Paralyzed
- 3+ Doses - Dead

Entries:

Beggar, Foot Pad, Grave Robber, Jailer, Tomb Robber.

Exits:

Bodyguard, Falconer, Footpad, Grave Robber, Jailer, Ruffian

Rat spike Commando (Advanced) (Halfling Only)

MUST HAVE FULLY COMPLETED RATSPIKE INFILTRATOR CAREER.

The Ratspike are a small and secretive group of Gangee devotees who have but one mission: the eradication of the Skaven and the ruination of their plans. Even the Halfling community remains largely unaware of their membership. They organize covert meetings when necessary, and many travel and adventure (in the guise of a common rat catcher) throughout the Empire and Tilea (due to the presence of Skavenblight). They acquire as much information as possible on their elusive foe, and when possible organize covert commando raids on Skaven outposts. Their travels have built up an extensive web of contacts (including the Cake Fellowship) and they have perhaps the greatest knowledge of the Skaven threat.

The Ratspike commandos are experienced members who are responsible for the guerilla assaults on Skaven targets. They are fearless warriors but they are not foolish. They will retreat if the situation gets too desperate. They usually enter conflict with several trained war hounds.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+30	+20	+2	+2	+6	+20	+2		+20		+30	+20	

Skills:

Disarm, Immunity To Disease, Immunity To Poison, Prepare Poison, Strike Mighty Blow, Strike To Injure.

Trappings:

Charcoal Mask, Steel Mail Shirt, Wooden Shield, Steel Short Sword, Bandoleer Of D4+2 Throwing Knives, D4+2 Vials Of Verminwrack Blade Poison, D2+1 War Hounds With Leather Coats

CHARCOAL MASK

This is a face mask of hardened leather or metal, vented, with a damp cloth and charcoal layer inside. It provides armour to the head and acts as a primitive gas mask (+20% to resist gas attacks). It resembles a hockey mask.

VERMINWRACK BLADE POISON

Verminwrack is a concentrated form of Rat Poison with extra ingredients used to form it into a sticky Blade Poison. It's creation is a closely guarded Ratspike secret.

To all other races it is a Deleriant, and as such, does not work against Undead or Daemonic Creatures. Each Poison Test is accompanied by a WP Test. If WP Test is failed, gain 1D4 Insanity Points

1 Dose - Paralyzed
2 + Doses - Death

It requires 3 Doses of Rat Poison to make 1 Dose of Verminwrack.

Entries:

Ratspike Infiltrator

Exits:

Rat Spike Infiltrator (Basic)(Halfling Only)

The Ratspike are a small and secretive group of Gangee devotees who have but one mission: the eradication of the Skaven and the ruination of their plans. Even the Halfling community remains largely unaware of their membership. They organize covert meetings when necessary, and many travel and adventure (in the guise of a common rat catcher) throughout the Empire and Tilea (due to the presence of Skavenblight). They acquire as much information as possible on their elusive foe, and when possible organize covert commando raids on Skaven outposts. Their travels have built up an extensive web of contacts (including the Cake Fellowship) and they have perhaps the greatest knowledge of the Skaven threat.

The Ratspike infiltrators are the recon branch of the group and responsible for information gathering and reports. They are to avoid confrontation, detection and capture at all costs, and will commit suicide rather than allow them. They operate alone or in pairs and are often accompanied by several highly trained tracking dogs. Upon completion of their mission they return to their base of operations and organize a commando assault to which they provide ballistic support.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
+1	+10	+10		+1	+2	+10		+20	+10		+20	+10	+10

Skills:

Dodge Blow, Flee, Follow Trail, Marksmanship (Throwing Weapons Only), Orientation, Scale Sheer Surface, Shadowing, Secret Language-Battle Tongue, Specialist Weapon-Throwing

Trappings:

Hooded Leather Jerkin, Bandoleer Of D4+2 Throwing Knives, Sling, Short Sword, Charcoal Mask (1 AP To Head), D2 Small Dogs

CHARCOAL MASK

This is a facemask of hardened leather or metal, vented, with a damp cloth and charcoal layer inside. It provides armour to the head and acts as a primitive gas mask (+20% to resist gas attacks). It resembles a hockey mask.

Entries:

Rat catcher

Exits:

Ratspike Commando

Road cook (Basic) (Halfling Only)

Many cities lie days apart and its rare to find a band of travelers that has not been caught on the road with out fresh food. The Road Cook has developed to relieve the misery of eating stale rations and old bread weeks on end.

The Muleskinner, Outrider, and Road Cook are musts for many caravans. The Halflings natural affinity for well-prepared food has made them an obvious choice to fill this position.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
				+1	+2			+10		+10			+10

Skills:

Cook, Drive Cart, Fist, Identify Plant, Sing, Story Telling..

Trappings:

Cookery Pots And Pans, Set Of 6 Sharp Cooking Knives, White Cloth Apron, Assorted Herbs And Spices For Seasoning

Entries:

Chef, Pedlar, Prospector, Servant.

Exits:

Chef, Outrider, Outlaw, Pedlar.

Road warden (Basic)

In theory the tolls from the toll gates pay for the upkeep of the roads, although this is not always the case. Thus the Road Wardens patrol the roadways, checking up on the Toll Gates, chasing bandits and goblins and accompanying coaches and other travelers to keep them safe.

Since they travel such a lot, they hear many rumors and news and sometimes go off to find out for themselves if such things are true.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1		+2	+10			+10				

Skills:

Ride-Horse.

Trappings:

Bow Or Crossbow With Ammunition, Horse With Saddle And Harness, Mail Shirt, Rope-10 Yards, Shield.

Entries:

Coachman, Dispatch Rider, Watchman.

Exits:

Coachman, Courier, Highwayman, Militiaman, Outlaw.

Ruffian (Basic)

The cities and towns of the Old World are littered with people who scrape by without real means of employment. Some of these, known as Ruffians, rely on small petty crime or odd jobs for a means of finding money to drink.

Ruffians spend most of their time in taverns or at local sports events drinking and fighting. Many form into gangs of disenchanted youths, and terrorize local communities. A few turn to more serious criminal pursuits or adventuring, but most simply die in drunken brawls or gang fights, or caught committing minor crime and then waste away in prison.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
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	+10		+1		+2								
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Skills:

Concealment Urban, Consume Alcohol, Silent Move Urban, Street Fighter, Very Resilient.

Trappings:

Wooden Club, Bottle Of Rotgut, Steel Dagger

Entries:

Bawd, Beggar, Pit Fighter, Protagonist, Rat Catcher, Seaman, Servant, Watchman..

Exits:

Bawd, Protagonist, Racketeer, Thief-General

Runner (Basic) (dwarf only)

Miles of tunnels link the Dwarfholds of the Worlds Edge Mountains. Communications between Holds is carried out by means of specially trained Runners who carry messages from one to the other. As more and more tunnels are taken over by Goblinoids, their job is made harder with longer routes and the danger of running into Goblinoid patrols. More frequently, they even have to abandon the tunnels, and run over ground through the valleys on the surface

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
+1	+20		+1	+1	+1	+10		+10			+10		

Skills:

Flee, Fleet Footed, Orientation, Spot Traps, 75% Chance Of Silent Move Urban, 50% Chance Of Sixth Sense, 25% Chance Of Follow Trail.

Trappings:

Running Shoes, Loose Fitting Clothes, Headband.

Entries:

Random Only

Exits:

Scout, Tunnel Fighter,

Rustler (Basic)

In rural areas the rustler makes a living by stealing sheep or cattle, etc, and selling them off at distant markets. While profitable, it is also very risky as most rustlers are usually put to death if discovered. Unlike other rural criminals, rustlers are not favored by small farmers and villagers, since they rarely operate in the area in which they were born or in which they have family. They take from small farms rather than large ones which may have guards, and live away from small communities, taking the money they earn into the cities to spend.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1		+2	+10							

Skills:

Drive Cart, Silent Move Rural, Specialist Weapon-Lasso, 50% Chance Of Secret Language-Ranger, 20% Chance Of Animal Care.

Trappings:

Horse And Cart, Hand Weapon, Lantern, Rope-10 Yards.

Entries:

Herdsman, Outlaw, gamekeeper (poacher).

Exits:

Gamekeeper, Outlaw, Slaver

Saboteur (Advanced)

A Saboteur is greatly feared by the authorities. Saboteurs, working as agents for spies of hostile foreign groups, or as political terrorists, will destroy buildings and target important individuals. Saboteurs working as spies will often infiltrate administrative buildings, blowing them up with bombs and gunpowder, or during times of war, blowing up ships at port, military barracks, fortifications, and causing severe injuries and deaths.

Often hostile political groups within an area will wage a campaign of terror against the local populace or the authorities. Blowing up magistrates or nobles, various political extremist groups usually claim responsibility.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10			+4	+20		+20	+10	+10	+20	+20	

Skills:

Blather, Chemistry, Concealment Urban, Disguise, Engineering, Manufacture Bombs, Scale Sheer Surface, Silent Move Urban, Specialist Weapon-Bombs, Specialist Weapon –Incendiaries.

Trappings:

Black Clothing, Black Hood, D3 Bombs, Gun Powder, Bomb Making Equipment

Entries:

Anarchist, Sapper, Spy.

Exits:

Assassin, Demagogue, Sapper, Spy.

Sapper (Advanced)

Sappers are military engineers, skilled in a number of fields, such as explosives, assembling artillery and war machines. Their particular area of expertise is digging tunnels, either to undermine walls or to gain entry to fortifications.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+2			+10	+20	+10	+10		

Skills:

Carpentry, Specialist Weapon-Stone Thrower, Specialist Weapon-Bombs.

Trappings:

Candles, Crowbar, Leather Jerkin, Pickaxe.

Entries:

Artillerist, Engineer, Tunnel Fighter, Saboteur. Mercenary, Soldier.

Exits:

Artillerist, Engineer, Gunner, Mercenary, Saboteur, Tunnel Fighter.

Scholar (Advanced)

Many professional academics make a living teaching at universities. In some cases scholars can find a patron or sponsor to finance their studies. Scholars are interested in knowledge for its own sake, and do not confine themselves to one subject.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10			+20	+30		+10		+30	+10	+30	+10

Skills:

Astronomy, Cartography, History, Identify Plants, Linguistics, Magical Sense, Numismatics, Rune Lore, Speak Additional Languages.

Trappings:

Hand Weapon, Writing Equipment, 5D6 Crowns.

Entries:

Librarian, Phoenix Guard, Scribe, Student

Exits:

Explorer, Librarian, Merchant, Philosopher.

Scout (Advanced)

Scouts hire out their services to the military, merchants, or anyone else who can afford them. Their task is to move ahead of the main group spying out the land and reporting back.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+20	+20	+1	+1	+6	+20	+1	+10	+10	+10	+10	+10	

Skills:

Animal Care, Concealment Rural, Follow Trail, Orientation, Ride-Horse, Secret Language-Ranger, S/S-Scout, Silent Move Rural.

Trappings:

Horse With Saddle And Harness, Mail Shirt, Rope-10 Yards, Shield.

Entries:

Coachman, Courier, Dispatch Rider, Forest Runner, Gamekeeper, Herdsman, Hunter, Mountaineer Officer, Muleskinner, Outlaw Chief, Outrider, Prospector, Runner, Trapper, Woodsman.

Exits:

Bounty Hunter, Dispatch Rider, Explorer, Mercenary Sergeant, Outlaw Chief, Wardancer.

Scribe (Basic)

In a world where few people are literate, the Scribe is in much demand. Virtually all the Guilds, civil and religious bodies, the legal profession and the military require large numbers of Scribes for their record-keeping. At the other end of the scale there are the public Scribes who make a living by reading documents or writing for the common folk.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+1	+10			+10			+10	+10

Skills:

Arcane Language-Magic, Read/Write Secret Language-Classical, 50% Chance Of Speak Additional Language.

Trappings:

Writing Equipment

Entries:

Clerk Servant, thief-embezzler

Exits:

Anarchist, Arbiter, Barkeeper, Clerk Buyer, Forger, Lawyer, Librarian, Merchant, Scholar, Student

Seaman (Basic)

seaman are the crew members of the merchant, civilian and military sea vessels. They are essentially what makes the ship go. It is a harsh and brutal life, and as a result Seamen tend to be loud, brash and enjoy bragging, yelling, singing and brawling, much to the annoyance of the normal land-going public. Many of the crew on merchant ships spend months at a time in foreign ports, and eventually pick up many new languages.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1		+2	+10	+1						

Skills:

Dodge Blow, Row, Sailing, Scale Sheer Surface, Speak Additional Language, , Street Fighter, Strike Mighty Blow, Swim, 75% Chance Of Consume Alcohol
5% Chance Of Alcoholism Disorder.

Trappings:

Bottle Of Cheap Spirits.

Entries:

Boatman, Smuggler, Slaver, Fisherman.

Exits:

Boatman, First Mate, Pilot, Pirate, Raconteur, Ruffian, Slaver, Smuggler

Sea Captain (Advanced)

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+30	+20	+1	+1	+6	+20	+2	+30	+30	+20	+30	+20	+30

Skills:

Animal Trainer-Parrot Or Monkey, Boat Building, Numismatics, Speak Addition Language, Specialist Weapon-Fencing Sword, Strike Mighty Blow.

Trappings:

Leather Jack, Rapier, Telescope, Ship And Crew (25% Share In Merchant Or War Ship)

Entries:

Explorer, First Mate,

Exits:

Explorer, Pilot, Pirate.

Seer (Basic)

Your average nutcase, found in the local market proclaiming the future and throwing bones about. They work outside of the religious organizations and most are charlatans or mentally ill. Some may indeed be divinely inspired, but few people listen to them.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+1				+10		+10	+10	+10

Skills:

Arcane Language-Magic, Divination, Magical Sense, 50% Chance Of Blather, 50% Chance Of Charm Animal, 50% Chance Of Public Speaking.

Trappings:

Divination Equipment.

Entries:

Sensitive,

Exits:

Agitator, Arbiter, Charlatan.

Sensitive (Basic)

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10				+2	+10				+10	+10	+10	

Skills:

Clairaudience, Clairvoyance, Magical Awareness, Magic Sense, Meditation, Sixth Sense.

Trappings:

Entries:

Random

Exits:

Seer.

Servant (Basic)

Fairly self-explanatory. Most Servants are retained by Nobles and rich middle-class Merchants or Artisans.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10				+2	+10						+10	

Skills:

Dodge Blow, 25% Chance Of Animal Care, 55% Chance Of Blather, 24% Chance Of Drive Cart, 25% Chance Of Etiquette, 25% Chance Of Heraldry, 10% Chance Of Cook, 10% Chance Of Ride-Horse

Trappings:

Club, 3D6 Silver Shillings, 25% Chance Of Livery.

Entries:

Prostitute

Exits:

Agitator, Artisan, Gamekeeper, Prostitute, Road Cook, Ruffian, Scribe, Thief-General.

Shadow Warrior (Basic) (Elves Only)

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10			+2	+10	+1			+10	+10		

Skills:

Concealment Rural, Dodge Blow, Follow Trail, Orientation, Silent Move Rural, Street Fighter, Strike Mighty Blow.

Trappings:

Helmet, Shield, Short Bow 10 Arrows, Leather Jerkin

Entries:

Dispatch Rider, Hunter

Exits:

Soldier,

Slaver (Advanced)

Slavery is the lot for millions in the Old World. It goes under the guise of service; forced labour or agricultural bondage. More obvious forms are illegal, but it does go unchecked in some areas. The slaver normally obtains his merchandise from foreign parts, or deals in those too young or poor to assert their rights. The greatest market is in Araby, and the lot of those sold is a miserable one. In the Old World some people are enslaved for non payment of debts by the courts, they are generally well treated often working along paid servants and receiving the same considerations.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+20	+20	+2		+4	+20			+10		+20	+10	

Skills:

Drive Cart, Ride, Speak Additional Language, Strike To Stun.

Trappings:

Hand Weapon, Horse And Cart, Horse With Saddle And Harness, D4 Pairs Of Manacles, Rope-10 Yards.

Entries:

Bookmaker, Bounty Hunter, Footpad, Jailer, Marine, Pirate, Rustler, Seaman, Mercenary, Soldier

Exits:

Crime Lord, Mercenary Sergeant, Outlaw, Outlaw Chief, Pirate, Seaman.

Smuggler (Basic)

Since most of the waterways, roads and ports are subject to one tax or another, there exists an opportunity for the more enterprising person to import goods while avoiding the authorities (and therefore, the taxes). Almost any authority can place a tax or duty on the movement of any type of goods, anywhere, and in most major ports almost everything (except the people) moving in and out is taxed in some form. Smugglers are quite often very respectable people, who find an opportunity to cut a few corners. In some places they are fairly popular, as they bring goods in at a cheaper price as a result of avoiding the taxes.

RURAL HALFLINGS

The Halfling smuggler is a popular hero to the rural communities. They very rarely smuggle illegal or dangerous goods, but instead concentrate on imported foodstuffs. They are popular because they bring the foodstuffs to the community while avoiding heavy import taxes.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10			+2	+10							+10

Skills:

Drive Cart, Row, Silent Move Rural, Silent Move Urban, 50% Chance Of Consume Alcohol, 50% Chance Of Secret Language-Thieves Tongue, 25% Chance Of Speak Additional Language.

Trappings:

Horse And Cart, Rowing Boat, Hand Weapon, Leather Jack.

Entries:

Boatman, Fisherman, Muleskinner, Pilot, Seaman, Tunnel Fighter

Exits:

Fence, Outlaw, Pilot, Pirate, Seaman,

Soldier (Basic)

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10			+2	+10	+1		+10				+10

Skills:

Disarm, Dodge Blow, Secret Language-Battle Tongue, Street Fighter, Strike Mighty Blow, 50% Chance Of Animal Care, 25% Chance Of Ride-Horse.

Trappings:

Bow Or Crossbow And Ammunition, Mail Shirt, Shield.

Entries:

Artisan-Armourer, Judicial Champion, Muleskinner, Miner, Outrider, Prospector, Shadow Warrior, Targeteer, Trapper, Watch Sergeant, Woodsman,

Exits:

Artillerist, Bounty Hunter, Footpad, Gunner, Mercenary Sergeant, Slaver, Sapper (Dwarf Only).

Spy (Advanced)

Spies are used to gather and relay information secretly. They are experts at infiltrating at the highest level of an organization., and may work under cover for months or years. Some prefer one off jobs, breaking into a building to steal information or to commit some form of sabotage. Every nation employees spies mostly in military intelligence gathering activities. They are also hired by great merchant houses and so on.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+20	+20		+1	+4	+20	+1	+20	+10	+20	+40		+20

Skills:

Act, Bribery, Concealment Urban, Cryptography, Disguise, Flee, Linguistics, Pick Lock, Palm Object, Read/Write, Seduction, Shadowing, Silent Move Urban, Sixth Sense, Wit.

Trappings:

Code Book, D4 Homing Pigeons, Disguise Kit.

Entries:

Cat Burglar, Charlatan, Diplomat, Explorer, Jailer, Saboteur.

Exits:

Assassin, Diplomat, Saboteur.

Squire (Basic)

A Squire is a servant to a Freelance, Knight or other Noble, and it may seem that they are no better than a common servant. Typically they are younger sons of petty Nobles who wish to become Knights, and so they serve with a Knight, taking care of the master's horse, armour and weapons, and of course, the master. Usually they receive training in return, and eventually when they are deemed to be ready, have to pass their tests to be admitted to Knighthood.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10			+2	+10	+1		+10				+10

Skills:

Animal Care, Animal Training, Dodge Blow, Etiquette, Heraldry, Ride-Horse, Strike Mighty Blow.

Trappings:

Mail Shirt, Pony With Saddle And Harness, Shield.

Entries:

Custodian, Falconer

Exits:

Freelance, Freeman, Mercenary.

Story teller (Basic) (Halfling Only)

Given the Halflings love of tales, it is not surprising that a few can make a living travelling between the various villages that make up the Moot. They also function as bearers of news between the communities.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+1	+10			+10	+10			+20

Skills:

Acting, Blather, Charm, Mimic, Public Speaking, Story Telling, Wit.

Trappings:

Colorful Clothes, Hooded Travelling Cloak, Hand Weapon

Entries:

Barkeeper, Entertainer-Poet, Entertainer-Impressionist, Entertainer-Comic

Exits:

Entertainer-Story Teller-Poet, Barkeeper.

Student (Basic)

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+1	+10				+10	+10		

Skills:

Arcane Language-Magic, Read/Write, Secret Language-Classical, 25% Chance Of Consume Alcohol, 20% Chance Of History, 10% Chance Of Astronomy, 10% Chance Of Cartography, 10% Chance Of Identify Plants, 10% Chance Of Numismatics, 10% Chance Of Speak Additional Language.

Trappings:

Hand Weapons, D3 Text Books Corresponding To Each Knowledge Skill, Writing Kit.

Entries:

Clerk Freeman, Gambler

Exits:

Agitator, Arbiter, Bawd, Cavalier, Clerk Interpreter, Lawyer, Librarian, Navigator, Prostitute, Scholar, Thief-General,

Targeteer (Advanced)

Targeteers are professionals who compete in archery tournaments. Some use various other missile weapons, but the long bow is the most common. They travel from tournament to tournament, and fair to fair entering every contest they can find.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
		+40	+1	+1	+4	+20	+1	+30	+10	+10	+30	+10	+20

Skills:

Marksmanship, Specialist Weapon-Longbow.

Trappings:

Bow Or Crossbow And Ammunition, Leather Jack.

Entries:

Bounty Hunter, Gamekeeper, Outlaw.

Exits:

Assassin, Mercenary sergeant, Outlaw Chief, Soldier.

Templar (Advanced)

Some fighting men ally themselves directly with one of the religious groups of the old world by joining the military order within that religion. As such they become known as knights templar. They may enter the service for a fixed period or for life. Sometimes one will join as a penance for an oath breaking. All military orders demand absolute obedience and a high standard of military prowess. They are under the command of the temple authority, and live within the grounds of the temple. It is their job to provide guards for the temple and important religious dignitaries, and whatever military force might be required by the head of the religion for the destruction of heresies, holy wars and the protection of the faithful from persecution and infidel attack.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+30	+30	+1	+2	+8	+30	+2	+20	+20	+20	+20	+20	+20

Skills:

Disarm, Dodge Blow, Read/Write, Ride-Horse, Secret Language-Battle Tongue, S/S-Templar, Strike Mighty Blow, Strike To Stun.

Trappings:

Full Plate Armour, Horseman's Axe Or Flail, Lance, Religious Symbol, Shield, Warhorse With Saddle And Harness, 3D6 Crowns.

Entries:

Freelance, Demon Hunter, Judicial Champion, Witch Hunter.

Exits:

Freelance, Initiate, Mercenary Sergeant, Witch Hunter.

Thief (Basic)

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10			+2	+10		+10					+10

Thief	Skills	Trappings:	Entries	Exits
General Thief	Concealment Urban	Hand Weapon		Body Guard
	Secret Language-Thieves Tongue	Sack		Charlatan
	S/S-Thieves Signs			Outlaw
	Silent Move Rural			Racketeer
	Silent Move Urban			
	25%Chance Of Evaluate			
Burglar	As General Thief Plus	As General Thief Plus		Bodyguard
	Pick Lock	Black-Hooded Tunic		Fence
	Scale Sheer Surface	Lock Picks		
	Spot Trap	Rope-10 Yards		
Clipper	As General Thief Plus	As General Thief Plus	Excise man	Counterfeiter
	Palm Object	Small Clippers And Files	Trader	Fence
Embezzler	As General Thief Plus	As General Thief Plus	Excise man	Fence
	Palm Object		Tollkeeper	Scribe
	50% Chance Of Read/Write			Trader
	50% Chance Of Super Numerate			
Pickpocket	As General Thief Plus	As General Thief Plus		Bodyguard
	Flee			Fence
	Palm Object			
	Pick Pocket			

Entries:**Exits:****Toll keeper (Basic)**

Toll Keepers man the tollgates, which are found on the better roads in the Old World. They collect and enforce the Toll for their particular stretch of road, but risk themselves doing so. Some outlaws pose as travelers, wait for the Toll Keeper to appear, then kill him and steal the Gate Takings.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10			+2	+10							

Skills:

Evaluate, Haggle

Trappings:

Bow Or Crossbow With Ammunition, Mail Shirt, Shield

Entries:

Pit Fighter.

Exits:

Highwayman, Militiaman, Outlaw, Thief-Embezzler.

Tomb robber (Basic)

Whereas Grave Robbers steal the body, Tomb Robbers are only interested in the valuables which may have been buried with the body. Although few burials now contain valuable goods, many ancient burial-sites contain much treasure - the most famous being the fabled tombs of Araby. The more ancient tombs are frequently protected by all manner of traps, and many Tomb Robbers have met their death in someone else's grave!

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10				+2	+10		+10			+10	+10	

Skills:

Concealment Rural, Concealment Urban, Silent Move Rural, Silent Move Urban, Spot Trap, 75% Chance Of S/S-Thieves Signs, 50% Chance Of Secret Language-Thieves Tongue, 50% Chance Of Evaluate.

Trappings:

Crowbar, Hand Weapon, Lantern, Leather Jack, Rope010 Yards, D4 Sacks.

Entries:

Prospector, Tunnel Fighter, Wizard's Apprentice.

Exits:

Bodyguard, Fence, Rat Catcher, Tunnel Fighter.

Torturer (Advanced)

Torturers live mostly in dungeons and acquire most of the jailers less endearing habits. They do tend to be a little cleaner and less corruptible, but the difference is slight. They are experts at interrogation with the use of force, and learn how to cause great pain with little damage.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10		+2		+4	+10		+10	+10	+10	+10	+20	

Skills:

Heal Wounds, Specialist Weapon-Flail Weapons, Torture.

Trappings:

D10 Knives, Whips And Irons.

Entries:

Jailer.

Exits:

Jailer, Outlaw, Outlaw Chief, Racketeer, Thief-General.

Trader (Basic)

Typical market-stall holder or small General Store Shop-keeper. The opposite of a Pedlar, in that Traders wait for their customers to come to them, not the other way around. They live a generally dull life, spiced up by the odd robbery or visit from Racketeers.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10				+1					+10			+10

Skills:

Evaluate, Haggle, Numismatics, 25% Chance Of Blather, 25% Chance Of Law.

Trappings:

Leather Jerkin, 2D6 Crowns

Entries:

Buyer, Fence, Fisherman, Interpreter, Pedlar,

Exits:

Buyer, Fence, Merchant, Pedlar, Thief-Clipper. Thief-Embezzler.

Trapper (Basic)

Makes a living from hunting animals for their skins, etc. Their skill lies in obtaining the pelt without damaging it to which end they use animal traps and do not shoot their prey as do Hunters. They live primarily in wilderness regions, near their quarry.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1		+2	+10		+10					

Skills:

Concealment Rural, Orientation, Row, Secret Language-Ranger, S/S-Woodman's, Set Trap, Silent Move Rural, Spot Trap.

Trappings:

Bow Or Crossbow With Ammunition, Fur Hat And Buck Skins, Leather Jerkin, Rope-10 Yards, Rowing Boat, D4 Animal Traps

Entries:

Druid, Pedlar, Mountaineer,

Exits:

Artisan's Apprentice, Druid, Gamekeeper, Outlaw, Scout, Soldier, Hunter.

Trollslayer (Basic) (Dwarf Only)

Becoming a Troll Slayer is not a career willingly entered by Dwarves. The Dwarven psyche, emphasizing honor and reputation, prohibits any Dwarf from entering this career as a normal exit from any other career. Troll Slaying is not so much a choice as it is an atonement. If a Dwarf commits an act so dishonorable that he is disgraced, humiliated, or his clan disowns him and the only redemption is an honorable death against overwhelming odds. Such acts might include, but would not be limited to, failing on watch at an outpost (allowing a murderous enemy to slip through undetected), committing a serious crime (burglary, murder, etc.) against one's own clan, and continued cowardly acts when faced with an enemy of the clan.

Shamed in the eyes of Grungni and the clan's ancestors, dishonored Dwarves join the ancient cult of Thrörin the Slayer. They cover their bodies with ritualistic tattoos (including Thrörin's rune), dye their hair

orange, spike it with animal fat, and become a Troll Slayer. These are the Troll Slayers most familiar to Human Society.

In some cases, new Troll Slayers leave their clan to wander to embattled and besieged Dwarfholds. There they redeem themselves by joining other Troll Slayers to form battle units for the hold's army (such as the Troll Slayer warrior castes of Karaz-a-Karak). Most, however, wander alone or with groups of adventurers seeking honor by hunting the most ferocious of beasts. The prey of choice, naturally, are Trolls due to the near certainty of death for the Dwarf. Of course, Troll Slayers would never pass up combat with other foes, especially when the odds are greater than seven to one.

As exiles from their clan, Troll Slayers suffer from periodic bouts of severe depression. The result is a tendency for Troll Slayers to indulge in frequent bouts of overeating, fasting, alcohol and stimulants. They also spend a great deal of time boasting of their exploits and showing off their numerous scars. Troll Slayers wear exotic jewelry such as earrings and nose plugs. Inquiries into their past (especially regarding the circumstance that brought them to Slaying) usually result in an uncontrollable rage which could erupt into a bloodlust.

Dwarves, even those who live in Human settlements instead of the mountain Dwarfholds, respect the clanless Troll Slayers' drive to redeem their honor. In contrast, Troll Slayers avoid other Dwarves; it reminds them too much of their clanless state, their disgrace and dishonor. Dwarven adventurers and Troll Slayers interact with a level of deference and will travel together so long as there are others (i.e., Humans) in the group to provide some separation between the two types of Dwarves. After all, wherever Dwarven adventurers or Troll Slayers travel, danger is sure to rear its head.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1		+4	+10	+1	+10			+20		

Skills:

Disarm, Dodge Blow, Specialist Weapon-Two Handed, Street Fighter, Strike Mighty Blow.

Trappings:

Two Handed Weapon

SUBJECT TO HATRED OF TROLLS

Entries:

Exits:

Giant Slayer

Thunderer (Basic)

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10			+2	+10			+10		+10		

Skills:

Dodge Blow, Marksmanship, Secret Language-Battle, Specialist Weapon-Hand Gun, Strike Mighty Blow.

Trappings:

Mail Shirt Or Leather Jerkin, Helmet, Hand Weapon, Hand Gun, 10 Shots Of Gunpowder, Powder Horn.

Entries:

Alchemist's Apprentice, Soldier.

Exits:

Apprentice, Engineer, Mercenary, Soldier.

Tunnel fighter (Basic)

Dwarven Tunnel Fighters strive to keep the tunnels that connect the Dwarfholds clear of Goblinoid incursions and other creatures, and occasionally mount raids in a effort to reclaim the smaller lost Dwarfholds.

Other races only become Tunnel Fighters as mercenaries.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10		+1	+1	+2	+10	+1		+10		+10		

Skills:

Dodge Blow, Orientation (Underground Only), Scale Sheer Surface, Strike Mighty Blow, Strike To Injure, Strike To Stun.

Trappings:

Crossbow With Ammunition, Grappling Hook And 10 Yards Of Rope, Mail Coat, Shield, Water Flask.

Entries:

Engineer, Miner, Prospector, Runner, Sapper, Tomb Robber, Mercenary, Pit Fighter, Runner.

Exits:

Mercenary Sergeant, Mountaineer, Sapper, Smuggler, Tomb Robber.

Wardancer (Advanced) (Elves Only)

Among the Wood Elves of the Old World, the most feared and respected warriors are the Wardancers. They live for the glory of battle, and dedicate themselves to reaching the peak of fighting prowess. They are also masters of courtesy and dance, performing their intricate maneuvers with consummate ease and grace.

Wardancers are to be found in many of the larger Elven settlements in the forests of the Old World. They prefer the company of their own kind, but often live a little way apart from the main settlement, practicing their war chants and feats of arms while waiting for action.

Wardancers may become adventurers for a number of reasons. An adventurer's life offers plenty of action, and almost unlimited opportunities to hone their skills against a variety of opponents. They are wilder than the majority of Elves, and some find life in the forests tame and dull.

Wardancers may even take to adventuring among other races as a result of an unspoken disgrace or indiscretion, much (though it's unwise to make the comparison) as a Dwarf may become a Troll Slayer. Their graceful pride, their love of fighting and their fondness for spectacularly dyed hair, often stiffened with tree resin distinguish Wardancers

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
+1	+40	+20	+3	+3	+8	+20	+2	+10			+20		+10

Skills:

Acrobatics, Ambidextrous, Dance Distract * Dodge Blow, Marksmanship (Throwing Weapons Only), Specialist Weapon Two Handed Weapon, Specialist Weapon Throwing Weapon, Strike Mighty Blow, Strike To Injure, Transfix * War Chant *, Whirling Death *

Trappings:

Hand Weapon, Shield, Spear Or Two Handed Sword, Or Two Handed Axe.

SUBJECT TO HATRED OF GOBLINOIDS

They can only use the skills below if they have no more than 1 AP on all locations not including a shield. Or when using any weapon other than a two handed weapon or throwing missile.

New Skill: Transfix

Confusing an opponent with feints and flurries. The Wardancer must make a successful I Test to use the skill.

If Opponent fails a WP Test, then the Wardancer gets +10 WS and the Opponent gets -10 WS.

If the Wardancer is fighting several opponents, then he only needs to make one I Test, while all Opponents make their own WP Tests, effects as normal.
The modifiers continue until the transfixing Opponent hits the Wardancer (not necessarily wounding him).
Wardancers cannot transfix Opponents with INT less than 6, or who are immune to psychology.

New Skill: War chant

The Wardancer may only sing a War chant while charging an opponent.

If he passes an INT Test:

1. He may choose to enter Frenzy.
2. All friendly characters gain +10 to all WP and CL based Tests while the Wardancer is charging.
3. Cause Fear/Terror in Opponent who is being charged at Fear Factor 30 and Other Opponents -10 to all WP and CL based Tests.

The war chant lasts until the Wardancer is wounded or spends a round out of combat (i.e.: neither attacks or is attacked), but a new chant may be raised when the Wardancer charges again.

New Skill: Whirling Death

A state of maniacal fury.

The Wardancer may make up to double his normal Attacks, but each attack over the normal amount is paid for with one wound, due to great strain on the body.

The Wardancer may not Parry while using this skill, but may Dodge.

Wound points lost through use of this skill may be recovered as normal.

If the Wardancer reaches 0 Wounds while in the Whirling Death, he becomes unconscious until healed back to 1 Wound.

This skill may not be used in conjunction with Distract, Transfix, or War chant.

Entries:

Bounty Hunter, Judicial Champion, Outlaw, Pit Fighter Scout, Weapon Master

Exits:

Mercenary Sergeant, Out Law Chief, Judicial Champion.

Watchman (Basic)

Watchmen are employed by the town/city authorities to patrol the street both day and night upholding the local laws. They are responsible for general law and order as well as dealing with any un-expected emergencies which crop up. Their powers vary from place to place, but are usually absolute as they are backed up by the authorities.

Many are unpopular with the inhabitants of the town or city, and few are professional fighters and many can end up corrupt.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1		+2	+10	+1						

Skills:

Strike Mighty Blow, Strike To Stun,

Trappings:

Club, Lantern And Pole, 25% Chance Of Mail Shirt, Leather Jack (If No Mail Shirt)

Entries:

Random Only

Exits:

Bounty Hunter, Judicial Champion, Mercenary Sergeant, Racketeer, Road Warden, Ruffian, Watch Sergeant.

Watch Inspector (advanced)

Inspectors are the Elite of the City Watch, answerable to only the Watch Captain himself. Inspectors are the investigators of crimes. The job requires great perception and a resourcefulness that is hard to find. All major cities employ several Inspectors whose primary duties are investigating crimes, of course the overwhelming majority of these crimes deal with the rich and the nobles. Very rarely is the death of a commoner ever thought of as something worth an Inspector's time. Occasionally an Inspector will uncover a trail leading towards someone of considerable social or economic status. It is at these times that an Inspector must make hard decisions concerning his commitment to the Law and the common good and his connection to the prevailing power structure, and who he serves.

Inspectors are only found in a City Watch and a Town Watch if the town has a population of 4000+

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+20	+20	+1		+4	+10	+1		+30				

Skills:

Acute Hearing, Bribery, Concealment Urban, Disarm, Disguise, Excellent Vision, Fleet, Follow Trail, Law, Read/Write, Silent Move Urban, Specialist Weapon0crossbow Pistol, Spot Trap, Strike To Stun, Shadowing

Trappings:

Crossbow Pistol, Quiver and 2D10 Bolts, Leather Jacket, Hand Weapon, Badge Of Office (For Appropriate City/Town Watch)

Entries:

Watch Sergeant

Exits

Outlaw chief, crime lord.

Watch Sergeant (Advanced)

Leads a group of five other Watchmen

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+20	+20	+1		+4	+10	+1		+30				

Skills:

Disarm, Dodge Blow, Read/Write, Strike Mighty Blow, Strike To Stun, Specialist Weapon-Pole Arms, Law.

Trappings:

Hand Weapon, Mail Shirt, Helmet, Crossbow Quiver And 3D10 Bolts D4 Sets Of Manacles (Handcuffs) Watch Uniform With Rank Displayed

Entries:

Watchman.

Exits:

Militiaman, Mercenary, Racketeer, Soldier, Thief-General, Watch Captain.

Weapons Master (Advanced)

The Weapon Master studies and teaches the martial arts. They place emphasis on speed, agility and technique, seldom wearing cumbersome armour, preferring to rely on their superior maneuverability in combat.

The Weapon Master can be found throughout the Old World teaching the arts of combat. They are usually only specialized in one particular weapon or group of weapons, and occasionally in some unarmed fighting techniques.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+40		+2	+1	+8	+30	+3	+10	+20		+20	+20	

Skills:

Ambidextrous, Disarm, Dodge Blow, Specialist Weapon-Fencing Sword, Specialist Weapon-Parry Weapons, Specialist Weapon-Pole Arm, Specialist Weapon-Two Handed Weapons, Strike Mighty Blow, Strike To Injure, Strike To Stun, Street Fighter, Weapon Mastery Level 1, Weapon Mastery Level 2

Trappings:

Appropriate Weapons, Light Clothing.

Entries:

Duelist, Judicial Champion, Mercenary Captain.

Exits:

Assassin, Duelist, Judicial Champion, Mercenary Sergeant, Protagonist, Wardancer

Witch Hunter (Advanced)

Witch hunters are people who have devoted their lives to hunting down and destroying chaos and its minions. Their definition of chaos is somewhat individualized, frequently covering anything and anyone to whom they take a dislike, and they are generally regarded with fear and distrust.

They prefer to fight chaos from within society, rooting it out before it can get a foothold. They are loners by nature and trust no one. And any deviation from their idea of normal is grounds for suspicion. They will act against anyone who they think has a trace of mutation, some even extend their attentions to half-Orcs. In some areas they are tolerated and encouraged, in others they are in secret and are even more suspicious than usual. They will kill their quarry outright but prefer to whip up hysteria. They love to conduct show trials and lynchings, encouraging people to denounce their neighbors and even their own families.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+30	+30	+1	+1	+6	+30	+2	+20	+20	+10	+10	+40	+40

Skills:

Marksmanship, Public Speaking, Silent Move Rural, Silent Move Urban, Sixth Sense, Specialist Weapon-Net, Specialist Weapon-Lasso, Specialist Weapon- Crossbow Pistol, Specialist Weapon- Throwing Weapon, Strike Mighty Blow.

Trappings:

Full Plate Armour, Hand Weapon, Crossbow Pistol And Ammunition, Rope-10 Yards, D4 Throwing Knives.

Entries:

Assassin, Judicial Champion, Templar. Cleric.

Exits:

Demon Hunter Initiate, Templar

Wizard (Advanced)

Wizards are the most numerous of magical professionals. Many make a career of adventuring, and use their talents to recover lost or forgotten lore. After level 1 a wizard may choose to specialize in one of the other forms of magic. Many find it more profitable to keep a broad base of spells and remain unspecialized. The period of training for level 1 is 1D3 months.

Wizard Level 1

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+2	+10				+10			

Skills:

Cast Spells-Battle Magic Level 1, Identify Plants, Magic Sense, Rune Lore, Scroll Lore.

Trappings:

Hand Weapon, Staff, 10D6 Crowns

Wizard Level 2

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+3	+20		+10	+10	+20	+10	+10	

Skills:

Cast Spells-Battle Magic Level 2, Evaluate, Herb Lore, Magical Awareness, Meditation.

Trappings:

Hand Weapon, Staff, 10D6 Crowns

Wizard level 3

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+4	+30		+20	+20	+30	+20	+20	

Skills:

Cast Spells-Battle Magic Level 3, Demon Lore, Identify Magical Artifact, Identify Undead, Prepare Poison.

Trappings:

Hand Weapon, Staff, 10D6 Crowns

Wizard level 4

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1	+1	+4	+40		+30	+30	+30	+30	+30	

Skills:

Cast Spells-Battle Magic Level 1, Arcane Language-Dwarf Or Elfish, Manufacture Potions, Manufacture Scrolls.

Trappings:

Hand Weapon, Staff, 10D6 Crowns

Entries:

Librarian, Wizard's Apprentice Alchemist, Demonologist, Elementalist, Illusionist, Necromancer.

Exits:

Wizard Of Next Level. Demonologist Level 1, Elementalist Level 1, Illusionist Level 1, Librarian, Necromancer Level 1

Wizard's apprentice (Basic)

Wizards must serve a long and dangerous apprenticeship, by becoming an apprentice aspiring wizards find themselves working long hours doing menial tasks in return for lodgings and the occasional magic instruction. May tire and take to the road and do not complete the apprenticeship.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
					+1			+10		+10		+10	

Skills:

Arcane Language-Magic, Cast Spells-Petty Magic, Read/Write, Secret Language-Classical 50% Chance Of Scroll Lore.

Trappings:

None,

Magic Points:

2D4 Humans And Elves, 1D4 Dwarfs And Halflings.

Entries:

Exits:

Bawd, Charlatan, Clerk Entertainer-Bunko Artist, Gambler, Grave Robber, Tomb Robber, Wizard,

Woodsman (Basic)

Woodsmen live among the mighty forests of the Old World, looking after trees which they fell for timber. The Woodsman must be able to recognize and dispose of any vermin that threatens the timber. Most Woodsmen work on the estates of landed Nobles, but the more enterprising set up on their own, working the fringes of the forest, selling lumber or building new settlements. Most realize their skills might bring them greater reward in the wilder parts of the world as adventurers.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
	+10	+10	+1		+2	+10					+10		

Skills:

Concealment Rural, Follow Trail, Identify Plants, Secret Language-Ranger, Set Trap, Silent Move Rural, Specialist Weapon-Two Handed Weapon, Spot Trap, 75% Chance Of S/S-Woodsman's.

Trappings:

Leather Jack, Two Handed Woodsman's Axe.

Entries:

Druid

Exits:

Druid, Outlaw, Scout, Soldier.

RELIGION AND BELIEF

ADAMNAN-NA-BRIONHA THE LORD OF THE DANCE

Description:

According to the Elf Songs, Adamnan-Na-Brionha was born in the mists before the dawn of time, of a union between the forces of Sound and Motion. The Wardancers hold that he is The First Being, whose dance structures the universe. He is also known as The First and The Lord of the Dance.

Adamnan-Na-Brionha reflects two seemingly contradictory aspects of life -- the joy of dance and the fury of righteous slaying. He appears as a mighty elf, whose left-hand side is slender and graceful, and whose right hand side shows the massive muscles of the mighty warrior. His face is also split between an expression of transcendent bliss and one of eye-popping fury.

The Wardancers believe that it is their fusion of war and dance that provides the earthly interpretation of their divine patron's cosmic manifestation.

Alignment:

Neutral

Symbol:

A flute held in a clenched fist symbolizes Adamnan. Devotees of the Lord of the Dance usually adopt one of the flamboyant Wardancer hairstyles, and in addition must wear the deity's symbol either as a pendant or a pair of earrings. Their left ear holds a tiny flute, often worked in silver, while the right is home to a clenched fist, usually worked in gold. Wardancers wear typical Wood Elven garb in inclement weather, but prefer to travel and fight with bare upper torso and legs.

Area of Worship:

Revered by Wood Elves in the Old World, worshipped primarily by the fanatic minority called Wardancers.

Temples:

The organized **trappings:** of most religions are alien to these free-living elves, and formal temples are not used. Adamnan is to be worshipped in the heart, not tied to any one place. Like other Wood Elven cults, however, cultists respect the groves, stone circles, megaliths, barrows, and other ground sacred to the Old Faith.

Friends and Enemies:

Allied with the collection of hero cults known as the Wood Elven pantheon. Respect and reverence for the Old Faith. Cool indifference toward Young God's pantheon and other human cults. Patronizing contempt for most dwarven cults, except a grudging respect for Troll Slayers, Giant Slayers, etc. Enemies of Dark Children, Demonic Humanoid Spirit cults (e.g., Zotan-Luvütatar), and Chaos Powers.

Holy Days:

Specific dates hold little meaning for cultists; there are no specific holy days. Events and actions are important, hence dancing, rightful slaying, training, and testing and initiation of new Wardancers are all held to be sacred events when performed with the proper spirit and attitudes. For those versed in the higher mysteries of Adamnan, each action, no matter how trivial, forms part of the Dance of Life, and every new experience is to be savored as of equal significance, regardless of the apparent drama or tedium of the experience.

Cult Requirements:

This cult is open to all elves. They must first complete the Wardancer career before becoming an initiate.

Strictures:

The cult of Adamnan has few formal doctrines and strictures. However, Adamnan favors certain attitudes. For instance, entering combat with joy and righteous anger and fighting with athletic elegance are pleasing to Adamnan, while killing in a mean-spirited, cowardly, or inelegant fashion attracts his displeasure. Wardancers are expected to learn to master their bodies and their emotions so as to be able to release them with equally measured passion whether in the celebration of music and dance or in the whirling worship of balletic warfare.

Spell Use:**Skills:****Trials:**

Typically involve dealing with creatures that has shown disrespect for the honor of the Elven race -- for example, goblinoids encroaching into a Wood Elven forest, or Human woodcutters daring to invade the deeper forests to cut down the lornalim trees. The style and spirit in which a trial is undertaken is at least as important as the outcome.

Blessings:

A blessing set by Adamnan may take the form of the single use of an appropriate skill or automatic success at one of the following tests: Jump, Leap, Reaction, Risk or a WS test.

ALLUMINAS MASTER OF LIGHT, LORD OF ENLIGHTENMENT**Description:**

Alluminas, esoteric brother of Arianka and Solkan, embodies a pure, unchanging light which renders anything it strikes unmoving and unchanging, and the idea of total divine enlightenment. His worshippers are few in the Old World, but his center of worship lies in the far eastern states of Cathay and Nippon, where he has several monastic orders, the Monks of the Light (or 'White Monks': you might like to use the monk careers in the archives or just use the normal cleric careers as an approximation). Nipponese worshippers know Alluminas as Annu-Minato.

Whether in the Old World or the Far East, worshippers of Alluminas all share one thing, the search for the Enlightenment, which is oneness with their master. They study the scriptures of Alluminas as set out in his holy book (the Alluminamus), meditate to strive for oneness in spirit and follow the Fourfold Path: through Thought, Meditation, Dedication and Understanding comes, ultimately, divine Enlightenment.

Alignment:

Lawful.

Symbol:

Alluminas' chief symbol is that of a four-spoked wheel, representing the Fourfold Path. A less common symbol, but one more popular in the west, is that of a candle.

The White Monks wear white robes with the four spoked wheel embroidered in gold on the left breast. Old World worshippers usually wear the symbol of the candle somewhere on their clothes or carry an amulet bearing the symbol, but generally not in plain sight.

Area of Worship:

Alluminas has very few worshippers in the Old World and the vast majority of his cult is made up of the White Monks of Cathay and Nippon, who know him as Annu-Minato and whose monasteries can be found in the mountain foothills. Even in the Far East, however, he has relatively few followers and monasteries, due to the strength of the cult of Tzeentch (the strongest of the chaos cults in Cathay and Nippon, where he is known as Lord Tsien-Tsin). Alluminas also has a few followers, who travel the world, seeking out chaos, although little else is known of the 'Wanderers' (as the White Monks call them).

Temples:

Alluminas has no temples or public shrines in the Old World and worshippers generally maintain shrines in their homes. In Cathay and Nippon, temples or shrines are built as part of the monasteries. The White Monks have one head monastery (housing the main temple) and a small number of smaller monasteries who maintain subsidiary temples or shrines.

Whether small shrine or large temple, worship areas consecrated to Alluminas are simple and uncluttered. The focus of the room is a wooden table, covered with a white cloth that is often embroidered with one of Alluminas' symbols. On the table is a candle, which must always remain lit - if it is allowed to go out then

the temple/shrine must be reconsecrated to Alluminas before it can be used again. Beside the candle lies the Alluminamus.

Friends and Enemies:

Alluminas has little to do with the majority of religions - their weak stance against chaos makes them next to useless in the struggle against it and hence not worth his attention. He is hostile to the gods of chaos (especially the traitorous Obscuras, who turned away from law to rule over his own dark shadow realm) and has friendly relations with the other law gods.

Holy Days:

Alluminas' main holy days are the spring equinox and Summer solstice, while the autumn equinox and Winter solstice are lesser holy days, as are days when Mannslieb is full. Vigils are held on the nights when Mórrslieb is full to ward off chaos.

Cult Requirements:

Followers of Alluminas must be willing to seek the true path of enlightenment and oppose chaos and change, regardless of the sacrifices they have to make.

Strictures:

Oppose chaos and change wherever and whenever it is found.

Study the Alluminamus, spend at least six hours a day in meditation to Alluminas and follow the Fourfold Path.

Abstain from the consumption of alcohol or other drugs, and from sexual activity. Such things divert the mind from the primary task of seeking enlightenment.

Spell Use:

For spell use, the White Monks count as varying levels of cleric: Initiate monks get no magic, full monks count as clerics of level 1 to 4 (depending on the monks seniority) and the Abbot is always level four.

Alluminas grants access to all petty and battle magic spells, although they must get their gods' permission to use any spell that causes large or permanent change (only granted in extremely rare cases).

Hand of Light

Spell Level: Level 1

Magic Points: 5

Range: touch

Duration: D6+3 turns

Ingredients:

This spell causes the casters hand to glow with a soft light, which can be used as a 'weapon' in unarmed combat, although unarmed combat modifiers still apply. A successful touch causes the location touched to become 'frozen' for D6 rounds if the target fails a magic test. The location can be moved as a whole but not internally (e.g. a 'frozen' arm can be moved at the shoulder but can't be bent at the elbow). This causes a -20 (or higher) penalty on all tests an effected limb attempts. 'Frozen' locations may still take damage as normal.

Enlighten Mind

Spell Level: Level 2

Magic Points: 8

Range: 36 yards

Duration: D6 Rounds

Ingredients:

This spell causes the target to see mental images of the glory and wisdom of Alluminas, with differing effects according to who/what it is cast upon.

- If the target is a follower of Alluminas, the images temporarily enhance his search for enlightenment, giving him +20 WP.

- Intelligent others (Int>10) feel compelled to study and understand the images, and must pass a magic test for every action attempted (including moving, talking, etc.) to do anything other than contemplate the images floating in their mind.

- Less intelligent others (Int<=10) have no capacity to understand the images but cannot ignore them. They suffer -10 to WS, BS, I and WP, halved if a magic test is passed.

Remove Mutation

Spell Level: Level 3

Magic Points: 14
Range: touch
Duration: instantaneous
Ingredients:

Based on the Cure Insanity spell of Shallya, this spell allows the caster to attempt to remove one chaos attribute from any one target on a single location touched. The recipient of the spell must make a WP test, with a penalty equal to half the casters WP. If this is successful, the spell has no effect. If the test is failed, however, the location touched is removed of one chaos attribute. The attribute is not healed but simply gone, leaving an open wound in most cases.

Create Statue

Spell Level: Level 3
Magic Points: 14
Range: touch
Duration: 2D6 rounds
Ingredients:

Casting this spell and touching a target causes the target to be 'frozen' in the position they are in for 2D6 rounds on a failed magic test. The statue (which has a toughness of 7 and is a prone target) still takes damage, and will appear to be 'chipped' or bits will break off as appropriate. When the spell expires, chipped areas are equated to wound loss and bits broken off will remain detached (and dead), leaving an open wound where the broken off part was. Should the statue's head be broken off, the target will be dead when the spell expires.

Skills:

Initiates and initiate monks can and must buy Meditation skill at normal EP cost before advancing to level one cleric or full monk status.

Trials:

Trials to Alluminas usually involve long periods of meditation (a number of hours equal to twice the characters' WP, say). Trials involving actively seeking out chaos are less common, as they interrupt the quiet life that aids enlightenment. Other possible trials include opposing some of the changes that characterize human society and development (e.g. opposing the clearing of a forest or the construction of a large building).

Blessings:

Alluminas is extremely selective as regards who he gives blessings, even more so than other gods (I'd suggest he grants a blessing on a roll of 1-2 on D1000), and such blessings are wondrous events, usually given only to Monks of the Light who have spent years or decades in worshipping him. The most wondrous of the blessings Alluminas will grant is the Call of the Ancestors, described below.

At the heart of each monastery, next to the temple or shrine to Alluminas, is the Hall of the Ancestors. This great and wondrous place contains many statues, the forever preserved bodies of those who have achieved total enlightenment and left the confines of their mortal bodies to join Alluminas in his divine realm, the statues of the Enlightened. Occasionally, when a monk reaches a state of almost total understanding, he feels the Call of the Ancestors and makes his way to the hall, where he meditates before one of the holy statues. He enters an almost unbreakable holy trance and his physical needs (food, drink, etc.) become ever smaller, until the monk (after a long period of meditation) becomes perfectly enlightened. He will be commanded to take up his place with the other statues, and will then be struck by Alluminas' heavenly light. His body will become frozen as it is, ever preserved, and his spirit will join with Alluminas in his divine realm, becoming a Seraph: a lesser demon of Alluminas.

ARIANKA GODDESS OF LAW AND DISCIPLINE

Description:

Arianka, sister of Solkan and Alluminas and consort of Solkan, is the embodiment of law and discipline. In the distant past, Tzeentch, changer of the ways, saw Arianka as a great threat to his plans and imprisoned her in a crystal coffin which can be opened only by a set of keys, hidden somewhere in the world but whose whereabouts are unknown. Many Old Worlders believe Arianka is nothing more than legend.

One legend tells of how Arianka forged Laihtendrung, her crystal sword, out of a special magical crystal that shone with a soft Inner Light. The tale claims the substance, called Laihtero crystal, was created as a reaction to the existence of the solidified chaos known as Warpstone, and that its' properties are such that it produces an aura of stasis around it, that nothing changes as long as the crystals' soft light is shining on it. No such crystals have ever been found, however, and the tales are largely believed to be nothing more than that.

It is also said that Ariankas' legendary coffin is made of Laihtero crystal, locking her in the stasis field thus generated around her. The legend surrounding her does not make clear how her captor trapped her thus, but the coffin is said to lie in Praag, Kislev. Ariankas' followers are dedicated to the search for the keys that will free her from her imprisonment.

Alignment:

Lawful.

Symbol:

Ariankas' symbol is her crystal sword, Laihtendrung, with which she is said to dispense her punishment. Cultists believe that on the day of her release she will take up Laihtendrung and join Solkan in taking revenge upon the chaos god who imprisoned her.

Area of Worship:

Members of the cult come from all over the Old World, but are few in number, and tend to come from the south of the Old World. Local cults in a particular area generally get together with others on Ariankas' holy days to meet in prayer and discuss any leads found in the search.

Temples:

All Ariankas' old temples have long since crumbled to ruins. Few cultists are willing to give up the quest for the keys to oversee the rebuilding of the temples, and, where a cultist has been willing to do so, the new temples have reportedly collapsed on placing the last brick/stone. Services are usually held in shrines set up in cultists homes or property bought by the cult for the purpose.

Friend and Enemies:

The cult is contemptible towards the majority of Old World religion, because its' weak stance against chaos, but Ranald in particular is an enemy for his constant belittling of authority. Not surprisingly, The cult is vehemently hostile to the chaos gods. Relations are friendly with the other gods of law.

Holy Days:

Holy days are the first and last day of each month and since her imprisonment, the day believed to be the anniversary of her imprisonment is also held holy.

Cult Requirements:

New cultists must never have broken the law, except where allowed by Ariankas' scriptures.

Strictures:

Oppose chaos and its' minions whenever they are encountered.

Oppose weak and foolish laws that make a mockery of law and discipline.

Never let a crime go unpunished.

Obey and enforce the letter of the law unless this would break any of the above strictures.

Never pardon others who question or disobey an order from a superior, or do so yourself, unless to obey would break any of the above strictures.

Spell Use:

Before imprisonment, Arianka granted all petty and Battle Magic spells. Being currently imprisoned, however, Arianka has no power to grant magical aid to clerics.

Skills:

Initiates of Arianka must buy the Law skill, at normal EP cost, before advancing to level one cleric.

Trials:

Trials to Arianka are never set, as the quest for the crystal keys and coffin is considered too important.

When a trial is indicated, the character must accumulate another 100 EP and try again. Were Arianka not

imprisoned, a typical test might be to thwart a group of criminals that were currently evading the authorities.

Blessings:

Arianka favours tests based on Ld, Cool and WP, especially Loyalty, resistance to bribes, etc., although she has no power to grant blessings (or curses) while she is imprisoned.

ESMERALDA HALFLING GODDESS OF HEARTH AND HOME

Description:

Esmeralda is the patron of the hearth and. In Halfling lore, it is Esmeralda who gave the gift of cookery to Halflings. Normally, Esmeralda is depicted as a plump and matronly Halfling with a perpetual smile and wearing a flour-covered apron.

Alignment:

Neutral

Symbol:

Esmeralda's symbol is a triangle over a horizontal line, representing the home and also the flame rising from the hearth. Clerics wear ceremonial aprons with this symbol.

Area of Worship:

Esmeralda is worshipped by Halflings throughout the Old World. She is particularly venerated by those Halflings who are employed by Humans as cooks.

Temples:

Typical for Halfling cults, the cult of Esmeralda has no shrine, temples, nor organizational structure as such. Instead, Esmeralda is venerated in any kitchen where a Halfling works. Commonly, a small statuette of her is kept in a prominent place in the kitchen, such as a mantle-shelf. This placement enables Esmeralda to "see" the running of the kitchen and ensuring that dishes do not spoil.

Friends and Enemies:

Friendly with all other Halfling cults and the cult of the Earth Mother. Good relations with the cults of the Young Gods and Elder Races. Revulsion towards the Dark Children, Humanoid Demonic, and Chaos cults.

Holy Days:

The main festival to Esmeralda is Pie Week (1 - 8 Erntezeit on the Imperial calendar) in which the fruit harvest is celebrated. The week is spent making (and eating) pies, puddings, cakes, and jams. So absorbed are Halflings in the festivities that it is nearly impossible to get them to do anything else during this festival.

Cult Requirements:

The cult is open to all adult Halflings.

Strictures:

Always provide food to the hungry. Cooking utensils have only one use, to prepare meals and desserts, and may not be put to any other use. Ale must be enjoyed to its fullest, watered down is not acceptable. A minimum of three square meals must be eaten each day. Always relax after a meal, strenuous activity is not conducive to proper digestion. Cooking a meal requires one's undivided attention.

Spell Use:

Clerics are able to use all petty magic, all level 1 and 2 Elemental and all Battle Magic of aura and zone type. When defending their homes, they are also able to use Battle Magic of all types.

Skills:

In addition to skill normally available to Clerics and initiates, they also gain a bonus to the Cook skill at initiate level, which doubles the effect.

Trials:

Trials set by Esmeralda generally involve great feats of cooking or obtaining rare and exotic ingredients.

Blessings:

Skills favoured are Brewing, Cook and Herb Lore. There are no favoured tests.

GRIMNIR GOD OF COURAGE AND GREAT DEEDS

Description:

According to the legends, Grinnir the Fearless protected the Dwarven people on their ancient migration to the Worlds Edge Mountains. He fought Ice Giants, huge Trolls, Dragons and bands of marauding Goblinoids without ever flinching or stepping back once. It was due to this legendary Dwarf and the courage he inspired in those who travelled with him that so many Dwarves made it to the safety of the Worlds Edge Mountains and did not give up on the way or were killed by the monsters and other obstacles threatening the safe fare of the Dwarves. Grinnir represents the undaunted courage and fearlessness of the Dwarven race. Some Troll Slayers and Giant Slayers venerate the courage and cool mastery of Grinnir over the rage and uncontrolled frenzy of Bragni, and paint Grinnir's Rune on their bare flesh with their blood to fill them with courage before a mighty deed. Dwarven guards in the dark beneath the World wear headbands with his Rune inscribed upon it and some have it cleverly put amongst the other ornament of their panoply. It is said that the chanting of his name will give a Dwarf who doubts himself the resolution and courage needed for the job before him.

Grinnir is portrayed as a young muscular and yet agile male Dwarf who wears a suit of armour forged from Gromril and Dragon scales and very the hides of the beasts he has slain as protection against the cold. He usually is shown as a cheerfully smiling or yelling individual with a large and Well-kept beard. With one hand he waves forward with his mighty Rune covered warhammer that displays the Rune of Grinnir on the centre of the head. The other hand holds a helmet formed in the shape of a Dragon's head and inserted with the teeth of such where the jaw is on the helmet. The entire figure radiates confidence, valour and good spirit. Grinnir is usually standing on a pile of bodies and severed heads from the monsters he has slain to protect his race.

Alignment:

Neutral

Symbol:

Grinnir's symbol is that of Courage (Grimna) and the Dwarven word for courage has been derived from Grinnir's own name. Another symbol is that of a skull crossed by a hammer. A symbol also connected to Grinnir, but usually only used by older Dwarves, is that of a shining star. The reason for this has been lost over the millennia and it is theorised that it is the star of courage shining as an example for all to follow, or perhaps it is a beacon of light for those who dare anything to overcome the obstacles in their way. Grinnir's Clerics wear a white or light blue robe with the symbol of Grinnir embroidered in silver thread or white thread with a black outline. Some also wear the symbol of the skull and the hammer, or that of the shining star, in a steel chain around their neck. The oldest and highest positioned Clerics usually wear symbols and chains of pure Gromril to state their social position.

Area of Worship:

Grinnir is worshipped throughout the World, where there is courageous Dwarven warriors. But he is especially venerated in the Dwarven strongholds, which are under constant siege from enemy forces.

Temples:

Every Dwarfhold where there are warriors present will have a Temple of Grinnir. Of course the largest and most impressive of the temples will be found in the strongholds of the Worlds Edge Mountains. In small Dwarven communities, such as there exists in almost every large Human city, the temple is usually situated near the oldest and the best of the Dwarven warriors. If a Cleric of Grinnir is present, he is of course given the honour of upholding the Temple of Grinnir. It is not unknown for the Temple to be situated in the home of a City Dwarf, where it can be assembled and made ready for use within a short period of time. The temple is built in a rectangular shape, depicting that of a warhammer.

Friends and Enemies:

The cult of Grinnir is on friendly terms with the rest of the Dwarven pantheon. Some connection is known to exist between the cult of Grinnir and that of Bragni, for even though some competition exists between the two cults, their Clerics and followers have aided each other time and time again over the course of Dwarven history. Otherwise the cult has very little to do with the Gods of other races. It is of course violently hostile towards the enemies of the Dwarven race.

Holy Days:

A small festival is held in Grinnir's honour on the 24th day of the 3rd month, which is believed to have been the day Grinnir and his fellow Dwarves first saw the majestic pinnacles of the Worlds Edge Mountains. On this day, all Initiates and Clerics will travel to Karaz-A-Karak to gather in the main temple of Grinnir. Here they will listen to tales and legends for the entire day, from sunset to sundown. When the sun disappears ale, wine and women are brought forth and they drink, dance, eat and enjoy the general merrymaking till the next morning.

Cult Requirements:

The cult of Grinnir is open to any Dwarf who is ready to laugh in the face of danger and spit into the face of Death. Even the Slayers who are normally considered outcasts are accepted into this cult. Generally speaking, the followers of Grinnir are all warriors of some sort and the bulk of his worshippers are associated with the trade of war in some way or another.

Strictures:

Never surrender to Goblins and their kin.

Never surrender to anyone less worthy than yourself.

Never back away from any chance to participate in heroic deeds and similar situations where you can prove your courage. Unless your actions directly endangers other Dwarves or persons under your protection.

Always strive to better your personal achievements.

Never break your word

Spell Use:

Clerics of Grinnir may cast all Petty and Battle, except:

Break Weapon, Cause Cowardly Flight, Cause Fear, Cause Panic, Cause Stupidity, Change Allegiance, Charm, Dispirit, Enfeeble, Entanglement, Invisibility, Leg Breaking, Pain, Reproof of Cowardice, Slippery Ground, Slowfoot, Stand Still, Steal Mind, Subvert Weapon, Wilt Weapon and Wind Blast.

In addition they may cast the following spells:

Demonic Battle Magic: Dispel Lesser Daemon, Dispel Lesser Daemons, Dispel Daemon Horde and Dispel Greater Daemon.

Elemental Battle Magic: Walk on Water, Resist Fire, Part Water, Dispel Elemental and Dispel Elementals.

Illusionary Battle Magic: Banish Illusion and Destroy Illusions.

Skills:

Clerics gain one of the following per level. Immunity to fear, Immunity to terror

Trials:

Trials usually include feats of great courage, hunting down a beastman that is attacking the locals or hunting down a raiding party.

Also undertaking tasks which one would not normally, climbing a high mountain if one was afraid of heights and so on.

Blessings:

Favoured tests include Terror and Fear. Favoured skills include Cool based skills. Also a bonus to Cool may be granted

GRONRHUN GOD OF FIRE, STEEL, STONE AND CRAFTSMANSHIP**Description:**

According to the legends, Gronrhun was the first Dwarven Smith and thereby the Ancestor of all craftsmen. He is said to have invented some of the Runic signs and especially those engraved upon weapons and armour to strengthen them. Gronrhun represents a very beloved part of Dwarven society, namely that of craftsmanship - the ability to make even a petty tool of death like a dagger appear as a work

of art. Gronrhun is the Ancestor and patron of the Smiths, the Rune Smiths, the Gem and Stone Carvers and anything else traditionally connected with craftsmanship. Even ordinary Dwarven Smiths will chant his name while making a particularly beautiful piece of work. It is said to give the work before the Smith, the strength to endure the onslaught of time.

Gronrhun is portrayed as a broad muscular male Dwarf, clad in heavy leather boots and trousers and wearing only the apron of the Smith on his upper body. His huge fists are covered by heavy metal gauntlets and he holds a small hammer used for fine work in one hand and the heavy hammer of the Blacksmith in the other. Gronrhun's skin is usually sodden from the hours spend in front of the furnace, as is his wild-growing white beard. He usually stands in front of an anvil.

Alignment:

Neutral or Dwarf

Symbol:

The two Dwarven words have actually been derived from Gronrhun's own name. But a small and a large hammer crossed is also used. Sometimes a black Raven is associated with Gronrhun and on old paintings of him, it can be seen to sit near the anvil following his work closely. Some have theorised that the Raven is a messenger from Mórr, overseeing the tools of death created by Gronrhun. Whatever the reason black Ravens can sometimes be found near both Clerics of Gronrhun but also near any Dwarven Smith or Craftsman. Some have even been accepted as personal pets by several such Dwarves.

Gronrhun's Clerics wear a black robe with short sleeves, so one can see the heavy metal gauntlets they wear on their hands. Gronrhun's symbol is engraved on the left breast of their robe in pure silver and some also wears the symbol of the hammers in a heavy chain around their neck.

Area of Worship:

Gronrhun is worshipped throughout the World, were ever there is a Dwarven craftsman the worship of Gronrhun is also present.

Temples:

Every Dwarfhold in the Old World wherein a craftsman is present, there will be a Temple of Gronrhun. Of course the Dwarven strongholds have the largest and most magnificently made Temples, but smaller ones also exist. In small communities, the Temple is usually situated near the oldest and best craftsman. It is build in the form of a forge, with the altar shaped in the form of an Anvil.

Friends and Enemies:

The cult of Gronrhun is on friendly terms with the rest of the Dwarven pantheon. Some connection is known to exist between the cult of Gronrhun and that of Mórr, but otherwise the cult has very little to do with the gods of other races. It is of course violently hostile towards the enemies of the Dwarven race.

Holy Days:

A small festival is held on the 11th day of the 11th month, which is believed to have been the day Gronrhun was born. On this day all the craftsmen will gather in the Temple of Gronrhun where they sit from sunset to sundown meditating on the art of their trade in honour of their Ancestor. When the sun disappears, ale and food will be brought forth and they will eat, drink and dance to the next morning.

Cult Requirements:

The cult of Gronrhun is open to any Dwarf with a trade normally associated with craftsmanship. This means Blacksmiths, Runesmiths, Armourers, Engravers, Jewellers, Stonemasons and so on.

Strictures:

All Initiates, Clerics and followers of Gronrhun must abide the following **Strictures**:

Never craft anything using less than your full range of abilities (unless the customer is someone for which you hold a grudge).

Never engage in a piece of work if Your soul is not in it.

Never suffer the company of persons who work solely for profit, letting their craft suffer.

Never surrender to Goblins and their kin.

Spell Use:

Clerics of Gronrhun may cast all Battle Magic Spells, as well as the following Elemental Battle Magic Spells:

Banish Elemental (Earth and Fire Only), Breathe Fire, Cause Fire, Clap of Thunder, Dispel Elementals (Earth and Fire Only), Extinguish Fire, Flame Sheet, Hand of Fire, Resist Fire, Summon Elemental (Earth and Fire Only), Summon Elemental Horde (Earth and Fire Only)

Skills:

The followers of Gronrhun does not have access to any special skills other than those listed under their current career. But they can, however, learn any of the following skills twice thereby doubling the effect: Arcane Signs - Dwarven Runes, Gemcutting, Metallurgy, Rune Lore, Smithing, Stoneworking and Strike Mighty Blow.

Trials:

A trial set by Gronrhun will often involve the crafting of some particularly difficult item, restoring and/or repairing an ancient artefact or the construction of a new temple or simply reworking an old one.

Blessings:

Skills favoured by Gronrhun are Arcane Signs - Dwarven Runes, Gemcutting, Metallurgy, Rune Lore, Smithing, Stoneworking and Strike Mighty Blow.
Favoured Tests are Construct and Search.

Special Rule:

As Clerics of Gronrhun are especially attuned to the way of the Runes and the art of Dwarven craftsmanship, they have a special relationship to the Runic Chanters. As Gronrhun is seen as the Ancestor of the Runic Craft, his Clerics are allowed to learn the Ancient Chants from the Runic Chanters. But as the Clerics are not true Runic Chanters, they are only given limited access to the range of Chants available. Before a Cleric of Gronrhun can learn any Chants, he must of course have learnt the special skills of the Runic Chanters - such as their Arcane Language and Draw Rune Power

GRUNGNI GOD OF MINING

Description:

Grungni is the god of mining, metalwork, stonework, and underground places. According to Dwarven lore, Grungni lived during the Time of the Ancestor Gods. It was then that Grungni led the Dwarves from the perils of the upper world to the safety of the earth. Grungni is also credited with teaching the Dwarves all the skills for which the race would be famous: smelting of metals, forging of goods, weapon craft, tunneling, gem cutting, building of vaults, and rune smithing, to name a few. Grungni is portrayed as a male Dwarf, clad entirely in chain mail, with a forked iron-gray beard reaching to the tops of his feet.

Alignment:

Neutral

Symbol:

Grungni's symbol is the pick (representing the magic tool with which he used to open up the underground world to the Dwarven people) and a stylized helmeted face with a long forked beard. Priests wear dark gray clothing with a black or silver pick embroidered across the chest. Token is a silver pick with Grungni's rune inscribed. Cult token may also be a silver stylized helmeted face set on a disk of jet. Templars of the Order of the Stone Wall may wear their clan's runes, together with Grungni's runes, on plate armor and shield. Runesmiths incorporate Grungni's rune with their personalized **trappings**.

Area of Worship:

Grungni is worshipped by Dwarves throughout the Old World alongside clan ancestors.

Temples:

The largest temple of Grungni is naturally located in the center of the Dwarven race, Karaz-a-Karak. Here is seated the High Priest of Grungni who rules the cult as the High King rules the Imperial Dwarves. All other temples are subordinate to the High Temple. Temples are located in every Dwarfhold in the Old World and usually take the form of an adjacent hall to the main hall of the Dwarfhold. The temples are dominated by statues of Grungni, usually on either side of a dais upon which stands a throne flanked by two lecterns. Stone pews are arranged in neat rows in front of the dais. Moreover, the walls of the temples are often decorated with scenes depicting Dwarven life and folklore.

In Human cities where there is a sizable population of Dwarves, underground shrines are erected in honor of Grungni. These shrines are located next to the Dwarven Engineer Guildhall.

Friends and Enemies:

Allied with other gods of the Imperial Dwarven pantheon, Dwarven Ancestor cults, and the Young God cult of Sigmar. Tolerant respect for Grommo, Old Faith, and Halfling cults. Neutral towards the other Young Gods cults. Antipathy towards Elven cults. Enemies of Dark Children, Humanoid Demonic, and Chaos cults (especially of Chaos Dwarves).

Holy Days:

Major festivals dedicated to Grungni are held every hundred days (33 Pflugzeit, 33 Vorgeheim, 33 Brauzeit, and 33 Vorhexen on the Imperial calendars). Nine lesser festivals are held between the major days at intervals of ten days.

Cult Requirements:

The cult is open to any adult dwarf.

Strictures:

Always strive to advance the clan's reputation through solid workmanship. Always ensure that tunnels and chambers are structurally sound. Render repair upon any such structure when it becomes unsafe. Always work a mine to extract all ore and valuable stone to enhance the well being of the clan and race. Never be wasteful of the earth's mineral bounty. Never surrender to Goblins, their kin, nor any other vile creature, which pose a threat to clan and race. Never refuse an opportunity to regain control of a Dwarfhold that had fallen to an enemy. Never pass an opportunity to slay Chaos Dwarves as their continued existence brings dishonor and shame to the race.

Spell Use:

Clerics of Grungni can use all Battle magic as well as the following Elemental spells: Assault of Stones, Zone of Hiding, Create Quicksand, Crumble Stone, Dust Storm, Banish Elemental (earth only) Dispel Elemental (earth only) Summon Elemental (earth only) Tunnel through Stone, and Wall shaker.

Skills:

Followers of Grungni do not have access to skills other than those listed under the relevant career. Although clerics may gain mining twice, doubling the effect. They may do this at any point in their career but it still costs 100 EXP.

Trials:

Trials set by Grungni most often involve clearing a fallen Dwarfhold of goblins, their kin, and other vile creatures such as Skaven. Sometimes trials may involve extending an existing Dwarfhold to include newly discovered deposits of ore or a new source of underground water. For few of the cultists, trials may consist of constructing a new shrine or adding a chamber to an existing one.

Blessings:

Skills favoured are Dowsing, Engineering, Mining and Stone working. Favoured tests are Construct, observe and search.

KARNOS LORD OF THE BEASTS.

Description:

Said by human theologians to be an aspect of Taal, the old world god of nature and wild places, Karnos is one of the major deities of the Wood Elf pantheon, being the master of the forest animals among which the wood elves live. He is the patron of Beastfriends, and is worshipped by some Elven scouts and hunters.

Karnos is normally portrayed as a composite being, over ten feet tall, with an Elven body but the head and tail of a stag. It is said that he can also take the form of a forest creature at will.

Alignment:

Neutral

Symbol:

Like Taal, Karnos is represented by a stag's head with branching antlers. Elven clerics of Karnos dress is the same as any other wood elf.

Area of Worship:

Wood Elf settlements through out the old world.

Temples:

The whole forest is Karnos' temple: wherever his beasts wander he is present. However, there are places that are more special than others to his worship are certain natural clearings, rocks trees and so on. A wood elf automatically recognizes these places: members of other races can not. Elves will almost always try to keep other races away from these spots.

Friends and Enemies:

Followers of Karnos are generally well disposed to other wood elves, and to those of other races who follow Taal, Rhya and the Old Faith. They do, however maintain that Taal is a combination of a number of Wood Elven Deities including Karnos, rather than Karnos being an aspect of Taal. By and large, followers of Karnos are indifferent to followers of other Old World deities, and they regard the cults of Chaos and the deities of goblinoids with unrelenting hatred.

Holy Days:

Karnos has two main holy days; the middle of Spring, when food becomes plentiful and young are born, and the middle of Autumn, when all species prepare themselves for the coming of winter. The dates of these festivals are not fixed on the imperial calendar, but are calculated from various natural signs by a method set down in Elven tradition, so they vary from year to year.

Cult Requirements:

Any Wood Elf may follow Karnos; most worship the whole Wood Elven pantheon in some degree.

Strictures:

All followers of Karnos must keep the following **Strictures**: never harm an animal except in self-defense or for food (since Elven hunts are always followed by great feasts, hunting is acceptable); never allow an animal to be harmed, except in similar circumstances. Do everything in your power to force Goblinoids, beastmen and chaos mutants out of the forests.

Spell Use:

Clerics of Karnos are allowed to use all Petty Magic, Elemental and Druidic spells, except Tap Earthpower and Create Sacred Grove.

Skills:

Initiates receive charm animal instead of secret language classical. Clerics may roll once on the ranger table at each level, re-rolling if necessary. This is in addition to the skills listed in the WFRP rulebook. Clerics may also gain Call Animal at each level, taking a different species per level.

Trials:

Trials set by Karnos always involve the defense of forest and its animals. This can involve driving away those who threaten animals, ranging from a lone human trapper to a band of goblinoids or chaos beastmen. In rare cases it might be to relieve the suffering of animals-by freeing animals captured for pit-fights. The latter kind of trial has led to a certain amount of conflict with humans in the past, but entertainment such as Bear-baiting are less common and humans increasingly consider them barbaric and unnecessary.

Blessings:

Skills favoured by Karnos are all those to do with animals, Animal Care, Animal Training, Charm Animal, Trick Riding and others according to circumstances. Favoured tests include mainly CL and FEL tests made in circumstances where animals are involved. On rare occasions a one-shot call animal skill may be granted. Punishments as usual would be the reverse of these blessings. But Karnos may also inflict a character with the Animal Aversion disability (see page138)

KHÁINE THE LORD OF MURDER, GOD OF UNDEATH AND MADNESS

Description:

Kháine is the dread Lord of Murder — the patron of assassins and murderers. It is said that he is jealous of his elder brother Mórr's ruler ship over the World of the Dead, and that he steals the souls of those murdered and sacrificed in his name, building his own dark realm. He is portrayed as a grotesquely muscular, squatting being with horns like those of a Baalrúkh protruding from his head, a huge, leering, fanged mouth, and four arms; each holding a dagger. The skulls of the victims murdered in his name are gathered in the ever-growing necklace around his neck.

His cult is outlawed throughout the Old World, and his name is generally only used in curses. There are secret cults of Kháine active deep with the underworlds of many Old World cities, with hidden — temples where Human victims are offered up in obscene rituals.

Alignment:

Needless to say, Kháine is an evil god, and most of his followers are of Evil alignment. Some who have succumbed to the Ways of Madness, are of Chaos, and a few calculating cold Followers are actually Neutral — these are the most dangerous of all Kháine's Dark Children.

As well as assassins, he is also worshipped by some Footpads and Cut-throats and by all that delight in death and murder.

Symbol:

Two symbols are associated with Kháine; One is that of a midnight-black scorpion poised to strike, venom dripping from its tail.

The other is that of the assassin's dagger, a curved blade — often black with blood colouring the blade.

The symbols are seldom displayed openly, but may sometimes be worn by his more devoted followers, worked subtly into the designs of a piece of jewellery or the ornamentation on a weapon. Also a common practice is having his symbol, or that of one's cult, tattooed — although this is mostly done by the Assassins and high-level Clerics.

His colours are black and red, symbolising night, death and blood

Area of Worship:

The worship of Kháine is prohibited throughout the Old World, as well as Araby. And yet his followers can be found in the dark alleys of the Old World cities, in the shadows of civilisation, in the large forests which still covers most of the Old World. Kháine is the Lord of Murder, and as such he is worshipped through such acts — delighting in the deadly whisper of the dagger, the bittersweet taste of poison, brother murdering brother.

A lesser aspect of Khorne, Kháine delights not in outright slaughter, but in the act of premeditated murder, the murder of innocents for money or for no reason at all.

Many Assassins worship Kháine, knowing that he favours those who bring new victims to his Dark Realm, and dedicating their victims to the Lord of Murder. The Witch Elves of Naggaroth are his loyal and most fanatic followers, their savagery and fanaticism outdoing all others.

There are some structured cults in the Old World, each with their own agenda, and usually plotting against each other lest their fellow Cultist should gain a higher position with Kháine than themselves. Kháine cares not, through the acts of murder and betrayal the Cults visit upon each other, they worship him, and adds new souls to his Dark Realm. What is important for Kháine is the fuelling of his army for his War against his brother Mórr, and the rest of the Young Gods.

The Cult of the Black Spider (active in the Empire, with a strong presence in the southern, eastern and middle parts of the Empire), The Fangs of the Dark (active in Bretonnia and Estalia), and The Hand of Kháine (active in the Border Princes, Estalia and the Empire) are the most organised and deadly of the Cults of Kháine.

Temples:

Neither official temples nor shrines to Kháine exist in the Old World.

The followers of Kháine worship in secret temples beneath the cities of the Old World, and in the secluded areas of the same region. Basements, caves, and forest clearings are commonly used for such purposes. An especially large temple of Kháine is said to exist in the underground of Marienburg. But no one have ever been able to return with proof, and perhaps this gives a hint as to the vigilance of the Cultists, and their desire to keep the temple a secret.

The size and age of a temple dictates the level of design, and architecture. A makeshift shrine in the basement of an Old Worlder building might have only a small statue of Kháine, placed beside a bloodstained altar, while an older and established temple may very well have carved walls, and decoration aplenty depicting the gory ways of the Dark Children of Kháine. Whatever the case, any decoration and architecture will be centred on death and bloodletting.

Friends and Enemies:

Kháine, and his followers, are not on friendly terms with anyone. They wage war against the Younger Gods, and the Gods of Chaos distrust them for their treacherous ways.

The Cult is violently hostile towards Mórr, and his followers.

Holy Days:

Kháine has no particular holy days. Victims of his followers are always accepted, and it is through acts of murder that Kháine is truly worshipped. Kháine may bestow visions upon his Clerics and Initiates, and in that way let them know that He desire them to make more sacrifices, and spill more blood in his name.

Cult Requirements:

All who can pick up a knife, and embed it in someone's back, or slit a throat to spill blood is welcome. Worship of the Lord of Murder, however, is forever! Kháine does not accept to be renounced, nor for his followers to fall in doubt of their actions. Should this occur, Kháine will dispatch the unholy spirits of his Dark Realm to fetch the traitor, and bring him bloody to the Chambers of Eternal Pain.

Strictures:

All Initiates, Clerics, and Followers of Kháine must abide by the following **Strictures**:

Serve Our Dark Lord through murder and sacrifice, and thereby assist him in filling the ranks of his army who fight the War Eternal.

Never allow a foe, nor a victim, to live, as their deaths serve His cause, as you serve him.

Always carry out the tasks that Kháine, or his appointed representatives, ask of you. We are all dedicated to carrying out His will, and failure to do so will render your life forfeit.

Only summon forth the Dark Spirits from His realm to cause death, and the spilling of blood.

Slay the followers of Kháine's hated brother Mórr without hesitation.

Spell Use:

Clerics of Kháine may use Petty Magic, Battle Magic, and Necromantic Magic.

The following Spell is unique to the Followers of Kháine. It makes manifest in them a splinter of the Lord of Murder's spirit, and turns them into living machines of destruction while the Magic lasts.

Only the most dedicated of his followers possess this Spell, and it is considered a mark of favour from Kháine to possess it.

Fists of Kháine

Spell Level: 3

Magic Points: 8

Range: Personal

Duration: D3+1 turns

When invoked, this Spell causes a small splinter of the Lord of Murder to materialise from the Realm of the Raving Dead, and into the Cleric.

An eerie black glow surrounds his body, and his voice becomes a growl, wherein the observant can hear the screams of the insane, and the pleas of the innocent taken to the slaughter. Two new arms grow from his torso — mimicking those of Kháine — and claws sprout from his hands, while blood covers his arms from the elbow and down.

This is a truly terrifying sight, and any opponent must take an immediate Fear Test.

The extra arms double the Clerics current number of Attacks for the duration of the Spell. All attacks made by the bare hand counts as coming from a hand weapon, and does +3 points worth of Dam.

Skills:

The Skills gained by the Clerics of Kháine, reflect his aspect as the patron deity of Assassins — all Skills are useful in some aspect of assassination.

A Cleric of Kháine may gain two of these Skills at each level.

Ambidextrous, Concealment Rural, Concealment Urban, Disguise, Dodge Blow, Herb Lore, Immunity to Poison, Night Vision, Prepare Poisons, Quickdraw, Secret Language – Cult of Kháine, Secret Signs – Cult of Kháine, Seduction, Silent Move – Rural, Silent Move – Urban, Stealth, Strike to Injure,

Trials:

Trials of Kháine invariably deals with murder in some fashion. Either in the form of ritualistic murder of many victims which have to be abducted first, or being assigned a difficult target to assassinate, usually an enemy of the cult.

Blessings:

Blessings from Kháine can come in the form of a one-time success or bonus, to any weapon attack, prepare poison, or infiltration attempt.

Also the use of the Fists of Kháine Spell described above, the use of a Dark Spirit from Kháine's Realm, or knowledge about Magic, Necromantic Magic in particular.

Special Rule:

The devoted Followers of Kháine can freely summon the Dark Spirits from his Realm, either to assist them in their murderous schemes, or to gain information. The Follower must spill blood on the ground, expend a Magic Point, and make a Will Power Test to make the desired Spirit appear. Should this fail, it is left to the GM to decide if the Spirit simply fails to materialise, or whether it comes to take the unworthy back to the Realm of the Raving Dead.

LIADRIEL GOD OF SONG AND WINE.

Description:

Outside the Earth Mother, Liadriel is the major deity of the Wood Elves and the patron of music, poetry, dancing, and wine. Liadriel is androgynous, combining traits both male and female, and appears as an Elf of surpassing beauty with a slight smile. Liadriel always carries a lute and a wineskin.

Alignment:

Good.

Symbol:

Liadriel is symbolised by a lute and wineskin, cup, and vine leaves with grapes. Priests wear green hooded robes that are richly embroidered in gold thread. The embroidery represents a variety of symbols including vine leaves, musical instruments, fruit, and so on. Token is a gold lute with a purple amethyst gem embedded in the center. Cult tokens may also be wineskins, cups, vine leaves, and other musical instruments. Winecrafters wear forest colors in their clothing, which is embroidered with silver thread depicting grapes and vines.

Area of Worship:

Liadriel is worshipped throughout the Old World by Wood Elven musicians, troubadours, and the like. Many of the Wood Elves living outside their forest homes (i.e., in the world of Humans) tend to worship Liadriel, as do some of the Human Minstrels. Liadriel is sometimes identified by Humans with a number of minor Human deities.

Temples:

There are no shrines nor temple organization for the cult of Liadriel. Such things are foreign to the Elven mind. Instead, areas of natural bliss, such as peaceful meadows, waterfalls, or the shade of a mighty oak, serve as a place for peaceful contemplation.

Friends and Enemies:

Allied with other divine Wood Elf entity and hero cults. Respect and reverence for the Old Faith. Friendly to Halfling cults. Indifference towards Young Gods and other Human cults. Patronizing contempt for Dwarven cults. Enemies of Dark Children, Humanoid Demonic, and Chaos cults.

Holy Days:

Conventional holy days in the Human sense have no meaning to the cult of Liadriel. The deity is worshipped whenever Wood Elves sing or drink, which is quite frequently. Great feasts and wild

celebrations are held on the night of every new moon in honor of Liadriel (the largest of these take places on Hexenstag and Geheimnstag). It is debatable whether these constitute anything more than a feast in which Liadriel is honored as oppose to a holy day.

Cult Requirements:

The cult is open to all adult wood elves.

Strictures:

There are no strictures attached too the cult of Liadriel, since restrictions on behavior are foreign to Elven psychology. The GM should note however; that he/she is likely to be offended by behavior which is detrimental to the Elven race, such as the destruction of forests or the revealing of the location of Elven settlements to a Non-Elven.

Spell Use:

Clerical of Liadriel may use all Petty magic and Illusion spells.

Skills:

Clerics may gain one of the following at each level; Charm, Consume Alcohol, Dance, Hypnotize, Musicianship, Seduction and Sing. These must all be paid for with the usual EXP points.

Trials:

Liadriel does not normally set trials for his/her cultists. There are occasions, however, where Liadriel considered that the petitioning cleric did not perform in a manner that is consistent with his/her principles. In such cases, the cleric may need to undergo a period of time where Liadriel will scrutinize their performance.

Blessings:

Skills favoured are Charm, Consume Alcohol, Dance, Hypnotize, Musicianship, Seduction and Sing. There are no favoured tests but Liadriel may confer a blessing in the form of a Fellowship increase.

MANANN GOD OF THE SEA.

Description:

Lesser God; Young Gods pantheon; Son of Taal and Rhya; Manann is the god of the seas and oceans. Manann controls the tides and currents, and is as unpredictable and changeable as the sea itself. He is usually portrayed as a huge powerfully built man, wearing a spiked crown of black iron and dressed in barbarian clothes in the same way as his father Taal. Manann can also take the form of a whirlpool or waterspout, or of a huge sea monster (usually that of a Triton).

Alignment:

Neutral

Symbol:

Initiates, Priests, and Mariners identify themselves with following symbols: abstract wave design (which Manann shares with several lesser deities of water), five pointed crown, stylized albatross, leaping dolphins. Priests wear robes of dark greenish-blue (mostly in the southern Old World) or bluish-gray (northern Old World), sometimes trimmed with a wave pattern in blue or white. Token is a silver medallion of a stylized wave with a light blue crystal embedded in the center (3rd rank and higher have an aquamarine gemstone instead of the crystal). Cult token may also be of one of the other symbols. Mariners (Order of the Trident) wear a bluish-gray to a medium blue tunic under their mail shirt or leather jerkin and a deep blue-green sash. Further, Mariners identify themselves with the symbol of a trident (the symbol of the war aspect of Manann).

Area of Worship:

Manann is worshipped in coastal areas throughout the Old World, as well as in the large river ports in which sea-going ships can put in. He is worshipped chiefly by those who depend on the sea-- sailors, fishermen, and the like-- and it is customary for those about to make a sea voyage to make a small sacrifice to him in the hope of a good crossing. Manann is also worshipped by the Pirates of Sartosa and other

places, who see him as a ferocious and warlike deity, quick to attack those who trespass in his domain. Along the northern coasts of the Old World, a lesser aspect of Manann is worshipped as Stromfels, god of reefs and currents, by some wreckers and pirates. Along the large rivers (such as the lower Reik from Nuln), he is worshipped as Toranam, god of mighty rivers. There are some Sea Elves who worship him as Mathlann, god of storms, but they do not interact with his Human cultists.

Temples:

Nearly all of Manann's temples are situated in coastal towns, although a few are found in inland ports where seagoing vessels can put in-- such as Mousillon and Altdorf. Manann's temples tend to be semi-autonomous, although all are tributary to the one in Marienburg, the seat of the cult. The largest temple is located there and is a huge and well-appointed building, housing the immense wealth offered up by generations of merchants and seamen.

Temples to Manann vary widely in form and size. Normally they are spacious halls, capable of holding large congregations for services and celebrations, contain a large statue of Manann. Other details vary considerably, generally following the styles of architecture and decoration prevailing in the place in which they were built. Shrines to Manann equally diverse, and can vary from elaborate small buildings to simple statues on street corners or between warehouses.

Friends and Enemies:

Friendly with the cult of Taal, Rhya, and Ulric. Cordial respect towards the cults of the other Young Gods and the Earth Mother as none of them come into conflict with Manann's cult. Neutral towards the cults of the Elder Races. Enemies of Dark Children and Chaos.

Holy Days:

The major holy days of Manann's cult are the spring (Mitterfrühl) and fall (Mittherbst) equinoxes, marking the beginning and end, respectively, of the season for long voyages. Other festivals are at the turn of the spring and neap tides. In addition, a ship's captain may declare a day of observance for the crew before an exceptionally long voyage (to Cathay or Lustria, for example).

Cult Requirements:

Followers of Manann may come from any background. There are no requirements to join the religion.

Strictures:

Do not kill albatrosses nor dolphins as they are messengers of Manann and usually help those in need at sea. Always help unfortunates at sea, such as those shipwrecked or marooned. Never start a voyage on the thirteenth of each month or during Geheimnistag as to do so will bring misfortune to the ship or its crew.

Spell Use:

Clerics of Manann are able to use all Petty Magic spells and Elemental magic spells.

Skills:

In addition to skills normally available to Initiates and Clerics, priests of Manann gain swim at Initiate level. Clerics may choose from one of the following at each level. Boat building, fish, navigation and sailing.

Trials:

Trials set by Manann normally involve making long and/or hazardous journeys, such as crossing the Sea of Claws in winter. Trials may also be more martial in nature, including such activities as discovering coastal lairs of Chaos raiders and cultists and leading an expedition against them. All such trials are set at sea or along the coast.

Blessings:

Skills favoured by Manann include Astrology, Boat Building, Fish, Navigation, Orientation, Sail and Swim. There are no particularly favoured tests, although risk tests taken while at sea may receive a bonus.

MORNGRIM GOD OF WAR

Description:

Morngrim represents the ideals of dwarven conflict, and unlike the human god Ulric, he is no berserker. Morngrim is the stone and steel that stands strong against all enemies and fells them with decisive blows. He represents resilience and stubborn determination, along with the dwarven tactics and technology of war. He appears as a dwarf of average height but brutally broad, with flesh of stone and eyes of steel, clad in plate armour and wielding an axe and huge shield.

Alignment:

Neutral

Symbol:

The symbol of Morngrim is a clenched fist of stone. This design is worn as a carved pendant, by his clerics. They wear flint gray robes with crimson hoods. His symbol is engraved on and armour they wear.

Area of Worship:

Morngrim is worshipped by dwarves throughout the Old World, but primarily those in the ancient dwarfholds.

Temples:

Every Dwarfhold in the Old World has a temple dedicated to Morngrim. Most dwarven settlements have shrines.

Friends and Enemies:

The cult is on friendly terms with the dwarven pantheon. It has little to do with others but is closest to Myrmidia. The cult is very hostile to the natural enemies of dwarves and chaos dwarves.

Holy Days:

The holy days of Morngrim commemorate major battles.

Cult Requirements:

Initiates and clerics of Morngrim must have followed at least one military career (including sapper, artilleryist etc) and will continue to serve during their clerical career. Before progressing each level they must enter and complete another military career. Thus, a typical career path might be Tunnel Fighter-Initiate-Mercenary-Cleric 1-Merc Sgt.-Cleric 2-Merc Capt.-Cleric 3-Templar-Cleric 4.

Strictures:

All initiates and clerics of Morngrim must adhere by the following **Strictures**:

- Never surrender to the goblins or their kin
- Never give up in the face of adversity
- Never suffer a chaos dwarf to live
- Never compromise your honour

Spell Use:

Clerics of Morngrim may use any Petty or Battle Magic spells. They may also use the Elemental spell Assault of Stones.

Skills:

Initiates and clerics of Morngrim may select one of the following skills whenever they advance a level. The standard cost of 100xp must still be paid. The skills are: Disarm, Dodge Blow, SW (2-Handed, Flail, Thrown, Firearms, Polearm), Strike Mighty Blow, Strike to Injure, Strike to Stun

Trials:

Trials set by Morngrim are always of a military nature, and often involve the annihilation of chaos dwarves, and the retaking of a fallen Dwarfhold.

Blessings:

Skills favoured by Morngrim include those listed above. Favoured tests include Fear and Terror. A blessing might take the form of a Toughness or WS increase.

MÓRR GOD OF DEATH AND DREAMS

Description:

Son of Taal and Rhya; Half-Brother of Kháine; Husband of Verena; Father of Myrmidia and Shallya. Mórr is the god of death, protector of the deceased, and the ruler of the underworld. He is normally depicted as a tall person of aristocratic bearing, with a detached, slightly brooding aspect. All dead souls are protected by him, and he makes sure that they are guided safely to a small area of his Shadowrealm where the deceased is judged by Mórr. If the deceased was a faithful cultist to another Young God cult, then the spirit is escorted to the respective Shadowrealm of their cult. If the spirit did not faithfully follow his cult, then the spirit enters the larger portion of Mórr's Shadowrealm. He is also the god of dreams, since the Land of Dreams is close to the Shadowrealm, and is capable of weaving great and terrible dreams and illusions.

Alignment:

Neutral

Symbol:

The Raven and the Portal. Priests wear plain black hooded robes without symbols or adornment. Cult tokens are silver and usually represent raven wings over an open portal. Witch Hunters also wear black clothing and black armor. Their symbol is that of a raven in a posture of attack (wings out and head low).

Area of Worship:

Mórr is worshipped throughout the Old World, and is most popular in the south. He is not an everyday god, but is worshipped mainly by the bereaved, who offer up prayers and sacrifices in the hope that their departed will reach his kingdom, or those of the other Young Gods (depending upon the cult membership of the deceased) safely and prosper there. In Norsca, Mórr is known as Helenar, the overlord of Tötenheim, the realm where the spirits of deceased Norse who did not meet a warrior's death come to rest.

Few worship him in his aspect as the god of dreams, although those Illusionists who choose not to follow Ranald the Deceiver may take Mórr as their patron. He is also worshipped as Forsagh, god of prophecy, by some seers and fortunetellers. To the Elves, he is known as Sarriel, god of dreams. Yet to the Dwarves, he is Gazul, Lord of the Underearth.

Temples:

There is very little contact between the temples, but the High Priest of Luccini is recognized as the titular head of the cult. Every ten years a general convocation of the priesthood of Mórr is held at Luccini in Tilea, at which theological problems and matters of doctrine are debated and decided upon. These convocations are chaired by the highest ranked priests from the largest temples in the Old World: Luccini, Remas, Marienburg, Gisoreux, Nuln, and Magritta.

Temples to Mórr are always situated in or near places of burial, and are normally only used for funeral services. Temples are normally solidly-built, brooding structures, distinguished by a broad doorway with a heavy lintel-stone-- one of the symbols of the god. Despite the fact that they are not frequently used by the mass of the population, the doors to the temples of Mórr are always open, like the doors to his kingdom. The temples are bare inside; any furnishings and accouterments are provided by those using the temples. The largest of the Temples (and greatest of mausoleums) of Mórr is located in the Tilean city-state of Luccini.

Shrines to Mórr almost always take the form of a gateway, consisting of two plain pillars and a lintel; in some cases, one pillar is of marble and the other of basalt. Followers of Mórr do not usually maintain shrines to him in their homes, since his symbols are generally thought to invite bad luck when displayed outside the context of burial.

Friends and Enemies:

Cordial respect towards the cults of the other Young Gods and the Earth Mother. Neutral towards the cults of the Elder Races. Enemies with the cults of the Dark Children, Humanoid Demonic, and Chaos. Unbridled hostility towards Necromancers, who despoil the Shadowrealm with their enchantments, and especially the murderous cult of Kháine.

Holy Days:

There are no specific holy days to Mórr. He is only worshipped at funerals and on similar occasions.

Cult Requirements:

There are no entry requirements.

Strictures:

All followers of Mórr must abide by the following **Strictures**:

- Always oppose Necromancers and followers of Kháine whenever and wherever they encounter them.
- Never refuse to conduct a funeral service if requested to do so (Initiates and Priests only).
- Never enter or disturb a place of burial which has been properly dedicated to the protection of Mórr.
- Never bring Undead into existence unless specifically authorized to do so by Mórr (by means of an omen, a divination, or a dream).

Spell Use:

Priests of Mórr can use all Petty magic spells and Necromancy spells.

They need the permission of Mórr to bring undead into existence. They can also use the following Battle magic spells:

Aura of Resistance, Cure Light Injury, Enthuse, Immunity from Poison.

Aura of Protection, Hold Flight, Mental Duel, Rally, Steal Magical power, Zone of Sanctuary, Zone of Steadfastness.

Cause Instability, Cause Stupidity, Dispel Magic, Transfer Aura.

Aura of Invulnerability, Cure Severe Wounds, Drain Magic, Enchant Weapon, Strength of Mind, Zone of Magical Immunity.

The versions of the healing spells known work with the greatest effect against those caused by undead. (infected wounds, Tomb rot, etc.) in these circumstances the spell restores double the amount of wounds, otherwise they only restore half the number of wounds.

Rituals:

Rituals work in the same way as spells, except that they take longer to complete-their casting time is 10 minutes rather than 10 seconds or so that is required for the casting of battle magic spells. The ritual only takes effect from the time they are completed.

Deathsight (ritual)

Level: 1
 Magic Points: 3
 Range: touch
 Duration: Permanent
 Ingredients: Corpse or Skull

In the strict sense, this ritual is cast upon the body rather than using it as an ingredient. The ritual allows the caster to see a simple image of the last thing that the deceased saw, similar to a still photograph. The cult of Moor is often consulted in murder cases because of this ritual, though it can only work if the head of the deceased is intact, and only shows the last thing that person saw - it can not help identify a murderer who attacked from behind or in darkness.

Funeral Rite (ritual)

Level: 1
 Magic Points: 2
 Range: touch
 Duration: Permanent
 Ingredients: reusable symbol of Mórr and the name of the deceased.

This ritual is the central part of funeral services over most of the old world. The ritual may be cast on a single corpse, and renders the body completely inert for necromantic purposes. No part of the body may be used as a component for a spell of any kind, and the body itself may not be raised as an undead creature like a skeleton or Ghoul.

In addition, if the body has been dead for less than one hour the ritual also lays the spirit to rest, preventing its return as an ethereal undead creature unless it has already manifested itself as such. In this case, some other spell or ritual, such as Annihilate undead or Exorcise, might be needed to lay the spirit to rest.

Locate Corpse

Level: 1
 Magic Points: 1

Range: 15 yards

Duration: 10 minutes

Ingredients: scrap of shroud-cloth, personal possession of deceased.

This spell allows the caster to become aware of any dead body of Halfling size or larger within 15 yards of his or her position. It is not possible to move while maintaining this spell, and is widely used in the search of missing persons or murder investigations. The spell will not detect living, undead creatures or corpses that have been given a proper funeral, or which has been rendered magically inert by other means, such as Exorcism. Although the cult of Mórr has made great efforts to control the knowledge of this spell, Necromancers have been known to use it in their search for spell ingredients.

Dedicate Staff (ritual)

Level: 2

Magic Points: 8

Range: touch

Duration: Permanent

Ingredients: re usable symbol of Mórr

This ritual was developed in response to a serious dilemma which at one time faced all clerics of Mórr. Some of the more powerful spells against undead - including Annihilate Undead and the Battle magic Cause Instability - require a mutilation of corpses to obtain the necessary ingredients. A great deal of magical research went into the problem of casting anti-undead spells without requiring forbidden ingredients, and the following ritual is the result.

The ritual enchants the traditional raven topped staff, or any other 3D, portable symbol of more which is larger than a man's hand - so that it can be used in place of any and all ingredients in the casting of anti-undead spells and the conduct of rituals of Mórr. The symbol itself is re-usable and permanently enchanted, unless it is ritually defiled by some outlaw cult such as that of Kháine or its wielder incurs Mórr's anger in some way.

The symbol will be enchanted for one user only by means of this ritual - to any other person it will be a simple mundane object.

Exorcism (ritual)

Level: 2

Magic Points: 4

Range: up to 10 yards * 10 yards

Duration: instantaneous

Ingredients: re usable symbol of Mórr, and an infusion of graveroot.

Just as Funeral Rite renders mortal remains completely inert for magical purposes, so this spell neutralizes the area within which it is cast. During the ritual the place is sprinkled with an infusion of graveroot, and this severs the link between the area and the ethereal undead creature haunting it. These beings become subject to instability, even though they may be within the bound area. Note that the ritual does not prevent an ethereal undead creature becoming bound to this area later; it only affects those bound at the time of casting.

Invisibility to Undead

Level: 2

Magic Points: 3

Range: touch

Duration: 6 turns

Ingredients: re usable symbol of Mórr, and an infusion of graveroot.

By invoking Mórr's protection and sprinkling the recipient with graveroot, this spell makes the caster, or one other creature of the casters choice, undetectable to the senses of undead creatures. An undead creature must make a successful INT test or be unable to see or hear the person or creature upon which the spell is cast. Undead who are ordered to attack a creature they can not see must immediately make a stupidity test, even if they are not normally subject to stupidity.

Nameless Funeral (ritual)

Level: 2

Magic Points: 4

Range: touch

Duration: permanent

Ingredients: re usable symbol of Mórr

The nameless funeral is an emergency ritual, used in circumstances where the name of the deceased is unknown and the normal funeral rite cannot therefore take place. It renders the body inert so that no part of it can be used as a spell component and the body may not be raised as an undead creature. The nameless funeral cannot prevent the troubled spirit of the deceased from returning as an ethereal undead creature.

Purification Rite (ritual)

Level: 3
Magic Points: 12
Range: up to 40 yards by 40 yards
Duration: see below
Ingredients: re usable symbol of Mórr, and an infusion of graveroot.

This ritual purifies an area to dedicate it to the worship of Mórr. Any area so dedicated becomes innately hostile to undead and to the magic which creates and sustains them. The dedicated area (which is usually a chapel or graveyard) is marked out by the caster walking along the boundaries and sprinkling them with an infusion of graveroot as he pronounces the words of the ritual. When the ritual is complete, the marked area comes under Mórr's protection, gaining the following characteristics:

Any undead creature entering the area, or coming into being within the area must check instability every round it is within the area. This includes undead creatures which are bound to the area. Furthermore, instability tests in this area are made using a D4 instead of a D6.

Any character casting a summoning spell of any kind within the area must make a successful WP test or the spell is miscast and has no effect. The character still expends the magic points as if the spell had been successful.

The protection lasts until the area is somehow defiled. Every time one of the following things happens, there is a cumulative 1% chance that the protected area will be defiled:

An undead creature survives for one turn or more within the area without becoming unstable.

A Necromantic spell which creates, commands or strengthens any form of undead is successfully cast within the area.

A body lying within the area is disturbed.

A violent death takes place within the area.

The GM must consider the effects of a deliberate act of defilement, such as a service to Kháine, being carried out in the area. A general rule is that the more powerful the defilement, the more likely the protection will end.

Wrath of Mórr

Level: 3
Magic Points: 6
Range: caster
Duration: 4 turns
Ingredients: re usable symbol of Mórr, and a silver mask.

This spell allows the caster to assume the appearance of the God Moor-at least in the eyes of the undead. Undead creatures are not normally subject to fear or terror, but for the duration of this spell the casters appearance causes any undead creatures who sees it to make a successful CL test or flee from the caster's presence as quickly as possible by the most direct route.

Open Gates of Mórr

Level: 4
Magic Points: 12
Range: 10 yard radius
Duration: 4 rounds
Ingredients: re usable symbol of Mórr.

This spell opens the gates to Mórr's realm, through which undead creatures are sucked out of the world of the living. The caster's body seems to become a shadowy, growing to a square opening the fabric of reality, about 10 feet wide and high. A noiseless wind blows into this opening with the force of a hurricane, and all undead creatures within a 10 yard radius must make a successful WP test or be sucked into Mórr's realm and, as far as the living world is concerned, be totally destroyed. For each additional Magic Point the caster invests in this spell, the WP test of all undead is reduced by 5%.

The supernatural wind has no effect on living creatures, though it does kick up a lot of dust and flying debris, enough to make a 10 yard radius of the caster count as Difficult Ground, with missile fire at a -30% BS modifier, for the duration of the spell.

Skills:

Initiates receive Divining an addition to the normal skills available.

Clerics may choose one of the following at each level. Arcane Language – Necromantic magic, Identify Undead and Night Vision. Instead of one of these the Cleric can spend 100 EXP to gain a +10% modifier to all magic tests against illusion magic. This bonus can only be purchased once.

Trials:

Trials set by Mórr generally involve punishing those who trespass in the Shadowrealm. An individual may be sent to foil the workings of a Necromancer or destroy a nest of Undead. These trials will be fitted to the individual such that a Priest-Rank 1 will not be required to remove a Liche King on his own nor will a Priest-Rank 3 be asked to lay to rest a couple of skeletons.

Blessings:

A one-time bonus or automatic success on fear, terror, poison, disease and other tests made to counter the special attack forms of any Undead. Or perhaps, a one-time bonus or automatic success with identify undead, night vision, or sense magic skills. In very rare circumstances, Mórr may send a dream to an individual, giving advice or information, or may allow a dead friend or relative of an individual to appear to them in a dream.

MYRMIDIA GODDESS OF WAR

Description:

Daughter of Verena and Mórr; sister of Shallya; foster-mother of Jeanne du Lac. Myrmidia is the patron goddess of soldiers and strategists. In contrast to Ulric, who stands for strength of combat and the frenzy of battle, Myrmidia represents the art and science of war. She is commonly portrayed as a tall, well-proportioned, young woman equipped in the style of soldiers from the southern parts of the Old World. Myrmidia can also take the form of an eagle.

Alignment:

Neutral

Symbol:

The symbol of Myrmidia is a spear behind a shield, perched eagle with wings spread, and blazing sun. Priests wear white robes with red edging and blue cowls. Symbols of Myrmidia are usually seen over the left breast, but may be worn as a cloak clasp instead. Token is a silver spear behind a brass shield. Cult token may also be a sword with a sun emblem on the hilt.

Area of Worship:

Myrmidia is most popular in Tilea and Estalia. She is also popular in southern Bretonnia, even though her status of state cult in Bretonnia gave way to the cult of Jeanne du Lac hundreds of years before. Myrmidia has a limited following in the Border Princes, Marienburg, and the Empire (the latter of which already has two war deities in Ulric and Sigmar).

Temples:

In the days of the Remean Empire (circa -200 I.C. to 1000 I.C.), the main temple and seat of the cult was located in the Tilean city-state of Remas. Other grand temples were built throughout the lands of that Empire. With the decline of Remean power, the seat of the cult moved to the Estalian city of Magritta where the Temple of Myrmidia was enlarged to become the largest dedicated to the goddess. During the Crusades against the Arabian invaders, this temple was at the forefront of the battle to liberate the Estalian kingdoms.

All temples of Myrmidia are subordinate to the temple in Magritta where the Archecclesiastium (the governing council of the cult) is located. In addition, each temple is the diocesan seat of the cult of Myrmidia. Temples of Myrmidia are located in the citadels of most cities of any size throughout the Estalian kingdoms and the Tilean city-states. Some cities in southern Bretonnia and the Empire (Nuln and

Talabheim) also have temples to Myrmidia. Smaller temples and shrines can be found in areas where mercenaries from the southern Old World are employed.

Given the land where her worship is most popular, the architectural style of the Temples of Myrmidia usually follow that of the Estalia and Tilea. They are square or rectangular halls covered with elaborately domed and spiral roofs. Shallow reliefs of outsized weapons and shields seemingly hang on the exterior walls of the temple. Shrines often take the form of miniature temples with either statues of the goddess or free-standing sculptures of stacked weapons, shields, and armor.

Friends and Enemies:

Friendly with the cults of Verena, Mórr, Shallya, and Jeanne du Lac. Cordial respect for the cults of the other Young Gods, Earth Mother, and Elder Races. Limited tolerance for the cult of Sigmar since that cult is viewed as a more modern and reasonable version of the cult of Ulric, though no less arrogant. Antipathy with the cult of Ulric as the cult is seen as barbaric and uncaring for the well-being of followers where honor and victory on the field of battle is concerned. This antipathy seldom breaks out into open hostility. Rather, the followers of both these cults would prefer to out-do the other in the field of battle. Open hostility to the cult of Ranald. Enemies of Dark Children, Humanoid Demonic, and Chaos cults.

Holy Days:

Commonly, followers of Myrmidia make sacrifices at the beginning and end of military campaigns, as well as before and after a battle. Otherwise, there are no specific holy days sacred to the Myrmidia.

Cult Requirements:

Initiates and Clerics must have followed at least one military career and will continue to serve until they become initiates.

Strictures:

Always spare an enemy who has surrendered. To kill such an enemy is considered a craven and cowardly act, unbecoming a true warrior. Always follow orders given by a superior without question, unless such an order involves killing a surrendered foe.

Spell Use:

Clerics may use any Petty magic or Battle magic spell.

Skills:

Initiates and clerics can select one of the following skills per level. Disarm, Dodge Blow, any Specialist Weapon, Strike Mighty Blow, Strike To Injure, Strike To Stun.

Trials:

Trials set by Myrmidia are always of a martial nature. They may include defeating an enemy champion in single combat, holding down a vital flank with minimum troops, training and leading a group of peasants in their village's defense, or leading a small group through a siege to bring word of the plight of the besieged to relieving troops.

Blessings:

Favoured skills include those mentioned above. Favoured tests are Fear or Terror. And Also an increase in Weapon Skill.

RANALD GOD OF THIEVES AND TRICKSTERS

Description:

Ranald is the Trickster God, a patron of rogues and gamblers. He is generally portrayed as a Human male, a charming rogue who is an incomparable thief and con man. Ranald can also take the form of a crow, magpie, or black cat. He is a roguish trickster rather than being evil or malicious, and is ruled largely by his irrepressible sense of humor. It is said that his interest in larceny stems from his joy in the humiliation of pompous and self-important merchants, rather than from avarice. Ranald abhors violence of all kinds, and would never condone violent crime, murder, or torture. The perfect crime in his eyes is the crime which leaves no trace, and which is only discovered weeks or months later. This view of Ranald is exemplified by the manner in which he reached Godhood: tricking Shallya, the goddess of healing and mercy, into giving him the gift of immortality.

Ranald has four aspects: Ranald the Night Prowler, the patron of thieves and other rogues; Ranald the Deceiver, patron of tricksters, charlatans, and, by implication, Illusionists; Ranald the Gamester, the patron of gambling and luck; and Ranald the Protector, who protects his worshippers from official interference, oppression, and tyranny.

Alignment:

Neutral

Symbol:

For obvious reasons, symbols and other **trappings**: distinguishing the cult are either hidden or do not exist. Those representing the cult make the sign of the crossed index and second finger to identify each other. That hand sign is also used as a sort of silent prayer and is suppose to bring good luck. Some followers of Ranald may have a repeating "X" design worked into their clothes. This design will always be hidden in some other design and difficult to spot (test at I-20 to spot the design, followers of Ranald test without the negative modifier).

Many people (including Ranald worshippers) wear a medal pendant with an ornate "X" design as it is considered a good luck charm in the Old World. This pendant does not normally arouse suspicion except in areas where the worship of Ranald is suppressed and has assumed the proportions of a witch-hunt. In any event, these charms are seldom worn openly since it is believed that its effect is lessened if openly displayed.

Area of Worship:

Ranald is worshipped throughout the larger towns and cities of the Old World. His worshippers are generally rogues, gamblers, and the lower classes.

Temples:

As expected, Ranald has no formal temple organization. In fact, he has no temples at all, only shrines. Small shrines dedicated to Ranald the Night Prowler are located in a number of Thieves' Guilds. For Ranald the Protector, small public shrines are located in the lower-class areas of many cities, cared for either by the populace or by small loosely-organized "shrine clubs." These shrine clubs operate as both social and religious bodies and are generally located in a back street or some other out-of-the-way location. In large cities, there are no more than one of this shrine clubs in a given city ward or district. Those Illusionists who follow Ranald frequently maintain a small shrine in some private part of their homes. Small shrines to Ranald the Gamester are often found in gambling dens and gaming houses.

Friends and Enemies:

Friendly with the cult of Shallya, Rhya, the Pilgrim, and Liadriel. Wary of the other cults of the Young Gods as they represent the authorities who frequently proscribe the worship of Ranald. Indifference to the cults of the Earth Mother and the other cults of the Elder Races. Enemies of Dark Children, Humanoid Demonic, and Chaos cults.

Holy Days:

Ranald has no formal holy days. For his followers, any given day is as good as any other to engage in activities which please Ranald.

Cult Requirements:

Characters must have completed one rogue career before becoming Initiate

Strictures:

Informing to the authorities is considered the vilest of sins in the eyes of Ranald and, therefore, forbidden. The use of violence, such as mugging and murder, is prohibited by Ranald except in self-defense. Metal armor is prohibited as such are usually worn by those whom violence is the way of life.

Tithing is required of cult members to ensure that Ranald's needs are met. Cult members, Demagogues, and Initiates must pay a tithe of 10% of all income from thieving and gambling to Ranald's shrines, with a minimum of 10 Crowns per month. Priests pay a higher tithe commiserate to their rank. For each rank, a Priest pays an additional 5% and the minimum is increased by 5 Crowns per month. Moreover, all thefts and gambling sessions must result in a minimum of a 5 Crowns profit per rank. Failure to meet this requirement will require the Priest to undergo a trial.

Also the use of metal armour and any weapon larger than a dagger id prohibited.

Spell Use:

Clerics of Ranald may use the following petty magic spells, Marshlight, open, Remove Curse, Zone of Silence. Also all illusion spells are allowed.

Also the following two spells are only allowed to Clerics of Ranald.

Evade Magic Alarm.

Level: 1
Magic Points: 3
Range: 3 yards
Duration: see below
Ingredients: none

This spell can be cast on any open area which a Magic Alarm has been placed. It causes the Magic Alarm to become inactive for a number of game turns equal to the casters will power.

Night Vision

Level: 1
Magic Points: 2
Range: caster
Duration: D4 turns
Ingredients: Cats eyes

The caster gains the skill Night Vision –15 yards. However, there is some difficulty adjusting to normal vision after the spell has worn off. For 2D6 turns the caster suffers –15 to WS, BS and I and to all other stats or tests that rely on vision, owing to after images and spots before the eyes. The spell's duration may be extended at the cost of 2 Magic Points per D4 additional rounds.

Pick Magic Lock

Level: 1
Magic Points: 4
Range: 1 yards
Duration: see below
Ingredients: none

This spell can be cast on any lock or bolt upon which a Magic Lock spell has been cast. It causes the spell to become inactive for a number of game turns equal to the casters will power, during which the lock can be picked as normal.

Reveal Secrets

Level: 1
Magic Points: 4
Range: 5 yard radius
Duration: 2 rounds
Ingredients: Magnifying glass

This spell reveals the location of all secret doors and hidden compartments with in the casters line of sight, up to 5 yards away. They are outlined by a bright green light for 2 rounds. The spell does not reveal the location of hidden catches or other mechanisms to open them, nor the presence of any alarms or traps associated with them. Magically concealed spaces are also immune to this spell.

Sight

Level: 1
Magic Points: 3
Range: caster
Duration: 2D6 rounds
Ingredients: a lens carved from rock crystal

This spell allows the caster to see through walls, rocks and other obstacles, up to two yards in thickness, as if they where made of glass.

By making a successful INT test, the caster may focus their magical sight so that, for example, the inner workings of a lock are visible while the casing is transparent. This will allow a +30 bonus to any lock picking attempts. The spell's duration can be extended at the cos of 2 Magic Points per D6 additional rounds.

Stealth

Level: 1
Magic Points: 2

Range: caster
Duration: 4D6 rounds
Ingredients: Cat's hair

The caster gains the skills Silent Move (urban and rural) and Concealment (rural and urban) for 4D6 rounds. The spell's duration may be extended at a cost of 1 Magic Point per D6 additional rounds.

Return

Level: 2
Magic Points: 1 per turn
Range: touch
Duration: until item returns to caster
Ingredients: pigeon's feather

This spell may be used to enchant a single small item the size of a coin, a ring or similar. The item will magically return to the caster one hour after it was separated from him or her. Regardless of distance, or whether the object was stolen, sold or given away, it will always return to the caster unless the spell is deliberately negated.

While many followers use this spell to sell the same goods over and over again to a series of unwitting buyers, there have been several more imaginative uses. More than one captured thief broke out of prison when the spell returned his lock pick to him in his cell, an hour after it was confiscated.

Spider Walk

Level: 2
Magic Points: 3
Range: caster
Duration: D4 rounds
Ingredients: 4 spider's legs

This spell allows the caster to climb walls like a spider, regardless of how smooth or sheer the surface may be. Movement at up to normal rate is possible, and no climbing tests are necessary unless the caster is subject to an attack which might knock him or her off.

For the spell to be effective, the caster's bare hands and feet must be in direct contact with the surface; boots and gloves may not be worn. The spell's duration may be extended at the cost of 1 Magic Point per additional round.

Skills:

Followers of Ranald do not gain access to any special skills other than those already available to them as part of their cleric and rogue careers.

Trials:

The type of trial set for a follower of Ranald will vary according to the aspect of Ranald worshipped by that individual.

Trials set by Ranald the Night Prowler normally involve theft. An individual may be required to steal something famous and well guarded. Even to steal it and then put it back without being noticed. Another type of trial may involve breaking into the local station of the watch and leave some token there.

Trials set by Ranald the Protector involve causing problems for the authorities. Examples include setting up an incorruptible watch captain or kidnapping a city official and spiriting him into a cell in the local jail.

Trials set by Ranald the Deceiver will involve trickery, generally directed at a merchant or an official. It may not be necessary to gain any profit in the venture, the deception itself is the important thing. The deception should not be penetrated until the individual involved decides to reveal it. Should someone in authority be made to look foolish as a result of the deception, so much the better.

Trials set by Ranald the Gamester will always involve gambling or taking chances with the odds stacked against the individual. An example is taking on a rigged game in a gambling house and coming out ahead (especially if the game can be exposed without risk).

Blessings:

Skills favoured by Ranald include, Fleet Footed, Lightning Reflexes and Luck. Favoured tests are Bluff, Bribe, Gamble, Hide, Pick Lock, Pick Pocket and search.

RINGIL GOD OF SMITHS AND JESTERS

Description:

Ringil is the chief deity of the Gnomish pantheon. He is the protector of the communal burrow, and the embodiment of the Gnomish skills of smiting and jesting. He is usually depicted as an elderly male Gnome with an impish grin, his right hand wielding a hammer, and his left clutching either a bladder on a stick or a fishing rod.

Alignment:

Neutral

Symbol:

Ringil is usually depicted by a stylized version of a jester's head on a stick.

Area of Worship:

Ringil is worshipped by Gnomes throughout the old world, and has also been adopted by some Dwarves as Ruhk, God of Smiths.

Temples:

All Gnome burrows have a temple to Ringil; in most cases this takes the form of a huge cavern, preferably a natural one, illuminated only by a glowing light spell. The temple is also used for clan meetings.

Friends and Enemies:

The cult of Ringil maintains friendly relations with the Dwarven pantheons, and has cordial, if infrequent, contact with that of the Halfling deity, Esmeralda. It has very little to do with the Gods of Elves or Humans and is openly hostile to the enemies of Gnome and Dwarven races.

Holy Days:

Lesser festivals to Ringil are held on the first day of each month. And major festivals, usually known as "fool's days" take place every three months.

Cult Requirements:

Any adult Gnome can become a member of the cult.

Strictures:

All Initiates and clerics must abide by the following:
Never tolerate any insulting behavior toward a Gnome.
10% of all income must be paid over to the cult.
The products of a Gnome smith are sacred and must not be abused.
No informing on a brother or sister Gnome.

Spell Use:

Clerics can use any Petty Magic and Illusion spells.

Skills:

In addition to the normal skills available to a cleric or initiate, followers of Ringil must spend the necessary experience to get one of the following per level: Evaluate, Haggle, Set Trap and Spot Trap.

Trials:

A trial set by Ringil usually involves a daring and/or dangerous practical joke, or possibly the manufacture of a special item, the cost of which will be proportional to the severity of the crime for which the trial has been set.

Blessings:

Skills favoured by Ringil are Stoneworking, Engineering, Jest, Smiting. Favoured skills are, Bluff, Construct, Estimate and Pick Pocket.

SHALLYA GODDESS OF HEALING AND MERCY

Description:

Shallya the Goddess of Healing, Mercy, and Compassion. Depicted in her Healer aspect as a young maiden with a healing touch and eyes brimming with tears as she takes on the pains and sufferings of her the Weak and Friendless. Also known in her lesser aspect of the Blessed Martyr, a mortally wounded girl who has interposed herself between the warrior's spear and the defenseless mother and family

Shallya is the deity most concerned for the suffering of mortals. Through her healing skills, her intercession for the poor and powerless, and her opposition to warfare she tries to protect her flock from earthly perils. Through her example as loving and compassionate friend and companion, she hopes to guide man toward a more positive conception of life than the millennia of poverty, tyranny, persecution, and warfare of the Old World's history.

Alignment:

Good

Symbol:

Shallya clergy identify themselves with the white dove, spread-winged in flight, sheltered in cupped hands, or marked with a splash of red blood on the breast, also by a stylized white heart with a drop of red blood, or by a maiden's face brimming with tears -- the "tears of Shallya." Laymen may identify themselves with these symbols displayed upon garments, ornaments, or walking staffs. Initiates and Priests wear modest white wool or linen hooded robes or tunic and trousers with the dove or heart motif on the left breast. They also may bear a staff featuring the dove or heart motif, and usually carry the distinctive Shallya shoulder satchel with healing herbs and medical supplies

Area of Worship:

prominently worshipped throughout the Old World; particularly popular with urban poor.

Temples:

Practically every city, town, or village in the Old World has one or more Shallya temples or shrines. Initiates are trained in doctrine and the healing arts in cult schools in the larger cities and towns, then assigned to serve at a given temple or shrine. Shallya's is the most numerous clergy in the Old World, and the bureaucratic hierarchy is large and complex, but because Shallya is a poor cult, her clergy tend to be more idealistic, sincere, and naive than the all-too-worldly clergy of powerful cults like Sigmar, Verena, and Manann. St. Genevieve's Infirmary in Couronne is the administrative center of Shallya's cult; its temple is built over the miraculous healing springs there. Couronne's High Council of Shallya is the supreme authority of the cult, advised from time to time by the Congress of Healers, a deliberative body composed of Shallya clerical representatives from all over the Old World, which convenes at irregular intervals at the pleasure of the High Council.

Temples are built around a central courtyard, with a temple hall on one side and residences, administrative offices, and infirmaries arranged around the other three sides. Shrines are modest wood or stone shelters, designed to protect worshippers and travelers from the elements, with a sacristy and small altar for worship; similarly modest structures nearby serve as quarters for the shrine's attendants and as infirmaries at need.

Friends and Enemies:

Cordially allied with Young Gods cults, though fundamental doctrinal conflicts place Ulric and Myrmidia at odds with Shallya -- Ulric and Myrmidia are diplomatically polite since they rely on Shallya's healing for battle-wounded, but Shallya curses their brutal, destructive arts. Shallya priests have been known to deny healing to agents of "unjust wars," with fierce disputes with Ulric and Myrmidia over concepts of unjust war. Tolerant but critical of Ranald cult. Respectful of the Old Faith and Elder Race cults. Enemies of Dark Children and Chaos.

Holy Days:

There are no holy days, although it is customary for Old Worlders to make sacrifices to Shallya on the day of their birth.

Cult Requirements:

No person who has taken a Human life, even accidentally may become an initiate of Shallya.

Strictures:

Initiates, Priests, Templars, and Demagogues of Shallya must swear to the following **Strictures**:

You shall not kill.

You shall aid the weak, the infirm, the friendless, the poor with whatever resources you have to hand. You shall not deny your aid to one genuinely in need and earnestly invoking my name and protection.

You shall show mercy and compassion to your friends and enemies alike, though you shall not, through mercy and compassion, by action or inaction, allow others to come to harm.

You shall teach by thought, word, and deed that man need neither rob, nor abuse, nor slay his fellow man to find peace, love, and satisfaction on this earth.

Spell Use:

Clerics of Shallya may Use the following spells: Cure Light Wounds, Cure Severe wounds and all Aura spells. They may also use the following specialist spells.

Cure Poison

Spell Level: 1
Magic Points: 4
Range: touch
Duration: Permanent
Ingredients: none

This spell may be cast on any one character with a simple touch. This spell takes effect immediately, negating the effects of one DOSE of any poison. (see page 81)

Treat Illness

Spell Level: 2
Magic Points: 4
Range: touch
Duration: Permanent
Ingredients: none

This spell may be cast upon any one character by a simple touch. If it is successful the recipient makes a disease test (Toughness) with a bonus equal to the casters will power. If this test is successful the disease breaks and recovery time starts immediately (see page 82)

Cure insanity

Spell Level: 3
Magic Points: 6
Range: touch
Duration: Permanent
Ingredients: none

This spell may be cast upon one character by a simple touch. The recipient must make a magic (WP) test. If this is successful the spell has no effect. If it fails then the spell takes effect and the recipient makes a cool test with a bonus equal to the casters will power. If this test is successful then one disorder is removed immediately. (see page 82)

Heal Injury

Spell Level: 3
Magic Points: 8
Range: touch
Duration: Permanent
Ingredients: none

This spell may be cast upon one character by a simple touch. The recipient makes a Toughness test with a bonus equal to the casters willpower. If successful one body location that has been incapacitated as a result of a critical hit is restored to full health. Note that this will not replace severed limbs.

Skills:

Followers of Shallya Automatically gain Cure Disease at initiate stage. Clerics may choose one of the following at each level. Heal Wounds, Herb Lore, Immunity to Disease and Surgery. These must be paid for in the usual way.

Trials:

Trials typically involve protection of the poor and needy from disease or hardship, like being sent to tend victims of the Black Plague or to minister to diseased fugitive Chaos mutants.

Blessings:

Shallya favours the skills listed above as well as the Disease and Poison tests.

SIGMAR HELDENHAMMER PATRON OF THE EMPIRE**Description:**

Sigmar is the deified, legendary founder of The Empire. As befits the epic stature of this great warrior-statesman, Sigmar is worshipped both for his martial prowess and for his role as the Father of the Empire - a symbol of national destiny and unity of purpose among the various conflicting power groups of the Empire. Statues and paintings depict him as a muscular, bearded giant of a man with long blond hair bearing a massive two-handed Dwarven warhammer and seated on a simple throne with piles of Goblin heads at his feet.

Sigmar represents both the heroic exemplar and the common man. Admired for personal courage and strength in arms as well as military generalship; Sigmar is also a unifying leader and founder of a nation out of disparate, hostile tribes.

Alignment:

Neutral

Symbol:

the great dwarven Warhammer "Heldenhammer"; the "eight-sided circle" or octagon composed of two superimposed squares with joined points, signifying the eight tribes united under Sigmar; the twin-tailed comet that appeared at his birth and is prophesied to appear once again heralding his return.

Area of Worship:

Sigmar is the state cult of the Empire by Imperial decree; only in the City State of Middenheim, the seat of the chief temple of Ulric, are his temples outnumbered by those of other cults. Worship elsewhere is confined to Imperial emigrants and exiles; some expatriate Imperial citizens and Rootless Dwarves (dwarves living among humans) may worship Sigmar as an associate cult.

Temples:

The central worship chamber is usually octagonal with a dome or cupola, and decorated with artwork depicting Sigmar's birth under the twin-tailed comet, heroic deeds, founding of the Empire, beneficent reign, and foretold return under the twin-tailed comet. The main altar is oriented toward Karaz-a-Karak, the Dwarven citadel Sigmar sought in his final mortal journey. There are no seats in the central chamber -- standing room only. Administrative and residential wings either radiate from the central chamber or form an outer wall around a central court featuring the central chamber. Furnishings and ornaments are always modest, avoiding the ostentatious display of wealth associated with many other Young Gods cults.

Friends and Enemies:

Officially allied with cults of the Young Gods pantheon, but independent verging on arrogant in posture toward other Young God cults. Most cordial relations with Verena and Manann. Diplomatic but implicitly hostile to the Ulric cult, particularly toward the minority Sigmorian heretic faction. Friendly with Grommo the Wanderer cult. Enemies of Dark Children and Chaos.

The Sigmorian Heresy: A minor heresy of the Ulric cult holds that Sigmar is not divine, but merely a legendary hero with great -- perhaps Demonic -- spiritual powers, and that worship of Sigmar is at best grave error, at worst a form of Daemon worship. This heresy is outlawed within the Ulric cult, but a significant minority, some reputedly of high cult status, conspire to promote this heresy.

Holy Days:

Sigmarzeit 18, the first day of summer and date both of Sigmar's crowning and abdication when, as is described in the Geistbuch, the cult's most sacred literary work, "he forsook the world of mortals to augment the realm of the gods," is preceded by fasting, followed by great feasting and merrymaking. In Altdorf a great procession is led around the city walls preceded by the Grand Theogonist himself.

Cult Requirements:

The only requirement of an initiate is that he be of Good or Neutral Alignment, devoid of Goblinoid blood and free of any Chaos mutations.

Strictures:

Initiates, Priests of Sigmar must swear to honor the following **Strictures**:

Obey the commands of priests of higher rank.

Show special favor to an honorable dwarf's request for aid.

Work to promote the unity and integrity of the empire -- even at the cost of individual liberty.

Show true and loyal allegiance to His imperial majesty the Emperor.

Search out and exterminate humanoids and servants of Chaos.

Spell Use:

Clerics have access to Battle magic only. And unlike other Deities- they acquire the spells from a superior.

Only the Grand Theogonist can assume to trouble the Deity with such trivial matters. When a Cleric requires a new spell they must go through the usual rituals but must also petition a superior to pass it on to them. If there are no clerics available or he does not know it then it can not be learned. Also note that the NPC cleric can refuse to pass it on if there is just cause to do so.

The following spell is unique to Sigmar and can be acquired at any time after first level.

Pool Power

Spell Level: 1

Magic Points: 1 per Cleric per turn

Range: 1 group

Duration: 1+ turns

Ingredients: Chain of pure copper, long enough to link all participants.

This spell may be cast by a group of 3 or more Clerics, who each spend 1 magic point for each turn that the spell will be in effect. When cast the total current magic points of all the participating clerics are then pooled and may be drawn upon by one member of the group who acts as the focus of the spell's power.

The focus must remain within 4 yards of the group, but is otherwise free to move, fight, cast spells and so on. The other clerics may do nothing while the spell lasts. Also all spells cast by the focus are treated to be cast at level equal a sum of all the levels of the participants up to a total of level 4. The focus can not cast spells that he or she has not learned.

Special abilities:

On attaining Level 1 a cleric may be trained in the use of the hammer of Sigmar. the training is acquired in the same way as a skill (100 EXP) this ability can only be used with a warhammer of some kind; it allows the cleric to attack once with an effective S of 10 and may be used as many times a day as the cleric has levels.

Sub-Cults and Honorary Orders: Priests of Sigmar belong to one of three orders, which determines their responsibilities within the cult. PC priests should normally belong to the Order of the Silver Hammer, whose members travel throughout the Empire, promoting the cult, rooting out heresy and malefactors, and bringing honor and glory to the cult.

The Order of the Torch, from whose ranks are drawn the administrators of the cult's temples and the priests who actually officiate at religious ceremonies. The majority of Sigmar clerics belong to this order, and other orders are subject to its authority. Its members are assigned to provincial temples, with Initiates or educated laymen acting as village priests, while town temples usually have a cleric of Rank 1 or higher.

The Order of the Anvil is a monastic order whose members live out their lives in isolation from the rest of society, dedicating themselves to meditation and prayer. It is their function to study and interpret the word of Sigmar, which forms the basis of Imperial law. Members may be found in law schools; advanced ranks provide legal advisors for the Grand Theogonist and the Emperor. (Note: the Order of the Anvil is concerned only with the letter of the law, leaving the cult of Verena to trouble over such vague notions as "justice" and "compassion".)

Skills:

The skills available are dependent on which Order a Cleric belongs to.

At each level a Cleric may acquire one of the following

Hammer: Disarm, Dodge, Specialist Weapon – Flail, Strike Might Blow.

Torch: Cure Disease, Etiquette, Heraldry, Law.

Anvil: Astronomy, Demon Lore, History, Surgery.

Trials:

Trials typically involve the protection of the Empire and its citizens from internal and external threats, such as locating and destroying marauding goblins or beastman hordes, giving assistance to Dwarves in the

construction and maintenance of roadside shrines, investigating the actions of secret Chaos cults, and so on.

Blessings:

Skills favoured include Charm, Excellent Vision, Hypnotize, Lightning Reflexes, Very Resilient, Very Strong and Wrestle. Favoured tests are Fear, Interrogate, Reaction, Strength and Terror.

SOLKAN GOD OF VENGEANCE AND RETRIBUTION

Description:

Solkan is the brother of Alluminas (god of heavenly illumination) and brother/consort of Arianka (goddess of law and discipline) and is the angry god of vengeance and retribution. He is most often depicted as a tall, intense man on the edge of fury. Solkan is usually attired either in shiny armor or in black clothing with a wide brim black hat. In either appearance, Solkan is always armed with his flaming sword of vengeance, Flammendrung. The cult believes that Solkan was the foremost of the Law Gods who allied themselves with the forces opposing the Chaos powers. The alliance was more one of convenience than of convergent beliefs. It was the Law Gods who advocated total war with the goal of eradication of Chaos, even at the risk of destroying everything. When the war ended in stalemate, the Law Gods broke from the alliance. In conjunction with Arianka, Solkan became the most unrelenting foe of Chaos. Sometime later, the complex machinations of Tzeentch, the Changer of the Ways, resulted in the capture and imprisonment of Arianka.

Deprived of his sister/consort (and receiving no help from his esoteric Brother Alluminas), Solkan intensified (if such was possible) his campaign against Chaos while searching for Arianka. Solkan also became the patron of law and discipline at the time of Arianka's imprisonment.

Some scholars of divine matters believe the Law Gods to be another manifestation of Chaos and point out that worship of the Law Gods did not commence in any form until sometime after the coming of Chaos. Others say that the Gods of Law pursued the Chaos powers into the world to continue their ages old war. Whatever the truth, all scholars of divine matters agree it is safest not to discuss these matters within earshot of any Gods of Law cultists.

Alignment:

Law

Symbol:

Solkan's symbol is the flame. Priests wear black hooded robes Trimmed with the colors of fire (reds, oranges, and yellows) and wear amulets of blackened iron with a fire opal embedded into its center (representing the cleansing flame).

Area of Worship:

Solkan is worshipped throughout the Old World. In the past, Solkan was the principle deity of the now-extinct, militant Hellene city-state of Spartius. Solkan also enjoyed some popularity (which varied with each Emperor) within the Remean Empire. Currently, the followers of Solkan are few compared to other Old World cults (though more numerous than Alluminas).

Temples:

Once there were great temples dedicated to Solkan. The two largest were located in Spartius (ruins of which are buried beneath the soil in the land of Border Princes) and the Tilean city-state of Remas. These temples were solidly built structures with outer columns surrounding the exterior walls. The columns and walls were austere in design, lacking ornamentation of any sort. The interior of the temples were unfurnished except for an altar and podium upon which stood the Solkan "Book of Laws" (lost in some past disaster). What remains of the temple in Remas is largely ruins with only a small portion still in use. Here, amid uncaring masses (to whom the Chaos threat serves only to frighten wayward children), remains the center of the cult and its hierarchy.

The temples' decline can be traced to increasing intolerance, fear, and distrust of Old Worlders towards the narrow perceptions and rigidness of the Solkanites. In accord with this decline was the rise of the Solkan shrines where cultists meet in small, highly cohesive groups. These shrines are generally located adjacent to homes of a priest, near courtrooms, or housed at a location purchased by cultists.

Outwardly, these shrines can not be distinguished from the surrounding buildings. The interiors, however, resemble the old temple interiors with only an altar and podium as furnishings.

Friends and Enemies:

As the cults of Sigmar and Ulric are seen as the forefront of the weak struggle against Chaos, the cult of Solkan affords them minimal respect, while being somewhat contemptible of the other Old World cults.

Also, they are openly hostile towards the cult of Ranald for their flaunting of authority.

Moreover, the cult of Solkan has a barely concealed disdain for cults of the Elder Races (they failed miserably in the first battles to eradicate Chaos).

Further, the cult is the sworn enemies of- and possess unbridled hatred toward—all Chaos cults (the four powers and the Horned Rat), including the renegade powers (e.g., Malal, Zuvassin).

Holy Days:

There are no specific holy days dedicated to Solkan as the threat of Chaos is unrelenting and cultists must be ever vigilant.

Cult Requirements:

Any who petition to join the cult must be free of Chaos taint and approved by a Cleric

Strictures:

Followers of Solkan must abide by the following:

- Always oppose and, if possible, exterminate Chaos and its minions whenever and wherever they are encountered.
- Never allow those who are soft and blind to the Chaos threat dissuade one from the primary task.
- Never allow others' opinions of oneself or Solkan to deter from the primary duty.
- Always hold inviolate the letter of the law (unless that law is counter to the above principles). The so-called "spirit of the law" concept is employed by those too weak to discipline law-breakers.
- Always oppose foolish "laws" which make a mockery of the natural order.

Examples include edicts which would protect servants of Chaos (mutants, cultists, etc.) and those that grant the lowly classes (thieves, beggars, peasants) the same rights as those of higher breeding (aristocracy).

- Never allow a wrong to go unanswered.

Spell Use:

Clerics of Solkan may use all Petty Magic, Battle Magic, and fire-based Elemental Magic spells. In addition, clerics of Solkan may have access to the Demonic spells Dispel Lesser Daemons (Level 1), Zone of Demonic Protection (Level 1), Zone of Demonic Nullification (Level 2), Dispel Demonic Horde (Level 3), and Dispel Greater Daemon (Level 4).

Moreover, the following spells may be used by clerics of Solkan:

Sword of Cleansing Flame

Spell Level: 3
Magic Points: 15
Range: Touch
Duration: 1d6+3 rounds
Ingredients: None

This spell grants the cleric the ability to cause one touched sword to become a magical flaming weapon for the duration of the spell. In addition this spell grants the wielder of the sword of cleansing flame a temporary increase of +10 to WS and +1 to Strength.

Inflammable creatures receive 1d6+2 wounds at the strength of the wielder while flammable creatures receive 2d6+4 wounds at the strength of the wielder.

Flammable objects struck by the sword of cleansing flame will be set aflame.

The sword of cleansing flame has great power against Daemons and Chaotic beings, causing 3d6+6 wounds at the strength of the wielder. Also, Demons hit by the sword of the cleansing flame must make an Instability test immediately, even those who are protected by the Demonic Magic spell Stop Demonic Instability (Level 2).

Intervention

Spell Level: 4
Magic Points: 25
Range: 100 yards

Duration: 1d3 hours

Ingredients: None

The spell grants the cleric an appeal to his patron to possess a cultist (or invoking Priest) during an extremely dire situation (e.g., being surrounded by a Chaos warband led by a Greater Daemon). The possessed cultist assumes the profile and abilities of a Greater Daemon. In addition, the effected cultist grows in height to that of a Greater Daemon and may cause fear in creatures of less than 10 feet in height. Note: the possessed cultist will always follow the dictates of their patron deity.

There is a high degree of risk to the possessed cultist, however, in that the driving force of Solkan's burning passions may consume the cultist. The effected cultist must test vs. Toughness x 10, adding a +10 modifier. Success means that the cultist will be exhausted and unable to perform strenuous activities for the following 1d3 hours. If failed by 20 or less points, the cultist suffers 1d6 wounds at strength 5 from burns inflicted by the possession. If failed by over 20 points, the cultist suffers 2d6 wounds at strength 10.

Skills:

In addition to normal skills available to Initiates and Clerics, followers of Solkan may acquire one of the following skills at each level: Dodge Blow, Follow Trail, Immunity to Disease, Law, Orientation, Set Traps, Shadowing, Silent Move- Urban, Sixth Sense, Spot Traps, Strike Mighty Blow, Strike to Injure, Strike to Stun, Torture. As always, skills gained must be paid for by Experience Points.

Trials:

Trials set by Solkan generally involve confronting and defeating Chaos encroachments. Examples include destroying Chaos shrines, clearing an area of marauding bands of Chaos creatures, and exposing (at great personal risk, naturally) Chaos infiltration at high levels of society.

Blessings:

Skills favored by Solkan tend to be martial in nature (such as Dodge Blow, Strike to Stun, etc.) or those used in pursuing quarry (e.g., Follow Trail, Shadowing. Tests favored by Solkan are fear, terror, poison, disease, and other tests made to counter the special attack forms of any servant or creature of Chaos. Other blessings might include a temporary increase to Weapon Skill, Will Power, or Cool.

TAAL GOD OF NATURE AND WILD PLACES

Description:

Taal is the god of the wilderness and the storm. His power controls the wind and the rain and drives waterfalls and rapids, avalanches and landslides. Also, Taal is the Master of the Wild Hunt, as well as the lord of beasts, the forests, and the mountains. All of the wild places of the Old World are under his control and all who venture into his realm are expected to show him proper respect. To do otherwise, may incur his displeasure at the least, wrath at the extreme. Taal is normally depicted as a powerfully-built man with long, wild hair, dressed in animal skins and wearing the skull of a great stag as a helmet. Taal may even take the form of a giant stag, great bison, or bear.

There is a great controversy between Wood Elves and Humans as to the nature of Taal. To the Elves, Taal is only a composite of the Wood Elf spirits such as Torothal, mistress of rains and rivers, and Karnos, lord of beasts. The Human perspective holds that the Wood Elven spirits, as well as Karog, god of rivers, are merely aspects of Taal. Even more controversial is the view of the Druids who refer to Taal as the Antlered God, consort of the Earth Mother. To them, the Antlered God is limited to the fertility rites associated with the Beltane (spring equinox).

Alignment:

Neutral

Symbol:

Taal's symbol in his aspect of Lord of Beasts is a stag skull or stylized human head with antlers (representing Taal's aspect as lord of the beasts), or stone axe (for his aspect as weather god) with which Taal is said to use to cause thunder, lightning, and avalanches. Priests wear robes of gray, dark brown, and drab green decorated with one or more of his symbols. Token is a wooden medallion with either golden antlers or silver stone axe device. Cult token may also be of other natural symbols: trees, mountain peaks, etc. Scouts (Society of the Bear) identify themselves with the symbol of a bear, bear's paw, or necklace of

bear teeth. They tend to wear hooded cloaks and clothing befitting those living with nature, usually colored with browns and greens.

Area of Worship:

Taal is worshipped throughout the wilds of the Old World, especially in the north and east (notably Bretonnia, the Empire, Norsca, and Kislev). Most of Taal's followers are the hunters, trappers, and others who depend on the natural world. In some quarters, the worship of Taal is intermingled with that of Rhya, goddess of fertility. There are even some Elementalists who worship Taal, usually those whose beliefs are centered upon living harmony with nature, rather than manipulating it through sorcerous magic.

Temples:

The vast majority of the temples to Taal are in, or on the edges of, the wilderness. As there is no recognized center of worship, each temple is usually self-reliant and generally does not have much contact with any other.

Temples to Taal are generally circular and built of rough, un-mortared stone with conical roofs. The oldest temples, which are found in the northern Empire (the largest of which is located outside of Wolfenburg in Ostland), have timber-framed roofs covered with thatch or turf. Containing only a circular, central hearth, temples of Taal are empty. There are no statues, altars, seats, nor any other furnishings. The hearth is built up from the floor in two or three rows of stone walling and usually faced with bison or bear skulls.

Shrines of Taal take several forms from miniature temples to sacred grooves like those utilized by the cult of the Earth Mother. Grooves of Taal are marked by a skull of a stag, bison, or bear hung on the oldest (and largest) tree. Mountain shrines take the form of a cairn topped by the skull of a stag, bison, or bear. As a sign of respect, it is customary for all passers-by to add a stone to the cairn.

Friends and Enemies:

Friendly with the cults of Rhya, Ulric, and Manann. Friendly, but wary, to the cult of Earth Mother. Neutral towards the other cults of the Young Gods. Tolerance to the cults of the Elder Races, except those of the Wood Elves which border on antipathy. Enemies of the Dark Children, Humanoid Demonic, and Chaos cults.

Holy Days:

The principal holy day dedicated to Taal is the spring equinox, which marks the awakening of nature after its winter slumber. Minor festivals and observances occur during the summer and winter solstices, and the autumn equinox.

Cult Requirements:

Followers of Taal may come from any non-urban background. He is particularly popular with rangers.

Strictures:

Never harm any animal except in self-defense, for food, for need, or sacrifice. Obey the laws of nature and only take as food the weak and sick, never the fit or strong. Protect the natural world from destruction at the hands of those who would despoil the wilderness. Give back to nature an equal measure of what one receives from it. Always respect the animals of the wild, regardless of whether they are prey or predator.

All Initiates and Priests must ritually hunt and capture an animal for sacrifice to Taal. The sacrifice must be performed once per month during the dark of the moon. In addition, all Priests must spend seven days and seven nights each year living alone in the wilderness such as a forest or mountain. They must begin their vigil on the winter solstice, communing with nature throughout and subsiding on whatever they catch. Further, all Initiates and Priests are prohibited from wearing metal armor, but they may use shields and any type of weapon except firearms and explosives.

Spell Use:

Clerics of Taal can use all Petty magic and Elemental spells as well as the following:

Wind Blast	Battle Level 1
Lightning Bolt	Battle Level 2
Mystic Mist	Battle Level 2
Illusion of Woods	Illusion Level 2

Skills:

Initiates receive Charm Animal in addition to the normal skills. Clerics can spend 100 EXP for one roll on the Ranger Skill Chart during Initiate and every level of Cleric. If they already have the skill they can re-roll.

Trials:

Trials set by Taal normally deal with the natural environment and elements, and challenge cultists to survive in harmony with them. Cultists may be required to spend a number of days and nights in a forest or mountainous area. Some may be commanded to hunt a powerful animal, such as a bear or bison, using only that which is provided by nature. Other trials may demand clearing an area of despoiling Goblins or other monsters using skills in stealth, woodcraft, setting traps, etc.

Blessings:

Blessings include Acute Hearing, Charm Animal, Concealment Rural, Dowsing, Excellent Vision, Fish, Follow Trail, Game Hunting, Herb Lore, Set Trap, Silent Move Rural, Spot Trap and Swim. Favoured tests are Hide, Listen, Observe and Sneak. A Blessing is most likely to take the form of a skill or enhancement to a skill already in possession of the character.

THE HORNED RAT

Description:

The Horned Rat is the feared deity of the Skaven. The mighty Chaos god gnaws at the fabric of the universe. The Horned Rat stands for spreading diseases and his followers are also known for looking for new ways to intrigue and lying. He is often portrayed as very tall Ratman or oversized rat.

Alignment:

Chaotic.

Symbol:

The symbol of the Horned One is a triangle with one edge pointing down and every two of its side lines overlapping each other. This symbol is often painted upon shields and armour of Grey Seers and Skaven Warriors. The Horned Rat's associated number is thirteen.

Area of Worship:

The Horned Rat is worshipped by all Skaven, although his worship is not restricted solely to the Ratmen - many Humans also offer it prayers and sacrifice. These Human followers can be found throughout the Empire's cities, where they serve as spies for the Skaven and also as suppliers of sacrificial victims. Many of these worshippers hope to be spared the doom that will befall their fellows. The organization of these cults varies greatly. Some are headed by Skaven who lead bizarre rituals in catacombs deep beneath the towns and cities, while others are led by Humans who meet occasionally with the Skaven to receive instructions on how they can best serve the Horned One. Cultists in prominent positions do their utmost to hinder the improvement of urban areas and attempt to close down or reduce any operations involved with the maintenance of sewers or other public works.

Temples:

The chief temple to the Horned Rat is in the Skaven city of Skavenblight. This ancient temple has been built on foot of a cloud-breaking tower, which had once been built by Dwarfs and Humans. At the moment, there does no other temple of this Chaos god exist, but there are several shrines dedicated to him in various Skaven strongholds, lairs and even hidden in the sewer systems below some of the Empire's cities.

Friends and Enemies:

All civilized races like Humans, Dwarfs or Elves are natural enemies in the eyes of the Horned Rat's followers. Of course, the Spreader of Decay seeks to let Skaven gain control over other races and for this reason, he allows his followers to arrange temporary pacts with traitors or other fools of these races. Alliances entered into just to spread misinformation, distrust and corruption. Even towards other Chaos gods the cult of the Horned Rat is hostile, but there are indications about a certain sympathy towards followers of Nurgle who aren't in the way.

Holy Days:

There is only one holy day for the cult of the Horned Rat, the day of the Horned One's Incarnation during Vermintide.

Cult Requirements:

Non-Skaven followers must have finished at least one military or sorcerous career to be accepted by other cult members (and not to end up as sacrificial giving to the Spreader of Decay immediately).

Strictures:

Initiates and Clerics of the Horned Rat must abide by the following **Strictures**:

- Sympathize under all circumstances with the aims of the Skaven,
- Never refuse to obey an order from the Skaven Council of Thirteen,
- Do anything possible to harm civilization,
- Never doubt the superiority of the Skaven race,
- Never reveal any information about the cult's true purposes to people who are not a cult member.

Spell Use:

Followers of the Horned Rat who are not blessed with the ability to transform Warpstone to magical energy do not regenerate Magic Points, even if they followed spellcaster careers before.

Clerics of the Horned Rat as well as the Grey Seers are able to use all Battle Magic spells.

There is one spell only available for Clerics of the Horned Rat:

Summon Pox Bearers

Spell Level: 3
Magic Points: 4 + number of pox bearers (minimum of 10)
Range: 100 yards per level
Duration: 1 hour per level
Ingredients: The heart of a Rat Catcher

This spell must be cast at least 6 feet beneath ground (like in a sewer system or Skaven tunnel) or fail automatically. The Cleric summons 2D10 creatures which carry the Red Pox disease. The creatures usually will be rats of any size, but the GM may choose any species he sees fit. The creatures appear within a number (Level of caster D100) of yards away from the caster out of nothing. The creatures move and attack as a Swarm. The caster is allowed to direct the swarm initially into one direction. The swarm then attacks the first living creature in sight and range or otherwise do nothing (except waiting for someone to be seen in this direction) until unsummoned or otherwise disappearing. Living creatures whose S or T is reduced to zero or below because of an infection caused by those carriers collapses and dies.

Skills:

In addition to the skills normally available to Initiates and Clerics, priests of the Horned Rat gain Seduction at Level 1. They have to pay for this skill the normal amount of 100 EP.

Trials:

Trials set to followers of the Horned Rat normally include finding a specific piece of Warpstone, killing a certain enemy, betraying an ally or infiltrating a civilized society. In rare cases, trials may include building a new tunnel leading to a certain place or examine and prepare some city's sewer system for an invasion or similar action.

Blessings:

A well-known blessing for Skaven followers is gaining the ability to transform Warpstone into magical energy (Magic Points). Other blessings may be a bonus to a specific Bluff test. Favoured skills for followers of the Spreader of Decay are Orientation (underground only), Immunity to Disease and Silent Move Urban.

THE OLD FAITH

Description:

The Old Faith is the religion followed by the Druids and Druidic priests. It's origins are shrouded in the mists of prehistory, and it is considerably older than the present-day Old World pantheon. The Old Faith revolves around nature and natural forces, and it has strong associations with many ancient sites, such as barrows and stone circles, whose significance has been forgotten by others.

There is no major Deity or pantheon ruling the Old Faith. Although its devotees do sometimes talk to a Goddess whom they call The Mother, who symbolizes the earth and fertility of nature, they

generally concern themselves with the forces of nature on a smaller scale, dealing with the energies that flow within the natural world; the concept of The Mother seems not to be a deity but an abstraction of the natural world and the energies used by the druids.

Alignment:

Neutral

Symbol:

The Old Faith does not normally use symbols in the same way that other cults do. Although carvings of circles, spirals and discs are sometimes associated with stone circles and barrows.

Area of Worship:

Throughout The Known World; in the Old World region the Old Faith is worshipped primarily in the wildernesses and rural borderlands of the north and east. Many partially civilized barbarian tribes and clans in Norsca and Kislev still honor the Old Faith doctrines and holy days while simultaneously worshipping spirit and ancestral cults and Young Gods cults like Taal/Rhya and Ulric.

Wood Elves of the Loren Forest, the Great Forest, and other ancient woodland wildernesses follow the Old Faith. What human scholars often mistakenly identify as the "Wood Elf pantheon" is really an assortment of unrelated minor hero cults worshipped by relatively few elves. Though cults like those worshipping Liadriel, the patron of poetry, song, and dance, and Adamnan-Na-Brionha, the Wardancer's divine spirit of Dancing Death, are commonly associated with those elves who leave their native forest cultures to live among the Old World Human cultures, the Old Faith has been the ancient and traditional faith of the Wood Elven culture for millennia. Wood Elves Druids maintain their own priesthood and have little traffic with human Druids except in times of great need, but both races respect the same ancient groves, stone circles, megaliths, and barrows.

Temples:

Nomadic or itinerant cultists worship in scattered sacred groves consecrated by druids. Permanent sacred groves exist near established settlements and commonly-visited locations. Great Groves are magically hidden in remote wildernesses; here druids gather in secret for worship and conclave. Stone circles, megaliths, and barrows are also hallowed, and may occasionally be the site of worship. Sacred groves, stone circles, megaliths, barrows, and other sacred ground are protected from intruders by guardian spirits permanently bound to the consecrated ground; all but initiates and priests are driven away, and laymen know to avoid these sites.

Druid priests are informally organized into councils connected with certain Great Groves and their associated regions. Each council has an Elder Druid, a figure of wisdom and authority; when one dies, another is selected by the council. Foresters serve and protect at the Druid's command, and may or may not be initiated into the Druid mysteries. Tribes and clans living in the wildernesses typically have a druid initiate or druid priest as an advisor to the leader or council of elders; laymen may consult with and seek advice from these druids on personal or social matters.

Friends and Enemies:

Associated with many spirit, elemental, ancestral, and non-Chaotic Demonic spirit cults. Reciprocal respect for the Young Gods and Dark Children pantheons; so long as their cults respect the Old Faith in the wilderness, the Old Faith cult respects their cults' dominion in rural and civilized regions. Enemies of Chaos.

Holy Days:

The summer and winter solstices and spring and autumn equinoxes mark the turning of the seasons, and are marked with feasting and ritual, especially the spring equinox, called the Beltane, when followers and herd beasts are cleansed in the ritual fires, and primitive promiscuity is practiced with gay abandon.

Cult Requirements:

Druids must be Human. There are no other requirements

Familiars:

Characters who are successful in progression to Level 1 Druid are granted a vision in which a spirit comes to them. Players get to roll once on the familiar chart to discover the familiars species. This spirit becomes the characters familiar and totem, and follows the druid everywhere. The familiar confers some advantages to seal the pact between them, and in return the druid is required to keep certain strictures, in addition to the general strictures of a druid.

The familiar is visible to only the druid it is attached to, although characters with Magical Awareness will be able to detect it as a vague outline. The familiar appears to be a white or light gray individual of the species it represents, with eyes that are a deep amber in colour. Being a spirit the familiar takes up no space in the material world, and so can affect nothing in it. By the same token it can pass through wall and other physical obstructions, and can only be harmed by magic, and it has the normal characteristic scores for its species, except for Intelligence which is 89. A druid whose familiar is killed for any reason loses 1D6 wounds, 1 toughness and 1 Fate point Permanently, and must then begin a randomly determined Ranger basic Career immediately. The character may never again become a Druid.

Familiars should be treated as NPCs, and played by the Games master. Players will doubtless think of many useful tasks that an invisible and practically invulnerable spirit familiar can perform, especially in the scouting line, but it should be noted that the familiar will go no more than 5 yards from its druid. Also the GM should endeavor to play the familiar as a personality and not let it be taken for granted. A rabbit familiar, for example might be too timid to go on ahead alone, an otter might refuse to take scouting details seriously, while a cat will almost certainly refuse to be made a convenience of in any way at all.

D100	Familiar	Skills
01-05	Bat	Night Vision,
		Acute Hearing
06-10	Bear	Strike Mighty Blow,
		Very Strong
11-20	Bison	Very Resilient,
		Very Strong
21-25	Boar	Frenzied Attack,
		Very Resilient
26-30	Cat	Silent Move Rural,
		Lightning Reflexes
31-35	Eagle	Excel. Vision,
		Animal Training (hawk)
36-40	Elk	Fleet Footed,
		Acute Hearing
41-45	Fox	Wit,
		Spot Trap
46-50	Frog	Swim,
		Acrobatics
51-55	Horse	Fleet Footed,
		Ride - Horse
56-60	Otter	Swim,
		Dodge Blow
61-65	Owl	Night Vision,
		Silent Move Rural
66-70	Rabbit	Flee!,
		Dodge Blow
71-75	Rat	Immunity to Disease,
		Frenzied Attack
76-80	Raven	Excellent Vision,
		Divining
81-85	Squirrel	Scale Sheer Surface,
		Acrobatics
86-90	Stoat	Hypnotize,
		Game Hunting
91-95	Viper	Immunity to Poison,

		Hypnotize
96-00	Wolf	Follow Game,
		Game Hunting

In addition to these skills, the druid is assured a friendly, or at least a neutral reaction from animals of the familiar's species.

Strictures:

All Druids adhere to the following:

Never harm an animal except in self defense or for food.

Never tamper with a stone circle, standing stone or barrow, and prevent others from doing so whenever possible.

All Druids must commune with nature at least four times a year, at the Spring and Autumn equinoxes and the Summer and Winter Solstices, spending 24 hours alone in natural surroundings corresponding to the special time/place for their familiar type. Druidic priests must commune in this manner for 24 hours every full moon.

Druids must also adhere to the following in return for the advantages conferred by their familiars. Never kill or allowed to be killed or injured, an animal of the familiar's species, even in self defense. Also there are things that a druid may or may not eat, according to the familiars species. If the familiar is a herbivore(eats plants only, bison, elk, horse, rabbit, squirrel) then the druid must stick to a strict vegetarian diet, with no meat or animal products. If the familiar is a predator(bat, cat, eagle, frog, owl, stoat, viper) then they can only eat meat that they have caught and killed personally. If the familiar is a fish eater(otter, seal) then they can only eat fish but need not always catch and kill it personally. If it is a scavenger or omnivore(bear, boar, fox, rat, raven, wolf) then the druid has no special dietary requirements.

Finally there are more strictures depending on familiar. These are shown on the following table.

D100	Familiar	Skills	Armor	Shield	Weapons	Times/Places
01-05	Bat	Night Vision,	leather	no	2-handed,	Night
		Acute Hearing			firearms	
06-10	Bear	Strike Mighty Blow,	any	yes	missile	forest,
		Very Strong				
11-20	Bison	Very Resilient,	any	yes	missile	
		Very Strong				Forest
21-25	Boar	Frenzied Attack,	any	yes	none	Forest
		Very Resilient				
26-30	Cat	Silent Move Rural,	none	no	blunt,	forest or
		Lightning Reflexes			2-handed	mountain
31-35	Eagle	Excel. Vision,	none	no	blunt	mountain
		Animal Training (hawk)				
36-40	Elk	Fleet Footed,	leather	yes	sharp,	forest,
		Acute Hearing			missile	open
41-45	Fox	Wit,	none	no	blunt,	any
		Spot Trap			2-handed	
46-50	Frog	Swim,	none	no	2-handed,	water
		Acrobatics			firearms	
51-55	Horse	Fleet Footed,	leather	yes	sharp,	open
		Ride - Horse			missile	
56-60	Otter	Swim,	none	no	2-handed,	water
		Dodge Blow			firearms	
61-65	Owl	Night Vision,	none	no	blunt	night
		Silent Move Rural				
66-70	Rabbit	Flee!,	none	no	2-handed,	night,

		Dodge Blow			firearms	underground
71-75	Rat	Immunity to Disease,	leather	yes	2-handed	night,
		Frenzied Attack				underground,
						town
76-80	Raven	Excellent Vision,	none	no	blunt	forest,
		Divining				battlefield
81-85	Squirrel Scale	Sheer Surface,	none	no	2-handed	forest
		Acrobatics				
86-90	Stoat	Hypnotize,	leather	yes	2-handed	forest
		Game Hunting				
91-95	Viper	Immunity to Poison,	leather	no	2-handed	not town
		Hypnotize				
96-00	Wolf	Follow Game,	leather	yes	blunt,	not town
		Game Hunting			missile	

The **ARMOUR** column shows the type of armour the character is permitted to wear.

The **SHIELD** column shows whether the character is allowed a shield or not.

The **WEAPON** column shows the type of weapon the character is not allowed.

The **TIMES/PLACES** column shows times and places that are special to the druid. The druid can only regain magic points in such a place or at such a time. These magic points are then regained at 10% per hour after the ritual.

Spell Use:

Druids use spells in the same way as clerics. A druid can blend Petty, Battle, Elemental and Druidic spells. No more than one of each spell level is available from battle and elemental. But they can use Druidic and petty with no restrictions.

Skills:

In addition to the skill listed in druid and Druidic priest characters will gain special skills from their familiars. The first skill is gained at level 1 and the second at level 2. In both cases no EXP are spent on these.

Trials:

It may be necessary for the druid to undergo a trial before advancing career. If so, the familiar type will have been decided, although the character will not be aware of this. The GM should roll in secret on the familiar chart above and record it but not tell the character, and set the trial accordingly. The character does not receive the familiar or any benefits until after the trial.

General trials might include finding and restoring (or arranging the re-dedication) of a sacred grove or stone circle which has fallen into disuse, been ruined or overrun by monsters.

Blessings:

Standard blessings might include one roll on the ranger skill chart. Or a one shot use of a known spell with no magic point cost. Also the ability to shape change into the familiar species can also be given, or the ability to communicate in the animals form of communication. Or some other ability that is associated with the animal. IE Flight night vision etc.

Special Rules:

Barrows are the burial mounds of druids' distant ancestors, and it is forbidden for a druid to break into one or permit someone else to do so. No Druidic magic will function inside a barrow. And a druid who disturbs the rest of a barrow's occupant will automatically lose all Druidic spells and abilities, and also lose 1D6 wounds, 1 toughness and 1 Fate point Permanently, and must then begin a randomly determined Ranger basic Career immediately. The character may never again become a Druid.

Occasionally the occupant of the barrow may not have gone to rest properly, and may manifest as a Wight; in such a case; a druid or Druidic priest may be able to lay the troubled spirit to rest Permanently. Both druid and Wight must make a Will Power test once per round; every time a test is successful the other loses

D10 WP points. If the Wight is reduced to zero it will be laid to rest and disappear. Druids reduced to zero become the Wight mindless slave until the Wight is destroyed. Lost points are regained at a rate of 10 per hour of undisturbed rest.

Lycanthropt, the condition that turns a normal human into a WereCreature is frequently caused when a human somehow becomes possessed by an animal spirit which the human is unable to control. Drudical priests whose familiar is the same species as the WereCreature can relive some one of this curse; they must make a successful Intelligence test and will power test in order to contact the were spirit, and must persuade the spirit to stop tormenting the victim. Using Fellowship and any other skills (charm animal etc.) just as it they were talking to a normal NPC or animal.

Were-Creatures have the same characteristics as the animal type. If the druid is successful, the spirit is tamed. It is not cast out, but remains with its host in a dormant state. There is a 10% chance that the host will receive each of the skills listed on the familiar table for the were-creatures species. If ex-were-creatures become druids, the were-spirit awakens from the dormant state to become the familiar.

THORIN ANCESTOR OF DWARFEN SLAYERS

Description:

Throrin was a renowned warlord around the time Karaz-a-Karak was established as Imperial Dwarf capital (3,000 years before the time of Sigmar). For some long forgotten reason, Throrin was dishonored and disgraced. Unwittingly, he established the ritual which future dishonored Dwarfs would follow and became the first Troll Slayer. After surviving as a Troll Slayer, Throrin set his sights on larger prey and thus became a Giant Slayer. Again, honorable death was elusive. As a penance, Throrin established the scarring ritual which would launch all future Dragon and Daemon Slayers. He inflicted wounds upon himself and set his sights on still deadlier prey.

Thus, he ventured forward as the first Dragon Slayer. After he destroyed the marauding Dragon, Glammending, Throrin gathered a host of Troll and Giant Slayers. Many Dwarfs had been disgraced during the wars which established Dwarfholds and mines in the Worlds Edge Mountains.

Throrin led them to the Chaos Wastes where he hoped to find death. According to legend, Throrin led his dwindling host through the Chaos Wastes for many years, slaughtering whatever Chaos warbands they chanced upon. Finally, Throrin, now Daemon Slayer, and his remaining warband located the Demonic Prince Kragen'ome'nanthal, scion of Khorne. Legend has it that a titanic battle ensued. It went on for three days. In the end, collapsing and bleeding from many wounds, Throrin landed a killing blow on Kragen'ome'nanthal, thereby incurring the wrath of Khorne. As he raised his double-bladed axe in defiance of the newly arrived and oncoming Khornate horde, Throrin was set upon his feet by none other than Grungni. The dwarven God bade the remaining Troll and Giant Slayers to depart the Chaos Wastes in honor of Throrin the Slayer with their own honor restored. Both Grungni and Throrin then waded into the horde, slaying all in their path. The restored Dwarfs returned to their lands, reciting the tales and singing the praises of Grungni and Throrin the Slayer.

Throrin is known to be a large, muscular Dwarf with the tattoos, spiked orange hair, ritualized scarring, and wearing exotic jewelry typical of a Dragon or Daemon Slayer. He is normally clad in chain mail and armed with a double-bladed axe forged from Adamantine and named (in the Human tongue of Old Worlder) "Waraxe of Doom".

Alignment:

Neutral

Symbol:

Throrin's main symbol is that of a double-bladed axe. This also happens to be one of the favorite weapons of dwarven Slayers.

Area of Worship:

Throrin is worshipped by all Dwarf Slayers throughout the Old World. Otherwise, Throrin is honored by all other Dwarfs, specially those in the Dwarfholds.

Temples:

There are no temples dedicated to Throrin as there are no clerics to his cult. Instead, his followers privately honor him wherever they wander.

Friends and Enemies:

The cult of Throrin is on friendly terms with all Dwarf ancestors, and especially with the cult of Grungni. It has little to do with other races, but is respectful to that of Sigmar (due to the honor Dwarfs in general have for the human deliverer of their race). The cult is hostile to all enemies of the Dwarf race.

Holy Days:

There are no festivals to Throrin.

Cult Requirements:

The cult is only open to Dwarfs who have found their disgrace such that honorable death is denied them.

Strictures:

The only stricture of the cult is that all Dwarf Slayers must engage in any combat where the chances of honorable death are favorable, especially if against unfavorable odds. Any cowardice in the face of such combat further dishonors and disgraces the Slayer.

Spell Use:

Throrin does not honor any of his followers with magical abilities. Only their combat skills matter.

Skills:

Followers of Throrin are able to access those skills listed under their career descriptions.

Trials:

Throrin does not ask of anything less of his followers other than redemption of their own honor. As this usually equates to their death, any other trial would not have a further effect.

Blessings:

A temporary increase to Weapon Skill, Initiative, and Will Power are the most frequent blessings. Other blessings include automatic success on favorable skills such as Daemon Lore, Dodge Blow, Follow Trail, Frenzied Attack, Immunity to Poison, and Shadowing.

ULRIC GOD OF BATTLE, WOLVES AND WINTER**Description:**

Ulric is the god of individual valor and ferocity. Lord of Winter, which in the cold northern lands challenges each man to survive on his own. Lord of Wolves, symbol of the relentless hunter who separates the weak from the strong (and the Ravening Wolf of Winter's Hunger). Particularly admired by those who place individual valor above all else and seek berserk frenzy in battle. Worshipped by soldiers about to enter battle, pit-fighters and judicial champions before a bout, peasants to hold off winter's fury, and hunters when after dangerous game.

Ulric is portrayed as a massive warrior, armored in the style of the barbarians who inhabited the Empire several centuries ago, and wearing a white wolf-skin cloak. He can also take the form of a huge white wolf. Ulric is a distant, harsh and unforgiving god, who expects his followers to stand on their own two feet, putting their faith in martial prowess. He despises weakness, cowardice, and trickery, and expects his followers to always take the direct approach to solving a problem.

Alignment:

Neutral

Symbol:

The symbol of Ulric is the White Wolf (a pack of which freely roams the confines of the Cathedral in Middenheim); a great two-handed axe, castle walls, a mountain blanketed in snow. Priests wear black, unornamented wool or linen hooded robes with a head of a white wolf sewn on the left breast and a wolf fur cloak (3rd rank and higher have one of silver-gray). Token is a bronze pectoral with a wolf's head enameled in white. Cult token may also be a two-handed axe or a great spear with a wolf rune graven on the blade. Ornamentation is unnecessary-- let your actions speak for themselves. Templars of the White Wolf may wear the traditional heraldry of the knightly classes on plate armor, shield, and barding. Wolf's head crest on helm with wolf-skin cloak. Shield has personal heraldry recounting family and personal honors. Other Templars forego the shield and the lance in favor of a double-handed warhammer. The

Order of the Ravening Pack wear simple peasant clothing with the symbol of a white wolf on their right breast. The Fangs of Winter dress as mercenaries, favoring the color black. Their shields bear the device of the White Wolf.

Area of Worship:

Throughout the Old World as ancient god of war and winter. Most common in the Empire, Kislev, and Norsca (there known as Ulric). Dominant cult of Kislev and Norsca. Formally dominant in northern Bretonnia until the Myrmdia cult from the south replaced it. Former state cult of the Empire, rivals cult of Sigmar for popularity.

Temples:

Seat of the cult is Middenheim, known as the City of the White Wolf. Subordinate seats of the cult are located in the cities of Kislev and Üslø (Norsca). Provincial prelates are established in the Imperial city-states (e.g. Altdorf), capitals of the Northern Provinces (e.g. Carroburg), and the larger cities of Kislev (such as Erengard and Praag) and towns of Norsca. Always built of stone (though older temples in the North and Norsca may be of wood), temples of Ulric are in square shape with a central dome. An eternal fire burns within, kept alive by priests or laymen. The external walls are decorated with battlements, and the doorway surmounted by a wolf's head engraved onto the keystone. Within is a statue of Ulric, flanked by snarling wolves. Usually of stone, they are also of painted wood. The walls have weapons hanging from them, and trophies of enemies defeated by local cultists. Administrative and residential areas are in barracks attached to the main structure. The great temples are often built like castles. The interior decorations are sparse, and usually represent scenes of winter combat.

Friends and Enemies:

Closely allied with the cult of Taal and Rhya, friendly with the cult of Manann. Considers cult of Ranald to be a bunch of craven cowards. Cordial respect towards the cults for other Young Gods and Earth Mother (especially those with wolf familiars). Limited respect towards Myrmdia and Jeanne du Lac as both dilute a warrior's worth by overburdening them with strictures that prevent a warrior from devoting themselves to battle and honor. Coolly correct and competitive towards cult of Sigmar.

A secret faction still promotes the Sigmarian Heresy, the belief that Sigmar is not a god, but a great hero whose reign was blessed by Ulric. Clerics of Sigmar are at best dupes or, at worst, active allies of the Demons who give them their powers. This doctrine was outlawed as heresy by the Concordat of Nuln, 2304 I.C., ratified by the High Priests of Ulric and Sigmar. This fanatic faction of Ulricans, some of whom are high-ranking members of the cult, seek to restore the heresy as dogma and resume the persecution of Sigmarites.

Barely concealed contempt for the weak Elder Race cults as their time has long passed. Sworn enemies to Dark Children, Humanoid Demonic, and Chaos cults.

Holy Days:

Ulric has three main **Holy Days**: the autumn equinox (Mittherbst), the winter solstice (Mondstille), and the spring equinox (Mitterfrühl), marking the beginning, middle, and end of winter respectively. The spring equinox was formerly the major festival, marking the start of the campaigning season, but is now on par with the other two. It is also customary for a ruler or general to declare a holy day in Ulric's honor at the start of a campaign or military exercise, and at the foundation of a new fort or castle. Holy days are generally spent holding military parades and displays, with huge bonfires and feasting into the night.

Cult Requirements:

Followers of Ulric must follow Military careers or at least those that involve fighting. Characters must have completed at least one Warrior career before becoming Initiate. Initiates and Clerics must continue to earn a living in military service until the cult sees fit to attach them to a particular church.

Strictures:

A brave man dies but once, a coward dies a thousand deaths. When all else fails, take direct action. A true warrior needs no trickery. Always obey a superior, never refuse an order. Never refuse a direct challenge. "Modern" weapons (gunpowder, artillery, crossbows, fire-bombs) are weapons of cowards and are to be shunned. Bonfires are sacred, never allow the fire of a shrine or temple to go out. Oppose Chaos wherever it is found. Never flee a fight unless facing overwhelming odds and the greater good of the cult would be served by such a flight. War is good, for Man achieves his full potential in conflict. Man must rely on himself, for the Elder races are dying, decadent, and weak.

Spell Use:

Clerics of Ulric may use any Petty Magic and Battle Magic spells. Cause frenzy and Cause Hatred may only be cast on willing characters and even these make a magic test (WP) with a –10% modifier.

Skills:

In addition to the normal allowed for Cleric and Initiate, followers may acquire one of the following per level. Disarm, Dodge Blow, Frenzy, Strike Mighty Blow, and Wrestle. Additionally Characters that become Cleric automatically receive Charm Animal(Wolf only) without spending EXP.

Trials:

Trials set by Ulric are almost always of a martial nature. An individual might be required to kill a monster that is terrorizing an area, or to clear out a nest of bandits, goblins, or Beastmen. In the latter case, Ulric may permit associates to accompany the individual. Many of these trials are set in winter.

Blessings:

Skills favoured by Ulric are Disarm, Dodge Blow Frenzied Attack, Heal Wounds, Lightning Reflexes, Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Resilient, Very Strong and Wrestle. Favoured tests are Fear, Frenzy, Loyalty, Reaction, Strength and Terror. Other blessings include a temporary increase to Weapon Skill.

VALAYA GODDESS OF HEARTH AND HOME, OF CLAN, OF TRUTH AND OF MEMORY

Description:

Valaya is unique in the Dwarven pantheon, in the way that she is the only female. However, this holds very well with the traditional values of the Dwarven society, which is very much patriarchal in structure. Valaya is the protector and goddess of the home and of values which the Dwarves consider as valuable as the gems and precious metals they take from the mountains.

Valaya is portrayed as a Dwarven woman of noble standing – young and beautiful by Dwarven standards – but with the wisdom of the ages in her eyes. She is dressed in a robe of purple colour and simple of cut. She wears the traditional heavy gold necklaces of the Dwarven nobility, sporting her own Rune carved into a Dragon's tooth. She has snow-white hair that reaches as far down as her waist and is braided in the traditional style of the Dwarven women.

She is either shown holding a book, or with open arms in a gesture of welcome.

The Goddess is said to have been one of the founders of the mighty fortress-city of Karak Eight Peaks. Overseeing and advising the King of the mighty city as it was built. One of the Eight peaks are named after her, and her portrait has been carved into the very peak, using the snow of the mountaintop as her white hair. Valaya is sometimes also known as The White Lady, a reference both to the peak which holds her name, but also to her long beautiful hair.

Alignment:

Neutral

Symbol:

The symbol of Valaya is of course the Rune of Valaya, known as the Valnazdel, a somewhat primitive Rune from The Lost Age, but it never the less holds a multitude of values and terms. Which of course is consistent with the fact that the Goddess embraces a vast area of importance for the Dwarves.

The Priestesses of Valaya wears a gold necklace with her Rune carved into the tooth of some mythical beast.

A book is also associated with Valaya, as she and her followers are keepers of the Book of Remembering, a fabled book wherein it is said that all the events in the World is written from the distant past to the present. The writings are held by the Dwarves as something akin to the ultimate truth, and the Priestesses of Valaya hold immense power as they are considered to be speaking the Truth of the Ages – yet another aspect of the Dwarven worship of the Past as the foundation of the future, something which can also be found in the Ancestor Worship.

Each temple of Valaya holds its own version of this book, containing all the events ever recorded by the Priestesses of that particular temple.

Area of Worship:

Valaya is worshipped by Dwarves throughout the Old World, both in her capacity as protector of home and clan – indeed as protector of the Dwarven Realm -- but also in her aspect as the Goddess of Truth and

Memory – in this aspect she is especially venerated by the Lore Masters, and the Dwarven Kings, Warlords and Leaders, who will often have a Priestess as their advisor.

Temples:

The temples to Valaya is to be found in every Dwarven stronghold and every major city where there is a Dwarven presence. Carvings of ancient times decorate the walls of the temples, and an air of all things past and present permeates the temples. A massive fireplace is always to be found, and in this burns the Fire Eternal, where all Dwarves can find rest and home. A statue of the Goddess is usually placed in the same room as the fireplace, acting as the natural center of the room. The Room of the Ages is also a vital part of any temple; here the library is, but more importantly, this is where the Book of Remembering is kept! Mighty volumes containing records and wisdom of the age.

Friends and Enemies:

The cult of Valaya is on friendly terms with the rest of the Dwarven pantheon. It is on neutral with most of the Human pantheon, except for the cult of Verena, with whom there exists very good relations. As a Cult of the Protector of the Dwarven Realm, it is violently hostile towards any and all enemies of the Dwarves.

Holy Days:

Valaya is worshipped in the small every day, as many Dwarves say a short prayer to her before dinner, thanking her for another day and asking her to bless their meals and homes. A celebration of her is held at the end of every month, where the Dwarves gather in her temples and ask her to bless them and protect the Dwarven race from its enemies. After these solemn rituals end, the gathered Dwarves will celebrate yet another month with good food, good drink and the companionship of their fellow Dwarves.

Cult Requirements:

The cult of Valaya is open to all adult Dwarves of both genders, however, the Priestesses of cult are mainly female. These seem generally more devout and rigorous in their studies, whereas the male followers take care of the other aspects of the cults everyday life.

Strictures:

All Initiates, and Priestesses of Valaya must abide the following **Strictures:**

You speak with the Voice of Valaya and must always remember this honour – speak only the truth!
Always keep Your word of Honour!
Never refuse to aid a Dwarf in need, unless said Dwarf is of Evil or Chaotic alignment.
Never reveal secrets of the Dwarves to outsiders, especially the enemies of the Dwarven race.
Never surrender to Goblins and their kin.
Always strive to aide Your fellow Dwarves, and protect them with Your life if necessary
Always strive to preserve knowledge in general, and the Book of Remembering in particular. Our past is the key to our future – lose it and we are lost!

Spell Use:

Priestesses of Valaya may cast all Petty, Battle Magic, and Illusionist Magic Spells, as well as the following Necromantic and Demonic Spells:

Demonic: Dispel Lesser Daemon, Zone of Demonic Protection, Dispel Lesser Daemons, Zone of Demonic Nullification, Dispel Daemon Horde, and Dispel Greater Daemon.
Necromantic: Destroy Undead, Zone of Life, and Annihilate Undead

In addition, Priestesses of any level may learn the following Spell, which is unique to the cult of Valaya:

Voice of Valaya

Spell Level: 1
Magic Points: 6
Range: Personal
Duration: see below

This Spell is used in cases where there is some doubt whether or not someone is speaking the truth. This Spell is usually only used in conjunctions with trials or matters of honour.

The Spell involves the Book of Remembering, which the Priestess who wishes to cast the Spell, and the one who's word has to be validated, must both place their hands. When the Priestess is done chanting the Spell, its effects kicks in and the one holding the Book of Remembering will be forced to tell the truth about that which he is asked. The effect lasts for as long as both parties have their hands placed on the Book of Remembering.

For each Level of the Priestess performing the Spell, there is a –10 modifier to Will Power for the initial Magic Test. If the person being tried fails this Test, he must tell the truth about any and all things asked him.

Skills:

Besides the skills listed under their current career, the followers of Valaya may learn two special skills. One is that of Scholarship (as described under Loremaster), and the other is the Eyes of Truth.

This skill can be learned at the cost of 200 EXP, and gives the Priestess a powerful tool in their service of Truth.

Eyes of Truth

This Skill can be used by Priestesses of Valaya to give them an idea of whether or not a person they are observing and listening to, is telling the truth. It is a Skill based both on their link to Valaya, but it is also a composite of life-experience and judge of character. The Priestess takes in the body language, the mimic, the movement of eyes, incantation and many other details of the individual they are talking with, and process all of this information using their experience past and present, to get an idea of whether or not the individual is telling the truth.

Mind you, that this Skill is not perfect, but it is often thought of as the first state towards using the Voice of Valaya. But it is said about the Priestesses that it is unwise to lie to them, as they can look into your very soul and pick the truth out for themselves.

Anyone trying to lie to a Priestess using this Skill makes an Intelligence Test, with a –5 modifier per Level of the Priestess. If the Test is failed, the Priestess will suspect that there is lying involved, and may call for use of the Voice of Valaya should the matter be serious enough.

This is an Intellectual Skill and requires a tutor

Trials:

Trials of Valaya will invariably be connected with one of her aspects, and could include restoring an old library, seeking out knowledge in fallen strongholds, protecting a settlement or stronghold from destruction, or simply acting as a mediator in a troubled home, and restoring peace to it.

Blessings:

Skills favoured by Valaya are Arcane Language – Dwarf, Cartography, Cryptography, Demon Lore, Heraldry, History, Law, Public Speaking, Rune Lore, and Theology.

Favoured Tests are Intelligence, Cool, Will Power and Fellowship, as well as bonuses to these

Special Rules:

Due to their constant training in remembering the past, the Priestesses of Valaya receives a +5 bonus per Level to all Tests involving memory.

VERENA GODDESS OF LEARNING AND JUSTICE

Description:

Verena is the patroness of scholarship, reason, and justice. The search for Truth is the highest aspiration of man; Truth is sought through painstaking collection of facts and opinions, careful analysis of these facts and opinions, and weighing the facts, opinions, and analysis in light of ethics and moral law. Justice is for Verenans more of a concern than a concern for the letter of the law -- true justice is the law considered in the context of compassion and an understanding of human nature.

In most nations of the Old World the Verena cult is worshipped by an educated, upper-class, primarily urban minority -- scholars, artists, nobles, enlightened merchants, lesser and greater state officials, and

sorcerers in particular. In these nations the cult provides some public services, such as libraries and arbitration services, but the cult's influence is primarily indirect, through the effect its doctrine have on its members, who are themselves very influential.

However, in Estalia, the Verena cult is the state cult. In cooperation with the monarchy, the Verena cult has instituted the Inquisition, an aggressive and pervasive experiment in harnessing the resources of state and religion to identify and eradicate evil thoughts and deeds from the populace.

Alignment:

Neutral

Symbol:

The symbol of Verena is the owl, represented entire or as a stylized head; the scale of justice weighed in the balance; the sword point downwards, the agent of truth in its judicial and martial aspect; and the Verrah Rubicon, the "bible" of Verenan cult and the most respected ethical, religious, and scholarly text, an emblem of Verena's widespread influence on Old World culture. Initiates and Priests wear white wool or linen hooded robes, generally of superior tailoring and style; small, dignified sacred token; though jewelry and ostentatious ornament are prohibited, the fine but understated style, cut, and quality of garment identifies Verenan clerics with the upper classes. Torturers wear the black cloak and mask of the executioner and carry the great two-handed Sword of Justice [[Stolen from Gene Wolfe's Shadow of the Torture]]. Mathamites wear gray cowed robes with a rope belt weighted with miniature scales of justices at the ends.

Area of Worship:

Prominently worshipped by the academic, mercantile, aristocratic, and bureaucratic elite throughout the Old World. The state cult of Estalia, where other Young Gods cults are subordinated to the worship of Verena.

Temples:

Chapels of Verena temples and shrines are in the Tilean Classical style with large columns supporting a pediment decorated with friezes featuring the Verena in the center, holding the scales of justice, while around her are arrayed figures from mythic narratives. In warmer, Southern Sea climes the chapel is open to the air, a dome supported with columns; in the chilly north the chapel is enclosed. Other buildings are in the local architectural style, and usually include a library, administrative offices, public and private meeting chambers, and staff quarters. Libraries restrict access to cult members (research fees paid to Verenan scholars provide valuable revenues for the cult), and have strict rules to protect the collections. In the meeting chambers Verenan clerics provide arbitration services and legal advice (another important source of cult income).

Friends and Enemies:

Cordially allied with Young Gods cults. Tolerant but critical of Ranald cult. Respectful of the Old Faith. Associated with The Pilgrim cult; good-naturedly tolerant of the Pilgrim's idiosyncratic, poetic notions of truth. Enemies of Dark Children and Chaos. In Estalia, all other cults are considered inferior and viewed with suspicion.

Holy Days:

Verena's main festival is on the first day of each year, when her followers pray that the coming year may be blessed with her enlightenment and reason, and free of bigotry and injustice. Minor holy days are observed at the beginning of each month and the beginning of each week.

Cult Requirements:

There are no requirements for entry, it is open to all who seek wisdom and open to reason.

Strictures:

Speak only the truth; never speak a deliberate falsehood. Do not omit to speak the truth, except that you warn your listener that you have deliberately not spoken all that you might. You need not speak all that you know or believe, but you must not mislead your listener into thinking you have said all that might be said on a topic.

Do not withhold information, unless it is to protect the innocent, or to serve the higher purposes of justice.

If requested to arbitrate or judge a dispute, honor the request unless personal prejudice or self-interest prohibit you from making a fair judgment.

Do not resort to violence until other alternatives have been exhausted. You may counsel otherwise, but may not interfere with other parties who have mutually consented to violence. Do not allow unwilling victims to come to harm by violence without challenge.

Spell Use:

Clerics can use all Petty and Battle magic except those that create Illusion or otherwise hide the truth. Prohibited spells are Marshlight, Sounds and zone of Silence. They also have access to the Level 3 Demonic spell Spread Insanity (which would be used against someone who had exhausted the Goddess' patience), the level 2 Illusion Banish Illusion and the level 4 Illusion Destroy Illusion.

Skills:

In addition to those mentioned for Initiate and Cleric, they may chose one of the following for level. Any Language skill (including Linguistics, Arcane and Secret Languages), any Lose or Identify skill, History and Law. As always 100 EXP must be spent per skill.

Trials:

Trials typically involve research, collection, and preservation of knowledge, such as seeking out missing manuscripts, legendary references, or elderly eyewitnesses to historic events, or achieving an arbitrated resolution of a serious public conflict, such as a diplomatic mission to warring barons.

Blessings:

Skills favoured by Verena include all knowledge and communication skills. Favoured tests are Estimate, Magic, Observe and Understand Language. Other blessings might include a temporary increase to Intelligence or will power.

CHAOS CULTS

Chaos: is emotional "energy". The Warp is a parallel universe like dimension which is closely linked to our physical dimension. Our actions and especially emotions here have repercussions in the Warp over there and vice versa. The Gods (any of them) are warp-entities and are in essence not evil or chaotic. They just are personifications of the flows in the warp. The Old Slann (the frog like race which space fared and set out to the warhammer world through the warhammer universe) were able to go through warp space and in this way cover vast distances. To do this they created gates (set at the poles of planets) to slide into and out of the Chaos realm (or Warp). When (for unknown reasons) one of these gates collapsed, Chaos (warp energy) spilled out over the world and thus created the personifications used in the WFRP world as you know them now.

THE FOUR GREAT POWERS,:

Tzeentch Lord of Change
Khorne Lord of Battle
Nurgle Lord of Despair
Slaanesh Lord of Pleasure

Of these Tzeentch and Nurgle are arch -enemies and Khorne and Slaanesh are paired up as enemies. Tzeentch works for eternal change and thus hopes for change (thus the scheming and magical manipulations), while Nurgle works on eternal despair and people losing hope and letting things happen to them instead of taking initiative (thus the unhygienic and diseases ways). This makes them opposite forces and drives them, their demons and followers to utter hatred for each other.

Khorne is the lord of battle and thrives on bloodshed in his name or rather bloodshed anyway. He has certain moral values though and only condones "fair" hand-to-hand combat, no arrows, no war machines, no spells, no tricks, no ambushes. Just plain brute force and military strength and honour!

Slaanesh is the Lord of Pleasure and is called often the Prince of Chaos. He is the Youngest of the Chaos Gods (being awakened by the early High Elves when they turned to rather unhealthy acts of depravity) and is a bit of a rising star among the Chaos Gods. Due to his nature, he is able to seduce anyone and anything. Much to the dismay of the other Gods (especially Khorne) he has even seduced champions of other Gods into his slavery/service. Khorne despises Slaanesh for his frilly, unmanly, unethical, -ness he can think off

when his mind is of slaughter. Slaanesh despises Khorne for his single-minded pursuing of violence without considering all the wonderful possibilities to further deprave his followers by first taking their pleasure from any possible vice you and they can possibly think of. This makes them opposite forces and drives them, their demons and followers to utter hatred for each other.

So if given the choice, the Gods don't ally with each other, but given the rather "eccentric" nature of chaos, you can see temporary alliances between any of the cults at any time (the best example being the siege of Praag, in which all the Gods had committed their forces alongside each other).

KHORNE

Description:

Khorne is the Blood God, the angry and murderous god of Chaos, one of the great four Powers. His great bras throne sits upon a mountainous pile of bones – the remains of his followers who have died in battle, and the many they have killed in his name. The growing bone pile reflects the succes of his worshippers, feeding his glory but never quenching his thirst for blood and death.

Khorne is the Power of Chaos in its aspect of mindless and absolute violence, destroying everything and everyone within it's reach, slaying both friend and foe alike. He is the Huntsman of Souls who drives the great armies of Chaos before him. His horn sounds in the depths of the Chaos Wastes, urging his followers ever onwards in search of fresh prey. The gore-maddened followers of Khorne harry beyond the edges of the Known World, delighting in slaughter by the tainted light of a blood stained moon. Khorne watches the wild destruction wrought in his name, and his bellows in rage and delight can be heard echoing across the void between the worlds.

Alignment:

Chaos

Symbol:

The symbol of Khorne is a skulll, the symbol of death. This often is rendered as an X-shaped rune with a bar across the bottom. His followers favour red, black and brass in their dress and armour, the hues of blood, death and Khorne's own armour armour respectively.

Area of Worship:

Khorne is worshipped by both dreaded Chaos Warriors and the foul Beastman which follow them. He has no temples as such, since he is worshipped on the battlefield. Furthermore, his followers believe that they would displease him by wasting valuable time building temples and worshipping in them when they could be slaying in Khorne's name.

Every life taken by a follower of Khorne increases the Blood God's power. He looks with particular favour upon those who take the lives of their friends and allies, and the more death and destruction a creature has caused, the more welcom it is as a sacrifice to Khorne. Any follower who lets a day pass without contributing to the bloody-handed slaughter by which Khorne is worshipped will incur the god's great disfavour.

In addition to his Human followers, Khorne is worshipped by a number of Chaos Dwarfs, Goblin Fanatics and Half-Orcs. His thirst for blood and slaughter appeals particularly to the Goblinoid mentality, and in some cases entire tribes of Orcs and their kin have turned their backs on their own gods to follow Khorne's bloody paths.

Temples:

He has no temples as such, since he is worshipped on the battlefield. Furthermore, his followers believe that they would displease him by wasting valuable time building temples and worshipping in them when they could be slaying in Khorne's name.

Friends and Enemies:

Followers of Khorne have no friends and few long-term acquaintances – all are soon-to-be sacrifices to Khorne. Even another follower of Khorne may try at any time to offer their lives to the Blood God! Followers of Khorne may have allies for a short time, but they are always that all other intelligent beings fear and hate them, and will seek to destroy them at any opportunity.

The followers of Khorne treat Slaanesh worshippers as particular enemies. The two powers personify entirely opposing concepts of the nature of Chaos.

Holy Days:

Like all chaos-cults, the Hexenstag and the geheimnisnacht have a certain importance to the cult of Khorne.

Cult Requirements:

The followers of Khorne are all warriors. There are few organised cults of Khorne worshippers. He is worshipped only in the act of killing, and his followers often fight as individuals, ignoring bonds of alliance and common faith when it suits them to do so.

Strictures:

The code of Khorne is simple: blood and more blood. The use of spells or similar powers to cause death and destruction is abhorrent to him, and he is unlikely to deal with any creatures that has ever used magic.

Spell Use:

Khorne is opposed to the use of any form of magic, and does not grant to his followers under any circumstances. There are no wizards dedicated to the service of Khorne.

The prohibition against magic does not extend to magical weapons which aid Khorne's followers in doing his work.

Skills:

In addition to skill normally available to Clerics and initiates, they also gain one of the following skills per level. Strike mighty blow, strike to injure, frenzy, disarm and any of the specialist weapon skills.

Trials:

Trials normally include combat in some shape or form, usually against a superior force.

Blessings:

Blessings normally include the use of any combat orientated skill, a bonus to attacks or weapon skill

A Champion is a person who is chosen by the god and received the Mark of the God . the mark is: Khorne: chaos armour, 1 attribute and if wizard loss of highest level

Rewards of Khorne:

01-03	Face of Khorne	(causes terror)
04-06	Face of a Bloodthirster	(causes fear)
07-10	Face of a Bloodletter	(causes fear + +1A poisonous spit attack)
11-15	Face of a Fleshhound	(+1A poisonous bite attack)
16-20	Face of a Juggernaut	(+1A gore attack)
21-25	Skin of Khorne	Roll D6;
		1-3 Red
		4-5 Black
		6 Brass (+1 T this one only)
26-28	Collar of Khorne	subsequent collars may be exchanged for bloodstones.
29-31	The hand of Khorne	hands turn bright red, multiply any damage caused by this arm by D4
32-35	Mark of Khorne	Forehead becomes permanently branded by a Rune of Khorne
36	Technology	Champion gains WH40K weapon set on/as his arm.
37-40	Poisonous Bite	poisonous bite

41-45	Regeneration	Regenerates as a Troll
46-55	Frenzy	Frenzy
56-70	Crossbreed	Champion merges with a Fleshhound. Average profiles
71-80	Personality Loss	-2/-20 Int, CI & WP
81-90	Aggression Bonus	+1/10 WS, BS & S
91-97	Weapon Hand	One of the Champions hands becomes fused with his weapon.
98-99	Demonic name	champion gains demonic name
00	Chaos attribute	

NURGLE:

Description:

Nurgle is the Great Lord of Decay and also known as the Master of Plague and Pestilence. The lord of pestilence is also the lord of ALL. As we know, all things, no matter how solid and permanent they seem are liable to physical corruption, and it is only a matter of time when they will corrode and fade away. Therefore Nurgle is the Master of transidoriness.

Alignment:

chaos

Symbol:

Nurgle is normally symbolized by the head of a fly or three circles witch are aligned in a triangle.

Area of Worship:

Nurgle is worshipped especially by people, who cannot accept the transidoriness of life: Is the answer to the question about the meaning of life just waiting for the death? Faced with the inevitability of death and the futility of their efforts to avoid it, many people turn to the Lord of decay in the hope of being able to escape from their destiny. Also people who have lost everything choose to follow the way of Nurgle.

Temples:

small shrines can be found in the forgotten parts of the sewers of the great cities. Also you can find shrines hidden deep in the forests or swamps in the old world.

Friends and Enemies:

Nurgle is the eternal enemy of Tzeentch, the lord of change. While Tzeentch power draws his energy from hope and changing future, Nurgle gets his from the defiance born of despair and hopelessness. The second Arch-enemy of Nurgle is Shallya, the goddess of healing. All other "official" cults of the Old world (i.e. the town gods, the county gods, Sigmarites, Old faith, demihuman-cults, etc.) are more than hostile towards the followers of Nurgle. And it lies in the nature of Chaos, that the followers of the different chaos-powers form alliances or are hostile, just depending on their current mood.

Holy Days:

Like all chaos-cults, the Hexenstag and the geheimnisnacht have a certain importance to the cult of Nurgle.

Cult Requirements:

none. You just have to be desperate or mad enough to join the cult.

Strictures:

None, but all followers of Nurgle are subject to animosity to followers of Shallya.

Spell Use:

Clerics of Nurgle can cast the following spells: all Battle Magic spells apart from healing spells, the Necromantic Magic spells Hand of death and Hand of dust, the Elemental magic spells Wither vegetation, Foul air and summon swarm as well a the Druidic magic spell compose.

They also have access to the following spells.

The stench of Nurgle

Spell Level: Level 1
Magic Points: 52
Range: 12 yards
Duration: D6+1 rounds
Ingredients:

The caster may only use spell when in had-to-hand fighting. His victim excudes such a powerfull smell of decay that anyone, except followers and demons of Nurgle, within 12 yards must make a magic test or else fall to the ground unable to fight. They can only parry.

Miasma of pestilence:

Spell Level: Level 2
Magic Points: 53
Range: 12 yards
Duration: see below
Ingredients:

The caster excudes miasma of pestilence with a range of 12 yards. Creatures inside must make a WP test or have all their characteristics reduced by 1 or 10 . Spell lasts untill the caster is wounded or the spell is dispelled.

Stream of corruption

Spell Level: Level 3
Magic Points: 7
Range: 16 yards
Duration: D6+2 rounds
Ingredients:

The caster vomits forth a stream of maggots, blood, pus & anything else violently disgusting. It's 16 yards long and 8 yards wide at it's end. Individuals hit by it must make an I-test fall to the ground prone for the duration of the spell.

Plague wind

Spell level: Level 4
Magic Points: 12
Range: 2400 yards
Duration: Until dawn
Ingredients:

This spell causes a swirling black wind to blow over an area of radius 2400 yards (about a mile and a half) the wind sucks the life out of all living creatures causing 2D6 wounds regardless of armour or toughness, in every living creature id touches including the caster. No magic test is allowed.

Skills:

In addition to the normal skills, followers of Nurgle get access to the following Skills: Speak add. Lang.- Dark Tongue, Immunity to Disease, Immunity to Poison, Very Resilient

Trials:

Trials set by Nurgle are almost always like that: bring an epidemic to a village, make people desperate etc. Use you imagination!

Blessings:

A Champion is a person who is chosen by the god and received the Mark of the God. the mark is: Nurgle: +1T, 1 attribute

In essence, the gods decide it and the fickle nature or rather difficult to understand nature of the Gods of Chaos tends to be represented by random dice rolls on huge tables.

01-06	Face of Nurgle	Huge, bloated, swollen, (lovable) face with long tongue tipped with tiny face. Fear.
07-15	Biting Tongue	Tongue grows big and round with toothed ring on the end. S4 bite attack
16-20	Face of a Plaguebearer	Skin turns green, Eyes merge, Horn sprouts (see description in rulebook)
21-24	Face of a Beast	Tentacles grow on face of champion. Gains D6 extra sucker attacks in h-t-h combat.
25-30	Immensity	The champion grows to be obese and huge like Nurgle himself. +1 T. -10 I.
31-38	Nurgle's Rot	The champion becomes carrier of Nurgle's Rot and doesn't suffer major difficulties coping with the diseases
39-44	Horns of Nurgle	The champion grows (bulls) horns just like those of the Great Unclean One. Cosmetic change only.
45-49	Plague	
	Roll a D6:	
	The Death Dance;	The Champion shakes, twitches and throws quaking fits. His WS and A are both reduced by -1/-10).
	Bulging Eye	The Champion's eyes bulge and become inflamed, his eyelids become fixed open and sticky fluids drip down his cheeks. BS -10.
	Creeping Buboos	The Champion's limbs and face are covered with huge boils which burst and leave running sores. M -1.
	Crook Bone	The Champion's limbs become twisted and crippled. He limps and hobbles about and his hands become rigid and claw-like. S & T -1.
	Grey Ague	The Champion's mind begins to rot within his skull. His head begins to split and weep putrescent matter writhing with small dark maggots. Ld, Int, CI & WP - 10.
	Green Pox	The Champion becomes more and more wasted until he is little more than a walking skeleton, his skin becomes green and taut and his lips wither away revealing his teeth. W - 1D6
		Of course all diseases are virulently contagious and should have horrendous effects on his Fel. But this goes really for all obvious physical mutations starting with at least a -30.

50-57	Hide of Nurgle	Hide becomes green, leathery and scaly. Numerous sores run over his body, tears and wounds remain raw and tattered and do not heal. A buzzing cloud of flies gathers around the champion. When in h-t-h combat, assailant suffer a –10 to hit penalty due to the infernal flies buzzing up into every orifice they can find.
58-63	Crossbreed with Beast	The champion becomes a crossbreed with the Beast of Nurgle. Average profile. Head becomes Beast-like (like face of Beast gift) and lower half of body becomes slug-like.
64-71	Nurgling Infestation	The champion becomes infested with a group of tiny Nurglings. When in combat the Nurglings jump out of all the crevices of the champion they inhabit to attack his enemies. +1 S3 attack. (The Nurglings can't be destroyed.)
72-78	Familiar	The champion gains a familiar; roll a D100:
		01-20 Combat
		21-40 Magic Focus
		41-60 Magic Power
		61-80 Magic Spell
		81-00 Magic Storage
79-84	Trail of Slime	
85-03	Rune of Nurgle	
94-97	Demonic name	
98-00	Attribute	

SLAANESH

Description:

Slaanesh is the Lord of Pleasure, The power of Chaos dedicated to the pursuit of hedonistic pleasures and the overthrow of all codes of decent behaviour. He reigns in a vast and luxuriously appointed palace in the void, where favoured followers litter the floors, indulging themselves in all forms of perverse pleasures of the flesh.

Slaanesh takes the form of a bisexual humanoid, male on the left side and female on the right, with an unearthly, unnatural and almost disturbing beauty. Two pairs of horns rise from his flowing golden hair, and he dresses in a mail shirt fringed with velvet. His right hand holds the magical jade scepter which is his greatest treasure.

Alignment:

Chaos

Symbol:

The symbol of Slaanesh combines the conventional symbols from male and female, although it is seldom worn openly by his followers. In its place they often wear items of jewelry bearing erotic motifs. Followers dress in robes which are often opened to leave the right side of the chest uncovered, a requirement of many of the rituals involved in his worship. Pastel and electric shades are the chief colours, although white is often used as well. These colours are also sometimes carried over into everyday wear, although they may be modified to fit in with current fashions. Regardless of any other considerations, all Slaanesh followers wear garb of sensuously high quality.

Area of Worship:

Slaanesh is not a god of warriors and his worship is strongest in the cities of the Old World, especially among the upper classes of Bretonnia and in parts of Estalia and Tilea. Some worship Slaanesh under his own name, seeing the worship of Chaos as a supreme decadence, while others worship the Lord of Pleasure unknowingly, under a variety of names and guises.

The worship of Slaanesh takes the form of great orgies involving every vice and every perversity and the highest members of his/her cults have altars and shrines concealed in their homes, which can be taken apart and hidden when not in use. The principle of indulging every whim and vice makes Slaanesh the most popular of the Chaos gods among the population of the Old World. It is not uncommon for his worshippers to spend the holidays of other deities in any orgy of worship for the Lord of Pleasure.

Temples:

There are no temples to Slaanesh as such.

Friends and Enemies:

Slaanesh has a neutral attitude to many of the gods of Chaos, and is generally too caught up in his own pleasures to be interested in alliances and co-operation. Particular enemies are the followers of Khorne, whose belief in death and pain is completely opposed to Slash's principle of a life of unrestricted pleasure. Followers of Nurgle and Tzeentch, the other two Powers of Chaos, are subject to Slash's usual neutral attitude.

Holy Days:

Like all chaos-cults, the Hexenstag and the geheimnisnacht have a certain importance to the cult of Slaanesh.

Cult Requirements:

All are welcome in the cults of Slaanesh. The only requirements are an unswerving dedication to the pursuit of pleasure and a willingness to explore every possible vice and perversion to this end. This must be done regardless of any conventional codes of decent behaviour or any law. It is only possible to incur the displeasure of this god by showing some remaining trace of moral scruples.

Strictures:

All followers must pursue pleasure and must be willing to try every vice and perversion to its end.

Spell Use:**Acquiescence:**

Spell Level: Level 1
Magic Points: 3
Range: touch
Duration: 24 hours
Ingredients: symbol of Slaanesh

The caster tries to hit (Ws test) the intended victim, when successful caster must make a initiative test. If this also works, the victim (if non-demonic) is allowed a magic-test to avoid the effects. If affected the victim enters a bliss euphorically state and isn't able to do anything for 24 hours. His characteristics are halved. Followers of Slaanesh become immune to psychology but are capable of performing any action they want, however I is reduced by -20. Followers of Khorne die of sheer pleasure staggering about D4x2 yards in a random direction, with bliss seeping out of all of their pores while their nervous system is being burned out.

Pavanne of Slaanesh:

Spell Level: Level 2
Magic Points: 8
Range: 48 yards
Duration: see below
Ingredients: a flask of wine

A group of at least 4 creatures of animal intelligence or above (Int 12 or >) standing within 4 yards of each other who fail a WP test (if non-demonic), can do nothing but stand and dance lewdly to music they only hear. When attacked (in combat, missile fire or magically) the spell stops. Otherwise it goes on and on and on ...

Beam of Slaanesh

Spell Level: Level 3

Magic Points: 8

Range: 48 yards

Duration: D6+3 turns

Ingredients: symbol of Slaanesh

This is a ranged version of acquiescence without all the testing except for the WP-test for non-demonic targets.

Fleshy Curse

Spell Level: Level 4

Magic Points: 5

Range: 48 yards

Duration: D6+3 turns

Ingredients: a severed humanoid limb, 144 live spiders all sewn into the skin of a Goblin, Gnome or Halfling

All non-demonic victims must make a WP test. If failed the victim immediately sprouts horrific and uncontrollable growths in every direction.

Roll a d10

1-5 Growths of fat, sinew and muscle spurt from the victim, covering an area of 2D4 x 2D4 yards. This growth happens in a random direction.

6-9 A tentacle grows out 2D12 yards in a random direction.

10 Nothing happens

The victim (and all his growths) move 2D6 yards in a random direction.

Each creature in contact with the fleshy growth is attacked by it's misshapen mouths, hands etc. at Ws 49.

A hit causes no damage but the target is unable to move, attack or carry out any other actions. After three successful attacks, the growth has strangled and suffocated the victim.

Only fire based attacks will kill of the victim along with the fleshy growth.

Skills:

Initiates and clerics gain the seduction skill and at each level they get a +5 bonus.

Trials:

Trials normally include the participation in a mass orgy and drug binge or the seduction of some notable public figure.

Blessings:

Favoured skills include seduction, and charm. Favoured tests also include these two.

Chaos rewards

A Champion is a person who is chosen by the god and received the Mark of the God (your decision).
the mark is :

Slaanesh: +10Wp; 1 attribute

In essence, the gods decide it and the fickle nature or rather difficult to understand nature of the Gods of Chaos tends to be represented by random dice rolls on huge tables.

01-03	Face of Slaanesh	(causes terror)
04-08	Face of a Keeper of Secrets	(causes fear A+1, bite or Gore)
09-14	Face of a Demonette	(causes fear)
15-20	Face of a Fiend	(+1A lick attack; victim must make WP test or else be stupid for 24 hours)
21-25	Face of a Mount	(+1A ensnaring attack; once hit, victim is prone)
26-35	Crab like Claw	claw attack instead of weapon attack

36-50	Hermaphrodite	hermaphrodite
51-55	Ensnaring Tongue	see mount attack
56-65	Characteristic Gain	+10 WP
66-73	Familiar	Champion gains magical/demonic familiar.
74-81	Crossbreed	Champion merges with a Fleshhound. Average profiles
82-86	Horns of Slaanesh	Two pairs of horns (+1 gore attack)
87-91	Musk	one victim within 8 yards may be affected. Must move towards champion, cannot be held back by any means (inhumanly strong). Victim will stand still once next to champion
92-96	Razors edge tail	+1 Tail attack
97	Mark of Slaanesh	Forehead becomes permanently branded by a Rune of Slaanesh
98	Demonic name	demonic name
99-00	Chaos attribute	

TZEENTCH:

Description:

Tzeentch is the god of eternal change (being one of the major drives of chaos, because everyone wants/desires change for a better tomorrow). In this he is a God of Hope and thus the eternal enemy of Nurgle. Tzeentch schemes to obtain a goal no one knows. Perhaps he wants to throw over the other chaos powers or perhaps he wants his influence to reach in the mortal realms, no one really knows except for Tzeentch. His plots to obtain this goal are usually set in motion through humans (often with spell casting ability, given or extended by Tzeentch) or other individuals. Tzeentch's plans are usually of such a complex nature that they might seem contradictory, too long term, irrelevant or whatever springs to mind except for easy to do. In his scheming ways his followers are only second to his demons and cells often plot against each other bringing greater chaos to the world than that they even intended (although the chaos is set in their own circle). These are all in Tzeentch's ally! All eventualities are doctored out and used in his ever-ongoing scheme to rule the world ?

Alignment:

Chaos

Symbol:

The image of Tzeentch is that of a huge creature roughly humanoid with his head set into it's chest/shoulders. Upon the head large intertwined, horns grow into different directions at each curve. His skin is puckered and writhes with faces appearing and disappearing who comment upon everything Tzeentch says, thus making it impossible to ever be sure what he said and why he said it!

Area of Worship:

Tzeentch usually is worshipped by the more powerful individuals of the world as they have already tasted power.

Temples:

Temples again are not numerous and always hidden. His cells are at constant war with each other because of their scheming ways.

Friends and Enemies:

Tzeentch is the eternal enemy of Nurgle.

Holy Days:

Like all chaos-cults, the Hexenstag and the geheimnisnacht have a certain importance to the cult of Tzeentch.

Cult Requirements:

All men dream of wealth, freedom and a better tomorrow. These dreams are not restricted to the poor or down trodden as even rich men dream of further riches of an end to their responsibilities. All followers need to do is have these dreams and act upon them.

Strictures:

They need to have a will for change, and forge ones destiny, change fortune and gain power.

Spell Use:

Clerics of Tzeentch can use all spells, except druidic magic. In addition they have access to the following spells:

Boon of Tzeentch

Spell Level: Level 1
Magic Points: 4
Range: touch
Duration: D6+3 turns

Ingredients

The caster gains one free spell up to his own spell level (he chooses the level) which he can cast once for free. The spell is determined randomly.

Pink fire of Tzeentch

Spell Level: Level 2
Magic Points: 3
Range: 12 yards
Duration: instantaneous

Ingredients

The caster hurls a bolt of multi coloured fire, it hits one character D3 S4 hits. No armour applies.

Transformation of Tzeentch

Spell Level: Level 3
Magic Points: 6
Range: 24 yards
Duration: instantaneous

Ingredients

The victim is struck by a bolt of pure warp energy which "awards" them 1D6+2 awards or attributes, unless a successful WP test is made. These mutations happen over a period of minutes during which the victim is prone due to the pain caused by these transformations and reduced by 1 wound per award/attribute gained.

Tzeentch's Firestorm

Spell Level: Level 4
Magic Points: 6
Range: 48 yards
Duration: instantaneous

Ingredients

The target is engulfed by multi coloured fire and subsequently almost instantly destroyed (1d6 wounds irrespective of armour or toughness) if they don't make their save. Afterwards from the ashes Pink Horrors start to sprout. For each hour the ashes remain on the spot, one more grows out of the ashes.

Skills:

Skills usually include bribe, haggle and law. Also any others that might bring about change.

Trials:

Trials usually include the removal of a person of power from that position and the placement of a fellow cultist into that position.

Blessings:

Blessings normally include the increase of wealth or the promotion into a position of power.

Chaos rewards

A Champion is a person who is chosen by the god and received the Mark of the God . the mark is :

Tzeentch: random magic item, d3 attributes

01-07	Face of Tzeentch	Face sinks beneath shoulders, becomes puckered an inscrutable like that of Tzeentch himself. Small eyes and mouths appear on the face and move about, multiply or disappear. Fear Point +1.
08-15	Face of a Lord of Change	Face/Head changes into that of the Lord of Change (bird of prey). +1 A & FP
16-22	Face of a Horror	Face/head turns into that of a horror, turns pink or blue or a combination of both colours. Cosmetic only.
23-27	Ecstatic Duplication	The champions grows to physically more resemble a pink horror (although not in size), growing double/triple-jointed arms and legs and displaying the face of a horror, his skin turns pink. When slain in combat, the champion's body sprouts two blue horrors which fight on for D6 hours before returning to the chaos realms.
28-33	Hand of Tzeentch	
34-39	Flaming Arm	
40-44	Gift of Magic	
45-50	Reckoning of Tzeentch	
51-54	Crossbreed with flamer	Roll a D6:
		One arm turns into a flaming arm.
		One additional flaming trunk arm grows from his body.
		His lower body changes into that of a flamer. Moves like a flamer of Tzeentch.
		Reroll twice ignoring this result, if it turns up again.
		Apart from his M, the profile of the champion becomes averaged with the of a flamer. Flamer arms confer an additional bite-attack or flame-attack.
55-58	Magic of Tzeentch	The champion gains a magic item of Tzeentch; roll a d100:
		Globe of Change
		Cordial of Tzeentch
		Warpstone Charm
		Rod of Tzeentch
59-62	Familiar	The champion gains a familiar; roll a D100:
		Combat
		Magic Focus
		Magic Power

		Magic Spell
		The familiar looks like a small Horror with D3 attributes usually perched on the shoulder of the champion.
63-69	Wings	The champion grows wings like a lord of change. Flies as a swooper.
70-77	Changing of the Ways	
78-84	Withering Gaze	In h-t-h combat enemies must make a CI test or else suffer a -10 WS due to incapability to look at the champion.
85-93	Rune of Tzeentch	Champion gains Rune of Tzeentch; roll a D6:
		The rune glows either blue or pink
		The rune writhes over the champion's skin as if it were alive.
		The rune moves over the champion's entire body.
		The rune is duplicated thousands of times forming a complex interlocking pattern over the entire body of the Champion.
		A horn, shaped like the rune of Tzeentch, sprouts from the Champion's forehead. +1Gore attack.
		Two of above, reroll this result if it turns up again.
94-97	Demonic name	Champion gains a demonic name.
98-00	Attribute	D3 Attributes, which count as 1-3 attributes when eye of god is rolled.

CHAOS MAGIC ITEMS

Chaos armour:

armour which confers at least 2 AP (to 5 maximum) on all, is not encumbering, when granted twice or more often, the armour increases in AP's and becomes fused to the champion's body adding +1 to his T. Casting spells is not interfered by the chaos armour (eg. No extra magic points needed)

Bloodstones:

stones containing demons of Khorne. The demons are instantly summoned and subsequently the stone is destroyed. The champion must stand next to an altar to Khorne (contradiction) and roll a D6 (add +1 if he has at least wounded or killed someone in the last hour, +2 if this was a wizard or a follower of Slaanesh)

- 1) The bloodstone suck up the champion with a shriek of joy and disappears to the void.
- 2) The stone crumbles to dust and nothing happens (no demon).
- 3) No demons appear but the champion may try again
- 4) The demons are sent (uncontrolled; so the champion must make a controll test) and remain D6 hours on this plane of existence.
- 5) The demons are sent (uncontrolled; so the champion must make a controll test) and remain D6+3 hours on this plane of existence.
- 6) The demons are sent (controlled; so the champion need not make a controll test) and remain on this plane of existence untill dispelled or the battle is over.

Roll a D10 when using the bloodstone succesfully:

1	1 Bloodthirster
2-3	1 Bloodletter
4-6	8 Bloodletters

7	16 Bloodletters
8-9	8 Fleshhounds with 1 Bloodletter as handler
10	1 Juggernaut

collar of khorne

collars are worn by fleshhounds and selected followers of Khorne. The collar confers a WP of 89 and normally the wearer (a fleshhound) passes any save for a magical attack automatically. Champions just get the wp-increase.

hell blades

Hellblades are the weapons of choice of the Bloodletters. It confers a +10 WS and when calculating damage use 4D6 instead of 1D6 (using them all of course). Followers of Slaanesh (and wizards?) are drained of 2D6 magic points or demonic power points when hit.

axes of khorne

The axe of Khorne is a demon weapon used by the Bloodthirster of Khorne and Khorne's chosen few. Along with the normal abilities of demon weapons one should note that the weapon contains a Bloodthirster, thus doubling some of the carriers abilities: (it can hold 32 points of strength before becoming sated), the axe is subject to frenzy and hatred to followers and demons of slaanesh, it automatically passes any magic saving throws it needs to make. It regenerates, so the bloodthirster carrying it, regenerates twice like a troll. The axe flies as a swooper and the Bloodthirster in the axe can be called forth to fight barehanded!!!

rods of command

rod of command is a short wand of bone, often elaborately carved and sculpted with scenes of debauchery. The bone is usually one taken from the body of a fallen bloodthirster (!), who has fallen in battle against a Slaaneshi demonic legion.

Once per battle the bearer may command an enemy unit (mass change allegiance) within 48 yards for one hour.

Once per battle the bearer may command a friendly unit to move twice (mass lv.4 spell which doubles a and m etc.)

Friendly units within 24 yards may use the Ld of the bearer instead of it's own.

globes of change

can be thrown up to 12 yards using bs. If hit the victim is caught up in an intense magical field in which he starts to mutate uncontrollably. After sunset or whatever the victim is released and ends up with a residual D6 mutations.

cordials of tzeentch

water + ground feather/claw of changer of the ways; Drink up, effects last for one day, roll a d6 for each characteristic

1	-2
2	-1
3-4	+1
5	+2
6	+3

warpstone charms

allows to reroll one dice-roll (to change reality and history). The charms are usually small pieces of warpstone (enchanted of course) and fashioned into rings, amulets whatever.

rod of tzeentch

Rod with blue eye on top. (Can also be set in armour or wherever you want.) User must give up one attack (or round) and victim must fail magic test. If so, he is hypnotised and thus prone. (Duration is not given).

palanquin of nurgle

Carrying palanquin of nurgle, with a shield/plate carried by a horde of nurglings. The palanquin is surrounded by a cloud of flies and leaves behind sticky pools. Chance of contracting nurgle's rot.

staff of nurgle

Causes instant death when victim doesn't make magic save. Death is caused by bursting of maggots out of every orifice of the victim's body. Creatures touching the pillar of death suffer a S5 hit without the magic saving throw opportunity.

death head of nurgle

can be thrown up to 12 yards. Death head is a skull of a conquered foe of Nurgle. The skull is filled with all sorts of contaminants (pox etc.) from a Great Unclean One. When it hits the ground all persons within a radius of 2 yards are splattered and contract Nurgles Rot automatically.

chaos weapons

Chaos weapons are chaos magic swords with the following abilities:
they have a magical aura, visible for persons with magic sense.

- 2) They can effect creatures only vulnerable to magical attacks
- 3) They dispel Aura's upon contact (officially it says on a 3+ on an D6 roll)
- 4) The effects can not be cancelled/avoided by a magic saving throw.

Furthermore each chaos weapon can have one (or more) properties which can be rolled for on a D1000 table (each a 1,3% chance). The abilities range over the usual magic weapons properties like those described in the WFRP.

demon weapons

creating demon weapons:

roll a d10:

1-8	a sword
9	two handed sword
10	any other weapon

roll a D100:

01-25	lesser demon of appropriate god
26-45	greater demon of appropriate god
46-95	demon prince of appropriate god
96-00	random demon

Demon weapons are weapons containing a bound demon. They have all the abilities the demon had in addition to the following:

Demon weapons have demonic aura's immediately visible to persons with magic sense.

They can effect creatures only vulnerable to magical attacks, it's effects cannot be avoided by making a saving throw.

A demon weapon dispels any aura it comes into contact with.

A Demon weapon has a bonus to hit (WS) equal to the Ax10 of the bound demon.

The user may use the demon's wp to take any tests.

If the demon weapon actually wounds someone the victim is instantly killed (the demon sucks his soul)

The slain target's strength is divided in three.

The first part is for the god who created the sword

The second part is added to a running total of stolen strength points to the blade for a duration of 24 hours. Each point stolen gives a +1 damage. You should also note down the number of points stolen.

Once a certain amount is stolen the weapon is sated.

The third part is given to the wielder. He can only use strength up to 10. But points gained afterwards should be noted down also. Once he has absorbed 3 times his own strength in stolen strength points, he collapses if he is mortal.

Individual weapons: each weapon has all the abilities the bound demon has. Flight for example is permitted, tail and gore attacks not. (regeneration, psychological attacks are allowed, matters dealing with attack modes are not. Spells however are again allowed. Strength is not stolen though.)

Any demon weapon has a capacity of 5D10 points. This is the amount of strength it can steal before becoming sated. Once sated it takes 24 hours to resume normal properties. Once sated it does not have a

to hit bonus, a damage bonus, doesn't kill upon wounding. It's "just" your ordinary magic sword. The bearer is also not capable of holding the extra strength.

Once a sword has absorbed half its capacity it goes into a killing fury. From now on the bearer must make a WP test each time he has slain a person. If he fails, he enters a killing fury and must attack any enemies within sight. If no enemies are in sight or 100 yards, he must attack friendly troops in their place. If the bearer doesn't kill three rounds without killing the weapon turns on its wielder halving his characteristics, sending waves of pain all over his body for 24 hours.

Releasing a bound demon:

The demon can be released if the appropriate summon-spell is cast. Also the demon will protect its home when the sword is picked up by someone else as the owner. Also if the owner doesn't obey the tenets of the god. The demon will emerge for D6 rounds and will be able to do anything he likes. In the meantime the sword acts like it's sated. After the d6 rounds roll on the table below:

01-15	The demon is glad to be free and disappears to the void.
15-25	The demon is grudgingly glad to be free and decided to serve the owner 101 days and afterwards goes back to the void. The blade becomes powerless afterwards.
26-40	The demon vanishes, promising revenge on the person who carried it's prison for so long. Each time the owner is in a fight hereinafter roll a d6, if you roll a 6, the demon appears and attacks him. This happens only once. Afterwards the blade is powerless.
41-50	The demon chooses to serve the power the only way he knows and returns to the blade.
51-60	The demon attacks the owner, if it's wounded it returns to the blade cowed by the owner's power. If he overcomes the owner, he returns to his master in the void and awaits a worthier master.
61-70	The demon vanishes to pursue some scheme of its own, while the blade becomes a non-magical weapon. Occasionally, however, the blade whines to itself. If the bearer inflicts a wound with the blade roll a D6, on a 6 the demon returns to its blade, its mission complete.
71-75	The demon is finally free of his demeaning duty to its God. The owner and the demon change places and the demon uses the sword to fight on during the battle and afterwards heads of the realm of his master. At some point the sword will be given to some other servant of Chaos. (Imagine a snotling being bound into a demon weapon and coming out ;-)
76-00	The demon comes out of the blade, happily slaying any and all enemies of his patron for 24 hours. Afterwards he happily goes back into the sword

Whenever the demon leaves the sword, roll to see its reaction and whenever the demon leaves the sword, it behaves like it's been sated (eg. Magical only, no special abilities).

A final note on chaos magic items.

All chaos magic items can be added up and combined into one another. (Eg. A double demon sword containing a bloodthirster and a bloodletter with the ability to hold 10D10 strength points and combining all the features of both demons isn't impossible. Also the weapon may gain chaos weapon properties etc. etc.)

REWARDS OF CHAOS:

Rewards are split into two categories: gifts and attributes. It's important to keep track which is given because gifts (real attention of the god; like armour, weapons, magical ability and others) are more valuable than attributes (mere mutations).

Champions may refuse gifts but may not refuse attributes. If one is declined another is rolled up instantly and this one must be taken.

Chaos reward table:

01-40	Chaos Attribute	see table
41-43	Frenzy	champion + followers becomes subject to frenzy
44-48	Demon weapon	daemon weapon is a weapon with a bound demon
49-53	Chaos Armour	magical armour
54-58	Chaos Steed	Chaos steed or on a roll of 6 on a D6 they get a demonic riding beast
59-63	Chaos Spawn	Champion receives D6 spawn as retinue
64-69	Strength	+3 S
70-85	Gifts of the Gods	Special gift of the Gods, see table
86-90	Chaos Hounds	D6 Chaos hounds or on a roll of 6 on a D6 they get a demonic hunting beast
91-00	The Eyes of God	Champion gets judged by the god.

If he has 6 or more attributes, he is instantly turned to Chaos Spawn.

If he has 6 or more gifts, he is elevated to demonhood.

If he has neither of those, he receives +1A; +1D6W for wizards. And for non-wizards the same & +1 magic level, power level, magic points and the associated spells.

Champions of Khorne don't get a magic level rise; they receive a collar of Khorne.

Any rewards which are received double and can't be applied again may be handed down to a follower.

DEMONIC ABILITIES:

1	Invulnerability to normal weapons
2	Demons own attacks are magical
3	Instability
4	Demons aren't subject to normal psychological effects unless caused by a presence of demonic or divine origin of higher level.
5	Demons are able to cast spells without expending magic points and always succeeds in casting the intended spells.
6	Demons are magically vulnerable targets and are only entitled to saves when in the Chaos Wastes or on demonic battlefields. When in these special regions they may use their demonic power points to augment their saves.
7	Demons with wings fly as swoopers.

8	Base sizes: irrelevant
9	Chaos attributes can be rolled up, up to the holy number of the appropriate Chaos God. You need not roll up the entire amount, however, once rolled up they can not be declined any more.
10	Competition: irrelevant

DEMONIC/CHAOS MAGIC

Demons are able to cast spells from any school (eg. Battle, petty, illusion, necromantic, elemental and demonic) as well as the spells of their respective masters. Roll them out randomly. They (Chaos spellcasters) gain 3 spells per level, the first spell will always be the Chaos Gods spell of the appropriate level.

Demons gain a number of spells equal to the magic number of the god in it's spell pool. Once cast, a new random spell is determined. Of these spells the first is always it's masters spell (of level one), the rest of the spells are also level 1. Demons are granted 1 spell per person in a unit (contradictory rules=> I do ignore this one and give individual lesser demons a holy number of spells)

Greater demons have a similar spell pool but each slot's level is determined by a D4. The first spells are of course it's masters.

Demon Princes (the rung just under the gods) are treated as greater demons of their patron power when casting spells.

FAMILIARS:

Familiars are in essence small demons given to the champion in the service of his master.

They may be give up to D6 attributes to more personalise them.

Roll a D100:

01-12	Combat
13-34	Magic Focus
35-56	Magic Power
57-78	Magic Spell
79-0	Magic Storage

Common abilities:

Instability

Fear (champion may make use of the familiars characteristics when these are higher).

Roll a d6 when generating. On a 5-6 the familiar flies as a swooper.

Combat Familiars

Small manikins in full plate armour (1 AP on all) resembling champions or demons.

If the familiar is killed it's master WS is halved.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
4	57	0	5	5	5	60	2	10	89	6	89	89	0

Magic Familiars

Small sorcerers, imps, demons, children, creatures or extremely beautiful young women or anything else.

Although capable of fighting they only fight in self defence or if cornered. If possible they will run for shelter behind it's master for protection.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
4	41	34	4	3	5	60	1	43	43	43	43	43	5

subtypes of magic familiar:

Focus:

this familiar has no magic points. Any spell may be cast through the familiar doubling one of it's qualities (like shining light through a lens). The caster may choose which quality: range, area of effect, effect or duration. Only one effect may be doubled. If the familiar is killed, the caster must expend twice as many magic points to cast any spell from now on.

Power:

this familiar has 4D6 magic points but cannot cast spells. If the familiar is in contact with it's master, he is able to conduct the MP's to him for use in spell casting. If the master ever reaches demon-prince hood these magic points are added to his demonic power points. If the familiar is killed, the master's power level is halved.

Spell:

This familiar knows one randomly determined spell of level D4. He has 4D6 magic points and enough magic points to cast the spell at least once. Once the spell is cast he gains a randomly determined new one (like demons). If the familiar is slain, the caster loses one spell.

Storage:

this familiar is able to store up to 4D6 magic points worth of spells. The spells need not be cast by it's master (e.g. It can act as a magical defence). The spells may remain in the familiar for any amount of time. They may be released at the instruction of it's master. (E.g. Fireballs cast by an enemy sorcerer can be absorbed and then re-released to be cast upon the original caster!!). When the 4D6 storage capacity is exceeded, the familiar explodes and all spells cast into the familiar are released upon it's master.

Multiple familiars:

Multiple familiars may be combined into one creature of the average profile of its two parents. The magical abilities are added up, so if two power familiars combine it now has 8D6 magic points!

Familiar of service:

A mindless automaton used to perform any set of instructions to the letter. It has no decision making ability and will grind to a halt if presented with a choice, remaining inactive for D6 turns before it can be persuaded to accept new instructions again. The familiar is immensely strong and usually used for repetitive manual tasks. It will never fight, not even in self defence! If the familiar is granted a second time, it will develop a bottomless pocket in which it can store any object no larger than 1 foot long and 6 inches wide. If the familiar is killed, the master's strength is halved. It usually takes the form of a small humanoid.

Familiar of sense:

A familiar of sense gives its master the ability to use its senses on a remote location. E.g. The master can see through it's eyes even when the familiar is in another room (or plane).

Roll a D6 to determine the type: 1-2 sight ; 3-4 hearing ; 5-6 smell

If the familiar is granted twice the sense is rolled for again and it gains a second sense. If by chance the same sense is rolled up again the sense becomes enhanced by the appropriate skill (excellent vision/night vision, acute hearing, acute sense of smell). The familiars usually take form as small humanoids but floating eyeballs and noses aren't uncommon.

If the familiar is killed, the master loses the associated sense (e.g. Becomes blind, deaf or loses sense of smell)

Until it is granted again by receiving a familiar of the appropriate type.

Profiles:

Familiar of sense is the same as that of a magic familiar.

Familiar of service:

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
4	0	0	10	3	5	60	2	89	89	6	89	89	0

Table for determining familiars: Roll a D100

Nurgle	Slaanesh	Tzeentch	Familiar
01-20	01-10	01-20	Combat
21-25	11-15	21-30	Focus
26-35	16-25	31-45	Power
36-45	26-35	46-60	Spell
46-55	36-45	61-75	Storage
56-75	46-75	76-85	Sense
76-00	76-00	86-00	Service

You should consider giving the Slaanesh familiar of sense the sense of touch and taste (roll a d5/d10) as that is more the Slaanesh way to indulge one self.

SPELL BOOK

PETTY MAGIC

Annoy

Spell level: Petty
 Magic Points: 1 each
 Range: 12 yards
 Duration: Instantaneous
 Ingredients: None

The target of this spell is subjected to some small annoyance - an insect sting, a pinch on the rear, a tap on the shoulder, a breath of air in the ear, etc. A WP test is required to avoid reacting (turning around, slapping at a non-existent insect, etc.) when busy in a combat situation for example, or part way through a magical ritual.

As well as external irritations, internal ones can also result, causing the target to cough, sneeze, belch, etc. if a WP test is failed. The spell caster may choose what kind of annoyance he wishes to inflict, and how many (to a maximum of 3 per round) although any extra magic points spent to ensure spell success must be applied to each annoyance.

Only one target may be selected per casting.

Cantrip

Spell level: Petty
 Magic Points: 1
 Range: 12 yards
 Duration: 1 hour
 Ingredients: None

Cantrips are minor spells studied by wizards during their apprenticeship before even most Petty Magic spells are learnt. This spell is a catchall to encompass any of these minor spells that the caster may have learnt. General guidelines to remember are that the spells will not cause damage or detriment and will never be more powerful than any other Petty Magic spell. Any items created will be small, inanimate, obviously magical and far too fragile to be used as tools of any sort. Whatever manifestation the Cantrip takes, it remains in effect only as long as the wizard concentrates. Wizards typically use Cantrips to impress common folk, amuse children and brighten dreary lives. Common tricks include tinkling of

ethereal music, brightening faded flowers, small glowing balls that float over the caster's hand, puffs of wind to flicker candles, spicing up aromas and flavours of bland food, and little whirlwinds to sweep dust under rugs.

Comprehend Languages

Spell level: Petty
Magic Points: 1
Range: Sight
Duration: d6 minutes
Ingredients: The eyeball of any creature

The visual equivalent of the Gift of Tongues spell, this allows the caster to read any simple piece of writing in any unknown language. Note that this is designed to allow the reading of street signs, wanted posters and so on. Long passages (more than half a page) or ones written with complex intent may not be read using this spell, neither can codes, ciphers, runes and the like be decoded.

The caster could then, for example, read the title of a legal document or scroll written in a strange language but could not determine the contents.

Curse

Spell level: Petty
Magic Points: 1
Range: 12 Yards
Duration: until dispelled
Ingredients: hair, fingernail etc. from victim

This spell allows the caster to place a curse on the victim, who must be within 12 yards. The victim tests WP and if failed the curse takes effect. The caster or another of a higher level, using a remove curse spell can remove a curse.

Detect Poison

Spell level: Petty
Magic Points: 1
Range: Touch
Duration: instantaneous
Ingredients: A lump of oxidised copper

This spell allows the caster to test his food or drink for poisons. When the spell ingredient is added to the food to be tested, it will cause a poisoned substance to turn green and harmless foodstuffs to remain their original colour. Unfortunately the spell ingredient itself will make the food inedible.

Disguise

Spell level: Petty
Magic Points: 2
Range: Personal
Duration: 1 hour
Ingredients: Small mask

This spell will slightly alter the caster's appearance, changing hair, eye or skin colour and slightly modifying facial features. Height can be altered by a couple of inches either way and clothing can be made to appear to be of a quality a little better or worse.

No radical changes can be made - a skilled spy could probably do a better job on him but would certainly require more time in which to do so. Anyone familiar with the caster will automatically recognise him - others may require an intelligence test depending on how cunning the disguise is.

Elven Sight

Spell level: Petty

Magic Points: 1
Range: Personal
Duration: 1 hour
Ingredients: A carrot - eaten as the spell is cast

This spell gives the caster Night Vision for 30 yards in the same manner as for a Wood Elf. This spell will not increase the Night Vision range of a character that already possesses this ability.

Faerie Fire

Spell level: Petty
Magic Points: 1
Range: 12 yards
Duration: 2d6 rounds
Ingredients: A small piece of shiny metal

The target of this spell is outlined with a pale glowing light of a colour determined by the caster. While eerie in appearance, the spell does no damage and causes no psychological effects. It is not particularly bright and may not even be seen in daylight.

In darkness, however, the target is made easily visible and thus there are no penalties to hit due to poor light. Note that the caster must be able to see the target of this spell to be able to cast it.

Feather fall

Spell level: Petty
Magic Points: 2
Range: Touch
Duration: d6 turns
Ingredients: A feather from any bird

This spell causes the caster or recipient to fall at half the normal speed and thus halve the effective distance travelled and damage sustained when jumping. It also gives a falling character time to react, allowing him to turn a fall into an effective jump, thus quartering normal falling damage.

Example #1: Clem Shirestock jumps 4 yards and the damage is 4-d6. If he were to fall it would be 8-d6
Example #2: Using the spell the damage would be 2-d6 in either case.

Gift of Tongues

Spell level: Petty
Magic Points: 2
Range: hearing
Duration: 1 + turns
Ingredients: the tongue of any creature

This spell affects the caster only, enabling the speaking and understanding of any language heard. The effects last for one turn per magic point expended, and may be extended at the Magic Points of further points.

Glowing light

Spell level: Petty
Magic Points: 1 per hour
Range: touch
Duration: 1 + hours
Ingredients: any object

This spell is cast on one object, which the caster must be holding. The object glows brightly giving off the equivalent to that of a lantern. The spell lasts for one hour but can be extended but the expenditure of further magic points. At the end of the spell the object disappears.

Illusionary Projection

Spell level: Petty
Magic Points: 1 per turn
Range: 6 yards
Duration: 1+ turns
Ingredients: None

The projection produced by this spell is a silent, flickering and transparent two-dimensional image. In poor light the result may be briefly interpreted as some kind of ghost if an intelligence test is failed, otherwise no one will be fooled. While fantastic for busking and distractions this spell will not cause any psychological reactions.

Instant Fortune

Spell level: Petty
Magic Points: 2
Range: Touch
Duration: 10 minutes
Ingredients: A measure of iron pyrites

This spell, despite its rather pretentious name, simply alters the appearance of any single object fist size or smaller to appear like gold. While convincing from afar, creatures taking a close look are entitled to an Intelligence test, with a +40 bonus if they take the time to properly check by biting it, testing its weight and so on.

This spell is most effective when cast on coins, that can then be passed off with several genuine ones without being noticed. However, as the spell must be recast for each individual spell, this process would be more trouble than it is worth for all but the most poverty-stricken of characters.

Knock Down

Spell level: Petty
Magic Points: 2
Range: 12 yards
Duration: Instantaneous
Ingredients: A small ebony stick ending in a carved fist

This spell may be cast on any bipedal creature within range and line of sight.

It exerts a sharp telekinetic blow, which causes no damage but forces the target to make an I test or fall over. Modifiers to the test are as follows:

- 20 Target is running
- 10 Target is moving at normal rate
- 0 Target is moving at cautious rate
- +10 Target is still standing
- 05 per extra Magic Point spent by the spell's caster

A falling character must make a successful Dex test or drop any hand-held items; he may do nothing in the next round except regain his feet, and counts as prone while doing so.

Magic alarm

Spell level: Petty
Magic Points: 2
Range: Touch
Duration: until triggered
Ingredients: a small bell

This spell can be cast on any spot. Should any living creature pass within 1 yard of it, the caster will be made aware that this has happened – even to the point of waking up if asleep at the time- no matter how far away the event takes place.

The caster knows only that something has disturbed the spell.

The caster may only have one such spell in existence at one time. The spell lasts until triggered or until the caster casts another.

Magic flame

Spell level: Petty
Magic Points: 1
Range: personal
Duration: until extinguished
Ingredients: none

The caster causes a small, bluish flame to burst forth upon his palm. So long as the caster's palm remains open the flame will burn. It is automatically extinguished as the fist is closed. The flame is too small and inoffensive to cause psychological reactions in creatures that fear fire. And it is also too small to cause damage or be used as a weapon. It can however be used to ignite flammable substances, and it provides illumination as a candle.

The caste needs to be careful with this spell, as there exists the danger that his or her robes may be set on fire.

Magic lock

Spell level: Petty
Magic Points: 3 per week
Range: 1 yard
Duration: 1 + weeks
Ingredients: a dab of glue

This spell can be cast on any lock or bolt within 1 yard of the caster. An enchanted lock/bolt cannot ever be picked or forced open, but will remain solidly firm. However, the spell does not prevent some one breaking down the door, and chests can still be broken open.

Marsh Lights

Spell level: Petty
Magic Points: 1
Range: not applicable
Duration: 1 hour
Ingredients: 2 fireflies

This spell creates the appearance of a number of lights, as of distant torches or lanterns. The light appears within 100 yards of the caster, and can be sent off in any desired direction.

They naturally follow corridors or paths, and do not need to be controlled or over seen in any way. The caster can, however control their movements more closely while the lights remain in sight-but must concentrate to do so (he can not perform any other actions).

The lights travel at various speeds, but never slower than 8 yards per round, and never faster than 16 yards per round. They last for one hour, and then gradually fade and vanish.

Mending

Spell level: Petty
Magic Points: 1
Range: Touch
Duration: Permanent
Ingredients: A pinch of flour and a drop of water

This spell will fix any breaks in small objects (smaller than a sword) to look as good as new. Mending is a spell often employed by less dexterous wizard's Apprentices who wish to avoid a good thrashing after dropping their master's favourite vase. Note that it will not repair magical items of any sort and shattered items are beyond repair.

Message

Spell level: Petty
Magic Points: 1
Range: 12 yards
Duration: 1 round
Ingredients: The claw of a pigeon

This spell sends a short whispered message to any visible creature within range. The message cannot be heard by others nearby or in the line of the spell - only the intended targets who may not realise where the message has come from. Note the spell duration - time the caster's message and anything over the 6-second limit will be lost.

Open

Spell level: Petty
Magic Points: 3
Range: 1 yard
Duration: Instant
Ingredients: a small silver key

This spell can be cast against any lock, bolt or latch within 1 yard. And causes it to automatically open. They will remain open for the next minute and cannot be forced shut again during this time. This spell will not work on magically locked objects.

Petty Elemental Manifestation

Spell level: Petty
Magic Points: 1
Range: 6 yards
Duration: d3 rounds
Ingredients: None

This spell brings into existence a small quantity of one of the four elements. A manifestation of fire would be enough to light gunpowder, a candle or a pipe but would do no more than scorch anything else. Water would be a cold splash that might be used to douse a candle or lamp or to wake someone up. Earth would be a small pile of dirt and air would be a small puff of wind suitable for extinguishing candles.

Upon the manifestation's expiration, it disappears although some of its effects may remain. For example a manifestation of water used to douse a sleeping character would leave them dry, but still awake; a candle lit with a manifestation of fire would remain lit and so on.

While not a powerful spell, it is often taught to apprentices studying to be Elementalists as a way of introducing them to the basic theories involved, although its primary application tends to be in impressing peasants.

Present

Spell level: Petty
Magic Points: 1
Range: Personal
Duration: Instantaneous
Ingredients: None

With the use of this spell, any item in the caster's backpack, scabbard, pouch or otherwise upon his person appears instantly in his hand without need to spend time retrieving it. The item may be used immediately if appropriate, meaning that there is no "take-up" initiative penalty for drawing a weapon, for example, and no need for the caster to rummage through his belongings in search of spell components.

Preserve

Spell level: Petty

Magic Points: 2
Range: Touch
Duration: One month
Ingredients: A pinch of salt

This spell is of great value to wizards who wish to keep their spell components fresh - a bag filled with rotting tongues is quite unpleasant as well as being of no value for spell casting. Preserve will halt the process of decay on a volume of organic matter approximately equal in size to the caster's closed fists for the period of a month. During this time food or spell ingredients will not suffer from normal ageing effects, although they can still be ruined by any other normal means.

Upon the expiration of the spell, the substances will be once again subject to decay as they normally would.

Produce small creature

Spell level: Petty
Magic Points: 2
Range: Personal
Duration: Not applicable
Ingredients: none

This spell allows the caster to produce a small animal from a hat or pocket. The creature is a normal member of its species, and may be eaten if normally edible.

Roll a D6 to determine what is created.

White Mouse
White Rabbit
White Dove
Snake
Fish
Lizard

Protection from rain

Spell level: Petty
Magic Points: 1
Range: Personal
Duration: 1 hour
Ingredients: a mini umbrella

This spell stops rain from falling on the caster. Even in the heaviest downpour the caster remains perfectly dry.

Pyrotechnics

Spell level: Petty
Magic Points: 2
Range: 6 yards
Duration: See below
Ingredients: A pinch of gunpowder.

Stage magicians often use this spell; this spell causes an effect equivalent to a small firework or a flash and a puff of coloured smoke to appear within the spell range.

While the latter can be used to obscure the caster's actions, it disperses after a round.

The spell may also be cast on a flame source such as a candle or a bonfire, and while this will produce a more spectacular effect, the spell duration is only increased to 2 rounds for a campfire, 3-4 for a bonfire and remains the same (1 round) for anything smaller. It may also be cast on a small quantity of smoke to cause it to either change

Colour or twist into strange shapes, forms and patterns. This effect will last for up to a turn or until all the smoke would have dispersed normally due to wind conditions and

So on.

Reinforce door

Spell level: Petty
Magic Points: 3 per week
Range: 1 yard
Duration: 1 + weeks
Ingredients: a small lock

This spell can be cast on any door, chest or small vessel within range. It makes it physically stronger, and thus harder to break open. The object will gain one point of toughness. Up to three spells (+3 T) can be cast on one object at one time.

Remove Curse

Spell level: Petty
Magic Points: 1
Range: touch
Duration: instantaneous
Ingredients: none

This spell removes a curse placed by another caster of the same level or lower.

Shock Spirit

Spell level: Petty
Magic Points: 1
Range: 6 yards
Duration: 1 round
Ingredients: A shiny metal pin

If the subject of this spell fails a WP test, his spirit is stunned for the following round and he may take no action but parrying or fleeing for that round. Note that this spell will not affect Undead, demons, elementals, monstrous creatures or creatures over 10' tall.

Sleep

Spell level: Petty
Magic Points: 2
Range: touch
Duration: D6 Turns
Ingredients: a piece of down

This spell can be cast on a single character. The victim must test WP or fall into a comatose sleep for D6 turns. This spell only works against a single humanoid creature under 10 feet tall.

To use in combat the caster must make a successful hit with an open hand.

Sounds

Spell level: Petty
Magic Points: 1
Range: within hearing
Duration: 1 round
Ingredients: a small speaking trumpet

This spell causes a spell of some kind. This can be a very loud, which echoes over a great distance (up to half a mile) or a soft noise, such as heavy breathing. The caster can choose the type and volume of the noise. The spell can produce any noise except speech. It lasts for one round and can be made anywhere up to 24 yards from the caster.

Unseen Servant

Spell level: Petty
Magic Points: 2
Range: 6 yards
Duration: 1 hour
Ingredients: Straw from a broom

The Unseen Servant is like an invisible butler who can open doors, hold chairs, clean and fetch. The spell creates a force that is not strong, but can carry small loads with Strength of 1. It cannot fight; not can it be killed, although it can be dispelled by any hit with a magical weapon or at the whim of the caster. It has a Movement score of 4, and will only ever travel at Standard or Cautious speeds. It cannot move through solid objects, although it can adjust its "shape" to pass through narrow gaps.

It is by no means intelligent and will not be able to perform any complex tasks. As a general rule any command greater than three words in length will be met with incomprehension. E.g.: "get my boots", "pick that up", "drop the gold", etc. The Unseen Servant cannot attack or be wounded, but will be dispelled by any hit from a magical weapon. It will follow the caster around if not specifically told to do otherwise, but will be automatically dispelled if it ventures more than 6 yards from its Master.

Wizard's Mark

Spell level: Petty
Magic Points: 3
Range: Touch
Duration: Permanent or 1 hour
Ingredients: A signet ring bearing the mark to be used - value 50 GC minimum.

The caster may use this spell to mark an item of his property with an indelible rune identifying it as his own if, for example, it should be stolen. Nothing short of a Dispel magic can get rid of the Mark, although the caster may remove it at will. Chiselling or scraping the Wizard mark off an item will only reveal another underneath.

If cast at a living target, the Mark appears where the victim is touched and remains there for an hour.

Note that the material component of this spell is not consumed in its casting.

Zone of Cold

Spell level: Petty
Magic Points: 1
Range: Personal
Duration: 1 hour
Ingredients: a lit torch

This spell creates a 12-yard diameter zone centred on the caster. The zone lasts for one hour, until destroyed or until the caster moves. Within the zone the temperature is lowered by ten degrees. While maintaining the zone he may not cast any magic nor meditate to recover magic point. Two or more zones may not overlap if they do so then both are destroyed.

Zone of Silence

Spell level: Petty
Magic Points: 1
Range: Personal
Duration: 1 hour
Ingredients: a ball of wax

This spell casts a zone 12 yards in diameter in which no sound no matter how loud can pass in or out of the zone.

Zone of Warmth

Spell level: Petty
Magic Points: 1
Range: Personal
Duration: 1 hour
Ingredients: a piece of animal fur

This spell works in the opposite to Zone Of Cold.

BATTLE MAGIC LEVEL ONE

Accelerate Flesh

Spell level: Battle 1
Magic Points: 4
Range: touch
Duration: 1d6+3 turns
Ingredients: The wing of a fly

Subject's Move is increased by +1, and Initiative is increased by +10.

Accelerate Healing

Spell level: Battle 1
Magic Points: 4
Range: Touch subject with focus
Duration: 1d6 rounds
Ingredients: Earth and water herbal condensers

For each round of duration the ritual heals 1 wound point. If interrupted during the healing, the ritual is spoiled and magical healing ends immediately. Effective for most humanoids and warm-blooded creatures at the GM's discretion, it may be less effective or even ineffective with exotic humanoids or monstrous beings. Magical beings with fleshy bodies (e.g., demons and elementals) are affected; ethereal beings are not.

Automatically stops terminal bleeding. Wounded beings already treated with herbal healing receive no benefits from this spell, and wounded beings treated with this spell will receive no benefits from herbal healing.

Arrow Speed

Spell level: Battle 1
Magic Points: 4 per 5 arrows
Range: Touch
Duration: 1 hour
Ingredients: None

This spell increases the speed of normal missiles and grants a bonus of ES +1. All ranges are increased 25%.

Aura of Resistance

Spell level: Battle 1
Magic Points: 2
Range: Personal
Duration: 1 hour per level
Ingredients: a pair of magnets

Aura spells provide protection against wounds by increasing the casters number of armour points on each location by one point.

Auras may be dispelled by magic (Dispel Aura) and are automatically dispelled by hits from magical weapons so are not a guarantee of invulnerability. Only one aura can be worn at any one time.

Banquet

Spell level: Battle 1
Magic Points: 3
Range: Personal
Duration: Instantaneous
Ingredients: silver knife and fork

This spell produces a nutritious meal. The ingredients are drawn from the surrounding area, so the composition and quality of the meal depends greatly on the location. Near a farm the Banquet would be quite sumptuous - in the desert the caster may have to put up with cactus salad and meat that tastes a little ... snaky. The Banquet will always be of a kind that will be edible even if not highly palatable.

Note that the material components of this spell are not consumed in its casting. And note also that since this spell draws food from the surrounding area, the first things taken would be the supplies in the caster's or caster's companions' packs.

Cause animosity

Spell level: Battle 1
Magic Points: 4
Range: 48 yards
Duration: 1D6 Rounds
Ingredients: any piece of a dead goblin

This spell can be cast against a group of characters or creatures that are normally subject to animosity. The targets test against WP to resist the effects. If unsuccessful they attack each other until the appearance of any other creature that they would normally consider an enemy at which point the spell is broken. Otherwise the spell lasts for D6 combat rounds.

Cure Light injury

Spell level: Battle 1
Magic Points: 3
Range: personal
Duration: permanent
Ingredients: a piece of lint

This spell is used to heal a character. It restores D6 wounds. The spell will not heal a character suffering from heavy wounds (less than two wounds). If cast on such a character it has no effect.

A spell caster who fails to cast this spell causes D6 Wounds.

Decrease

Spell level: Battle 1
Magic Points: 6
Range: 48 yards
Duration: Until next sunrise
Ingredients: The skull of a snotling

Victims who fail a normal magic test immediately lose 2d10 points of one of the following: WS, BS, I, or Dex at the caster's choice. Any attempt to cast a second spell on the same character results in the older spell being dispelled. Lost points are restored the next sunrise.

Detect Magic

Spell level: Battle 1

Magic Points: 1
Range: 48 yards
Duration: 1 turn
Ingredients: None

By casting this spell, the spellcaster is able to perceive all magical items and objects within his field of vision up to the maximum range of the spell. In this way it is similar to Magical Sense, but with a greatly extended range. Note that this spell will not reveal the identity of spellcasters, the Magical Awareness skill is necessary for this.

Dispirit

Spell level: Battle 1
Magic Points: 2
Range: 48 yards
Duration: See below
Ingredients: A carved miniature wooden heart, which is snapped in two as the spell is cast

This spell may be cast on any one creature or group, and a successful Magic test will negate its effects. The spell puts feelings of despair and gloom into the mind of any affected creature, which will then suffer a -10 penalty to all Ld and Cl tests until the following sunrise. The spell cannot affect natural animals, creatures with Int 10 or below or creatures immune to psychological effects (e.g. Undead). Further castings of the spell on the same target(s) do not add to the penalties given.

Earthball

Spell level: Battle 1
Magic Points: 2 per Earthball
Range: 48 yards
Duration: Instantaneous
Ingredients: Earth

One earth ball per level may be cast at a single target within range. An earth ball causes 1d10 wounds at Strength 3 immediately on a randomly determined body location. Damage is reduced by Toughness, but not by armour.

Earth balls are magic missiles. Targets of earth balls may attempt to dodge them by testing against Initiative. If successful, the character takes only half damage.

Enthuse

Spell level: Battle 1
Magic Points: 2
Range: 48 yards
Duration: See below
Ingredients: A miniature cast iron heart

This spell may be cast on any one creature or group, and a successful Magic test will negate its effects. It fills any affected creature with hope and enthusiasm, giving a +10 bonus to all Ld and Cl tests until the next sunrise. The spell cannot affect natural animals, creatures with Int 10 or below or creatures immune to psychological effects (e.g. Undead). Further castings of the spell on the same target(s) do not add to the bonuses given.

EarSleep

Spell level: Battle 1
Magic Points: 4
Range: 48 yards
Duration: 1d6+3 turns
Ingredients: A piece of down.

Same effects as the Petty Magic spell Sleep, but cast at a distance.

Fire ball

Spell level: Battle 1
Magic Points: 1 per fireball
Range: 48 yards
Duration: Instantaneous
Ingredients: a ball of sulphur

One ball per level can be cast; each must be targeted at the same character or group. Normal restrictions apply. They automatically hit, and hits 1D3 characters per level, each hit have a S3 and caused 1D10 Wounds (irrespective of armour) flammable targets suffer an additional 1D8 wounds.

Fireballs are magic missiles. Targets of fireballs may attempt to dodge them by testing against Initiative. If successful, the character takes only half damage.

Eleetfoot

Spell level: Battle 1
Magic Points: 2
Range: Touch
Duration: 1 turn
Ingredients: 2 seeds of Vigwort and the sinews of a horse's leg

This spell may be cast on any one character, including the caster himself. The affected character may move at double normal speed for one turn. Obstacles and difficult ground affect the character as normal, although modifications are applied to the increased move rate - thus, a character under the effects of the spell crosses difficult ground; the spell doubles his movement and the terrain halves it, so he moves at his normal rate.

Flight

Spell level: Battle 1
Magic Points: 3
Range: personal
Duration: 1 round
Ingredients: a wing feather from a bird of prey

Upon casting the caster is endowed with magical flight. They can fly up to 48 yards in any direction. They can continue to fly by spending more magic points, but can not cast other spells while doing so.

They can carry up to half their normal encumbrance while flying. If any more is carried the spell will not work.

HammerHand

Spell level: Battle 1
Magic Points: 2
Range: Personal
Duration: D6*10 turns or until wounded
Ingredients: a small silver hammer

This spell endows the caster with increased fighting potential. The character may fight in combat with twice as many attacks and with +2S. The spell lasts for D6 * turns or until the character suffers the loss of any wounds.

Iceball

Spell level: Battle 1
Magic Points: 4
Range: 48 yards
Duration: 1d6+3 turns
Ingredients: water

Just before striking the target, the water freezes and shatters into thousands of tiny needle-sharp ice shards. One iceball per level may be cast at a single target within range. An iceball causes 1d3 wounds at Strength 0 (i.e., 1d3 wounds), disregarding Toughness or armour. The shards are localized enough that a hit location should be rolled for in event of a critical hit.

Iceballs are magic missiles. Targets of iceball may attempt to dodge them by testing against Initiative. If successful, the character takes only half damage.

Ignite Missiles

Spell level: Battle 1
Magic Points: 1 per missile
Range: 24 yards
Duration: 1 hour
Ingredients: 1 drop of oil and a pinch of sulphur

This spell may be cast upon arrows, crossbow bolts, or other missiles or thrown weapons. It may not be cast on ammunition for gunpowder weapons, bombs or incendiaries. One Magic Point is expended for each missile affected, and no more than four separate missiles may be enchanted in any one round. When the missile is fired or propelled at a target, it bursts into flames in mid-flight, causing 1 additional point of damage when it hits, and igniting any flammable object struck.

Note that a wizard may cast this enchantment on missiles prior to combat, but the spell only lasts for 1 hour if they are not fired immediately. Missiles can be affected in mid-flight using this spell.

Immunity from Disease

Spell level: Battle 1
Magic Points: 2
Range: Touch
Duration: d6 x 10 turns per level of the caster
Ingredients: A rat's skin

This spell may be cast either on the caster or on any other single character within 6 yards. It gives the bearer complete immunity to disease and infected wounds for between 10 minutes and 1 hour per level of the caster. Note that the spell recipient is still vulnerable to Tomb Rot, Nurgle's Rot or any other magically induced disease, although a +1 bonus to Toughness applies for the purposes of any necessary saving throw.

Note that this spell does not cure any diseases that the recipient may already possess; though it may alleviate the symptoms for the duration of the spell.

Immunity from Disease

Spell level: Battle 1
Magic Points: 2
Range: Touch
Duration: d6 x 10 turns per level of the caster
Ingredients: A tail of a scorpion

This spell may be cast on the caster or anyone within 6 yards. It gives the bearer completely immune from poison and venom from between 10 minutes and 1 hour per level of the caster.

Knock

Spell level: Battle 1
Magic Points: 4
Range: 1 yard
Duration: Instant
Ingredients: A small gold key

This spell can be cast against any lock, bolt or latch within 1 yard, and causes it

Automatically to unlock, unbolt or lift. The lock will remain open for the next minute And cannot be shut again during this time. Any normal sized portal or lid will also be opened by the spell, but can be closed normally. Unlike the Petty Magic spell Open, Knock will work on a magically locked bolt, lock or latch.

Levitate

Spell level: Battle 1
Magic Points: 1 (+1 MP per extension)
Range: Touch
Duration: 1 round (extendible)
Ingredients: Durable Air*

The subject or object may be thrown or shoved about as far as soap bubble; that is, not very far. However, it may be towed or pushed easily.

The subject or object must be no greater in dimensions or weight than a normal human with clothing and light **trappings**. No armour or shields may be borne; no more than two hand weapons or one large weapon may be borne. The air nodes will simply refuse to lift any subject or object heavier or larger than the spellcaster.

One or two characters affected by this spell may link hands with a spellcaster affected by the Flight Minor or Flight Major spells and may be towed and guided through the air as in flight. If the spellcaster crashes so do the towed characters, who suffer damage from falling as does the crashing spellcaster. (See the flight minor spell). One or two man-sized cargoes may also be towed and guided by the spellcaster.

Characters or cargoes separated from the guiding spellcaster float aimlessly for the duration of the levitate spell, then crash to the ground and take falling damage. The spellcaster cannot aim them like bombs; they crash to the ground at the GM's convenience.

Move is reduced to 0, and WS, BS, and I are reduced to 5 for characters affected by a Levitate spell.

Flying spellcasters who successfully grapple (see WFRP, page 119) a Levitated opponent may drag him into the air, intending to abandon the victim there to plunge to his doom when the Levitate effect ends. However, if the opponent permitted to attempt to cling to the flying spellcaster so that both crash to the ground together when the Levitate spell effect ends (i.e., may in turn grapple the flying spellcaster).

MuscleMight

Spell level: Battle 1
Magic Points: 2
Range: touch
Duration: 1d6+3 rounds
Ingredients: a raw egg

The subject's Strength is increased +1 for the duration of the spell effect. Not stackable.

Pain

Spell level: Battle 1
Magic Points: 4
Range: 48 yards
Duration: d3+1 rounds
Ingredients: a pin

Caster projects an impression of agonizing pain in the conscious mind of the victim. The victim's mind may recognize the pain as unreal, and ignore the effect; otherwise, the victim is briefly overcome by the painful sensations. Subject tests WP to resist. If resistance fails, subject involuntarily retreats (as if pushed back after losing a round of combat), is stunned for the remainder of this round and for 1d3 further rounds, and may do nothing but parry for the duration of the effect. This spell has no effect on creatures with Toughness 6 or greater, or the Undead.

Pentagram

Spell level: Battle 1
Magic Points: 4

Range: 2 yards
Duration: 1 hour
Ingredients: See below

The pentagram drawn using this ritual will protect the caster and any other creatures standing within it from elementals and demons. The pentagram takes 3 minutes to inscribe and requires chalk for a stone or wooden surface and a sharpened iron rod if it is to be drawn in dirt. The protection afforded by this spell lasts for 1 hour or until the pentagram is disturbed. Note that while those inside the pentagram are safe from melee attacks, they are still subject to any indirect methods of assault including missiles, spell effects, and psychological reactions that may be caused by lesser demons or elementals.

Shocking Grasp

Spell level: Battle 1
Magic Points: 3
Range: Touch
Duration: d6 rounds
Ingredients: An ebony ball and a ball of wool

After casting this spell, the caster's hand becomes charged with a powerful electrical force that will discharge on anyone struck before the spell expires. Note that multiple discharges are not possible without recasting the spell. The caster may attack bare-handed or allow the charge to travel through a conductive material - note that either way the blow itself will do no damage, only the electric shock - for d10 wounds at Strength 4 irrespective of armour. Flammable targets take an additional d8 wounds and creatures that are subject to fear of fire or magic will have to make a Fear test.

The discharge of the spell causes a crackle and flash, leaving observers in no doubt as to what has transpired.

Sixth Sense

Spell level: Battle 1
Magic Points: 4
Range: Personal
Duration: 1 hour per level
Ingredients: A mirror

Treat as if the caster had the skill with the same name, but test against WP instead of Int.

Slippery Ground

Spell level: Battle 1
Magic Points: 2
Range: 6 yards
Duration: d6 turns
Ingredients: A drop of oil

This spell may be cast on a patch of ground up to 5 yards square, affecting it as if it had been doused in oil and turning it to difficult ground. Those who fail risk test while crossing it slip and fall. A falling character must make a successful Dex test or drop any hand-held items; he may do nothing in the next round except regain his feet, and counts as prone while doing so.

Slowfoot

Spell level: Battle 1
Magic Points: 2
Range: Touch
Duration: 1 turn
Ingredients: an infusion of Schlafenkraut and a fragment of tortoise shell

This spell may be cast on any one character, which will move at half normal speed for one turn. Obstacles and difficult ground affect him as normal, in addition to the reduced movement rate - thus, a character

under the effects of the spell crosses difficult ground; the spell halves his movement and the terrain halves it again, so he moves at one quarter his normal rate.

Spider Climb

Spell level: Battle 1
Magic Points: 3
Range: Personal
Duration: 1 turn
Ingredients: A drop of tar and a live spider, both of which are eaten.

This spell allows the caster to climb up and down walls and across ceilings at a cautious movement rate until the spell expires. A character may continue to Spider Climb by expending an additional 3 Magic Points per turn, but may not cast any other spells while doing so.

Note that while the spell is in effect, small objects will have a tendency to stick to the caster's hands and feet if he is not careful - thus combat is generally impossible while climbing.

Stabilize

Spell level: Battle 1
Magic Points: 4
Range: Touch
Duration: 1 hour per level
Ingredients: A small stone

This spell will stabilize anyone suffering from a critical hit, temporarily stopping any bleeding. When the effect is over, the spell may be cast again. Note that this spell does not restore any wounds, and the character is still considered severely wounded.

Steal Mind

Spell level: Battle 1
Magic Points: 4
Range: 24 yards
Duration: D6 rounds
Ingredients: a phial of pure alcohol

This spell may be against any single character within 24 yards of the caster. The victim receives a test against WP to avoid the spell's effect. Failure will result in the target becoming utterly mindless unable to do anything. The victim counts as prone and can not move of his own volition but can be dragged at half movement rate.

This effect is only temporary, wearing off after D6 rounds.

Strength of Combat

Spell level: Battle 1
Magic Points: 1
Range: personal
Duration: until next sunrise
Ingredients: scalp of a giant

This spell allows a temporary increase in one of the casters fighting characteristics. WS, BS or I by +10, or M, S, T by +1, or W by 1D6+1

The effect lasts from the moment the spell is cast until the following morning. Only one spell can be in operation at a time

Wilt Weapon

Spell level: Battle 1

Magic Points: 2
Range: Line of sight
Duration: Instantaneous
Ingredients: A small clay model of the weapon and a vial of pure, clean water

This spell may be cast on any ONE weapon within the caster's line of sight. When the spell is cast the weapon becomes utterly limp, like damp string. It is useless and must be discarded. The spell has no effect on whips or magical weapons.

Wind Blast

Spell level: Battle 1
Magic Points: 2
Range: Line of sight
Duration: Instantaneous
Ingredients: an animal bladder

This spell causes a blast of wind, aimed specifically at a single character or group within 48 yards. Victims hit are knocked off balance for one round during which they may do nothing except recover balance. In subsequent rounds they may not move or use missile fire.

Note: two groups in hand-to-hand combat will count as one group and both sides will be effected. They may continue to fight but any wounds caused will be halved.

The Effect of the spell lasts until the caster casts another spell, moves, is engaged in combat, or wishes to stop. Targets in buildings or behind walls, hedges or any cover will not be effected.

Characters affected may move forward at half their normal rate if they make a S test against S*5

Valet

Spell level: Battle 1
Magic Points: 3
Range: 24 yards
Duration: 1 hour
Ingredients: A scrap of silk

This spell is a more powerful version of the Unseen Servant (STR 2) and follows the same rules and limitations except as given below. It can follow slightly more complex orders, up to 10 words, but it will still not understand abstract concepts.

BATTLE MAGIC LEVEL TWO

Aura of protection

Spell Level: Battle 2
Magic Points: 3
Range: Personal
Duration: 1 hour per level
Ingredients: a small iron ring

This spell provides protection against wounds by increasing the character by 2 points.

This Aura can be dispelled in the usual fashion.

Block Emotion

Spell Level: Battle 2
Magic Points: 2
Range: 48 yards

Duration: 1d6+3 rounds
Ingredients: A stone from an island

The caster places a temporary block in the subject's mind, preventing psychological reactions like fear, terror, hate, panic stupidity, etc. from affecting the subject's thoughts and behaviours.

Break Weapon

Spell Level: Battle 2
Magic Points: 4
Range: line of sight
Duration: Instantaneous
Ingredients: a small wooden model of the weapon, broken when the spell is Cast

This spell may be cast against any ONE weapon within the caster's line of sight, breaking it and rendering it useless. This spell can even affect magical weapons, although they are allowed a test to resist it - this is equal to 10 %, with an additional +10 for every ability the weapon possesses. Thus, a magical sword with a +10 WS and the sleep ability would have a 30 % chance of resisting the spell. Demon swords test against the bound Demon's WP to resist the spell.

If this spell succeeds in breaking a Demon weapon, the Demon must make a second WP test. If the test is failed, the Demon is flung back into the heart of Chaos, as if its physical body had been killed. If the test is successful, the Demon is released from the sword. Consult the Bound Demon Reaction Table in 'Realms of Chaos - Slaves to Darkness' to see how it reacts.

Cause Frenzy

Spell Level: Battle 2
Magic Points: 4
Range: 48 yards
Duration: 3D6 rounds.
Ingredients: a lock of hair from a beastman

This spell induces frenzy in an individual or group within 48 yards. The targets need to make a WP test to avoid the effects. Failure results in the victim becoming subject to frenzy for 3D6 rounds. Each round the must make a CL test or enter a frenzy state

This will not effect those immune to psychological effects.

Cause Hatred

Spell Level: Battle 2
Magic Points: 4
Range: 48 yards
Duration: 3D6 rounds.
Ingredients: Blood from a giant spider

This spell induces hatred in an individual or group within 48 yards. The targets need to make a WP test to avoid the effects. Failure results in the victim becoming subject to hatred against a single enemy group or person that the caster wishes for the spell duration. Each round the must make a CL test or enter a frenzy state

This will not effect those immune to psychological effects

Cause Panic

Spell Level: Battle 2
Magic Points: 3
Range: 48 yards
Duration: 2D6 rounds.
Ingredients: tooth of a dragon

This spell induces panic in an individual or group within 48 yards. The targets need to make a WP test to avoid the effects. Failure results in the victim failing all subsequent WP, CL and LD tests

This will not effect those immune to psychological effects

Cure Heavy Wounds

Spell Level: Battle 2
Magic Points: 6
Range: Touch
Duration: Instantaneous
Ingredients: One dose Tarrabeth

This spell restores d8 wounds. It will not work on severely wounded beings.

Dim Wit

Spell Level: Battle 2
Magic Points: 3
Range: 48 yards
Duration: 1d6+3 rounds
Ingredients: pint of ale

The caster triggers a chain of scrambled communications between various parts of the mind, causing odd and impulsive behaviors similar to those expected from very stupid beings. The victim may test vs. WP to resist. If successful, the spell has no effect. If failed, the victim is immediately overcome with Stupidity for the duration of the spell, just as if he had failed an Intelligence test to avoid Stupidity (see WFRP, p 71). Roll each round against the Stupidity Chart (WFRP, p. 71) to determine the affected victim's actions.

Find Familiar Spirit

Spell level: Battle 2
Magic Points: 12
Range: 5-mile radius
Duration: 24 hours
Ingredients: A bowl of milk (+ special)

This long and complicated ritual enables the caster to attempt to summon a familiar spirit, usually bound in the shape of an animal. These creatures are different to druidic familiars and should not be confused with them.

The ritual takes 24 hours with a Magic Points of 1MP for every 2 hours. Any interruption will cause the ritual to be ruined and any magic points already invested to be wasted. At the expiration of the spell's duration, a roll is made on the chart below. The resulting familiar (if any) will keep watch over its new master while he falls into a comatose state for the next 12 hours.

If a familiar appears then a magic point is expended permanently. If the familiar is not of a type that the caster wished for, he may turn it away but the magic point will not be recovered. If for one reason or another the ritual does not result in a familiar appearing and being kept, another attempt may not be made for a month.

If an animal familiar is kept, then its wounds are added to those of the caster, and its intelligence score may also be added for the purpose of learning new spells. As well as a source of strength and a research assistant, a familiar may be used as a scout or for any other purposes the GM feels reasonable. Anything learnt by the familiar can be communicated to its master telepathically. Normally a familiar will live as long as its master. Should it die prematurely, its master will lose all bonuses acquired from it as well as d4 magic points - permanently. The shock of the loss will also cause one hit at a strength equal to the wounds of the deceased familiar, ignoring armour. If any damage is caused then 1W will never be recovered. No new familiar may be summoned for 12 months.

Demonologists who know the Summon Guardian spell can cast it in conjunction with this ritual to guarantee a demoniac familiar. A roll is made on the table as normal, but any result apart from "No Familiar" is treated as being a demon. Followers of a particular Chaos power will be given a demonic familiar aligned with that power, otherwise there is a chance that a familiar of a random power will appear - sent by its master to woo the caster to Chaos. A demonic familiar requires the sacrifice of a point of Toughness if it is kept - rejecting it may have dire consequences. Bonuses/penalties for demonic familiars can be found in the Realms of Chaos tome and replace the rules given above for animal familiars. Note that this means that the extra Wounds and Intelligence obtained from normal familiars are not gained from demonic familiars.

Elementalist who know the Summon Sprite spell may cast it in conjunction with this ritual to guarantee an elemental familiar. A roll is made on the table as normal, but any result apart from "No familiar" is treated as being a sprite. The elemental domain of the sprite (fire/air/water/earth) is determined randomly. If accepted it will deduct d4 MP from the Magic Points of casting of any spell associated with its element and add d4 MP to the Magic Points of casting any spell associated with its diametrically opposed element. Thus a water sprite would deduct d4 from the Magic Points of breathe water, walk on water or summoning a water elemental but would add d4 to the Magic Points of a fireball, breathe fire or summoning a fire elemental. Note that the Magic Points of casting a spell will be at least 1MP no matter what the modifying roll is. Apart from this, rules for elemental sprite familiars are the same for normal animal familiars. The sprite statistics given below are for a sprite familiar, not for a standard sprite.

Roll on chart using d12

1-2	No Familiar
3	Bat
4-5	Cat
6	Owl
7	Rat
8	Raven
9	Snake
10	Toad
11	Weasel
12	Special

A "Special" result will be a Demon for any Evil or Chaotic Wizard, Necromancer or Demonologist; a sprite for an Elementalist; and an Eagle for any other Good or Lawful Wizard. Neutral Wizards who do not fall into other category may take the animal familiar of their choice. The statistics for familiars are given below. The statistics and full rules for demonic familiars can be found in Realms of Chaos - Slaves to Darkness.

	M	WS	S	T	W	I	A	Ld	Int	CI	WP
Bat	*	59	0	1	1	30	1	14	18	29	29
Cat	8	41	1	1	3	30	3(5)	10	36	18	29
Owl	2	59	1	1	3	50	2	14	43	14	14
Rat	4	33	0	1	1	30	1	14	36	14	14
Raven	2	33	1	1	2	20	2	24	14	24	24
Snake	3	33	1	2	2	30	1	24	29	24	24
Toad	3	0	1	1	1	30	0	6	24	6	6
Weasel	5	41	1	1	3	40	1	10	29	10	10
Eagle	2	49	2	2	5	50	2	24	36	29	29
Sprite	1	9	1	1	4	9	1	9	29	9	9
Wolf	9	33	2	2	5	30	1	10	29	14	14

Fire Trap

Spell level:	Battle 2
Magic Points:	4
Range:	Item touched
Duration:	24 hours
Ingredients:	A ball of sulphur (rubbed into the surface of the item)

This spell may be cast on any book, chest, box, bag, etc. to which the caster is attuned - i.e. he has owned it and had it in his possession for more than a week. Its most common applications are spell books and to discourage thieves from rummaging through luggage. For the duration of the spell if anyone except the spellcaster opens the book or chest on which the spell is cast, he will detonate a Strength 3 Fireball (qv) that he (and any affected companions) will not have the opportunity to dodge. If the roll on the d10 damage die is greater than five then the item protected by the spell will also be destroyed.

Flame Curse

Spell level: Battle 2
Magic Points: 4
Range: 24 yards
Duration: d6 turns
Ingredients: the tonsils of a Dragon

This spell may be cast on any single creature or character within range and line of sight. It may also be cast on non-living objects and areas of wall or ground which are not larger than 10ft in any dimension. the affected creature, object or area becomes flammable for the duration of the spell.

Flying Fist

Spell level: Battle 2
Magic Points: 3
Range: 48 yards
Duration: Instantaneous
Ingredients: A gauntlet

A disembodied fist flies through the air. This is a magic missile spell, and automatically hits the target on the head, delivering a strength 6 hit.

Fumble

Spell level: Battle 2
Magic Points: 4
Range: 48 yards
Duration: 3d6 rounds
Ingredients: A woolen mitten

The individual or group affected by this spell suffers a temporary loss of fine motor control and is subject to penalties of -10 to WS, -10 to BS and -20 Dex for the spell's duration.

Guide Missile

Spell level: Battle 2
Magic Points: 2
Range: 24 yards
Duration: one turn
Ingredients: A lock of Elven hair

This spell may be cast upon any single creature within a 24-yard radius. The subject's next missile attack will automatically hit its target and will do double damage. The subject may also specify the exact target of his shot (an orc's head or a rope to a drawbridge, for example). If the subject of the spell does not make a missile attack within one turn of the casting, the spell's effects dissipate.

Hold flight

Spell level: Battle 2
Magic Points: 4
Range: 48 yards
Duration: one combat only
Ingredients: the jawbone of a mule

This spell can be cast upon a single person or group within range, which is already engaged in combat. It prevents the target from being routed or otherwise fleeing the combat, but they can flee if they wish.

If a character is already routed it will cause them to recover from it. The spell ends when the character has no more opponents within hand-to-hand range.

Invigorate

Spell level: Battle 2
Magic Points: 4
Range: Touch
Duration: 1D10 turns
Ingredients: The tooth of an ogre

This spell allows the caster to invigorate a creature's will.

The creature touched is healed of 1D3 Wounds. His Toughness is raised one point for the duration of the spell. Will Power and Cool are each raised by 10 Points for the same amount of time.

Inspire Heroism

Spell level: Battle 2
Magic Points: 4
Range: Special
Duration: 1d6+6 rounds
Ingredients: blood of a hero

A potion charged by the ritual is immediately drunk by the subject. The magically-catalysed Ingredients combine with the subject's blood and flesh, temporarily giving him heroic attributes. The subject's WS & BS are temporarily increased by +10, and the subject gains 1d6+1 extra wounds for the duration of the magical effect.

Lightning bolt

Spell level: Battle 2
Magic Points: 2 per bolt
Range: 48 yards
Duration: instant
Ingredients: a tuning fork

This spell is a more powerful version of Fireball. Only one bolt per level is allowed per round. Each bolt must be cast at the same person or group, targeting restrictions apply as normal.

Bolts have a range of 48 yards and automatically hit their target. If fired at a group they hit 1D3 creatures per level of the caster. Each hit causes 1D10 wounds at S4 (irrespective of armour) and an additional 1D8 wound to flammable targets.

Creatures subject to fear of fire or magic must test against fear. Lightning bolts are magic missiles, victims of a lightning bolt spell may attempt to dodge the blast by testing against initiative. If successful only half damage is taken.

Mental Duel

Spell level: Battle 2
Magic Points: 3
Range: 96 yards
Duration: Special
Ingredients: Two miniature swords, one of gold, one of jet

This spell brings the spellcaster (who may not evade the mental contact and dueling). If the spell is mistakenly cast at a non-spellcaster, the magic points are still expended and the spell is wasted.

On the first round of the duel, each spellcaster rolls d6 and adds his magic level. If the caster's total score is higher than that of his enemy, the enemy loses 3 magic points; if lower or equal, the caster loses 3 magic points.

This spell is dangerous, for once a Mental Duel is begun, neither combatant may stop until one or the other is reduced to zero magic points or below, or until one spellcaster wishing to evade the duel makes a successful magic test. No other spells may be cast during a Mental Duel and no combat actions or movement is possible either. The duelists are wholly absorbed in their duel and oblivious to other happenings. However, a duelist struck by a melee opponent is allowed a magic test to escape the Mental Duel (which may permit two such tests in one round if the spellcaster is already trying to evade the duel).

Mystic Mist

Spell level: Battle 2
Magic Points: 4
Range: sight
Duration: 2D6 rounds
Ingredients: a ball of cotton.

This spell creates an area of mist 12 yards in diameter anywhere within the casters line of sight. Anyone caught in the mist cannot see out of it or through it. While those outside can not see in to or past it.

Anyone caught inside must move at half their normal rate or else wander around randomly within. The spell lasts for 2D6 rounds dispersing at the end of the round.

Rally

Spell level: Battle 2
Magic Points: 4
Range: 24 yards
Duration: Instantaneous
Ingredients: A vial of blood from the heart of a lion

This spell may be cast on any creature or group that has just failed a Fear or Terror test. The effects of fear/terror are immediately cancelled, and the creatures can move and act normally. However, any Insanity Points from failed Terror tests remain with them. The spell cannot affect natural animals, creatures with Int 10 or below, or those immune to psychological effects (e.g. Undead).

Range

Spell level: Battle 2
Magic Points: 5
Range: Personal
Duration: Until used
Ingredients: none

The range for the caster's next spell is doubled. If the caster is wounded, the spell is broken.

Raze

Spell level: Battle 2
Magic Points: 5
Range: touch
Duration: Instantaneous
Ingredients: a miniature iron ball on a chain

This spell can be cast onto a door, wall, or other inanimate surface or object. It does not work on a creature, living or Undead. The caster must touch the surface to be affected. The spell delivers the equivalent of 1d3 hits (3d6 wounds) at Strength 10 on any section of wall (see destroying buildings in the WFRP rulebook).

Read and Remember

Spell level: Battle 2
Magic Points: 4
Range: Personal
Duration: Special
Ingredients: A pair of glasses

The caster may read 1000 words per game turn; every second MP spent in addition to the base Magic Points will increase this by 500 words per turn. The spell lasts until the item of information (book, scroll, etc.) is fully absorbed, or the caster is interrupted.

While this spell is in effect, the caster goes into a trance (prone) and the information is magically stored, and may be retrieved at any time; however, once retrieved, the stored information is lost. The information can be partially retrieved and retrieved at a slow rate allowing for the caster to "read" the recorded information in his head, or to scribe it.

Pictures count as 1000 words per page. Spells can also be stored. Petty magic equals 500 words; other spells 2000 words per level.

The glasses are not consumed in the casting of the spell.

Reproof of Cowardice

Spell level: Battle 2
Magic Points: 4
Range: 48 yards
Duration: Instantaneous
Ingredients: A small wooden shield, to be snapped in two when the spell is cast

This spell may be targeted at an individual or group within the caster's line of sight and range. When the spell is cast, any and all shields held by the affected character(s) are instantly and completely destroyed. This spell can even affect magical shields, although they are allowed a test to resist it - this is equal to 10 %, with an additional +10 for every ability the shield possesses.

Sap Will

Spell level: Battle 2
Magic Points: 4
Range: 48 yards
Duration: 1d6+3 rounds
Ingredients: A grey hair

The caster stimulates feelings of doubt and uncertainty in the victim's mind, weakening the victim's will, and preventing the victim from putting full effort into his actions. The subject may test against WP. If successful, the spell has no further effect. If failed, the victim's WP is reduced by -10, and Strength and Movement are reduced by -1 each for the duration of the spell. Most mundane humanoid beings and most animals of intelligence 10 or greater are similarly affected by this spell. Magical and ethereal beings (demons, elementals, divine spirits, etc.) are not affected, since their minds are insufficiently similar to humanoid minds.

Slow

Spell level: Battle 2
Magic Points: 4
Range: 48 yards
Duration: 3d6 rounds
Ingredients: A live Bretonian snail

The target creature or unit is subject to a marked slowing of the metabolic process. The result of this in game terms is a penalty of -20 to Initiative, -1 to Movement and creatures with multiple attacks have their Attacks score reduced by a third (fractions rounded up).

Smash

Spell level: Battle 2
Magic Points: 3
Range: touch
Duration: instantaneous
Ingredients: a lock of hair from a giant

This spell can be cast onto a door, wall or other inanimate surface or object. The caster must touch the surface to be effected. The spell delivers 1D3 S10 hits on any section of wall etc.

Steal Magical Power

Spell level: Battle 2
Magic Points: 5
Range: 48 yards
Duration: Instant.
Ingredients: a small amber jar, plus any magic item

This spell may be cast against any one spellcasting creature (if a non-spellcasting creature is somehow mistakenly targeted, magic points are expended, but the spell has no effect). If the target fails a magic test, he is robbed of 2d6 magic points, which are then transferred to the spellcaster. 'Stolen' magic points can temporarily increase a spellcasters magic point total above his normal maximum power level, but these additional magic points must be used within one hour or else they are lost. A spellcaster whose magic points are reduced to zero or below by this spell falls unconscious for 2d6 hours and gains an insanity point.

Taunt

Spell level: Battle 2
Magic Points: 3
Range: 48 yards
Duration: d6 rounds
Ingredients: A rotten tomato

This spell gives the jeers, insults and derision of the caster magical effectiveness. The creature or group that is the target of a Taunt must make a Leadership test each round or charge in fury at the caster and his companions. Note that the caster does not need to be able to speak the same language as his listeners for the spell to take effect.

The separation of the caster and his victims by an impassable barrier, such as a ravine or a forced of armed men will break the spell, as will the silencing of the spell caster.

Truth

Spell level: Battle 2
Magic Points: 6
Range: 6 yards
Duration: 1 turn
Ingredients: The brain of an owl

The victim has to answer truthfully all questions by the caster. A normal magic test is allowed by the victim for each question.

Uncontrollable Mirth

Spell level: Battle 2
Magic Points: 5

Range: 24 yards
Duration: d3 minutes
Ingredients: A feather from a large bird.

This spell causes the target individual or group to perceive everything as hilariously funny. If a magic test is failed, a test against Intelligence must be made for each round that the spell is in effect to avoid being incapacitated by great gales of laughter and only able to parry for that round. Even if the test is made, the target will smirk and giggle incessantly, which may be rather inappropriate under some circumstances.

Web

Spell level: Battle 2
Magic Points: 4
Range: 24 yards
Duration: 1 hour per level
Ingredients: The silk gland of a giant spider

This spell causes streams of strong and sticky web strands to shoot from the caster's hands, firmly binding a target creature of ogre size or smaller. If cast on a passageway the Web will block the passage, allowing those on the other side to see through but not move or shoot through the obstruction. Any creature of ogre size or smaller that attempts to pass through the Web will be bound and unable to move as above. Weapons will not affect the Web, merely becoming stuck themselves, although fire will burn through them. Note that any damage taken by the Web due to application of fire will also apply to any creatures bound by it. Webs have T1 and W6 for the purposes of resolving fire damage. Note that in the case of flaming weapons, only the damage caused by the fire itself is taken into account. The target itself may attempt to struggle free and will do having made 3 successful Strength tests. A Toughness test is required each turn after first while trapped within a Web or the target will start to suffocate, losing 1 Wound automatically per round thereafter.

At the expiration of the spell, the magical strands will disintegrate.

Zone of Tranquillity

Spell level: Battle 2
Magic Points: 3
Range: Personal
Duration: 1 hour per level
Ingredients: The hair of any lawful creature

This spell creates a 12-yard diameter Zone centred around the caster. All creatures inside the Zone of Tranquillity will have their minds filled with images of peace, harmony and tranquillity and will lose all aggressive thoughts and desires to fight or otherwise engage in hostile activity. Note that as the Zone is centred around the caster, it will also affect him, so he may find himself unable to take advantage of the situation. Those subject to hatred, frenzy or already attacking may make a WP test to avoid the spell's effects. The Zone of Tranquillity does not affect creatures immune to psychological reactions, Undead or summoned beings.

While maintaining a Zone, a character may not cast any other spells or use meditation to recover magic points. Two or more Zones of any kind may not touch or overlap or else they will be instantly destroyed.

Zone of sanctuary

Spell level: Battle 2
Magic Points: 3
Range: Personal
Duration: 1 hour per level
Ingredients: a small silver pentagram

This spell creates a 12-yard diameter zone centered on the caster. It lasts for 1 hour per level or until the caster moves. All inside are immune to psychology. The zone may not be entered by Undead, Ethereal, Demonic or Elemental creatures. Nor can the cast spells or fire missiles into the zone.

Standard rules for zones apply here.

Zone of Steadfastness

Spell level: Battle 2
Magic Points: 3
Range: Personal
Duration: 1 hour per level
Ingredients: a pint of dragon blood

This spell creates a zone centered on the caster 12 yards in diameter. It lasts for 1 hour per level or until the caster moves. All friendly characters inside the zone become immune to psychology and also receive 3 times the normal number of attacks and receive +1 armour to all locations so long as they remain within the zone.

Standard rules for zones apply here.

BATTLE MAGIC LEVEL THREE

Animate Sword

Spell level: Battle 3
Magic Points: 6, +2 per round to maintain
Range: line of sight
Duration: 1 + rounds
Ingredients: a sword

The caster is able to animate a normal sword and endow it with a life of its own. The animated sword acts independent of the caster, flying through the air and fighting as the caster wishes. It has the following profile

M	WS	BS	S	T	W	A
6	57	0	4	5	6	2

For each round after the first the caster must expend a further 2 MP to maintain the spell PLUS 1 for each hit scored on the sword by its opponent during the previous round. The caster may cast spells while using the sword but can not use meditation. If the sword is wounded to zero or more use the sudden death chart. If the sword is killed the spell ends. It also ends if the sword leaves the casters sight.

Arrow Invulnerability

Spell level: Battle 3
Magic Points: 8
Range: 24 yards
Duration: 2D6 rounds
Ingredients: a turtle or tortoise shell

This spell may be cast on either the caster or any individual or group within range. The spell makes them completely invulnerable to normal missile fire, including arrows, bolts throwing weapons or large siege weapons. It will not offer protection from magic missiles, fireball, etc. The spell lasts for 2D6 rounds from the moment the spell is cast.

Arrow Storm

Spell level: Battle 3
Magic Points: 6
Range: Touch
Duration: See below
Ingredients: A quiver of up to 12 arrows

By touching a quiver of arrows, the caster can enchant them so that an arrow magically springs to hand as soon as the previous arrow is loosed, thus enabling the archer to fire at twice the normal rate (i.e. 2 shots per round). The enchantment leaves an arrow as soon as it is loosed, or at sunrise the next day if it is unused.

Cause cowardly flight

Spell level: Battle 3
Magic Points: 6
Range: 48 yards
Duration: 3D6 rounds
Ingredients: The blood of any Demon

The spell can be cast on any individual or group of creatures within 48 yards. Targets may make a Will Power test, and if this is unsuccessful, they must make an immediate test on -their Leadership. Failing this test forces the victim to withdraw from combat and run away from the scene of fighting, if possible. Victims will continue to flee for the duration of the spell. This spell will only affect creatures normally affected by psychological effects, not such creatures such as Undead.

Cause fear

Spell level: Battle 3
Magic Points: 5
Range: 48 yards
Duration: 3D6 rounds
Ingredients: The skull of any creature over ten feet tall

This spell induces fear in any individual or single group of creatures within 48 yards. Unless they make a successful Will Power test, victims become subject to fear against all potential combat opponents, and have to make the appropriate psychological test whenever a combat is initiated. The effect lasts for 3D6 combat rounds. This spell will not affect creatures that are normally immune to psychological effects, such as Undead.

Cause instability

Spell level: Battle 3
Magic Points: 6
Range: Within sight
Duration: Instantaneous
Ingredients: The hand of a Necromancer or Demonologist

This spell affects all creatures within sight of the caster, which are already subject to instability (Ethereal Undead, Demons, Elementals and some Undead). The creatures must make a test against Will Power, or become unstable; roll 1D6 and consult the table given in the Bestiary.

Cause stupidity

Spell level: Battle 3
Magic Points: 5
Range: 48 yards
Duration: 3D6 rounds
Ingredients: The brain of a giant

This spell may be cast at any individual or single group of creatures within 48 yards. The target(s) must make a test against Will Power or be subject to stupidity for the next 3D6 rounds. The victim(s) must make the appropriate psychological test whenever circumstances dictate (see Standard tests). The spell also lowers the Intelligence of the victim(s) by 1D6x10 points for the duration of the spell. This spell will not affect creatures that are normally immune to psychological effects, such as Undead. Diminished Intelligence may have other side-effects, especially on magicians, who are limited in the number of spells they may know by their Intelligence level (see Maximum Number of Spells Known).

Cloak of Darkness

Spell level: Battle 3
Magic Points: 6
Range: Personal/Group
Duration: d3 + 1 turns
Ingredients: A pinch of soot and the wings of a bat

When this spell is cast, the caster and any group accompanying him are cloaked in a zone of magical darkness, the radius of which is equal to the dispersal of the group. Note that any group members moving more than 4 yards away from any other group member will no longer remain in the area effect of the spell.

Creatures outside the area of effect cannot see anything inside the darkness, but those inside it can see out. Missile fire into the zone is subject to a -20 penalty, and it is impossible for a spellcaster outside the zone to direct an individually targeted spell at any creature within it. Creatures outside the area of effect wishing to enter within the Cloak of Darkness must pass a Fear test to do so.

Corrode

Spell level: Battle 3
Magic Points: 5
Range: 24 yards
Duration: Instantaneous
Ingredients: A piece of iron and a drop of water

This spell may be cast at a creature or group. Every non-magical item of iron, steel, or bronze possessed by the target creature(s) instantly corrodes away to rust and is destroyed. Metal armour becomes useless, weapons crumble to dust (weapons with wooden shafts and metal heads/tips count as improvised weapons), and so on. Magical weapons and armour are unaffected by this spell.

Curse of arrow attraction

Spell level: Battle 3
Magic Points: 6
Range: 48 yards
Duration: 1 hour
Ingredients: A magical arrow

This spell may be cast at any individual or single group of creatures within 48 yards. Each target may make a test against Will power to avoid the effects. If the test is failed, the target is cursed for the next hour. Any non-magical missiles fired at targets anywhere within 48 yards of cursed characters will redirect themselves at them, selecting the nearest cursed individual where there is any doubt. Missiles which have insufficient range to reach their new target will fall short and cause no damage. Missiles fired by a cursed character turn around in mid-flight and strike their firer.

Curse Weapon

Spell level: Battle 3
Magic Points: 6
Range: 12 yards
Duration: 3D6 rounds
Ingredients: A hand-to-hand weapon

This spell allows the caster to curse a weapon. Only non-magical melee weapons can be affected. A cursed weapon causes its wielder to attack with a -20 WS modifier and a -2 modifier to all damage done. Once grasped, the weapon cannot be released for the duration of the spell, unless the wielder makes a successful WP test.

Delay

Spell level: Battle 3
Magic Points: 6

Range: One other spell
Duration: 1 day per level of caster
Ingredients: One measure of liche dust.

This spell is cast in conjunction with another spell to be cast at the same time by the same caster. Any interruption in the casting of either spell will cause both to be wasted and any magic points invested to be lost. The Delayed spell will not take effect until a designated time has elapsed or a specific trigger condition has been met within the time limit of the spell's duration. (I.e. "Fireball will detonate when any roc goes past this location" or "Mystic Mist will take effect in 2 days, 6 hours and nine minutes"). The condition must be simple and clearly and unambiguously stated or the GM should feel free to misinterpret it to the most adverse effect. After the casting, the designated time or condition may not be altered by the caster. If a condition is set but not met by the time the spell expires then the Delayed spell effect is lost.

Dispel Magic will dispel both the Delay spell and its subject if successful. The caster may dispel them automatically given one round to do so.

Dispel Aura

Spell level: Battle 3
Magic Points: 4
Range: 48 yards
Duration: Instantaneous
Ingredients: A glass sphere

This spell can be cast against any single character protected by an aura spell of levels one or two. A character may not make a test to avoid the effects. The aura is instantly dispelled. It does not effect auras of level three or four.

Dispel Magic

Spell level: Battle 3
Magic Points: 6
Range: 48 yards
Duration: Instantaneous
Ingredients: A small magnet and a pinch of dust from the remains of a Wizard (or a bone from a Wizard's skeleton)

This powerful spell may be cast at any creature or group. The effects are as follows:

1. If the creature(s) affected are subject to instability, they must make a test immediately.
2. The magical effects of magic weapons, armour, wands, and all other magical items cease to function for that round, unless their owner makes a successful Magic test. Spell-like effects created by items are, however, only interrupted for one round, and no magic item is permanently disenchanting by this spell.
3. Any one spell effect within the maximum range of the spell may be destroyed (e.g. a Magic Bridge, and area of Mystic Mist, a summoned Swarm, etc.) If the spellcaster who created the effect is within 12 yards of it when the Dispel Magic is cast, he may make a Magic test to prevent it being dispelled.
4. Any spellcaster struck by the spell must make a successful magic test or any spells currently maintained (e.g. illusion, zone, or aura spells) are dispelled. In addition, if the Magic test is failed, that spellcaster may not cast any further spells during the round on which the Dispel magic was cast.

The spellcaster may automatically dispel any spells he has cast himself by use of this spell.

Duo-Dimension

Spell level: Battle 3
Magic Points: 8
Range: Personal

Duration: d6 minutes per level of the spell caster
Ingredients: A sheet of fine parchment bearing an accurate likeness of the caster

This spell allows the caster to harmlessly reduce himself and his possessions to a flat, two-dimensional version. The caster can choose to flatten himself in any direction - front-back, side-side or top-bottom. While in this flattened state, the caster cannot be attacked from the side to which he exposes his "edge", as he does not exist in that dimension. When he can be seen, however, the caster is highly prone to injury, with all attacks being at double Strength due to the increased chance of "tearing". As any armour worn has no thickness it does not count for any defensive value, although any magical bonuses the armour may have will do so.

The caster may slip through very small cracks in walls or under doors and so on, depending on which direction he has chosen to flatten himself. Should the spell expire when the caster is in a location such as a narrow fissure in a rock face that does not contain enough space to contain his expanded form, the caster will be killed outright.

Enfeeble

Spell level: Battle 3
Magic Points: 5
Range: 48 yards
Duration: until next sunrise
Ingredients: A drop of mouse blood

This spell may be cast at any creature or group. All target creature(s) which fail a normal Magic test lose one point each of Strength and Toughness in addition to the following effects:

- Encumbrance allowance is halved
- All movement penalties for obstacles, difficult ground, and over encumbrance are doubled for the duration of the spell.

Ensorcel Mind

Spell level: Battle 3
Magic Points: 5
Range: 48 yards
Duration: 1 hour
Ingredients: a small statue with two faces

The victim of this spell thinks the caster is his best buddy if he fails a magic test. The victim desires to protect the caster and will follow his orders. However, if the caster orders the victim to perform an act dangerous to himself or against his nature (killing a sibling, for example) the victim may make an additional WP test to break the spell.

Freeze Mind

Spell level: Battle 3
Magic Points: 4
Range: 48 yards
Duration: one hour
Ingredients: A small ceramic disk that is broken in half when the spell is cast.

The caster tricks the flow of thoughts and sensations in the mind of the subject, replaying over and over again a fraction of a second of experience. The subject stops in his tracks, unaware of the passage of time or events around him. His mind ignores all sensations during the spell, even acute pain and discomfort. The subject may test vs. WP to resist the spell's effects. If the test is successful, the spell has no further effect. If the test fails, the subject's mind is frozen in the moment, and his muscles become rigid, holding the body in its current position as if paralysed

Greater Pentagram

Spell level: Battle 3

Magic Points: 8
Range: 3 yards
Duration: 1 hour
Ingredients: See below

This ritual is a more powerful version of the 1st level Battle Magic Lesser Pentagram. The pentagram takes 10 minutes to inscribe and requires chalk for a stone or wooden surface and a sharpened iron rod if it is to be drawn in dirt, in the same way as for the Lesser Pentagram. It also requires a lit candle to be placed at each of the Greater Pentagram's points. The protection afforded by this spell lasts for 1 hour or until the pentagram is disturbed. The caster and any other creatures within the pentagram are immune from all attacks, magic and psychological effects caused by demons and elementals except Wissentlichs and manifestations of the Demonic powers themselves (such as Tzeench, Necoho, Khorne and so forth).

Hide Magical Presence

Spell level: Battle 3
Magic Points: 5
Range: Personal
Duration: 2d6 X 10 turns
Ingredients: A small silver cube

This spell protects the caster from being detected by skills such as magic Sense and Magical Awareness.

Magic Bridge

Spell level: Battle 3
Magic Points: 8
Range: 0
Duration: until the next sunrise
Ingredients: a twig from an oak tree

This spell is used to create a solid bridge over any obstacle, such as a river, bog, etc. The spell can be used to create a bridge between the ground and the top of a fortress wall if desired. The bridge begins at the caster's feet, and extends forwards up to a distance of 12 yards per level of the caster. A magic bridge can be up to 8 yards wide if desired and can be crossed without movement penalty.

Once created, a magic bridge can be dispelled at any time by its creator. Otherwise it will last until the following morning, when it crumbles into nothing.

Maze

Spell level: Battle 3
Magic Points: 5
Range: 48 yards
Duration: One hour
Ingredients: A firim's eye

The group or individual targeted by this spell will become lost, even in familiar Surroundings. All sense of direction will be lost, even to the extreme that they may think that they are travelling in a straight line even when actually turning left or right and so on. Unless the surroundings are highly familiar or an Int test is made by the targets, they may not realise that anything is amiss.

Sanctuary

Spell level: Battle 3
Magic Points: 8
Range: Personal
Duration: One hour per level of the caster.
Ingredients: A giant's skull, plated with iron.

With the casting of this spell, the caster and the group that he is with will be enveloped in a protective opaque field. Within the Sanctuary, conditions will be of a kind most comfortable to those contained

within it - for example it will be at room temperature no matter what the conditions are like outside and the air will be constantly magically renewed.

Nothing may travel in or out of the Sanctuary, including creatures, missiles, spells, gasses or even light. This means that creatures outside the field will have no idea as to what is going on inside and vice versa. Note that the Sanctuary provides its own interior lighting.

A successful Dispel Magic will destroy the Sanctuary. The caster may dispel it at will.

Sharpen Weapon

Spell level: Battle 3
Magic Points: 8
Range: Touch
Duration: Until next sunrise
Ingredients: Any edged or pointed hand-to-hand weapon

This spell allows the caster to render a single edged or pointed weapon magically sharp by touching it. This can be a hand-to-hand or missile weapon.

The weapon does not count as magical, and cannot wound creatures which are immune to non-magical weapons. However, it gains and keeps an exceptionally keen edge or point. The weapon causes one extra point of damage on a successful hit, and negate any protection afforded by leather armour.

Shatter Bone

Spell level: Battle 3
Magic Points: 7
Range: 48 yards
Duration: Instantaneous
Ingredients: Bone shards from the leg of a Minotaur.

A single humanoid creature of Toughness 6 or less may be affected by this singularly nasty spell if Magic Save is failed. It will cause a limb (determined by the caster) to suffer an automatic critical effect, shattering the bone with a sickening crunch. If the limb to be affected is an arm then anything held in the hand is dropped and the arm is incapacitated until medical attention is received. If the limb to be affected is a leg then the target suffers a halving of Movement and Initiative until medical attention is received and must make a test on half Initiative or be knocked down and only able to parry for the next d4 rounds until back upright.

Note that the shattering of a limb in this manner will also reduce the target to zero wounds. Under no circumstances will it affect a creature that has more than 17 Wounds remaining at the time of the spell's casting.

Speak in Mind

Spell level: Battle 3
Magic Points: 3
Range: 48 yards
Duration: 1d6+3 rounds
Ingredients: Deleriants (1 dose)

The being's mind processes the thoughts as if they were its own, though the mind recognises the thoughts as having been introduced from another source, as if someone were speaking directly into the being's mind, phrased in the being's own language and imagery, in a voice similar to the being's own voice.

Each round the caster may form thoughts and project them into the mind of a single being in range. A new being may be chosen in each succeeding round. The caster's projected thoughts are limited to phrases, which may be stated verbally in six seconds.

The target being instinctively translates the transmitted thoughts into terms he can best understand. Concepts beyond his comprehension are translated as incomprehensible gibberish.

This spell is effective only with beings that have speech. Animals and other speechless beings perceive the projected thoughts as incoherent noise.

The GM may judge how comprehensible projected thoughts are to their receivers. For example, "Give up! You're surrounded," projected into the mind of a goblin will translate exactly, but "Hey, that's cruel and dishonourable!" is likely to be misunderstood by a goblin as praise and admiration.

Subvert Weapon

Spell level: Battle 3
Magic Points: 6
Range: Line of sight
Duration: 1 round
Ingredients: A small silver sword

This spell is cast against one character or creature in the caster's line of sight. It animates one hand-to-hand weapon being held by the target and turns it against its wielder for one round. The subverted weapon attacks its wielder once, with a WS equal to the spellcasters WP and a S equal to one-tenth of the spellcasters Will Power rounded down. The wielder may attempt a Dex test to hold onto the weapon, and if successful the weapon's hit is made at -20. The spellcaster may invest additional Magic Points to reduce the target's Dex test, in the same way as extra Magic Points are sometimes expended to reduce a target's WP test against a spell.

After one round, the weapon ceases to be animated, and falls to the ground unless its wielder is still holding it. This spell can even affect magical weapons, although they are allowed a test to resist it - this equal to 10 %, with an additional +10 for every ability the weapon possesses. Demon swords test against the bound Demon's WP to resist the spell. Any special magical abilities of the weapon affect the wielder normally when it hits him.

This spell has no effect on creatures which are using natural weaponry - it can't be used to make an animal bite or claw itself!

Telekinesis

Spell level: Battle 3
Magic Points: 3+2 per round to maintain
Range: 24 yards and line-of-sight
Duration: Variable
Ingredients: A measure of Wight dust.

This spell will allow the caster to move, lift or throw objects using only the power of his mind. The telekinetic force involved is equal to the caster's WP/10, with any fractions rounded down. Melee attacks may be made (if a weapon is to hand) using this strength score and the caster's Weapon Skill. Thrown objects count as improvised weapons. Another attack form involves pushing people (off buildings etc.) which is resolved with Strength vs. Strength test.

Transfer aura

Spell level: Battle 3
Magic Points: 5
Range: 4 yards
Duration: 1 transfer
Ingredients: As for Aura being transferred

Normally Aura spells can only be cast onto the spellcaster. However, this spell enables the transference of an Aura from the spellcaster to any other character within 4 yards. The character receiving the Aura must make a test against Will Power as though under magical attack, or the spell falls to take effect. Spellcasters may enhance their spell (expending extra magic points) to aid transference if they wish.

Ward Portals

Spell level: Battle 3
Magic Points: 10 + 5 per additional day

Range: 20 yards
Duration: Until sunrise of the following day
Ingredients: A wooden wedge

This spell gives additional protection to all the doors in an entire building. All doors add a +1 modifier to their. In addition, warded portals nullify any magic which could open such portals without attacking them (such as the petty spell "Open"). Like the Petty spell "Reinforce Door" this spell can be stacked three times.

BATTLE MAGIC LEVEL FOUR

Accelerate Time

Spell level: Battle 4
Magic Points: 8
Range: touch
Duration: 3d10 rounds
Ingredients: a minute glass filled with diamond dust

This spell affects one creature, allowing it to move and perform actions twice as quickly as normal. The affected creature's movement, Initiative, and number of attacks are doubled while the spell is in effect (subject to normal maximums, i.e. initiative cannot exceed 100, Attacks cannot exceed 10). All actions take half the normal time to perform while the spell is in effect (e.g. drawing a weapon, retrieving an item from a pack, and so on). Creatures affected by this powerful spell may not themselves cast spells, although they may use magical items and/or drink potions.

Aura of invulnerability

Spell level: Battle 4
Magic Points: 16
Range: Personal
Duration: 1 hour per level
Ingredients: A piece of Dragon hide (at least 6"x6")

The type of protection afforded by this Aura spell nullifies the next 4D6 Wounds inflicted on the caster by non-magical weapons.

Auras may be dispelled by magical means, and are automatically dispelled by magical weapons, so do not provide complete invulnerability Characters may only bear one Aura at any one time, and can dispel their own Aura whenever they wish.

Blast

Spell level: Battle 4
Magic Points: 10
Range: 48 yards
Duration: Instantaneous
Ingredients: Gunpowder (10 shots)

This spell is the most powerful of the magic missile spells. Only one blast can be thrown during a round, and it may be targeted at any individual or single group. Target restrictions apply in the same way as for normal missile fire.

Blasts have a range of 48 metres and automatically hit their target. If fired into a group, the blast will hit 1D6 creatures or characters. Each hit inflicts 1D10 Wounds at Strength 8 and 4D6 additional wounds on flammable targets.

Creatures that are subject to fear of fire and/or magic will have to make the appropriate psychological test. A victim of a blast may attempt to dodge its full effects making an Initiative test. A successful test results in the victim only taking half damage from the blast.

Change allegiance

Spell level: Battle 4
Magic Points: 8
Range: 48 yards
Duration: 1 hour
Ingredients: The heart of a Doppelganger

This spell can be cast at any individual or group of hostile creatures within 48 yards. The target receives a test against Will Power to avoid the spell's effects. Affected individuals become enchanted by the caster and effectively 'change sides', treating the caster like a friend or ally. The victims' Intelligence is not affected, and they cannot be made to do anything detrimental to their own well being. For example, they will not commit suicide, or take on a Dragon single-handed, but could be made to attack their own comrades. However, in such cases they are allowed a test against Will Power and if successful break the influence of the spell.

Cure sever wounds

Spell level: Battle 4
Magic Points: 10 per DIO Wounds
Range: Touch
Duration: Permanent until further wounding occurs
Ingredients: The pituitary gland of a troll

This spell is used to heal either the caster or any other single character by touch. The spell takes effect immediately and restores DIO Wounds for every ten magic points used.

This spell will work on any single creature, even creatures such as Dragons or other monsters. It does not work on slain creatures and cannot restore Wounds above their maximum level. A Cure Severe Wound spell cannot heal the effects of injuries or amputation (see Combat - Critical Hits).

Drain Magic

Spell level: Battle 4
Magic Points: 12
Range: 24 yards
Duration: Instantaneous
Ingredients: any magic wand, wrapped around with copper wire

This spell allows the caster to drain all the magical energy from one target creature. The target is allowed a standard magic test to negate the effects of the spell. If the test is failed, the effects are:

Spellcasters are reduced to zero Magic Points. Wizards (including specialists) are struck unconscious for 2d10 turns, although Clerics and Druids remain conscious.

Undead and ethereal creatures are destroyed. Demons and elementals are banished.

This spell is hazardous, for if the spell is successfully cast, the spellcaster also must make a Magic test. If he does not succeed, he fails to control the vast magical energies drawn off by the spell and loses a number of Wound points equal to the Wound points of the creature affected by the spell. The spellcasters Wound characteristic cannot be reduced below zero by this side effect of casting Drain Magic.

DreadWave

Spell level: Battle 4
Magic Points: 10
Range: 48-yards.
Duration: 3d6 rounds
Ingredients: the skull of a demon

All beings within range test vs. WP to resist. If test is failed, each being becomes subject to fear of the caster and must immediately make a Cool test or flee.

Undead and magical beings (i.e., demons, and elementals) are not affected. Normal creatures and man-sized intelligent beings are affected. Monstrous creatures and giant-sized humanoids are affected, but receive a +40 bonus to their WP test to resist.

Note: All subjects within range, INCLUDING companions and allies of the caster, are affected. The caster may not choose to avoid affecting any creature within range.

Enchant weapon

Spell level: Battle 4
Magic Points: 8
Range: Touch
Duration: Until the next sunrise
Ingredients: Any weapon

This spell allows the caster to enchant one ordinary weapon by touching it. An enchanted weapon has no special powers, but counts as a magical weapon for the purposes of hitting creatures only affected by magic weapons. The spell lasts for the rest of that day, returning to normal the following daybreak.

Feotid Cloud

Spell level: Battle 4
Magic Points: 8
Range: 48 yards
Duration: Until dispelled
Ingredients: The entrails of a skunk, and a cabbage leaf

This spell is essentially a greatly enhanced version of the Level Two Battle Magic spell Mystic Mist; creating a cloud 2d6 yards in diameter within the maximum range of the spell. The cloud acts in the same way as a Mystic Mist (see the WFRP rulebook), but it is also poisonous and corrosive. Living creatures within the area of effect must make a Poison test each round they remain within the cloud, or suffer Strength 5 hit, ignoring armour. Trolls or other creatures that regenerate may not regenerate damage suffered from a Feotid Cloud even when they leave the area of effect; it must be healed by rest or magic.

The spell does not affect ethereal creatures of Fire Elementals. Other Elementals, Undead, and Demons only suffer a S 5 hit within the Feotid Cloud once per turn (first round of the turn).

the cloud persists until the caster is hit movers, casts another spell, or otherwise ceases to concentrate upon it. The only exceptions are that a Fire Elemental can destroy the Feotid Cloud within 4 + 1d4 rounds, and a Dispel Magic will dispel it. At your discretion, high winds will disperse the Feotid Cloud in 1d4 (or more, depending on wind strength) rounds.

Fortify Flesh

Spell level: Battle 4
Magic Points: 15
Range: touch
Duration: 1 hour
Ingredients: ogre balls (you can interpret this as you like)

The subject's flesh is temporarily altered to imitate ogre flesh. The greater the quantity of magical energy used to reinforce the altered ogre-like flesh, the more durable it becomes. The spell adds 3d6 extra wound points to the subject for the duration of the spell.

Leathersteel

Spell level: Battle 4
Magic Points: 8
Range: Touch
Duration: 2d6 hours
Ingredients: A small bar of steel alloyed with warpstone.

Will alter the structural nature of any substance to be as strong, resilient and Unbreakable as steel, while still maintaining all of its other properties. One practical application of this would be for the caster to enchant his clothes with this spell, thus allowing him 2 points of armour on each covered location. The altered material would not alter in appearance or gain in weight, still allowing the same flexibility and freedom of movement and also would not incur penalties for spell point Magic Points normally associated with the wearing of armour.

Permanency

Spell level: Battle 4
 Magic Points: 40 (30)
 Range: 1 spell
 Duration: Permanent or until condition met
 Ingredients: The ichor of a demon of Law

This spell will make any other spell that does not have an instantaneous duration Permanent, with no need to be maintained by the caster. The spell in question may still be dispelled by normal methods, as long as the Permanency spell is dispelled first. For example, a Maze spell that was cast in conjunction with a Permanency spell and a Delay spell could be cast on a small area of forest to confuse any orcs that ever passed through. Such combinations can (and should) be used by the GM to confound player characters. Any object or area that has been subjected to a Permanency spell will radiate powerful magic.

This spell may not be dispelled by anyone - not even the caster, without the use of a Dispel Magic spell. Even then, only the Permanency will be dispelled - another casting is required to bring the magical effect that it is prolonging to an end. Should the caster wish to save on Magic Points, he may allow a condition for the Permanency to be dispelled without these means. The condition must be practically possible to fulfil, even if unlikely to be stumbled upon by anyone else (e.g.: "When you leave town", "When you change your Will", "When you release my companions from the dungeon", "When you are kissed by a Handsome (Fel 40+) Prince, etc.). This will reduce the Magic Points of casting to 30 MP. Conditions that are virtually impossible to fulfil ("When the moon is made of cheese") will not allow this saving. Note that the caster may not include himself in the dispel condition (e.g.: "When I want this to stop", "When I get out of town", etc.). As this spell must be cast immediately after the spell it is to make permanent, this could mean that in many cases a truly permanent effect would be impossible due to Magic Point Magic Points.

It is up to the GM to set limitations on the use of this powerful spell by PCs to avoid abuse. Possibilities include making a Permanently Delayed Fireball only able to detonate once per day, and so on.

Reverse Spell

Spell level: Battle 4
 Magic Points: 8
 Range: Special
 Duration: Special
 Ingredients: A mithril mirror

The spell may be cast on an opposing spellcaster, with the effect of turning his own spell on him - the mirror reflects the spell and throws it back at its caster. A Reverse Spell requires the following conditions to function properly:

- The target of the enemy spell must be the caster himself, a group he is in or someone within 4 yards of him; and...
- Both spellcasters must make an I test - if the Reverse Spell is cast from a spell jewel, the caster gains a +20 bonus to the test. Refer to the following table to see whether the Reverse Spell is cast in time to reflect the incoming spell:

Caster's Test	Opponent's Test	Result
Passed	Passed	Maybe
Passed	Failed	In Time
Failed	Passed	Not In Time

Failed

Failed

Maybe

On a Maybe result, the Reverse Spell takes effect in time only if the caster's I score is higher than that of the opposing spellcaster.

If the Reverse Spell takes effect successfully, the full effects of the enemy spell fall upon the enemy spellcaster. If not, the enemy spell takes effect as normal, but the caster of the Reverse Spell still loses Magic Points as if his spell had been cast successfully.

SpiritWalk

Spell level: Battle 4
Magic Points: 8 (6 per extension)
Range: Caster
Duration: 1d6+6 minutes (extendible)
Ingredients: burial robes worn by caster

The caster places his body functions on automatic, separates his Spirit from his body, and cruises around like an ethereal being. The ritual maintains the body in a deep trance, sustains the integrity of the Spirit so that it remains self-aware, provides the Spirit with mobility, and permits the Spirit to rejoin with the body on its return. The body remains at the site of the ritual within the ceremonial boundaries. Bereft of its Spirit, the body is extremely vulnerable. It is attacked physically as prone, and it may not test to resist any magical, psychological, physical, or other ability tests. The independent Spirit is not magically linked to the body, and has no special way of knowing if the body is attacked or interfered with. The Spirit of the caster is manifested as an insubstantial, invisible form otherwise identical to the naked body of the caster. This form may move about normally as if it had a body. (For example, it has the same characteristics as the original character.) Only magical or enchanted objects may accompany the caster's spirit. If fact, only the aethyrial natures of these magical or enchanted objects accompany the caster; the real objects remain with the caster's body. No other equipment or substances may accompany the caster. For example, an independent Spirit may be accompanied by his magician's staff and a spell jewel, but may not be accompanied by the ingredients or paraphernalia necessary for spell and ritual castings. (Note that this severely limits the caster's ability to cast spells, and prohibits the casting of rituals, while manifested as an independent spirit.) While an independent Spirit, the caster may not interact with the Material Realm except through magical means. The caster may, however, interact normally with aethyrial and magical beings. (For example, the caster might grapple with a ghost.)

Stand still

Spell level: Battle 4
Magic Points: 12
Range: 48 yards
Duration: D6 turns
Ingredients: The eyes of a Basilisk

This spell can be cast at any individual or group of creatures within 48 yards. Targets may make a test against Will Power, with failure resulting in them being unable to move, fire missiles, or do anything at all for the following D6 turns.

Steal Spell

Spell level: Battle 4
Magic Point: 15
Range: 24 yards
Duration: Instantaneous
Ingredients: A magnet

By means of this spell, the caster may steal the next spell to be cast by another spellcaster, only one spellcaster can be targeted as a victim of this spell at a time. If the intended victim does not cast another spell within 6 rounds, Steal Spell is negated, but Magic Points are still spent. An intended victim of this spell will not know that his next spell is going to be stolen. He must make a successful WP test or his next spell will simply sputter out and become the possession of the caster of Steal Spell.

If the test succeeds, no spell is stolen, but the caster of Steal Spell must still expend the designated number of Magic Points.

If the test fails, the caster of Steal Spell takes his victim's next spell. That victim must still expend the normal number of Magic Points for his own spell, even though it was stolen. The recipient may cast the stolen spell himself, at the level of his victim, without expending any more Magic Points. If the stolen spell is not cast within one round, it is lost. Should the caster of Steal Spell exceed the 24 yard range before the intended victim casts his spell, the second spell just fizzles out and is lost to both parties.

Note that all types of spells can be stolen and cast. Stolen spells do not become a part of the thief's permanent spell repertoire. Furthermore, spellcasters of Good alignment might abstain from casting stolen Necromantic or Demonologist spells for moral reasons. Some spells have duration, which the original caster may control. For example, such spells might be listed as "Duration: 1+ hours". A stolen spell with a duration like this can be recast by a "spell thief", but cannot be maintained any longer than the shortest specified time (one hour in the above example).

Strength of mind

Spell level: Battle 4
Magic Points: 6
Range: Personal
Duration: Until the next sunrise
Ingredients: Ld - head of a Lion;
Int - brain of a giant owl;
Cl - head of a wolf;
WP - the eyes of a giant spider;
Fel - the tongue of a giant snake

This spell allows the caster to increase a single personal characteristic (Ld, Int, Cl, WP or Fel - but not Dex) by + 2D8. This lasts for the remainder of that day, and is dispelled at daybreak the following day. This spell can raise abilities to 100 or above. Any attempt to cast the spell more than once will simply remove the older spell.

Transmogrify

Spell level: Battle 4
Magic Points: 16
Range: Personal/Touch
Duration: Until the next sunrise or see below.
Ingredients: Warpstone and a feather from the hide of a Lord Of Change, crushed and dissolved in the blood of a Werewolf.

This spell will allow the transformation of one living creature into another, and can be used in one of two ways. If the caster uses the spell upon himself he may change form as many times as he desires during the spell's duration. Should the spell be cast on another individual, they are entitled to a magic save and will be unable to change their form from the one given to them by the spell caster. The recipient of the spell will gain all of the physical characteristics and abilities of the new form but will retain their personal statistics. Any trappings carried will be transformed as well, being incorporated into the new shape. A creature cannot be transmogrified to look like a specific individual.

Any injuries, wounds or critical effects sustained by one form will be reflected in any other shapes that are taken, so a record must be kept of the percentage of Wounds lost. Thus if a wizard Transmogrifies into the form of a giant with 30 Wounds and takes 15 Wounds of damage, he will be on half wounds in his next form as well.

Each transformation only takes a round but is hazardous in the extreme. An Intelligence test must be made each time a new form is taken or the Transmogrified creature will "revert" and become like the form in all respects including mental Statistics. This will mean that a wizard who turns himself into a horse will not only look like a horse but will think like a horse and be unable to change himself back again, remaining a horse permanently.

Example #1: Karl Teufel (Int 75) is in a party that is currently being attacked by an army of orcs. Taking shelter he spends a round preparing the spell and then another round Transmogrifying into a dragon. He rolls a 43 for his Intelligence test and so is safe from reversion for this transformation. He then charges

into the orcish army, breathing fire and scattering them all. Deciding that he wishes to pursue the general, he spends a round to change himself into a hawk, which he does safely (roll of 67) and follow in the air. Finding him he spends another round changing back into his original form (no roll needed), as he would not be able to cast spells in his hawk form. After the ensuing confrontation he can then continue to change forms and making Intelligence tests to his heart's desire until the next sunrise.

Example #2: Infatuated with the concept of having a dragon in the party, Karl Persuades one of his companions - Eirik the Giant Slayer - to become one in order to toast an approaching Chaos warband. Eirik fails his WP test but also fails his Intelligence test much to the player's disgust. The GM decides that the Eirik takes a nibble out of Karl before flying off into the mountains to begin his new life as a dragon.

Example #3: Undaunted by this, Karl turns his faithful dog, Heinrich into a dragon as well. Luckily the dog makes his Intelligence test and doesn't eat him, however, being still a playful puppy at heart, Heinrich decides to "play" with the members of the party like he usually does. This results in several injured characters and an accidentally toasted packhorse.

The effects of this spell will last until the next sunrise, except in the case of "reverted" creatures who will remain in their new form permanently. A popular implementation of this spell is to use it to turn upstart commoners into frogs - a typical peasant is more than likely to revert to his amphibian form. Note that it cannot be used on Undead, elementals, demons or ethereal creatures or used to adopt any of these forms. It may be dispelled at will by the caster or through the use of a successful Dispel Magic or Drain Magic spell. The subject radiates powerful magic and may not enter a Zone of Magical Immunity or similar protection.

Zone of Magical Immunity

Spell level:	Battle 4
Magic Points:	6
Range:	12 yards diameter
Duration:	Until Dispelled
Ingredients:	A sphere of glass enclosing 3 drops of Demon blood

This spell creates a 12-yard diameter zone, centred on the caster, which is in many ways similar to a Zone of Sanctuary (see WFRP rulebook). In addition to the protections afforded by a Zone of Sanctuary, the Zone of Magical immunity is impervious to magical spells and effects of all kinds (save the Dispel magic spell). This includes spell-like effects created from magical items.

Undead creatures, Elementals, Demons, and ethereal creatures cannot enter a Zone of Magical Immunity. Such creatures which are in the 12 yard diameter when the spell is cast must test for instability immediately, but whether they make this test or not, the minimum effect is to cause them to flee outside the Zone of Magical Immunity at maximum rate.

A Zone of magical immunity will persist until the spellcaster performs any action (such as moving, casting a spell, etc.) or until a Dispel magic is successfully cast upon it. The Zone of Magical Immunity is not destroyed by contact with other Zones, but rather the other is automatically dispelled, unless it is also a Zone of magical immunity; in which case the overlapping Zones will have no effect on each other.

DEMONIC MAGIC LEVEL ONE

Bind demon

Spell level:	Demon 1
Magic Points:	3
Range:	48 yards
Duration:	48 rounds
Ingredients:	The skull of a Chaos Warrior, bound with an iron circlet.

This spell can be used against a group of up to D6 Lesser Demons or Demonic Servants, or against a single Greater Demon, within 48 yards. The Demons may make a test against Will Power, and if

unsuccessful they are unable to do anything at all during the next same turn (six rounds). The Demons are powerless, being held in complete stasis, and count as prone targets if attacked.

Dispel Demonic Presence

Spell level: Demon 1
Magic Points: 4
Range: 24 yards
Duration: See below
Ingredients: The religious symbol of a good or neutral deity

This spell allows the caster to dispel an individual or group of demonic Servants or familiars. If a unit is to be affected then the first demonic creature receives a magic save; if this is failed then the creature vanishes. On a d6 roll of 4, 5 or 6 then the spell moves on to another target in the same group, which is subject to exactly the same effects, including any penalties from the attack being enhanced by the caster with the expenditure of Additional magic points.

The spell continues to dispel demons until either there are none left, one makes a successful save or a 1, 2 or 3 is rolled on the d6.

Dispel lesser demon

Spell level: Demon 1
Magic Points: 1
Range: 24 yards
Duration: Instantaneous
Ingredients: A religious symbol of good or law blessed by a cleric of the same religion.

This spell allows the caster to dispel a single Lesser Demon within 24 yards. The Demon receives a test against Will Power to avoid being dispelled, if this is failed the Demon vanishes back to its own plane.

Lesser Pentagram

Spell level: Demon 1
Magic Points: 4
Range: 2 yards
Duration: 1 hour
Ingredients: See below

The pentagram drawn using this ritual will protect the caster and any other creatures standing within it from lesser elementals and demons. The pentagram takes 3 minutes to inscribe and requires chalk for a stone or wooden surface and a sharpened iron rod if it is to be drawn in dirt. The protection afforded by this spell lasts for 1 hour or until the pentagram is disturbed. Note that while those inside the pentagram are safe from physical attacks, they are still subject to any indirect methods of assault including spell effects and psychological reactions that may be caused by lesser demons or elementals. Greater demons, demon princes and elementals of size greater than 3 are not affected by a lesser pentagram.

Persuade

Spell level: Demon 1
Magic Points: 4
Range: 6 yards
Duration: One summoning
Ingredients: A rare or valuable item or sacrifice suitable for the summoned being

This ritual will influence the temperament of a demon when it is summoned, making it more agreeable to reasonable suggestion. In game terms this means that -1 is subtracted from the result on the Faithfulness Test roll.

The ingredient required by this spell would have to be carefully researched before casting, as an inappropriate offering will result in automatic failure. A failed WP test by the caster means that the offering is accepted but no benefit is gained.

Note that any attempt to use this spell on a Greater Demon or Demon Prince will not only fail but will be considered as an insult repayable with something inventive, nasty and slow.

Summon guardian

Spell level: Demon 1
Magic Points: 3
Range: Not applicable
Duration: 1 hour per level
Ingredients: The heart of a Human or Demi-Human ritually sacrificed.

This spell allows the caster to summon a single Lesser Demon. A Lesser Demon will take the form described in the Bestiary.

Once summoned, a Demonic Guardian will appear within 6 yards of the caster. If the caster successfully controls the Demon, it will serve for 1 hour per level of the caster and then disappear. If the caster is slain, the Demon disappears immediately.

Only one Guardian may be summoned at any one time, and the character must have summoned it previously and struck a bargain (see Summoning Demons).

Summon Hunting Beast

Spell level: Demon 1
Magic Points: 5
Range: 6 yards
Duration: 2 hours per level of the summoner
Ingredients: A scrap of flesh from a humanoid creature

This spell will summon a demonic creature. If this spell is cast by a Demonologist that is already aligned to a particular Chaos power, the summoned creature will be one of that particular power (such as a fleshhound, fiend, flamer or beast of nurgle).

Summon steed

Spell level: Demon 1
Magic Points: 1
Range: Not applicable
Duration: 2 hours per level
Ingredients: A piece from the thighbone of a Chaos Beastman

This spell allows the caster to summon a Demonic Steed. The Steed can take many forms, but usually appears in the form of a Warhorse, with flaming eyes and mouth. The Steed has the profile and abilities given under Demonic Servant in the Bestiary.

Once summoned, a Demonic Steed will appear within 6 yards of the caster. If the caster successfully controls the Steed, it will serve for 2 hours per level of the Demonologist. If the caster is slain, the Steed immediately disappears.

This spell can only be cast as the result of a bargain struck with a lesser or Greater Demon, which must have been summoned with all the rituals described in Summoning Demons

Watcher

Spell level: Demon 1
Magic Points: 3
Range: Personal
Duration: 6 hours
Ingredients: The corpse of a domestic dog

This spell will summon a minor and invisible demonic manifestation that will watch over the caster while he is sleeping, waking him if any creature approaches within 12 yards with the intent of harming or stealing from the demonologist.

The manifestation is not capable of combat and is to all intents and purposes unintelligent. If the demonologist's control roll is successfully made no checks for loyalty or vengefulness need be performed.

Zone of demonic protection

Spell level: Demon 1
Magic Points: 2
Range: Personal
Duration: 1 hour per level
Ingredients: A miniature pentagram made from solid gold (value- 500 GC).

A Zone of Demonic Protection is a 6-yard diameter area centred around the caster. The Zone lasts for 1 hour per level of the caster or until the caster moves. The caster may forbid any Demons from entering the Zone from firing missiles and casting or employing magic in the Zone.

While maintaining the Zone, the caster may not cast any other spells or use Meditation skill to recover magic points. The area of the Zone may not touch or overlap any other Zone; if this occurs, both Zones are instantly destroyed

DEMONIC MAGIC LEVEL TWO

Coerce

Spell level: Demon 2
Magic Points: 3
Range: 6 yards
Duration: One summoning
Ingredients: A whip fashioned from a demon's hide

This ritual is similar in general nature to the Level 1 spell Persuade. Coerce; however, will instil a fear of the demonologist in the creature summoned in order to ensure its loyalty. Note that this is a feeling of unease and trepidation rather than a psychological reaction. In game terms the demon's fear will result in -2 being subtracted from the result on the faithfulness Test roll, but should this be failed +1 will be added to the Vengefulness Test roll. For Lesser Demons the Faithfulness Test will still only be adjusted by -1. The demon may both fear and respect the summoner or fear and hate him as a result of the use of this ritual.

These threats are not backed up by any real power, merely an illusionary suggestion conveyed through the ritual. It will not fool a Greater Demon or Demon Prince. Should a foolish mortal attempt to subject one of these entities to such ignominy then they are in big trouble to say the least.

Contact Demonic Power

Spell level: Demon 2
Magic Points: 15
Range: 6 yards
Duration: See below
Ingredients: The sacrifice of a number of humanoids equal to the chaos power's sacred number with a warpstone bladed dagger.

This ritual will summon a manifestation of the desired chaos power or its representative, the object being to forge an allegiance between the Demonologist and that Chaos power. The sheer unearthly hideousness of this servitor will cause an immediate terror test to be taken, and the gaining of D6 Insanity points whatever the outcome. No control roll can be made and the caster has no protection from whatever appears in response to the summoning. The demonologist must rely on his wits and ability to bargain. If the servitor is not impressed with the caster's ability and what he has to offer, he will be either killed on the spot or taken back to the Realm of chaos

To work as a slave for all eternity. Either way the demonologist is effectively removed from the game. Note that failing the terror test and collapsing in a screaming heap will generally count as being "unimpressive."

If the caster can present himself as a suitable candidate, he will become a champion of the Chaos power in question. Whatever the outcome, this is not a spell recommended for PC use in a normal campaign.

Hell Bolt

Spell level: Demon 2
Magic Points: 5
Range: 48 yards
Duration: Instantaneous
Ingredients: A sliver of warpstone

This spell sends a bolt of energy designed to disrupt a demonic individual or group. As a result, any demon affected by this spell will take d3 S4 hits. Non-demonic targets will feel nothing but a slight tingling, and thus this spell may be cast into melee with no chance of injuring friendly mortal combatants.

Manifestation of the Eye

Spell level: Demon 2
Magic Points: 4
Range: 240 yards
Duration: 1 hour
Ingredients: A firmir's eye

This spell brings into existence a large, ethereal eye that will move at a rate of up to 12 yards per round at the mental command of the caster, allowing him to see all that it does. The Eye has excellent vision and can see clearly even in pitch-blackness, although it cannot detect invisible creatures. The Eye's Ethereal nature allows it to pass unhindered through physical barriers and renders it undetectable by normal, non-magical means.

The caster must close his eyes and concentrate in order to maintain the Eye - any interruption in concentration will terminate the spell.

Stop demonic instability

Spell level: Demon 2
Magic Points: 3
Range: 48 yards
Duration: Until next period of instability occurs
Ingredients: The blood of a newborn child

This spell can be cast onto any group of Lesser Demons or Demonic Servants, or on a single Greater Demon within 48 yards. The target will be unaffected by its next period of Instability (see the Bestiary), even if magically induced. A group of Demons may only be protected by one of these spells at a time.

Summon energy

Spell level: Demon 2
Magic Points: 3
Range: not applicable
Duration: Variable
Ingredients: any potion or the heart of a demonologist

The Demonologist may use this spell to summon magical power of demonic origin. The energy appears as a writhing mist, and the caster must make a successful Will Power test to absorb the magical energy. If the test is successful, the energy increases the caster's magic points by 4D6, but will not take the total beyond the caster's Power Level. While under the influence of this spell, the caster may only regain magic points at

the rate of 1 per day, regardless of skills or rest. If the Demonologist dispels this spell, normal recovery rules apply for the caster's own magic - points.
When this spell is first learned, the Demonologist gains a new Disability immediately (see Penalties). Each time the spell is cast, the caster gets 1 Insanity point-.

Summon lesser demons

Spell level: Demon 2
Magic Points: 5
Range: Not applicable
Duration: 1 hour per level
Ingredients: Six Human or Demi-Human hearts, from ritually sacrificed victims.

The caster can use this spell to summon a group of 3D6 Lesser Demons, which will appear within 6 yards. However, this spell may only be cast if one of the Demons has previously been summoned, controlled, and a bargain struck with it - following the rules given under Summoning Demons.

If the caster successfully controls the Demons (making one Will Power check for each Demon), they will serve for 1 hour per level of the caster, at which time they return to their own plan. If the caster is slain, the Demons disappear immediately.

Summon magical aid

Spell level: Demon 2
Magic Points: 4
Range: Varies
Duration: Until the next sunrise
Ingredients: Any magical scroll, or the heart of a Demonic Servant

The caster can use this spell to summon demonic aid in the form of a spell. The aid appears as a writhing mist, and the Demonologist must make a successful Will Power test to absorb the spell. If the test is successful, one Battle Magic or Demonic spell of the caster's own level or lower may be learned temporarily. This spell may now be cast once in the normal way.

Like other power-summoning spells, the first time this spell is learned, the caster gains one Disability (see Penalties), and each casting of the spell causes the caster to receive 1 Insanity point.

Zone of demonic nullification

Spell level: Demon 2
Magic Points: 5
Range: Not applicable
Duration: 1 hour per level
Ingredients: The blood of any Demon

The spell creates a 6-yard diameter Zone centred around the caster. The Zone lasts for an hour per level of the caster or until the caster moves. Any Demon within the Zone, or who attempts to enter the Zone, instantly becomes unstable and disappears. The caster may also prevent any Demons from firing missiles or magic into the Zone.

The usual rules for zones apply.

DEMONIC MAGIC LEVEL THREE

Compel

Spell level: Demon 3
Magic Points: 4
Range: 6 yards
Duration: One summoning

Ingredients: A skull from a demon of the type to be summoned inscribed with the summoned demon's True name.

This ritual is similar in nature to the second level Coerce. The effect is to cause the summoned demon physical discomfort as well as the fear associated with the Coerce ritual. The effect in game terms is a -3 to the Faithfulness Test roll and +1 to the Vengefulness Test roll for imps, steeds and creatures; -2 to the Faithfulness Test roll and +2 to the Vengefulness Test roll for lesser demons; and -1 to the Faithfulness Test roll and +3 to the Vengefulness Test roll for Greater Demons.

While imps and the like will merely fear the demonologist more for this bullying, other demons will resent this treatment and will take appropriate revenge at the nearest opportunity.

Contagion

Spell level: Demon 3
Magic Points: 6
Range: 48 yards
Duration: See below
Ingredients: The hand of a leper, filled with ichor from a demon of Nurgle

A foul greenish spray flies from the caster to form a cloud of filth and contagion around a target individual or group within range. An immediate Toughness test must be made by each victim to avoid collapsing in a coughing, retching heap, unable to perform any action for another d3 rounds when another Toughness test may be made to recover. If this is failed then the procedure is repeated until either a successful roll is made or the cloud disperses.

Anyone who fails their Toughness test will be infected with a magical plague that will cover them in weeping sores and halve all of their characteristics for a period of 14 days minus the modified Toughness score. The plague is highly contagious and will infect any creature that comes into physical contact With the victim and fails Toughness test. The dililitating symptoms appear 24 hours after infection.

Dispel demon horde

Spell level: Demon 3
Magic Points: 10
Range: 48 yards
Duration: Instantaneous
Ingredients: 1 pint of ichor from any Greater Demon

This spell allows the caster to dispel any single group of Lesser Demons within 48 yards. Each Demon receives a test against Will Power and instantly returns to its own plane if this is failed.

Hell Blast

Spell level: Demon 3
Magic Points: 10
Range: 48 yards
Duration: Instantaneous
Ingredients: A sliver of bone from a demon of alignment opposite to those to be affected.

This spell sends a bolt of energy designed to disrupt a demonic individual or group. As a result, any demon affected by this spell will take d6 S5 hits. Non-demonic targets will feel nothing bar a slight tingling, and thus this spell may be cast into melee with no chance of injuring friendly mortal combatants.

Greater Pentagram

Spell level: Demon 3
Magic Points: 8
Range: 6 yards
Duration: 1 hour
Ingredients: See below

This ritual is a more powerful version of the 1st level Demonologist spell Lesser Pentagram. The pentagram takes 10 minutes to inscribe and requires chalk for a stone or wooden surface and a sharpened iron rod if it is to be drawn in dirt, in the same way as for the Lesser Pentagram. It also requires a lit candle to be placed at each of the Greater Pentagram's points. The protection afforded by this spell lasts for 1 hour or until the pentagram is disturbed. The caster and any other creatures within the pentagram are immune from all attacks, magic and psychological effects caused by demons and elementals except Wissentlichs and manifestations of the Demonic powers themselves (such as Tzeench, Necoho, Khorne and so forth).

Spread insanity

Spell level: Demon 3
Magic Points: 8
Range: 24 yards
Duration: 10D6 rounds
Ingredients: The brain of a lunatic

This spell produces an awesome awareness of diabolic power in all living creatures within 24 yards of the caster. Every creature within this area which fails a test against Will Power must make an immediate test on its Leadership. Any creatures failing the test will instantly flee away from the caster and will not return for at least 10D6 game turns.

Any character that learns this spell immediately acquires 1 Disability (see Penalties). Each casting of the spell gives the caster 1 Insanity point.

Summon demon horde

Spell level: Demon 3
Magic Points: 8
Range: Not applicable
Duration: 1 hour per level
Ingredients: 36 Human or Demi-Human hearts, ritually sacrificed.

The caster can use this spell to summon a group of 6D6 Lesser Demons. The group appears within 6 yards of the caster. This spell may only be cast, however, if one of the Demons has previously been summoned, controlled, and a bargain struck with it, according to the rules given under Summoning Demons.

If the caster successfully controls the Demons (making one Will Power check for each Demon), they serve for 1 hour per level of the caster and then return to their own plane(s). If the caster is slain, the Demons disappear immediately.

Summon Demon Pack

Spell level: Demon 3
Magic Points: 8
Range: 6 yards
Duration: 2 hours per level of the summoner
Ingredients: The heart of any humanoid creature, torn from its living body

Spell summons d6 demonic creatures. If this spell is cast by a Demonologist that is already aligned to a particular Chaos power, the summoned creatures will be those of that particular power (such as a fleshhound, fiend, flamer or beast of nurgle).

Summon greater power

Spell level: Demon 3
Magic Points: 6
Range: Not applicable
Duration: 6D6 rounds
Ingredients: The heart of a Lesser Demon

The caster may use this spell to summon pure power of demonic origin. The energy appears as a writhing mist, and the caster must make a successful Will Power test to absorb it. The energy increases all the

caster's stats by 1 or 10 as appropriate. This may take characteristics above norm maximum levels. The effect lasts for 6D6 combat rounds.

If the Will Power test is failed, the character not only fails to absorb the energy, but also suffers a reduction in all stats by 1 or 10, for D6 rounds. Also the character will be subject to stupidity for D6 rounds.

As with other energy-summoning spells, the first time this spell is learned the character immediately gains a Disability (see Penalties), and each time the spell is cast, the Demonologist gains 1 Insanity point.

Trap the Soul

Spell level: Demon 3
Magic Points: 8
Range: 12 yards
Duration: See below
Ingredients: An enchanted object inscribed with the demon's True name

Whack a summoned being's life force into an object and bind it there as a form of storage or imprisonment. Does not give the item any powers - a bit like the bottled genie concept. Item will radiate powerful magic. (Set duration limit to 100 years?) Time spent entrapped will be spent planning a horrible revenge.

DEMONIC MAGIC LEVEL FOUR

Demonic portal

Spell level: Demon 4
Magic Points: 20
Range: 48 yards
Duration: 10D6 turns
Ingredients: Any magical ring

This spell opens up a portal between the natural world and a demonic world, allowing uncontrolled Demon hordes to pass unhindered. The portal appears anywhere within 48 yards of the caster. The caster cannot control the Demons that appear, They behave either in a random manner (consult the Successive Summoning Table), or according to the gamesmaster's desire. Demons summoned in this way often charge and attack the nearest non-demonic creatures as soon as they get the opportunity.

6D6 Lesser Demons and one Greater Demon are unleashed upon the world at the start of every game turn. The Demons are not allied to the caster, and will not spare the caster from the slaughter.

The Demonic Portal remains open for 10D6 game turns. As the Portal closes, any remaining Demons become unstable and disappear.

Dispel greater demon

Spell level: Demon 4
Magic Points: 25
Range: 24 yards
Duration: Instantaneous
Ingredients: Part of the body of a cleric of Good alignment.

This spell allows the caster to dispel a single Greater Demon within 24 yards. The Demon may make a test against Will Power and if failed the Demon is instantly dispelled to its own plane.

Mental Domination

Spell level: Demon 4
Magic Points: 6
Range: 24 yards
Duration: 1D6 rounds
Ingredients: brain of a Doppelganger

Take over someone else's body in a spirit struggle (WP competition). Caster body dormant - victim's psyche forced into submission. Caster then occupies the victim's body, using its physical characteristics and his own mental characteristics and skills.

Servitude

Spell level: Demon 4
Magic Points: 10
Range: touch
Duration: Permanent
Ingredients: demon heart, pentagram

Bind demon into sword or whatever to make magic item. The binding object must already be a permanently enchanted item (enchant item + permanency) - a temporary enchantment will allow the demon to escape with the expiration of the enchant spell. It will then not be very happy.

Summon greater demon

Spell level: Demon 4
Magic Points: 25
Range: Not applicable
Duration: Until task completed
Ingredients: The pure heart of a Good cleric, shin in ritual sacrifice.

The caster can use this spell to summon a single Greater Demon. The creature appears within 6 yards of the caster. However, this spell may only be cast if the Demon has already been summoned, controlled, and bargained with - according to the rules given under Summoning Demons.

Once the Demon has been summoned and successfully controlled, the Demonologist may set it one task. The Demon will remain until the task is completed, it is dispelled, or until it or the summoner is slain. Note that "Go away and never bother me again", is one task.

Summon total power

Spell level: Demon 4
Magic Points: 40
Range: Not applicable
Duration: Until the next sunrise
Ingredients: The heart of a Greater Demon

The caster may use this spell to summon pure, unadulterated power of demonic origin. The energy appears as a writhing mist, and the caster must make a will Power test in order to absorb it. If the test is successful, the energy increases all the caster's characteristics by + 2 or + 20 as applicable- This may take characteristics above normal maxima. The effect lasts until daybreak of the following day.

In addition, the caster's magic points are increased by 10D6. This can (and usually does) take the number of magic points held to above the Power Level. However, this spell cannot be cast if the caster's magic points are already above the character's Power Level; power of such magnitude would destroy its bearer.

If the test is failed, the Demonologist's characteristics are temporarily reduced by -2 or -20%, as appropriate. This effect lasts for D6 x 10 game turns.

The Demonologist may not cast this spell again until as many days have elapsed as the number of magic points gained.

As with all other energy-summoning spells, characters gain a Disability immediately after learning this spell, and acquire 1 Insanity point each time it is cast.

ELEMENTALIST MAGIC LEVEL ONE

Anchor of Stone

Spell level: Elemental 1
Magic Points: 3
Range: 12 yards
Duration: 1-10 rounds
Ingredients: A ball of clay

When this spell is cast, earth and stone within a 6-yard radius will grab hold of feet or body parts coming in contact with them. Each creature in the area of effect may make an Initiative test to avoid the effect. Those that fail are unable to move their feet for 1D10 rounds. Stuck victims can still fight, but suffer a -20 WS modifier, while their opponents receive +20 WS modifier for the purpose of attacks made against those held. No amount of hacking will loosen the earthen or stone hold.

Assault of Stones

Spell level: Elemental 1
Magic Points: 3
Range: 48 yards
Duration: Instantaneous
Ingredients: a handful of pebbles

A character using this spell causes an assault of stones to burst upon an individual or group within 48 yards. This is a magic missile attack. Target restrictions apply as normal.

The attack automatically hits its target causing D⁴ wounds at Strength 4. If cast at a group it will hit 2D6 individuals. Victims are not allowed a magic test but armour protects as normal. The stones have a 50% chance of hitting head or body.

Blinding Flash

Spell Level: Elemental 1
Magic Points: 2
Range: 12 yards
Duration: 1 round
Ingredients: a magnesium strip

This spell causes a flash of intense light that will cause temporary blindness in all creatures within 12 yards of the caster. The spell takes effect immediately and lasts for one combat round. Blinded characters may still move, but in a randomly chosen direction at quarter pace. They may not shoot, fight or use magic. Recovery is automatic at the beginning of the next round. Victims may not make a Magic test to avoid the effects.

Breath under water

Spell Level: Elemental 1
Magic points: 1
Range: Touch
Duration: Until dawn the following day
Ingredients: Fish eggs

This spell may be used on the caster or another character by touch. It allows the individual to breathe in any atmosphere, under water or even in a complete vacuum. Airborne poisons have no affect on the character. The spell lasts until daybreak the following day.

Burrow

Spell level: Elemental 1
Magic Points: 3

Range: touch
Duration: 1d6+3 rounds
Ingredients: a small shovel

The caster can excavate 1 cubic foot of earth per round for the duration of the spell. The earth is displaced, not destroyed. Excavations made in stable earth remain after spell effect. Excavations made in unstable earth or stone (i.e., sand, mud, crumbly soil, etc.) may collapse under their own weight when spell effect ends.

Cloud of smoke

Spell Level: Elemental 1
Magic Points: 2
Range: 0
Duration: D6 rounds
Ingredients: An oil-soaked rag

This spell creates a cloud of smoke with a radius of 6 yards, centred on the Elementalist. The cloud does not move with the caster, but remains stationary. The cloud will last for D6 rounds, and disperses at the end of the last round. Creatures in the cloud cannot see out of it or through it, characters or creatures outside cannot see into it or past it. Creatures inside must move at half pace or else wander randomly within the cloud.

Eaerie Forge

Spell Level: Elemental 1
Magic Points: 10
Range: Touch
Duration: Until next sunrise
Ingredients: A metal weapon

By means of this spell, any forged weapon (i.e. a sword, axe, spear point, arrowhead, etc.) can be temporarily imbued with magical abilities. Until the next sunrise, the weapon has the ability of Flame Attack (causing an additional S3 d4 dmg hit). The weapon also counts as a magical weapon for the purpose of hitting creatures only affected by such weapons. This spell will not normally affect weapons which already have magical properties. After the next sunrise, the affected weapon returns to normal.

Hand of fire

Spell Level: Elemental 1
Magic Points: 1
Range: Personal
Duration: 1 hour per level
Ingredients: Piece of phosphorus

This spell causes the caster's weapons to burn with a flickering flame. In combat all hits count as magical (i.e., they will inflict damage on creatures immune to nonmagical weapons), at + 1 whilst hits on a flammable target inflicts an additional 1D4 wounds. The spell takes effect immediately and lasts for 1 hour per level or until dispelled.

Hold Elemental

Spell Level: Elemental 1
Magic Points: 3
Range: 24 yards
Duration: 1d6+3 rounds
Ingredients: a sealed jar

As many as one elemental being per caster level may be affected. Each elemental being may test vs. WP to resist the effects of the spell. Affected beings are incapable of movement, attacks, spellcasting, speech, or any other action for the duration of the spell, and count as prone targets if attacked.

Magic light

Spell Level: Elemental 1
Magic Points: 1
Range: Personal
Duration: until dispelled
Ingredients: a fire fly

This spell produces a magic light from the casters hand, which will illuminate an area with a radius of 15 yards. The light lasts until dispelled or until the caster grasps an object. A magical light can be thrown a distance up to 12 yards. Once thrown it will last until the end of the turn and then vanish. It can also be thrown at a single victim up to 12 yards away and hits automatically. And blinds the victim for the following round.

Muffle Sound

Spell Level: Elemental 1
Magic Points: 6
Range: caster
Duration: 1 hour
Ingredients: a cotton ball

Sounds within the sphere of effect cannot be heard by beings outside the sphere of effect. Beings within the sphere of effect can hear one another, though at a greatly reduced volume.

Notes: Sounds are not completely muffled to outside observers, but are reduced a hundredfold. Thus a lion roaring within the sphere of effect might be heard as a gentle hum outside. Nonetheless, the effect is sufficient to mask dialogue, footsteps, and other activities when moving stealthily. The casting of spells and rituals is unaffected by this ritual effect, since the caster's spoken words are not actually eliminated -- only greatly reduced in volume.

Walk on water

Spell Level: Elemental 1
Magic Points: 2
Range: Personal
Duration: until the caster is no longer on water
Ingredients: a water beetle

This spell allows the caster to walk on water. This allows for no movement penalties when used to cross marshes, pools and so on.

Zone of hiding

Spell Level: Elemental 1
Magic Points: 3
Range: 0
Duration: 1 hour per level
Ingredients: a sheet of cloth

This spell creates a zone with a diameter of 6 yards, centred on the caster, which lasts for one hour per level. All creatures inside assume a chameleon like appearance merging with the surrounding terrain. So long as they remain still they are impossible to see at distances above 12 yards and below that range all missile fire is at -20. Hand to hand is at -10.

ELEMENTAL MAGIC LEVEL TWO

Cause fire

Spell Level: Elemental 2

Magic Points: 4
Range: 48 yards
Duration: Instantaneous
Ingredients: A Dragon scale

The caster can cause any one source of flammable material within 48 yards to burst into flames, suffering 10 + D6 Wounds instantly. This spell may be directed against any one flammable creature which must make a magic test to negate the effects.

Cause rain

Spell Level: Elemental 2
Magic Points: 4
Range: 100 yards
Duration: 1 round
Ingredients: A drop of water

This spell allows the caster to create a sudden torrential burst of rain, even in underground settings or inside buildings. This takes effect immediately and lasts for 1 round. The spell will reduce fire damage by 2D4 points (see Fire). Long range missile fire becomes impossible, and short-range missile fire is made with a -10 penalty to BS. Fire-based magic is instantly dispelled, whilst any flaming magical weapons are nullified for the spell's duration. Gunpowder weapons cannot fire during the rain, and have a 10 % chance of becoming waterlogged and unable to fire until dried out.

Clap of thunder

Spell Level: Elemental 2
Magic Points: 5
Range: Not applicable
Duration: Instantaneous
Ingredients: Two blocks of wood

The caster causes a loud clap of thunder, audible over a great distance - at least 2,000 yards above ground, somewhat less if underground or in an urban environment. All creatures subject to stupidity and all creatures with an Intelligence of 3 or less must make a fear test - as if being charged by something they fear. Mounted animals or those with handlers do not need to test.

Extinguish fire

Spell Level: Elemental 2
Magic Points: 3
Range: 200 yards
Duration: Instantaneous
Ingredients: A drop of water

This spell can be used to try to put out fires, such as burning buildings. The spell can be directed against any one section of a burning building, or at a burning character within 200 yards. The fire is immediately extinguished. A burning character does not have to make a Magic test for this spell to work

Favourable Winds

Spell Level: Elemental 2
Magic Points: 6
Range: caster
Duration: 1 hour
Ingredients: a small weather vane

The caster has limited control over the wind within the area of the effect. If there is no wind, he can cause a modest but steady breeze. If there is a light or moderate wind, he can make the wind steady and somewhat stronger or weaker. If there is a strong wind, he can moderate it. In any case, he can control the direction of the wind in the area of effect.

Notes: Only the air in the area is affected; outside the area of effect, the wind may be blowing in any direction at any strength. The spell is primarily of use by sailors of small sailboats, though it can be used to abate the effects of storm winds, or to counter the effects of Conjure Wind and other similar spells.

Move object

Spell Level: Elemental 2
Magic Points: 3
Range: 24 yards or 12 yards (see below)
Duration: Instantaneous
Ingredients: A feather

This spell can produce aerial drafts, enabling the caster to slam shut doors or move light objects such as parchments, curtains, and so on. The Elementalist can open or close any unlocked or unbolted door within 24 yards, or move any unsecured lightweight item (with 10 encumbrance points or less) a distance of up to 12 yards.

Part water

Spell Level: Elemental 2
Magic Points: 4
Range: 48 yards
Duration: Until dispelled or until the caster moves away
Ingredients: A small wooden paddle

The caster may employ this spell against any river or body of water up to 8 yards wide within 48 yards. The river will instantly part, producing a gap of 8 yards width, which can be crossed on foot. The water will remain parted until the caster dispels it (which can be done at any time) or until the caster moves more than 48 yards away.

Creatures caught by water returning to fill a gap created by the spell must make a test against Initiative or be swept D6x10 yards downstream, suffering D4 wounds from buffeting (modified by Toughness but irrespective of any armour). Characters wearing metal armour, or unable to Swim, will then start to drown (see Movement - Swimming).

Resist Cold

Magic Points: 3
Range: Personal
Duration: 1 hour per level
Ingredients: a blue opal

The subject's body is covered with a flickering blue-flamed magical fire. The subject is immune to normal and magical cold damage for the duration of the spell

Resist fire

Spell Level: Elemental 2
Magic Points: 3
Range: Personal
Duration: 1 hour per level
Ingredients: A fire opal GP (value - 50GC)

Elementalist may only cast this spell on themselves. It protects them against damage from fire or flaming weapons. Any fire- based attack, including fireballs and magical weapons with a flame attack, have no effect at all. The spell lasts for 1 hour per level.

Shelter

Spell Level: Elemental 2
Magic Points: 4
Range: 24 yards
Duration: Until next sunrise

Ingredients: A miniature of a stone structure

This spell allows the caster to command the earth to construct a shelter within which he and others may reside. Certain types of earth are too unsound to form such a structure (i.e. mud); even sand would make a sturdy shelter, but solid rock will commonly be used.

A shelter comfortably houses two man-sized creatures for each level of the caster, protecting them from the elements. A shelter has four walls, a ceiling and a floor. Consider it a single building section for destruction purposes (WFRP, p. 77). After the next sunrise, the earth will return to its former position, without harming anyone still inside.

Smother

Spell Level: Elemental 2
Magic Points: 2
Range: 48 yards
Duration: 1d6+3 rounds
Ingredients: a pillow

When affected by a Smother spell, the victim must test vs. Cool or be affected by Fear (WFRP, page 68). While smothering, victims cannot speak or cry out, but can make noise or raise alarms by other means. Smothering characters lose 1 wound per round. Creatures reduced to 0 wounds fall unconscious, and lose no more wound points, but for the remainder of the duration of the effect a 1d100 is rolled; a 91-00 indicates the creature has died of suffocation. Unconscious victims remain unconscious for 3d6+6 rounds after the effect has ended.

Summon Lesser Elemental

Spell Level: Elemental 2
Magic Points: 8/hour
Range: Personal
Duration: 1 hour / level
Ingredients: a quantity of the required element

A lesser elemental is summoned from the aethyr, and may be commanded to service. If controlled by the caster, the Lesser Elemental is bound to serve the caster for the duration of the spell effect. Add +20 to WP for the Control Test. If not controlled, the least elemental is unrestrained, and may return to the aethyr, or attack the caster or wreak havoc for the duration of the ritual. The elemental source must be at least 1 cubic yard in volume, or the elemental cannot be summoned.

Lesser Aeronome

Dust Devil: A small, whirling tornado funnel. Swift, aggressive fighter. Reckless and carelessly destructive. Fly as hoverer.

M	WS	BS	S	T	W	I	A	DE X	LD	INT	CL	WP	FEL
10	35	0	1	2	16	70	1	20	10	15	10	30	20

Lesser Pyronome

Wildfire: A spider like mass of flame with numerous limbs of fire extending on all sides. Indiscriminately destructive. Gets carried away and forgets commands.

M	WS	BS	S	T	W	I	A	DE X	LD	INT	CL	WP	FEL
4	25	0	2	2	16	30	4	20	10	20	10	30	10

Lesser Hydronome

Fountain: An up welling of water which can turn at will into a geyser of water spurting upward in a column from a body of water. Can project streams of water as an improvised melee or missile weapon. Pumps one gallon of water per round.

M	WS	BS	S	T	W	I	A	DE X	LD	INT	CL	WP	FEL
3	25	25	3	3	18	30	1	20	10	30	30	30	20

Lesser Geonome

Badger: Fairly large burrowing mammal created from stone and earth, with sharp claws and a tenacious disposition. Quiet, sensible. Excavates 1 cubic yard of earth or stone per minute.

M	WS	BS	S	T	W	I	A	DE X	LD	INT	CL	WP	FEL
2	25	0	5	4	20	20	1	30	10	30	40	30	20

Wither vegetation

Spell Level: Elemental 2
 Magic Points: 4
 Range: 48 yards
 Duration: Instantaneous
 Ingredients: A piece of ogre dung

The caster can use this spell against any section of vegetation (trees or bushes) within 48 yards. The spell affects an area 8 yards by 8 yards (larger areas require two spells). The affected section instantly withers away to nothing.

ELEMENTALIST MAGIC LEVEL THREE

Banish elemental

Spell Level: Elemental 3
 Magic Points: 10
 Range: 24 yards
 Duration: Instant
 Ingredients: Water for a Fire Elemental, sulphur for a Water Elemental, a small rock for an Air Elemental, or a kite for an earth elemental.

This spell allows the caster to dispel a single elemental within 24 yards. The elemental must test against WP, to avoid the spell effects. If failed the elemental is dispelled.

Become ethereal

Spell Level: Elemental 3
 Magic Points: 7
 Range: Personal
 Duration: Until dispelled
 Ingredients: A piece of gossamer

The caster can use this spell to enter an ethereal state. Once ethereal, the caster cannot use magic, Meditation skill, attack in combat or use missile weapons, but may, however, move through solid objects (such as walls), and cross obstacles or difficult ground, including water, without penalty. An ethereal character can also become visible or invisible at will.

Characters may remain ethereal for as long as they like. Clothing and immediate possessions also become ethereal, but not other creatures - including those touched, or mice secreted in pockets!

Breath fire

Spell Level: Elemental 3
Magic Points: 10
Range: 24 yards
Duration: 3 breaths or one day
Ingredients: A Dragon tongue

The caster gains the ability to breathe fire three times during the rest of the day. Fire breath can be aimed at a group or character within 24 yards - subject to the normal rules for targeting spells. The breath is cone-shaped (see the Bestiary - Dragon), 24 yards long and 4 yards wide at its widest point. All targets within this area are automatically hit and suffer 2D4 Wounds with Strength of 4. Flammable targets take additional damage (see fire)

Create quick sand

Spell Level: Elemental 3
Magic Points: 9
Range: 48 yards
Duration: 1 hour per level
Ingredients: eye from a bog octopus

The caster can create an area of quick sand with a radius of 6 yards anywhere within 48 yards. The quick sand may be created underneath groups of characters if desired. An area counts as double difficult ground reducing movement by 75%. Also all characters in the area have a chance of being sucked in and drown. Creatures are allowed an I test to avoid the effects. Those that fail are sucked down beneath the surface and will suffocate in a number of rounds equal to their toughness. Those that do not need air will be trapped below the ground. The quicksand lasts for 1 hour per level or until dispelled.

Crumble stone

Spell Level: Elemental 3
Magic Points: 9
Range: Personal
Duration: 1 hour per level
Ingredients: The jawbone of a Troll

After casting this spell, the caster can crush stone barehanded, or affect any stone or brick building, statue, and so on, as follows. A statue may be destroyed with just a single touch, while each touch on an 8 yard long section of wall inflicts D6 damage points regardless of the wall's Toughness (see Destroying buildings).

The ability remains for 1 hour per level of the caster, or until the character casts another spell.

Dust storm

Spell Level: Elemental 3
Magic Points: 5
Range: 48 yards
Duration: 1 hour
Ingredients: The rattle from a Giant Rattler

This spell allows the caster to create a Dust Storm with a radius of 6 yards, centred anywhere within 24 yards of the character. The Dust Storm may be moved by the caster. The Storm may move over creatures, and is not be slowed by difficult terrain.

The Dust Storm causes no damage during the round it is created. During following rounds it can be moved 12 yards in any direction the caster desires and any creature caught within its area will be attacked. A Dust Storm causes D6 wounds with Strength of 2 on every creature within it, with the usual modifiers for Toughness and armour (count only body armour). Victims may not make a Magic test to avoid the effects.

The Dust Storm lasts for 1 hour, but may be dispelled before then if desired.

Elemental Manifestation

Spell Level: Elemental 3
Magic Points: 15
Range: caster
Duration: 2d6+6 minutes
Ingredients: none

A very dangerous spell, it is only used under the most dire emergencies. The caster splits his body into four elemental manifestations; one each for air, earth, fire and water. They each contain the caster's intellect (mental stats) and have his physical stats modified as follows for each form.

Air M increased to 10, S - 2, T - 1, I +30
 Fire S - 1, Att + 3
 Water no modifications
Earth M - 2, S + 2, T + 2, I -30

The manifestations are actual elementals, with all the benefits and disabilities pertaining to them. For example, they can only be damaged by magic weapons or spells.

The caster is unable to use magic while split, and any items he was carrying are now part of his elemental bodies, and are now ineffective.

When the spell duration expires, the caster's elemental manifestations must all be present (within 10 yards) or dire effects will occur. If the caster is missing any elemental manifestations (or they are dead) at the time the spell ends, the caster must role a sudden death critical of the level equal to the amount of missing manifestations. If he survives, he still suffers the permanent loss of 25% of his stats for each manifestation missing. His body will still reform using elements from his surroundings.

Flame sheet

Spell Level: Elemental 3
Magic Points: 8 per round
Range: Personal
Duration: 1+ rounds
Ingredients: a burning ribbon

Elementalists travelling on foot can use this spell to lay a wall of flame behind them as they walk along. The sheet is 2 yards wide and follows the course of the caster during the non-combat rounds. At the beginning of the next round, It will go out unless the caster expends further magic points. Any creature within the fire path, or attempting to cross it, suffers fur damage as normal (D4 Wounds, 2D4Wounds on flammable targets). The flames are high enough to affect any creatures flying 10 yards or less above the ground.

Floatstone

Spell Level: Elemental 3
Magic Points: 10
Range: touch
Duration: 1d6+3 rounds
Ingredients: a piece of pumice

This spell heats a quantity of rock and fills it with small air pockets as it cools. The resultant stone is as light as wood, yet much stronger.

Caster can produce 1 cubic foot per round of floatstone. Commonly produced in 1-foot cubic blocks, or 6x1x2 planks, more complex shapes may be created as desired. Molten floatstone cools in 10 rounds.

This spell can conceivably be used as an attack. Any creature touching molten floatstone takes a Strength 6 fire hit (d4 dmg) for each round in contact.

Fouls air

Spell Level: Elemental 3
Magic Points: 8
Range: 48 yards
Duration: 2D6 rounds
Ingredients: A rotten egg

The caster can create a pocket of foul air with a radius of up to 12 yards, centred anywhere within 48 yards. All creatures in this area must make a successful Poison test each round or suffer the effects of 1 dose of the toxin which is most effective against that type of creature (see Poison). In other words, the foul air has the effects of all known toxins, and works on all non-magical animals with the same potency as spider venom. Spells such as Dust Storm and WindBlast will dispel a pocket of Foul Air; otherwise it lasts for 2D6 rounds, or until dispelled by the caster.

Heat Metal

Spell Level: Elemental 3
Magic Points: 10
Range: 24 yards
Duration: see below.
Ingredients: A piece of unrefined ore.

This spell causes non-magical metal to slowly heat until red-hot, effectively cooking a target in metal armour. It may be cast at any single target or group within 24 yards.

During the first D3 rounds the targets will feel uncomfortably hot. The round after that, the heat will rise to such a level that Strength 0 hit will be taken to each location covered by metal armour. The next round, the armour will glow with heat, inflicting a Strength 3 hit to each location so covered.

Metal weapons must be dropped unless a Will Power test is passed each round after the first. If the weapon is held onto damage is taken to the wielder's hand (arm) as above. Heat metal will not affect magical armour, except to make it uncomfortably warm for the spell's duration.

Steam Cloud

Spell Level: Elemental 3
Magic Points: 5
Range: 48 yards
Duration: see below
Ingredients: A drop of water and a burning torch within 12 yards.

By casting this spell, the Elementalist brings into existence a cloud of super-heated steam 12 yards in diameter. Creatures suffer one automatic Wound each round they remain within the Steam Cloud, irrespective of any protection, magical or otherwise. Further, creatures within the Steam Cloud are disoriented, and if they fail an Int test they will move only in a random direction. Random movement is handled as follows; roll a D12 on a clock face chart (12 O'clock being the direction the creature is facing) to determine the direction of movement. The distance moved is found using a suitable die, depending on the creature's Movement characteristic.

Creatures successfully making the Int test (which must be made each round) can move towards the nearest edge of the cloud to escape the harmful effects.

ELEMENTALIST MAGIC LEVEL FOUR

Animate water

Spell Level: Elemental 4
Magic Points: 16
Range: 48 yards

Duration: 1 hour
 Ingredients: A body of water of at least 12 yards diameter

Using this spell, the caster can animate any single body of water within 48 yards. The maximum area of water which may be affected is a 6-yard radius circle, but this may be part of a much larger body of water such as a river or lake, the bulk of which will not be affected.

The animated water will manifest up to 12 pseudopods, each up to 24 yards long, with which it may make up to 12 attacks. Attacks are at Strength 6 with WS 73 %, and armour has no effect on the damage caused, although creatures with the ability to breathe underwater reduce all damage by 3 points. Victims cannot damage the pseudopods unless wielding magical weapons. Any single hit on a pseudopod which inflicts 4 or more Wounds will destroy it. The complete profile of the Animated water is as follows:

M	WS	BS	S	T	W	I	A	DE	LD	IN	CL	WP	FEL
0	73	0	6	6	12*4	12	0	0	0	0	0	0	0

The Elementalist must stay within 48 yards of the water and cannot perform any activity other than walking at half pace. Should the caster move out of range or be interrupted the spell immediately ends. Otherwise, the spell lasts for an hour or until the caster dispels it.

Dispel elemental

Spell Level: Elemental 4
 Magic Points: 24
 Range: 48 yards
 Duration: Instantaneous
 Ingredients: Water for a Fire Elemental, sulphur for a Water Elemental, a small rock for an Air Elemental, or a kite for an Earth Elemental

The caster can use this spell to dispel all elementals within 48 yards. Affected creatures may make a test against Will Power to avoid being dispelled.

Earthquake

Spell Level: Elemental 4
 Magic Points: 16
 Range: 24 yards
 Duration: d4 rounds
 Ingredients: The hooves of 10 horses

All structures take 2d6 damage at Strength 10 is taken each round. All creatures with the affected area are knocked prone immediately and incapable of any action during the spell effect. Creatures inside a collapsing structure receive 1d6 hits at Strength 3. Creatures inside a collapsing tunnel or underground structure take 2d6 hits at Strength 6.

This spell can be used to collapse tunnels and dungeons. See "Destroying Buildings," WFRP, page 77 with the following additional notes on Toughness and Damage values:

Earth tunnels: Toughness 7, Damage 10-30
 Reinforced tunnels (timber and stone): Toughness 8, Damage 40
 Bedrock tunnels: Toughness 10, Damage 60

Hedge of thorns

Spell Level: Elemental 4
 Magic Points: 14
 Range: 48 yards
 Duration: 6 hours
 Ingredients: The tail of a Manticore

This spell enables the caster to create a hedge of thorns anywhere within 48 yards. The hedge will instantly spring up from the ground, filling an area in a 2 x 24-yard strip or a circle with a radius of 6 yards. The hedge can be made to grow up in front of, around or even on top of groups of creatures if the caster wishes. The hedge is made of magic thorns, which grow so quickly; they can easily trap and kill anyone whom they touch. Each creature within the area of thorns receives 3D6 wounds at Strength 5, modified by Toughness and leg armour only. In addition, movement is reduced to a maximum of 2 yards per round. Once created, a hedge of thorns cannot be dispelled. It is flammable and counts as a single section with 15 damage points (see Destroying Buildings).

Hellstorm

Spell Level: Elemental 4
Magic Points: 20
Range: 48 yards
Duration: 1d6+3 rounds
Ingredients: Elemental Earth, Air, Fire, and Water

Air, water, earth, and fire are summoned into a compact elemental storm cloud -- a whirling cyclonic cylinder like a squat mini-tornado -- which batters, drenches, and burns all in its path.

Victims and structures within the storm receive 1d4 hits (1d6 wounds each) at Strength 5 (in randomly determined body locations) each round they remain in the area of effect. Armour and Toughness reduce wounds normally. In the area of effect, all normal fires are extinguished immediately, and none may be kindled. Furthermore, all melee combat and missile fire, including magical missile fire, becomes impossible. Visibility is reduced to 1 foot. Movement rates are normal, with a risk tests each round for standard and run rates. Victims who fail a risk test take damage normally, and fall prone, and must pass a I test to stand and move in the next round.

Purifying Wind

Spell Level: Elemental 4
Magic Points: 20
Range: 2800 yards
Duration: Instantaneous
Ingredients: The lung of a white swan

When cast, a purifying wind will blow through a region of 2400 yards in radius. This wind continues to blow for 2D6 rounds. While it is blowing, the wind cancels the effects of all gases, such as poisonous clouds. It may also cancel out any spells which taint the air in the area of effect. Such spells would include Cloud of Smoke, Dust Storm, Foul Air, Mystic Mist and Wind of Death. To maintain his spell, the caster of one of these spells will have to make a successful WP test. Any Demonologist spells which summon "writhing mists" (i.e. Summon Magical Aid) that are cast in the area affected by the wind will also be cancelled. If the Demonologist can make a successful WP test, he may continue to cast his spell normally. Furthermore, ethereal creatures, including all Ethereal Undead and Air Elementals, caught in the wind will suffer 1D10 + 4 Wounds. Ethereal Undead also have twice the normal chance of becoming Subject to Instability while the wind blows (i.e. roll 1D6 every three rounds instead of every six). Summon elemental

Summon elemental

Spell Level: Elemental 4
Magic Points: 18 per hour
Range: Personal
Duration: 1+ hours
Ingredients: see below

This spell will summon a single Elemental of Earth, Air, Fire or Water to appear within 6 yards of the caster the caster must attempt to control the Elemental by making a test against Will Power. If successful, the Elemental will obey any simple commands given by the Elementalist. Otherwise it will behave completely randomly (see Summoning elementals). Otherwise, it will remain for 1 hour, at a cost of 18 Magic Points. The summoner can prevent the Elemental from dissipating at the end of this period by spending a further 18 Magic Points per hour.

The required ingredients depend upon the type of Elemental to be summoned:

Air - The wing of a Griffon

Earth - The claws of a Basilisk

Fire - The heart of a Dragon

Water - Any Amoeba

Summon elemental horde

Spell Level: Elemental 4
Magic Points: 30 per hour
Range: Personal
Duration: 1+ hours
Ingredients: See Summon Elemental above.

The character can use this spell to summon a group of Elementals of Earth, Air, Fire or Water. The Elementalist may only summon elementals of one type at a time. D3 + 1 of the desired type will appear as a group within 6 yards of the summoner. The Elementalist must attempt to control each one in turn by making a test against Will Power. If successful, the Elemental will obey any simple commands given by the Elementalist; otherwise, it will behave in a totally random manner (see Summoning Elementals). The Elementalist may well end up in a situation where some of the Elementals are controlled while some are not.

Summon Great Wave

Spell Level: Elemental 4
Magic Points: 16
Range: special
Duration: 1d6+3 rounds
Ingredients: a piece of moonstone

Each round a great wave 3 yards tall, 3 yards thick at the base and 10 yards wide is summoned from a body of water. The body of water must be at least large enough to provide the water for the great waves. The great waves may travel a maximum of 1000 yards over open water, but once they reach land, they can travel a maximum of 24-yards. All creatures or structures struck by a great wave take 1d6+3 damage at Strength 6.

Summon swarm

Spell Level: Elemental 4
Magic Points: 12 points per hour
Range: Nearby
Duration: 1 + Hours
Ingredients: Two of the creatures to be summoned

This spell allows the Elementalist to command natural creatures. The Elementalist can summon a Swarm of either beetles, snakes and lizards, spiders, rats, frogs and toads, ants, ticks, scorpions or bats (see the Bestiary - Swarm). The Swarm appears within 6 yards of the summoner and will follow simple instructions. The Swarm remains for 1 hour but may be kept beyond that time by the expenditure of 12 magic points per hour.

Tunnel through stone

Spell Level: Elemental 4
Magic Points: 18 per turn
Range: Not applicable
Duration: 1 + turns
Ingredients: a troll's stomach

This spell allows the caster to tunnel through the ground or walls, without needing to use tools. The tunnel thus created is magically stabilised, will not collapse and causes no damage to buildings. The caster may even tunnel through soft sand or mud using this spell, or may move through solid rock at normal pace, creating a tunnel wide enough for a single person. Other characters may follow the path, but have to form

a line behind the Elementalist. Once the tunnel is completed the caster may dispel it at any time - instantly killing anyone inside.

Wall shaker

Spell Level: Elemental 4
Magic Points: 18 per turn
Range: Not applicable
Duration: 1 + turns
Ingredients: the thyroid gland of a giant

The caster can use this spell to cause all building sections within 24 yards to collapse. Creatures inside or on top of a collapsing section receive D6+3 wounds with normal bonus modifiers for toughness and body and head armour.

ILLUSION MAGIC LEVEL ONE

Assume illusionary appearance

Spell Level: Illusion 1
Magic Points: 1 per 5D6 minutes
Range: Personal
Duration: 5 to 30 minutes
Ingredients: a mask of person or creature to be impersonated

The caster may assume the appearance of another, living bipedal creature under 10 feet in height. The caster can appear in the guise of a specific individual if desired. Anyone viewing the illusion may make intelligence test to attempt to see through it.

The spell lasts for 5D6 minutes but may be renewed at any time by the spending of further magic points.

Bewilder foe

Spell Level: Illusion 1
Magic Points: 4
Range: 24 yards
Duration: 1 round
Ingredients: A small firework

This spell can be cast on any single individual within 24 yards. It is not an illusion as such and does not interfere with the maintenance of other illusions. The target may make a normal Magic test to negate the spell's effects. If this is failed, the target becomes bewildered for the next round, Bewildered individuals move at half speed in a random direction, can neither attack nor parry, and count as prone targets. Spellcasting characters may not employ magic whilst bewildered, and any magic requiring their concentration or a constant expenditure of magic points is dispelled instantly.

Charm

Spell Level: Illusion 1
Magic Points: 4
Range: 6 yards
Duration: 1 hour per level
Ingredients: an emerald worth about 100 GC

Caster will become quite charming in the minds of those around him. +20 Fel.

Cloak activity

Spell Level: Illusion 1
Magic Points: 1 per 2D6 rounds

Range: Personal
Duration: 2 to 12 rounds
Ingredients: A piece of woolen fleece

This illusion allows the Caster to perform any activity while appearing to do something completely different. The Illusionist appears to be occupying the same space, engaged in seemingly innocent activities. For example, while the caster was actually striking another character all other characters would see the caster apparently quietly whistling or making. The victim of the caster's actions will be aware of being struck, but will not see the Illusionist make the attack. However, a successful Intelligence test will reveal the actions of the Illusionist to the victim.

This spell also allows an Illusionist to filch items from a table or similar location without being seen. This activity does not normally give anyone a chance to see through the illusion, but if the Illusionist is being watched carefully, the observer may make an intelligence test at half normal chance. If the Illusionist attempts to steal an item from a person, the victim may make a normal intelligence test and if passed is aware of the illusionist actions. The spell lasts for 2D6 rounds, but may be renewed at any time by the expenditure of further magic points.

Clone image

Spell Level: Illusion 1
Magic Points: 2 per image
Range: Personal
Duration: 1 hour per level
Ingredients: Small mannequins of the caster

This spell allows the Illusionist to create one or more clone images, up to a maximum of 1 per level. When the spell is cast the caster will appear to split into 2 or 3 identical images. The images always stay within 2 yards of the caster. Each may act independently of the caster. The spell lasts for 1 hour per level.

ILLUSION MAGIC LEVEL THREE

Banish illusion

Spell Level: Illusion 2
Magic Points: 3
Range: 48 yards
Duration: instantaneous
Ingredients: a magnifying glass

The caster can use this spell on any group or individual or object within 48 yards which he suspects of being an illusion. There is a base 50% that the spell will destroy any target illusion, modified as follows. For each level by which the caster of the Banish spell exceeds the caster of the illusion, increase the chance of success by 10%. For each level by which the caster of the illusion exceeds the caster of the Banish spell, reduce the chance by 5 %.

Confound foe

Spell Level: Illusion 2
Magic Points: 8
Range: Personal
Duration: Instant
Ingredients: An hourglass with crushed diamonds instead of sand (value 100GC)

This illusion can be cast by an illusionist who has suffered combat damage that round. It can be cast even if the caster has been killed, so it is a somewhat exceptional spell. The spell has the effect of negating all combat damage sustained during that round, just as if it didn't really happen - because it didn't.

Distract

Spell Level: Illusion 2
Magic Points: 4
Range: 48 yards
Duration: 1d6 turns
Ingredients:

This spell draws the target's attention in the direction chosen by the caster. The target is entitled to a WP test each round to break the spell effect. This can be used to draw a guard's attention away from a character that is sneaking past him, or as a kind of silent telepathic message to a companion, drawing his attention to a possible threat or important detail.

When used in a combat situation, the victim is distracted from attacking and is thus subject to a -10 to WS, BS and Initiative.

Forget

Spell Level: Illusion 2
Magic Points: 5
Range: 12 yards
Duration: instantaneous
Ingredients: chalk dust blown from hand

Will cause target to forget everything that happened in the last minute.

Friends

Spell Level: Illusion 2
Magic Points: 4
Range: 12 yards
Duration: until next sunrise
Ingredients: a small gold medallion

The creature or group targeted by this spell will become more favourably inclined towards the illusionist. This will give him a +10 bonus to Fellowship for the purposes of any tests made relating to the affected creature(s) should they fail their magic save. If they pass the magic save then they will feel wary and ill at ease around the caster, who will suffer from a -10 penalty to Fellowship when dealing with those creatures for the duration of the spell.

Note that for casting like this, groups make only one magic save, using the average WP score of the group.

Ghostly appearance

Spell Level: Illusion 2
Magic Points: 3 per 5D6 turns
Range: Personal
Duration: 5 to 30 minutes
Ingredients: The shroud from an undead creature

This spell allows the Illusionist to assume the appearance of any undead creature. The caster can take the guise of a specific individual, if so desired. This does not prevent the Illusionist from casting spells as normal.

The illusion will produce the same psychological reactions in anyone observing it as a real Undead creature (see the Bestiary Undead and Ethereal Undead).

The spell lasts for 5D6 minutes, but may be renewed at any time by the spending of further magic points. Anyone viewing the illusion may make an Intelligence test to see through it.

Hallucinate

Spell Level: Illusion 2
Magic Points: 4
Range: 48 yards

Duration: Instantaneous
Ingredients: A piece of clay worked into a model of the desired creature (see below)

This spell may be cast at any group or individual within 48 yards. The targets may make a Will Power test to avoid the effects of the spell. If this is failed, the individuals see themselves being charged by any creature of the caster's choosing. They may then have to make appropriate psychological tests, depending on the creature. If these tests are successful, the illusion is dispelled. For example, the illusionist creates the illusion of a giant, which causes fear in any creature under 10 feet tall. If the victims of the Hallucination make successful fear tests, the illusion is dispelled, and the giant disappears.

Illusionary buildings

Spell Level: Illusion 2
Magic Points: 2 per building section
Range: 1, 200 yards
Duration: Until the caster moves
Ingredients: Small models of buildings

This illusion allows the caster to create the appearance of a group of buildings anywhere within 1,200 yards (approximately two thirds of a mile, 600 tabletop inches, or 50 tabletop feet). Each 8 x 8 yard building section costs two magic points to reproduce. The illusion may take the form of a village, farmstead, or whatever the caster chooses. If the illusion is created so as to appear between two groups of observers, it will mask them from each other, but creatures occupying space presenting an illusion of streets or open ground will be seen normally. Creatures within the bounds of the illusion are not affected by it. Characters viewing the illusion from a distance of 24 yards or less may make an Intelligence test to see through it.

Illusionary Form

Spell Level: Illusion 2
Magic Points: 4
Range: 6 yards
Duration: until next sunrise
Ingredients: mirror

This spell is an improved version of the Petty Magic spell, Illusionary Projection. The image created is slightly more solid, however, and will be three-dimensional. It is still not capable of producing psychological effects and observers within close range will be able to see the illusion for what it is.

Illusionary Script

Spell Level: Illusion 2
Magic Points: 4
Range: touch
Duration: 48 hours
Ingredients: invisible ink

This spell will Illusionary writing on a surface, obscuring any writing originally present. Thus the caster could cause glowing letters to appear on a wall, etch a message on the ground or alter street signs. The reader will not necessarily be able to understand the writing.

Illusionary woods

Spell Level: Illusion 2
Magic Points: 5 per 12-x 12 yard section
Range: 1,200 yards
Duration: Until the caster moves
Ingredients: Small model trees

This Illusion allows the caster to create the appearance of a wood anywhere within 1, 200 yards (approximately two thirds of a Mile, 600 tabletop inches, or 50 tabletop feet). Each 12 x 12-yard section

costs 5 Magic points to reproduce. Creatures covered by the illusion will be hidden from view but can see out of the 'woods' normally.

Characters viewing the illusion from a distance of 24 yards or less may make an Intelligence test to see through it.

Invisibility

Spell Level: Illusion 2
Magic Points: 4
Range: personal
Duration: instantaneous
Ingredients: a small 2-way mirror

Caster can no longer be seen. Note that he may still be able to be heard or smelt and magical awareness will detect his presence (but not exact location).

Ventriloquism

Spell Level: Illusion 2
Magic Points: 3
Range: 48 yards
Duration: 1 turn per level
Ingredients: a small dummy

This spell allows the Illusionist to "throw" his voice so that it appears to be coming from anywhere within the area of effect.

ILLUSIONIST MAGIC LEVEL THREE

Illusionary enemy

Spell Level: Illusion 3
Magic Points: 6
Range: 48 yards
Duration: 1 hour per level
Ingredients: The teeth of a Chamelcoleech

This spell creates an illusion of a group of either up to 24 humanoid creatures, or ten Undead, or a single monster or Lesser Demon. The illusion appears within 48 yards of the caster, and is controlled by the Illusionist as if it were real. The image(s) may reproduce any of the special abilities and/or psychological affects of the real creature.

The spell lasts for 1 hour per level of the caster, and anyone viewing the illusion must make an Intelligence test to see through it.

Illusion of mighty appearance

Spell Level: Illusion 3
Magic Points: 6 per 5D6 turns
Range: Personal
Duration: 5 to 30 minutes
Ingredients: Mask

This spell allows the Illusionist to assume the appearance of any creature desired, reproducing its special abilities and/or psychological affects. Anyone viewing the illusion may make an Intelligence test to see through it.

The spell lasts for 5D6 minutes, but may be renewed at any time by the spending of further magic points.

Maze

Spell Level: Illusion 3

Magic Points: 5
Range: 12 yards
Duration: 24 hours
Ingredients: a rose bud

The group or individual targeted by this spell will become lost, even in familiar surroundings. All sense of direction will be lost, even to the extreme that they may think that they are travelling in a straight line even when actually turning left or right and so on. Unless the surroundings are highly familiar or an Int test is made by the targets, they may not realise that anything is amiss.

Mind Over Body

Spell Level: Illusion 3
Magic Points: 6
Range: personal
Duration: 1 hour per level
Ingredients: small chess piece

This spell affects the caster's own mind, allowing him to resist far greater levels of pain than he would normally be able to. In game terms this translates as a bonus of +2 to Toughness.

Phantasm

Spell Level: Illusion 3
Magic Points: 8
Range: touch
Duration: permanent
Ingredients: tooth of a Chimera

First decent illusion that an illusionist can cast - full 5 sense illusion that appears (and feels) solid, although close inspection will reveal it for what it is.

Universal confusion

Spell Level: Illusion 3
Magic Points: 8
Range: Sight
Duration: 1 round
Ingredients: The eyes of a Chimera

This illusion affects any individual or single group of creatures within the caster's line of sight. The effects start from the round after the spell is cast and last for that round only. Victims suffer complete disorientation and may only move at half pace, wandering around aimlessly with no Idea of where they are. Missile troops fire with a -10 penalty to BS, as they lose concentration and their aim goes off. In combat, creatures also suffer a -10 to hit modifier.

Vanish

Spell Level: Illusion 3
Magic Points: 6
Range: Personal
Duration: D6 rounds
Ingredients: A golden hoop of at least 6" diameter

The Vanish spell allows the Illusionist to vanish into another dimension for D6 rounds. The caster may do nothing while in this other dimension, but is able to see events in the place left behind. The Illusionist may decide to return to the scene of the action at any time before the spell expires, but must return to within 24 yards of the exact point where the spell was used.

If the spell expires while the Illusionist is in the other dimension, the Illusionist is expelled from the dimension in a randomly chosen location, 4D6 yards from where the spell was cast. Select the direction by rolling 1D8:
north

north east
east
south east
south
south west
west
north west.

The Illusionist may be expelled into a wall or other solid object and is instantly killed in such a case, All Illusions currently maintained by the caster are instantly dispelled when this spell is cast.

ILLUSION MAGIC LEVEL FOUR

Destroy illusions

Spell Level: Illusion 4
Magic Points: 8
Range: 1,200 yards
Duration: Instant
Ingredients: A crystal prism

When this spell is cast, all illusions within 1,200 yards (600 tabletop inches, or 50 tabletop feet) currently maintained by any and all characters are instantly dispelled. This spell affects illusions maintained by the caster.

Illusionary army

Spell Level: Illusion 4
Magic Points: 12 per hour
Range: Sight
Duration: 1+ hours
Ingredients: Small model figures of the troops desired by the caster

The caster creates an illusion of 2D6 groups each comprising up to 20 humanoid or Undead troops. These groups appear within sight of the caster, and can be controlled and moved as if real. Characters viewing the troops may make an Intelligence test for each group. It is possible that they may successfully see through some of the groups and believe that others are real.

Illusion of darkness

Spell Level: Illusion 4
Magic Points: 15
Range: 96 yards
Duration: 2 hours
Ingredients: a ball of pitch

The Illusionist creates an illusion of complete darkness in a circle with diameter of 24 yards centred anywhere within 96 yards of the caster. This darkness is magical, and cannot be illuminated by normal or magical means. Including torches light, fires, Glowing Light spells, and so on. Within the area of darkness, creatures can only move in a randomly chosen direction at quarter pace, while missile fire and combat is impossible. Characters within the area are totally blinded, unable to see even a lighted torch in front of them.

Mass Sleep

Spell Level: Illusion 4
Magic Points: 10
Range: 24 yards
Duration: 10D6 minutes
Ingredients: griffon feather

Area version of Sleep spell.

Permanent Illusion

Spell Level: Illusion 4
Magic Points: 10
Range: 24 yards
Duration: until dispelled
Ingredients: a diamond prism

When cast on an illusion will mean that it will last until dispelled without need to be maintained by the caster.

Teleport

Spell Level: Illusion 4
Magic Points: 20
Range: Personal
Duration: 2D6 rounds
Ingredients: A potion of flying or the hand of any Demon

This spell is similar to the Vanish spell, allowing the caster to briefly enter another dimension for 2D6 rounds. The caster may return to the scene of action or may, instead, return to a point anywhere within 100 miles of the spot where the spell was cast - assuming the Illusionist has been in that place at least once before (home or a safe place, for example). This spell may not be used more than three times in a day. If the spell expires while the caster is in the other dimension, the Illusionist is expelled from the dimension in a randomly chosen direction, 4D6 yards from where the spell was cast. Select the direction by rolling 1D8:

north
north east
east
south east
south
south west
west
north west.

The Illusionist may be expelled into a wall or other solid object and is instantly killed in such a case, All Illusions currently maintained by the caster are instantly dispelled when this spell is cast.

True Sight

Spell Level: Illusion 4
Magic Points: 4
Range: 24 yards
Duration: 1 + Turns
Ingredients: golden monocle

Can see things as they really are. True sight will penetrate all illusions and disguises. Will also reveal nature of creatures (nice or nasty). Duration can be expended at the cost of another 4 Magic points per turn

NECROMANTIC MAGIC LEVEL ONE

Destroy Undead

Spell level: Necromantic 1
Magic Points: 2
Range: 24 yards
Duration: Instantaneous

Ingredients: Dust from a grave, or water blessed by a cleric

This spell can be cast against any group of Skeletons, Zombies or Ethereal Undead within 24 yards, and will affect ID6 of the group. The creatures may make a test against Will Power to avoid either crumbling to dust or (in the case of Ethereal Undead) simply vanishing. Undead which successfully make the test are unaffected by the spell.

Feign Death

Spell level: Necromantic 1
Magic Points: 2
Range: personal
Duration: Instantaneous
Ingredients: blood of a newly dead baby

This spell slows the necromancer's metabolism to such a degree that he becomes comatose and appears dead. Cadaverous appearance, noisome stench, etc. will aid in this deception. Less prone to damage while in this state - strength of any attack (prod) is halved unless a deliberate strike to dismember or kill. Spell lasts until dispelled or caster wishes.

Hand of death

Spell level: Necromantic 1
Magic Points: 1 per touch
Range: Not applicable
Duration: Until the Necromancer is wounded
Ingredients: Part of a corpse's shroud.

This spell endows the caster with the ability to cause Wounds simply by touching a target. The caster rolls to hit - ignoring normal unarmed combat modifiers - and any hit automatically causes ID6 Wounds to the target, irrespective of Toughness or armour (unless magical - see below), in addition to any normal damage (which is subject to the usual modifiers). Each successful touch Magic Points a further 1 magic point. The Necromancer may not use a weapon.

This spell takes effect immediately and Lasts until the caster is wounded, when it is instantly dispelled. Victims do not receive a Magic test to avoid the effects, but if they are wearing magical armour the damage is reduced by I for each plus of protection provided by the armour. For example, a hit on the body of a character wearing a + 2 magical breastplate reduces the spell's damage by 2.

Protection from Undead

Spell level: Necromantic 1
Magic Points: 4
Range: 12 yards
Duration: 5D6 rounds
Ingredients: garlic

Undead are at -10 to hit caster. Caster receives +10 to fear tests caused by Undead.

Summon skeleton champion

Spell level: Necromantic 1
Magic Points: 4
Range: not applicable
Duration: until dawn the following dawn
Ingredients: a skeleton, corpse or enchanted skull

This spell is used to summon a single champion who appears within 6 yards of the caster. This spell can be used to animate a suitable corpse or provided proper preparation has taken place, to draw a hero from the plane of death. Profile is as follows

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
4	35	27	4	3	5	30	1	15	15	15	15	15	0

Once summoned the champion stays until the following dawn, when it crumbles to dust.

A champion can act as controller providing it stays within 24 yards of the group.

Summon skeletons

Spell level: Necromantic 1
Magic Points: 4
Range: Not applicable
Duration: Until dawn the following day
Ingredients: Corpses, skeletons or enchanted skull

This spell is used to summon a group of D6 normal Skeletons. If cast on a battlefield or burial site, the Skeletons spring up in a group around the caster. If summoned using an enchanted skull, they appear within 6 yards of the summoner.

Zone of life

Spell level: Necromantic 1
Magic Points: 4
Range: Not applicable
Duration: 1 hour per level
Ingredients: a holy relic

This spell casts a magical zone 12 yards in diameter, centred on the caster. It lasts for one hour per level or until the caster moves. The caster can prevent all Undead from entering the zone, or firing missiles or casting magic into the zone.

Standard rules for zones apply.

NECROMANCER MAGIC LEVEL TWO

Control Undead

Spell level: Necromantic 2
Magic Points: 3
Range: 48 yards
Duration: Instantaneous
Ingredients: a religious symbol or wood from a coffin

This spell may be cast against a group of skeletons or zombies within 48 yards. They must test against WP or be taken over by the caster. They are now controlled by the caster subject to normal restrictions.

This allows a necromancer to control hostile Undead, there is no limit to the number that can be controlled but separate spells are needed for different groups.

Extend control

Spell level: Necromantic 2
Magic Points: 3
Range: Not applicable
Duration: 1 hour per level
Ingredients: Brain of a magician

This spell enables the caster to extend the normal range of - Undead control from 24 to 48 yards. The spell lasts for 1 hour per level of the caster.

Hand of dust

Spell level: Necromantic 2
Magic Points: 3 per touch
Range: Not applicable
Duration: Until caster is wounded
Ingredients: The right hand of a hanged murderer

This spell endows the caster with the ability to cause Wounds simply by touching a target (use of a weapon negates the effects). The caster rolls to hit as normal - ignoring unarmed combat modifiers - and any hit automatically causes 2D6 Wounds (irrespective of Toughness and armour), in addition to any normal damage.

This spell takes effect immediately, and lasts until the caster is wounded, when it is instantly dispelled. However, each successful touch made by the caster Magic Points a further 3 magic points.

Victims may not make a Magic test to avoid the effects, but if they are wearing magical armour, the damage is reduced by 1 for each plus of protection provided by the armour. For example, a hit on the arm of a character wearing a + 2 magical chain mail coat reduces the spell's damage by 2.

Speak With Dead

Spell level: Necromantic 2
Magic Points: 2
Range: not applicable
Duration: 1 question per level
Ingredients: an enchanted skull, or body of person to be questioned

Caster may speak with the recently dead. Will get yes/no/don't know/won't tell you answer to a number of questions equal to level.

Stop insanity

Spell level: Necromantic 2
Magic Points: 2
Range: 48 yards
Duration: Until next period of instability occurs
Ingredients: A pint of blood

This spell can be cast on any group of Undead or ethereal creatures within 48 yards. The creatures ignore their next occurrence of instability, even if magically induced

Summon skeleton minor hero

Spell level: Necromantic 2
Magic Points: 8
Range: Not applicable
Duration: Until dawn the following day
Ingredients: Corpse, skeleton or enchanted skull

The caster can use this spell to summon a single Skeleton Minor Hero who appears within 6 yards. A Skeleton Minor Hero can act as a leader/controller for an undead unit in the same way as a Necromancer. Games masters may determine the basic profile of the creature according to the guidelines given in the Bestiary, or use the following:

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
4	45	34	4	4	9	40	2	28	28	28	28	28	0

Once summoned the Hero stays until the sun sunrise, when it collapses into dust.

Touch of the Spectre

Spell level: Necromantic 2
Magic Points: 4
Range: Touch
Duration: 1D6 rounds
Ingredients: index finger bone of left hand

Caster's touch causes paralysis on a failed WP test.

NECROMANCER MAGIC LEVEL THREE

Annihilate Undead

Spell level: Necromantic 3
Magic Points: 12
Range: 24 yards
Duration: Instantaneous
Ingredients: The flayed skin of a fresh corpse

This spell effects all Undead (including Ethereal Undead) within 24 yards of the caster. Any such creatures must make a test against Will Power or be destroyed.

Attack Spirit

Spell level: Necromantic 3
Magic Points: 1
Range: 6 yards
Duration: instantaneous
Ingredients: a human heart

Victims' body thinks that the spirit is departing. This taste of death requires terror test to be made.

Cause Instability

Spell level: Necromantic 3
Magic Points: 4
Range: line of sight
Duration: instantaneous
Ingredients: a pint of blood

This spell affects all creatures within sight of the caster, which are already subject to instability. The creatures must make a test against willpower or become unstable. Roll 1d6 and consult the table given in the Bestiary.

Decay

Spell level: Necromantic 3
Magic Points: 4
Range: 48 yards
Duration: instantaneous
Ingredients: a burial shroud

This spell simulates a century of corruption upon the targeted item. Any non-living item will start to rapidly rot or corrode away. A corpse will be reduced to a skeleton with minutes; a sword will rust into dust; fine clothing will mildew and decay; stonework will erode and crack.

This spell will have a lesser effect on living creatures, merely causing them to age 10 years. The effect of this on Elves will be scarcely perceptible.

Hand of the Wraith

Spell level: Necromantic 3
Magic Points: 5
Range: touch
Duration: instantaneous
Ingredients: essence of a wraith

Caster drains a point of strength by touch.

Life in death

Spell level: Necromantic 3
Magic Points: 16
Range: Personal
Duration- 1 hour per level
Ingredients: A fresh human heart

This spell may only affect the caster. Its effects last for 1 hour per level of the caster. If slain during this time, the Necromancer's spirit is released and may try to inhabit the body of any other living creature during the next 2D4 combat rounds. The caster's invisible spirit has a Move of 6 and must begin from the caster's dead body. The spirit must touch a host creature in order to inhabit it. The host is allowed to make a test against Will Power and, if successful, the spirit may not inhabit that body. If the test is failed the Necromancer inhabits the body of the victim until either it is slain or the Necromancer's spirit is

The Necromancer's wandering spirit cannot be harmed by any physical or magical attacks, though it cannot enter any magical Zone that keeps out Ethereal Undead. If the Necromancer's spirit fails to find a new body within 2D4 rounds, it is blown to the winds and destroyed.

As a spirit, the Necromancer has no magical or physical powers at all. Having acquired a new body, the Necromancer's Ld, Int, Cl and WP characteristics are regained, as are all skills and magical powers (including magic points). But all other characteristics are now those of the host creature.

Raise dead

Spell level: Necromantic 3
Magic Points: 12
Range: Around the caster
Duration: Until dawn the following day
Ingredients: A graveyard or burial site

This spell must be cast within a graveyard or burial ground of some kind. The magician can raise one of the following groups of Undead creatures: 6D6 Skeletons, 6D6 Zombies, 3D Ghouls or D6 Mummies. The Undead will always appear as a single group.

The creatures so raised will obey the commands of their summoner until dismissed, or until the next sunrise.

Summon skeleton horde

Spell level: Necromantic 3
Magic Points: 12
Range: Not applicable
Duration: Until dawn the following day
Ingredients: Burial site or the enchanted finger bones of 6 skeletons

The caster can use this spell to summon a horde of 6D6 Skeletons. The creatures will be normal Skeletons in a single group (see Undead - The Bestiary), and will appear within 6 yards of the summoner.

Summon Storm Riders

Spell level: Necromantic 3
Magic Points: 10

Range: 6 yards
Duration: until the following dawn
Ingredients: burial site, or enchanted finger bones of 6 skeletons and 6 hoofs

Summons d6 skeleton chariots. Skeletons have normal stats, horses are war-horses. Skeletons are armed with Lances and full plate mail

NECROMANCER MAGIC LEVEL FOUR

Curse of undeath

Spell level: Necromantic 3
Magic Points: 12
Range: 48 yards
Duration: until destroyed or dispelled
Ingredients: the withered hand of a liche

This spell may be cast against any character within range. The victim must test against WP to avoid the effects. If failed the victim begins to turn into an undead creature. At the beginning of each round, the victim loses one S point, when it reaches zero they become one of the Undead. They will have the characters origin profile, but WP, DEX, and FEL all drop to 10. And all magic powers are lost.

As one of the Undead the creature must now be controlled as normal.

This spell can only be used against sentient humanoid creatures. And has no effect on non-thing creatures or those over 10 feet tall.

Summon Ethereal Undead

Spell level: Necromantic 3
Magic Points: 8
Range: 6 yards
Duration: until next sunrise
Ingredients: a small sheet

Caster can summon a spectre or ghost that must do the necromancer's bidding before returning to its rest.

Summon skeleton major hero

Spell level: Necromantic 3
Magic Points: 12
Range: Not applicable
Duration: Until dawn the following day
Ingredients: The enchanted skull of a legendary hero

The caster will be able to summon one skeletal major Hero, which will appear within 6 yards of the Necromancer. A Hero can act as a leader/ controller for an undead unit in the same way as a Necromancer.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
4	45	47	4	4	13	50	3	28	28	28	28	28	0

Temporal Stasis

Spell level: Necromantic 3
Magic Points: 12
Range: touch
Duration: until dispelled or caster wishes
Ingredients: a coffin

The target of this spell will be placed in a state of suspended animation. As a result the target will not grow older and all body functions will cease, thus halting the effects of poison and blood loss from a critical wound. The target creature will be completely helpless for the duration of the spell. Upon the expiration of the Temporal Stasis, any critical effects will continue where they left off if medical attention has not been received. Note that unwilling recipients are entitled to a Magic save and the spell will not affect Undead, Demons, Elementals or Ethereal creatures.

Total control

Spell level: Necromantic 3
Magic Points: 12
Range: 2400 yards
Duration: Until dawn
Ingredients: Essence of vampire

This spell allows the caster to extend the normal range of undead control to cover an area with a radius of 2400 yards (about a mile and a half). The spell is effective until dawn of the following day,

Wind of death

Spell level: Necromantic 3
Magic Points: 12
Range: 2400 yards
Duration: Until dawn
Ingredients: the enchanted dust of 5 mummies

This spell causes a swirling black wind to blow over an area of radius 2400 yards (about a mile and a half) the wind sucks the life out of all living creatures causing 2D6 wounds regardless of armour or toughness, in every living creature it touches including the caster. No magic test is allowed.

Zone of Stability

Spell level: Necromantic 3
Magic Points: 8
Range: 24 yards
Duration: Instantaneous
Ingredients: a pint of blood

All friendly Undead within the Zone are immune to instability and cannot be forced to make a check under any circumstances, including as a result of the effects of Magical items or spells.

Normal rules for zones apply

DRUIDIC MAGIC LEVEL ONE

Animal Enmity

Spell level: Druidic 1
Magic Points: 2
Range: Touch
Duration: 12 hours
Ingredients: A drop of hunter's blood

The target of the Animal Enmity becomes offensive to all natural animals for the duration of the spell, drawing the least favourable response from them. Animals will not automatically attack the victim - horses will buck and shy away, cats will hiss and scratch, dogs will bark and growl and so on. If such an animal is threatened it will attack or flee, depending on its nature. If the target manages to capture or tether any animal, it will not co-operate and will use any means to escape. Pets will not attack or flee but will act in a cold and aloof manner for the duration of the spell.

Animal mastery

Spell level: Druidic 1
Magic Points: 1 per turn
Range: 6 yards
Duration: 1+ turns
Ingredients: A tooth from any animal

This spell allows the caster to make telepathic contact with any non-fantastic animal of low intelligence (6-14 within 6 yards.

The caster may communicate with the animal freely, and may be able to command it. Most animals contacted by this means will be basically well-disposed toward the caster, but the GM should make a Will Power test for the animal if the caster commands it to do anything which is dangerous or outside its normal behavior patterns.

The spell lasts for 1 turn, but may be extended by the expenditure of additional Magic points.

Barkskin

Spell level: Druidic 1
Magic Points: 3
Range: Personal
Duration: 1 hour
Ingredients: A piece of bark from any tree

This spell will turn the Druid's skin brown and rough, forming a layer of sturdy bark that will provide 1AP to each body location.

Beast Summoning

Spell level: Druidic 1
Magic Points: 1
Range: 96 yards per level of the caster
Duration: Instantaneous
Ingredients: Food appropriate to the animal to be summoned.

With this spell the druid may summon any specified normal animal from the surrounding area providing that such a creature is present within the spell's range. The time taken for the creature to arrive will depend on its distance from the caster at the time of casting. The creature will not be compelled to stay or perform an action but is unlikely to be hostile disposed towards the Druid unless threatened or previously attacked.

Breathe

Spell level: Druidic 1
Magic Points: 3
Range: Touch
Duration: 1 hour
Ingredients: A live amphibian

This spell may be used on the caster or another character by touch. It allows the individual to breathe normally even when completely submerged in water or buried in dirt. Note that it does not provide any form of filtration, so does not protect the recipient from poisonous gasses or harmful pollutants.

The live animal required as an ingredient for the spell is not harmed in its casting.

Cure poison

Spell level: Druidic 1
Magic Points: 1
Range: Touch
Duration: Instantaneous
Ingredients: Powdered malachite

This spell may be cast either on the caster or on any other single creature that the caster can touch. The spell negates the effect of one poisoned wound or dose of poison, provided that it is cast within one hour of the poison being administered.

Delouse

Spell level: Druidic 1
Magic Points: 1
Range: Touch
Duration: Instantaneous
Ingredients: A pinch of pepper

This spell allows the caster to remove parasitic infestations of all kinds from any one creature touched by the Druidic Priest.

Detect Snares and Pits

Spell level: Druidic 1
Magic Points: 3
Range: 96 yards
Duration: instantaneous
Ingredients: A sprig of mistletoe

This spell will allow the Druid to detect any non-magical traps in a rural setting that are within the range of the spell. The Druid will know the location and nature of the traps found, whether they are pits, snares and so on. The spell will not detect the natural lures, traps and dangerous effects of predatory plants and moulds.

Find Plant

Spell level: Druidic 1
Magic Points: 1
Range: 96 yards
Duration: instantaneous
Ingredients: A piece of the type of plant to be found

The Druid may use this spell to find the direction, distance and approximate number of any one type of plant that he desires, providing that such a plant exists within a 96-yard radius.

While the chance of finding a specific type of plant depends on the details and circumstances of the locale, as a general rule the Availability Table (p292 WFRP) can be used as for a population centre below 10,000. Most herbs grow in temperate regions, while most spices grow in tropical regions. Most plants sought as spell components or for magical research are rare or very rare.

Heal animal

Spell level: Druidic 1
Magic Points: 1
Range: Touch
Duration: Instantaneous
Ingredients: A sprig of mistletoe

This spell restores one non-fantastic, non-giant animal to full health, counteracting wounds, poisons, disease, and so on. The caster must be able to touch the animal during the casting of the spell. This spell will not restore dead animals to life, nor will it remove the effects of critical hits.

Identify Nature

Spell level: Druidic 1
Magic Points: 1
Range: 96 yards

Duration: 1 hour
Ingredients: A sprig of any natural herb and a hair from any natural animal

By casting this spell, the Druid is able to survey the area before him up to the maximum range of the spell and determine whether the flora and fauna are natural or not.

"Unnatural" predatory plants such as damaging moulds or fungi, Illusionary Woods, Lycanthropes and similar illusions will be seen for what they really are. The presence of Elementals is always detected. The spell does not confer upon the Druid any ability to detect traps such as snares and pits, or details of natural flora and fauna, which are unfamiliar to him.

Messenger

Spell level: Druidic 1
Magic Points: 2
Range: 24 yards
Duration: 10 rounds per level of the caster
Ingredients: Pigeon droppings

This spell enables the Druid to call upon any small natural creature to act as his messenger. The Druid can communicate with the animal in a crude fashion, telling it to go to a certain place, but directions must be simple. After a small note or item is attached to it, the animal will follow its instruction and wait at the given location until the expiration of the spell, at which point the animal returns to its normal activities. The target animal is not empowered with any form of communication of its own. Note also that when the recipient retrieves the message or item, the spell concludes and no reply may be sent.

Mist Cloud

Spell level: Druidic 1
Magic Points: 3
Range: 48 yards
Duration: 3 turns
Ingredients: A drop of water

By casting this spell, the Druid creates a cloud of mist 12 yards in diameter within the maximum range of effect. This cloud totally obscures the vision of those within it, halving their movement rate.

The druid and any friendly group with him see and move normally through the Mist Cloud (the Druid's familiar may also move normally within the cloud even if more than 4 yards away from him but within the area of effect).

The Druid usually employs the spell as a barrier between himself and any enemies who seek to attack him.

Pass Without Trace

Spell level: Druidic 1
Magic Points: 2
Range: Personal
Duration: 1 hour per level of the caster
Ingredients: None

This spell allows the caster to move through a forest or other wilderness setting without leaving a scent, footprints or leaving any other trace of his passing. While this means that grass will not be crushed, branches broken, etc., it will not make him immune from traps or the natural effects of predatory plants that he may come in contact with. He cannot be tracked by any non-magical means though an area in which the spell was in effect.

Predict Weather

Spell level: Druidic 1
Magic Points: 2
Range: Personal
Duration: 2d6 turns

Ingredients: None

This spell brings the Druid into close harmony with natural elemental forces in the area, allowing him to gain an insight into the nature of the weather occurring in the vicinity over the next 24 hours. Only natural weather conditions may be predicted. Any variations due to the influence of magic will not be foreseen.

For the duration of the Predict Weather spell, the Druid's body lies helpless in a trance and counts as a prone opponent. Only the expiration of the spell or a critical taken by the caster will terminate the spell effect under any circumstances.

Purify Water

Spell level: Druidic 1
Magic Points: 2
Range: Touch
Duration: permanent
Ingredients: A pinch of salt

This spell will remove any impurities from water, making any contaminated, poisoned or polluted water clear, pure and drinkable. Note that this spell will also affect any other beverages such as potions, wine and juice, making them plain water and removing any magical or other effects.

DRUID MAGIC LEVEL TWO

Call Energy

Spell level: Druidic 2
Magic Points: 4
Range: Personal
Duration: Until the Druid leaves the circle
Ingredients: The Druid's holy symbol.

This spell can only be cast while in a stone circle. It enables the caster to draw upon the earth-power of the stone circle, adding +1 to Strength, Toughness and wounds for as long as the Druid remains within the circle.

Call Lightning

Spell level: Druidic 2
Magic Points: 3
Range: 72 yards
Duration: d6 rounds
Ingredients: A forked twig.

Must be cast outside when overcast. After d6 rounds a bolt of lightning will strike the target of the spell. If cast during a storm then the effect is immediate. Damage effects are as for level 2 battle magic spell, lightning bolt.

Chameleon

Spell level: Druidic 2
Magic Points: 3 +1/hour
Range: Personal
Duration: d6 hours
Ingredients: A forked twig.

A Druid using this spell is able to magically blend in with natural surroundings as a chameleon does. The spell causes the Druid's skin and any equipment that he is carrying to magically change colours to match that of the background, allowing him to remain practically invisible and undetectable by normal means if he remains immobile.

A successful Observe test is required if a creature is actively searching the area in which the Druid is hiding or if the Druid moves. A bonus of +30 is given to the Observe test if the Druid moves faster than at a cautious rate. Note that this spell will provide camouflage in grasslands, wooded areas and other natural terrain but will not function in an urban setting.

Cure Disease

Spell level: Druidic 2
Magic Points: 5
Range: Touch
Duration: Instantaneous
Ingredients: A sprig of mistletoe

Using this spell, the Druid can automatically cure any one disease afflicting the target creature, unless the disease's description specifically states that spells have no effect on it.

No form of test is required for the success of this spell, which is what makes it significantly different from the skill of the same name.

Giant animal mastery

Spell level: Druidic 2
Magic Points: 2 per turn
Range: 12 yards
Duration; 1+ turns
Ingredients: A tooth of a giant animal

This spell is similar to the first level spell Animal mastery, except that it affects non-fantastic giant animals (giant rats, giant spiders, etc.). Giant animals are permitted a test against Will Power to resist the caster's commands.

Hailstorm

Spell level: Druidic 2
Magic Points: 4 per round
Range: 48 yards
Duration: 1+ rounds
Ingredients: A handful of white quartz gravel

The caster causes a sudden and violent hailstorm, even if underground or inside buildings. Anyone caught in the hailstorm takes D6 Wounds at Strength 0, and must make a test against Cool every round in order to be able to attack (rather than looking for cover, holding shields over heads, and so on). Wounds are taken either on the head or shoulders (chest) with a 50 % chance of each.

Any firm surfaces (e.g., stone paving) become difficult ground for the duration of the hailstorm and for one turn thereafter. During the hailstorm, visibility is reduced to 10 yards and missile fire is impossible. Fires will have their damage reduced by 2D4 points each round. Fire-based magic is instantly dispelled, and fire-based effects of magical weapons do not function. Gunpowder weapons cannot fire during the hail.

Protection from Lightning

Spell level: Druidic 2
Magic Points: 5
Range: Personal / Touch
Duration: 1 hour per level
Ingredients: a copper pipe

The caster or recipient of this spell has effectively double his normal Toughness for the purposes of determining damage from electrical attacks. Under no circumstances can a creature's Toughness rise above 10. This protection counts against electrical attacks of all sorts, including naturally occurring and magically produced effects.

Shape change

Spell level: Druidic 2
Magic Points: 12 plus 2 per turn
Range: Personal
Duration: 1+ turns
Ingredients: The skin of the animal to be changed into

This spell allows the caster to take the form of any non-fantastic, non-giant animal. The caster gains all the characteristic scores of the animal in question (except Intelligence which is unchanged), together with any abilities that the animal might have. If rendered unconscious by Wound loss or any other means, the caster reverts to Human form. While in animal form, the Druidic Priest cannot cast spells or perform any other actions of which the animal is not capable. The initial transformation to animal form Magic Points 12 magic points and lasts for 1 turn; the form may be maintained at an additional Magic Points of 2 magic points per turn.

Stampede

Spell level: Druidic 2
Magic Points: 4
Range: 48 yards
Duration: See below
Ingredients: The jawbone of a snake or the skull of a wolf

This spell may be employed against any single, or group of, natural animal(s), including mounts. A successful Magic test is permitted to negate the effects of the spell.

Affected creatures are forced to flee uncontrollably (as if affected by fear) away from the Druid at their maximum movement rate. In the case of mounts, the rider is permitted a Ld test each round after the first to bring the animal under control (this test is given a +10 bonus if the rider has either of the Animal Care or Animal Trainer skills).

The maximum duration of the spell is 8 rounds, although a creature failing the Magic test will not approach within 48 yards of the Druid until the next sunrise in any event.

This spell does not affect mounts immune to psychological effects, nor does it affect creatures such as Undead mounts and Demonic Servants appearing in natural form, since these are not natural creatures

Tanglethorn

Spell level: Druidic 2
Magic Points: 2 per turn
Range: 24 yards
Duration: 1+ turns
Ingredients: A briar or bramble

The priest can cause an area of plants or bushes up to 4 times the level of the caster in square yards, to become partially animated. The plants will lash out and hold anything trying to move through them. Any creature in the area of effect must make a Strength test each round in order to move or attack. Creatures unable to move count as prone targets (see the Combat Section). And all creatures in the area of effect, whether held or not, take 2D6 Wounds at Strength 0 every round from the lashing branches - hit locations should be rolled for normally, and the damage is modified by toughness and armour as normal.

Transmute Metal to Wood

Spell level: Druidic 2
Magic Points: 8
Range: Touch
Duration: d6 rounds, or until an item is affected
Ingredients: iron filings

This spell changes metal items into wood when touched by the Druid or his staff. As a result, metal weapons count as improvised; shields become unrimmed; armour locations will become useless after one

more hit; gold pieces become novelty wood chips; and so on. Magical weapons and armour are unaffected by this spell.

DRUID MAGIC LEVEL THREE

Animate tree

Spell level: Druidic 3
Magic Points: 10 plus 4 per round
Range: Touch
Duration: 1+ turns
Ingredients: A seed or berry from the type of tree to be animated

This spell enables the caster to animate one tree; effectively it becomes a Treeman under the caster's control. The animated tree has all the characteristics and abilities of a Treeman, as detailed in the Bestiary. The caster must touch the tree to effect the transformation, and must maintain concentration while the tree is animated; the Druidic Priest may move, but fighting or spellcasting breaks concentration, as does being wounded. If the caster is hit but not wounded, the Druidic Priest must make a Will Power check to maintain concentration.

The spell costs 10 magic points and lasts for 1 turn, it may be extended at an additional cost of 4 magic points per round.

Commune With Nature

Spell level: Druidic 3
Magic Points: 5
Range: Personal
Duration: 2d6 turns
Ingredients: None

This spell enables the caster to become one with the local wilderness environment. As a result he will know the nature of the terrain and its general state, as well as information about the local flora and fauna. The presence of unnatural creatures within the area can also be detected. Note that only very generalised information can be obtained through the use of this spell.

For the duration of the Commune with Nature, the Druid's body lies helpless in a trance and counts as a prone opponent. Only the expiration of the spell or a critical taken by the caster will terminate the spell effect under any circumstances.

Control Winds

Spell level: Druidic 3
Magic Points: 4 per 10 minutes spent casting
Range: Personal
Duration: See below
Ingredients: None

With the casting of this spell the Druid is brought into close harmony with the forces of nature in the surrounding area, allowing him to alter the wind force in the area of effect

By up to three levels of strength. Wind strengths are as follows:

Dead calm	0 mph
Light breeze	2-7 mph
Moderate breeze	8-18 mph
Strong breezes	19-31 mph
Gale	32-54 mph
Storm	55-72 mph
Hurricane	73-176 mph

Powerful wind effects will have an "eye" large enough to prevent the Druid from being affected. His companions will not be quite so fortunate and must fend for themselves. Further changes require a repeated casting of the spell.

The spell casting requires 10 minutes to cast for each aspect of the weather that is to be changed. During this time, the Druid's body lies helpless in a trance and counts as a prone opponent. Only the normal completion of the spell casting or the sustaining of a critical effect can rouse the Druid. Over the time taken to cast the spell, the wind strength will gradually change to what the Druid desires and will remain that way until the expiration of the spell, at which point the wind will gradually revert to its natural state.

Corrode

Spell level: Druidic 3
Magic Points: 5
Range: 24 yards
Duration: Instantaneous
Ingredients: A piece of iron and a drop of water

This spell may be cast at a creature or group. Every non-magical item of iron, steel or bronze possessed by the target creature(s) instantly corrodes away to rust and is destroyed. Metal armour become useless, weapons crumble to dust (weapons with wooden shafts and metal heads/tips count as improvised weapons), and so on. Magical weapons and armour are unaffected by this spell.

Decompose

Spell level: Druidic 3
Spell level: 3
Magic Points: 6
Range: 48 yards
Duration: Instantaneous
Ingredients: A dried leaf

On the casting of this spell, a ray of dark green light is projected from the caster's fingertips, up to a range of 48 yards. Anything organic in the path of the ray (such as wood, leather and items of clothing) will rot and turn to dust Instantaneously. If cast against characters' or monsters' clothing or armour, they are allowed a test against Will Power to avoid the spell's effects. Nothing living or magically animated will be affected by this spell, with one exception - Zombies struck by the ray will immediately become Skeletons, with normal Skeleton characteristics.

Heat Metal

Spell level: Druidic 3
Magic Points: 10
Range: 24 yards
Duration: See below
Ingredients: A piece of armour taken from a defiler of forests.

This spell will cause non-magical metal to slowly heat until red-hot, effectively cooking a target unit or creature in metal armour. For the first d3 rounds of effect the targets will feel uncomfortably hot. The round after that, the heat will rise to such a level that a S0 hit will be taken to each location covered by metal armour. The next round, the armour will almost glow with the heat, causing a S3 hit to each location.

After this the heat will fade, causing a S0 hit next round and no damage thereafter. Even exceptional troops will be killed by this spell unless they can remove their armour in time.

Metal weapons must be dropped unless a Will Power save is made each round after the first. If held onto then damage is taken to the wielder's hand as above in addition to any other injuries caused. Heat metal will not affect magical items other than to make them warm for the duration of the spell.

Plant Door

Spell level: Druidic 3

Magic Points: 10
Range: Personal
Duration: 1 trip
Ingredients: A sprig of mistletoe

By the use of this spell, the caster is able to enter a tree and move from it to any other tree within 96 yards that lies in approximately the direction desired by the caster. The transportation will take one combat round. Both the tree entered and the one serving as the destination must be living, unaffected by any form of Chaos taint and of a width and height at least equal to that of the Druid. Upon arrival the caster can, at his option, remain within the tree for up to 3 rounds, otherwise he can step forth immediately. The process may be repeated until the expiration of the spell. If an occupied tree is chopped down or burned, the Druid will be slain unless he exits before the process is complete.

Steam Cloud

Spell level: Druidic 3
Magic Points: 5
Range: 48 yards
Duration: See below
Ingredients: A drop of water and a burning torch within 12 yards

By casting this spell, the Druid brings into existence a cloud of superheated steam 12 yards in diameter. Creatures suffer 1 automatic Wound each round they remain within the Steam Cloud, irrespective of any protections, magical or otherwise. Further, creatures within the Steam Cloud are disorientated, and if they fail an I test they will move only in a random direction. Random movement is handled as follows; roll a d12 (12 o'clock being the direction the creature is facing) to determine the direction of movement. The distance moved is found using suitable dice, depending on the value of the creature's Movement characteristic.

Creatures successfully making the I test (which must be made each round) can move towards the nearest edge of the cloud to escape its harmful effects.

Stoutstaff

Spell level: Druidic 3
Magic Points: 3
Range: Personal
Duration: 1 hour
Ingredients: a club or staff

This spell allows the Druid to enchant the ordinary oaken cudgel that is the spell's ingredient. The resulting Stoutstaff has no special powers, but counts as a magical weapon for the purposes of hitting creatures only affected by magical weapons. The spell effect will last for one hour, at the end of which the cudgel will revert to its non-magical state, but will not be consumed by the spells casting.

Summon Swarm

Spell level: Druidic 3
Magic Points: 8 per hour
Range: 48 yards
Duration: 1+ hours
Ingredients: A preserved part of the type of creature summoned

This spell allows the Druid to command natural creatures. The Druid can summon a swarm of either beetles, snakes and lizards, spiders, rats, frogs and toads, ants, ticks, scorpions or bats (see the Bestiary). The Swarm appears within 48 yards of the Summoner and will follow simple instructions.

The Swarm remains for 1 hour but may be kept beyond that time by the expenditure of 8 magic points per hour.

Tap earth power

Spell level: Druidic 3
Magic Points: 3
Range: personal
Duration: variable
Ingredients: a stone circle

This spell can only be cast while in a stone circle (see Religion and Belief - The Old Faith). It enables the caster to draw upon the earth-power of the stone circle and use it for spell casting. The caster regains D4 magic points per round while in the stone circle, though the circle will not increase magic points above the Druidic Priest's Power Level. Magic points can be regained in this way for as long as the caster remains within the circle.

Zone of purity

Spell level: Druidic 3
Magic Points: 3
Range: Personal
Duration: 1 hour
Ingredients: A bronze dagger

The spell creates a 12-yard diameter Zone centred around the caster. The Zone lasts either for 1 hour, or until it is destroyed, or until the caster moves. Druidic Priests and normal animals may enter and leave the Zone freely; everything else must make a successful Will Power test or be excluded. The following modifiers apply:

Elves, giant animals	0%
Rangers	0%
Humans, Haffling	-10%
Dwarves	-20%
Everything else	-40%

DRUID MAGIC LEVEL FOUR

Animate Rock

Spell level: Druidic 4
Magic Points: 3
Range: 12 yards
Duration: 1 turn
Ingredients: crushed quartz

With this spell, the Druid causes a single stone object of up to 20 cubic feet to move. It has no intelligence or volition of its own, but it follows the Druid's instruction exactly as spoken - attacking, breaking objects, blocking and so forth until the end of the spell's duration. Note that only one set of instruction for one single action (the whole being simply worded and very brief - 12 words or so) can be given to the animated rock.

While the exact details of the animated rock are decided by the GM, as a general rule it should have a Toughness of 5-9 (depending on the type of stone used); Wounds equal to its volume and Strength equal to its Volume divided by 3. Thus a man-sized statue or boulder would have a Toughness of 7, 12 Wounds and Strength of 4. Animated rock generally has a Movement of 1.

Edged and pointed weapons such as swords, pole-arms, spears and arrows will not affect the animated rock and will in fact break if the wielder makes a successful Strength test. Axes and weapons enchanted to inflict extra damage are the exception to this and will attack normally, as will blunt weapons.

Control Weather

Spell level: Druidic 4
Magic Points: 10
Range: Personal
Duration: See below
Ingredients: druid's holy symbol

This spell brings the Druid into close harmony with the forces of nature in the surrounding area, allowing him to alter the current weather conditions. The precipitation, temperature and wind may all be changed, but not too radically - partly cloudy weather can clear up, become more cloudy or start to lightly rain, but a thunderstorm is out of the question. By the same token, a cool day can become warm or cold but must have already been cold to reduce the temperature to an arctic chill. Further changes require a repeated casting of the spell.

The spell casting requires 10 minutes to cast for each aspect of the weather that is to be changed. During this time, the Druid's body lies helpless in a trance and counts as a prone opponent. Only the normal completion of the spell casting or the sustaining of a critical effect can rouse the Druid. Over the time taken to cast the spell, the weather will gradually change to what the Druid desires and will remain that way until the expiration of the spell, at which point the weather will gradually revert to its natural state.

Note that due to the changes wrought by this spell, the Druid will earn great disfavour if it is used for whimsical purposes.

Create bog

Spell level: Druidic 4
Magic Points: 6
Range: 48 yards
Duration: 3 turns
Ingredients: A ball of mud

The caster may create an area of soft and marshy ground up to 48 yards away. This spell can only be cast out of doors, on areas of bare ground; it has no effect on rock or stone. The bog covers an area of up to 48 square yards, and counts as difficult ground (see movement). It lasts for 3 turns before drying out and hardening back to normal ground. Any creature in the mire when it hardens will become trapped unless it makes a successful test against Strength. Trapped creatures count as prone targets and need to be dug out before they can move again.

Create sacred grove

Spell level: Druidic 4
Magic Points: 4 per day
Range: None
Duration: Variable
Ingredients: A suitable location and a golden sickle

Sacred Groves are the temples of the Druidic Priests and a full description can be found in Religion and Belief - The Old Faith. This spell allows the Druidic Priest to create a Sacred Grove, or to re-dedicate one that has been desecrated. Before this spell can be cast, the area must be marked out using the 3rd level spell Zone of Purity. The Druidic Priest then performs various dedication rituals, starting at the full moon and lasting for a full lunar month.

Sacred Grove created or re-dedicated by means of this spell functions as described in the Old Faith. (See religion and belief)

This spell may also be used to re-dedicate stone circles that have been desecrated, and return them to working order.

Drawing Down the Moon

Magic Points: 12
Range: 96 yards
Duration: 1 turn

Ingredients: Two moonstones (value 10gp each)

In casting this spell, the Druid calls down a form of moon madness upon the creatures in the area of effect. One creature, or a group, may be affected. The spell may only be cast when moonlight is present, so the Druid must be outdoors on a night that does not have total cloud cover - even a weak glimmer of light from a new moon is sufficient for the spell to be cast. Assume that there is a 90% chance of such moonlight being available during darkness hours or 10% if it is raining when the spell is cast.

The target creature(s) are surrounded by glowing motes of moonlight that weakens their resolve and very quickly drive them insane. Affected creatures lose -1 from both S and T (with no Magic test permitted to negate the effects). Further, they experience hallucinations and suffer a -20 penalty to WS and BS.

Affected creatures must also make a Magic test each round, failure indicating they must move randomly; random movement is carried out using a d12 clock face for direction - distance is determined using a suitable die, depending on the creature's Movement characteristic. A Magic test must be made to permit successful spellcasting by an affected creature.

Finally, at the end of the spell duration, affected creature(s) must make a Magic test or gain d4 Insanity Points. This spell cannot affect creatures with Int less than 6, or creatures that are immune to psychological effects, such as Undead and Demons.

Entanglement

Spell level: Druidic 4
Magic Points: 8
Range: 96 yards
Duration: d6+1 turns
Ingredients: A pinch of dung and a sprig of Bloodsedge

This spell may be centred on any point within 96 yards of the Druid. Vegetation will erupt from the chosen point, irrespective of the terrain type, instantaneously covering an area 24 yards in diameter and turning the terrain into difficult ground, with movement being affected accordingly. Creatures caught within the area of effect are entangled for the first round, and for each round thereafter that they fail an S test with a -10 penalty. Entangled creatures may not move, suffer a -20 penalty to missile fire, a -10 penalty to melee combat, and may not cast spells or use magic items to create spell-like effects. The spell duration is unaffected by subsequent actions by the Druid.

Quench Fire

Spell level: Druidic 4
Magic Points: 4
Range: 96 yards
Duration: 1 hour
Ingredients: A flask of water gathered from the dew formed within a stone circle

This spell will completely smother all magical and non-magical fires within a 96-yard radius, extinguishing everything from candles to blazing forests. While this effect is instantaneous, the spell remains in force for an hour, preventing any form of fire from being lit and any fire-cased spells from being cast within the area of effect. All Fire Elementals below Wisentlich status will be reduced in size by 1 for each round that they remain within the area of effect. Magical items that cause a fire effect will be neutralised until they are removed from the area of effect.

Rainbow Bridge

Spell level: Druidic 4
Magic Points: 8
Range: Special
Duration: 4 turns
Ingredients: A wooden miniature sculptured bridge, painted with the colours of the Rainbow

This spell may only be cast if a rainbow appears within the vision of the Druid. As a rule of thumb, if there is rainfall in sight, there is a 10% chance that a rainbow will occur.

When the spell is cast, the Druid and any group (of up to 8 characters and/or natural animals) accompanying him may step onto the rainbow and be transported by the Rainbow Bridge. It takes 1 round for the Druid to bring the rainbow to his feet and 1 round (minimum) for his friends to step onto it. When all are on the Rainbow Bridge, the group travels at the rate of 1 mile per round (600 mph). They can be conveyed a maximum distance of $d10+20$ miles, in any direction he desires. The Druid may have himself (and his group) set down at any point along the maximum distance of the bridge. If a group is accompanying the Druid, they must all leave at the same place he does. Creatures hostile to the Druid must make a successful Magic test when they step onto the bridge, and for every succeeding round they remain on it, or fall to their death. However, they may safely disembark at the location that the Druid has disembarked. Anyone who remains on the bridge at the end of 4 turns will fall to his death. The Rainbow Bridge is not affected by the Dispel magic spell.

Sunbeam

Spell level: Druidic 4
Magic Points: 12
Range: 96 yards
Duration: Instantaneous
Ingredients: A 1" diameter disc of burnished copper

When casting this spell, the Druid calls down a roaring column of fire from the heavens, which affects all creatures within an 8-yard diameter circle. The spell may only be cast if sunlight is present. The chance of this occurring during daylight hours is as follows:

Spring	50%
Summer	75%
Autumn	50%
Winter	25%

Most creatures will suffer 2d6 Wounds at S8, while flammable targets suffer 4d6 Wounds at S8. Flammable objects will be set alight. This spell also has great power against Undead, which are blinded for d4 round and must make an Instability test immediately (if applicable). Any control exercised over the Undead is immediately broken and must be re-established by the controller. Note that this may result in other tests having to be made (e.g. uncontrolled Skeletons are subject to stupidity).

Wall of Thorns

Spell level: Druidic 4
Magic Points: 12
Range: 48 yards
Duration: 6 hours
Ingredients: A live hedgehog

With the casting of this spell, a wall of thorns sprouts instantly from the ground anywhere within 48 yards of the caster. The wall may take the form of a 2-yard x 24-yard strip or a circle of radius 6 yards. The Wall of Thorns can be made to grow up in front of, around or even on top of groups of creatures if the caster wishes. The wall is made of magic thorns, which grow so quickly; they can easily trap and kill anyone whom they touch. Each creature within the area of thorns receives 3d6 wounds at S5, modified by Toughness and leg armour only. In addition, movement is reduced to a maximum of 2 yards per round.

Once created, a Wall of Thorns cannot be dispelled. It is flammable and counts as a single section with 15 damage points (see Destroying Buildings). Note that the casting of this spell does not harm the hedgehog required as an ingredient.