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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 dextrous 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 spellcaster 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.

FarSleep

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.

Fleetfoot

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 localised enough that a hit location should be rolled for in event of a critical hit.

Iceballs are magic missiles. Targets of iceballs 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 agonising pain in the conscious mind of the victim. The victim's mind may recognise 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.

Stabilise

Spell level: Battle 1

Magic Points: 4

Range: Touch

Duration: 1 hour per level

Ingredients: A small stone

This spell will stabilise 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

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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 behaviours 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.

Elementalists 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 woollen 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.

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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 duelling). 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 duellists are wholly absorbed in their duel and oblivious to other happenings. However, a duellist 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 centred 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 centred 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 it 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.

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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 ID6 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 D6x10 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 with 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 fimir'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 fails 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 in-juries 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.

Foetid 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 Foetid 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 Foetid 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 Foetid Cloud within 4 + 1d4 rounds, and a Dispel Magic will dispel it. At your discretion, high winds will disperse the Foetid 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 selfaware, 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 stead

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 bar 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 fimir'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 allow 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.

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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 D⁺ 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 effect 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.

Faerie 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 Elemental 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)

Elementalists 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	DEX	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	DEX	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	DEX	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	DEX	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	DEX	LD	INT	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 woollen 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

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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.

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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 ID8:

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 ID6Wounds 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 1 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
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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 chainmail 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 character's 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 behaviour 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.

Hail storm

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.

DRUIDIC 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%

DRUIDIC 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.

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PETTY MAGIC *

Annoy*

Cantrip *

Comprehend Languages *

Curse*

Detect Poison *

Disguise *

Elven Sight *

Faerie Fire *

Feather fall *

Gift of Tongues*

Glowing light *

Illusionary Projection *

Instant Fortune*

Knock Down*

Magic alarm *

Magic flame *

Magic lock*

Marsh Lights *

Mending *

Message *

Open *

Petty Elemental
Manifestation *

Present *

Preserve *

Produce small creature *

Protection from rain*

Pyrotechnics *

Reinforce door.*

Remove Curse *

Shock Spirit *

Sleep*

Sounds *

Unseen Servant *

Wizard's Mark *

Zone of Cold *

Zone of Silence*

Zone of Warmth *

BATTLE MAGIC LEVEL ONE *

Accelerate Flesh *

Accelerate Healing *

Arrow Speed *

Aura of Resistance *

Banquet *

Cause animosity*

Cure Light injury *

Decrease *

Detect Magic *

Dispirit *

Earthball *

Enthuse *

FarSleep *

Fire ball *

Fleetfoot *

Flight *

HammerHand*

Iceball *

Ignite Missiles*

Immunity from Disease *

Immunity from Disease *

Knock*

Levitate *

MuscleMight *

Pain *

Pentagram *

Shocking Grasp *

Sixth Sense *

Slippery Ground*

Slowfoot *

Spider Climb *

Stabilise *

Steal Mind*

Strength of Combat *

Wilt Weapon *

Wind Blast*

Valet*

BATTLE MAGIC LEVEL TWO *

Aura of protection *

Block Emotion *

Break Weapon *

Cause Frenzy *

Cause Hatred *

Cause Panic *

Cure Heavy Wounds *

Dim Wit *

Find Familiar Spirit *

Fire Trap *

Flame Curse *

Flying Fist *

Fumble *

Guide Missile *

Hold flight *

Invigorate *

Inspire Heroism *

Lightning bolt *

Mental Duel *

Mystic Mist *

Rally*

Range*

Raze *

Read and Remember *

Reproof of Cowardice*

Sap Will *

Slow *

Smash*

Steal Magical Power *

Taunt*

Truth*

Uncontrollable Mirth*

Web *

Zone of Tranquillity*

Zone of sanctuary *

Zone of Steadfastness *

BATTLE MAGIC LEVEL THREE *

Animate Sword *

Arrow Invulnerability *

Arrow Storm *

Cause cowardly flight *

Cause fear *

Cause instability *

Cause stupidity *

Cloak of Darkness *

Corrode *

Curse of arrow attraction *

Curse Weapon *

Delay *

Dispel aura *

Dispel Magic *

Duo-Dimension *

Enfeeble *

Ensorcel Mind *

Freeze Mind *

Greater Pentagram *

Hide Magical Presence *

Magic Bridge *

Maze *

Sanctuary *

Sharpen Weapon *

Shatter Bone *

Speak in Mind *

Subvert Weapon *

Telekinesis *

Transfer aura *

Ward Portals *

BATTLE MAGIC LEVEL FOUR *

Accelerate Time *

Aura of invulnerability *

Blast*
[_](#)

Change allegiance *
[_](#)

Cure sever wounds *
[_](#)

Drain Magic *
[_](#)

DreadWave *
[_](#)

Enchant weapon *
[_](#)

Foetid Cloud *
[_](#)

Fortify Flesh *
[_](#)

Leathersteel *
[_](#)

Permanency*
[_](#)

Reverse Spell *
[_](#)

SpiritWalk*
[_](#)

Stand still *
[_](#)

Steal Spell *
[_](#)

Strength of mind *
[_](#)

Transmogrify *
[_](#)

Zone of Magical Immunity *
[_](#)

DEMONIC MAGIC LEVEL ONE *

Bind demon*

Dispel Demonic Presence *

Dispel lesser demon *

Lesser Pentagram *

Persuade *

Summon guardian*

Summon Hunting Beast*

Summon stead *

Watcher *

Zone of demonic protection *

DEMONIC MAGIC LEVEL TWO *

Coerce *

Contact Demonic Power *

Hell Bolt *

Manifestation of the Eye *

Stop demonic instability *

Summon energy *

Summon lesser demons *

Summon magical aid *

Zone of demonic
nullification *

DEMONIC MAGIC LEVEL THREE *

Compel *

Contagion *

Dispel demon horde *

Hell Blast *

Greater Pentagram *

Spread insanity *

Summon demon horde *

Summon Demon Pack *

Summon greater power *

Trap the Soul *

DEMONIC MAGIC LEVEL FOUR *

Demonic portal *

Dispel greater demon*

Mental Domination *

Servitude *

Summon greater demon*

Summon total power *

ELEMENTALIST MAGIC LEVEL ONE

*

Anchor of Stone*

Assault of Stones *

Blinding Flash *

Breath under water *

Burrow *

Cloud of smoke *

Faerie Forge *

Hand of fire *

Hold Elemental *

Magic light *

Muffle Sound *

Walk on water *

Zone of hiding *

ELEMENTAL MAGIC LEVEL TWO *

Cause fire *

Cause rain *

Clap of thunder *

Extinguish fire *

Favourable Winds *

Move object *

Part water *

Resist Cold *

Resist fire *

Shelter *

Smother *

Summon Lesser Elemental *

Wither vegetation *

ELEMENTALIST MAGIC LEVEL THREE*

Banish elemental *

Become ethereal*

Breath fire *

Create quick sand *

Crumble stone *

Dust storm*

Elemental Manifestation *

Flame sheet *

Floatstone*

Fouls air *

Heat Metal*

Steam Cloud *

ELEMENTALIST MAGIC LEVEL FOUR *

Animate water *

Dispel elemental *

Earthquake*

Hedge of thorns*

Hellstorm *

Purifying Wind *

Summon elemental *

Summon elemental horde *

Summon Great Wave *

Summon swarm *

Tunnel through stone*

Wall shaker *

ILLUSION MAGIC LEVEL ONE *

Assume illusionary
appearance*

Bewilder foe *

Charm*

Cloak activity *

Clone image *

ILLUSION MAGIC LEVEL THREE *

Banish illusion*

Confound foe *

Distract *

Forget *

Friends *

Ghostly appearance *

Hallucinate *

Illusionary buildings *

Illusionary Form *

Illusionary Script *

Illusionary woods *

Invisibility *

Ventriloquism *

ILLUSIONIST MAGIC LEVEL THREE*

Illusionary enemy *

Illusion of mighty
appearance*

Maze *

Mind Over Body *

Phantasm *

Universal confusion *

Vanish *

ILLUSION MAGIC LEVEL FOUR*

Destroy illusions *

Illusionary army *

Illusion of darkness*

Mass Sleep*

Permanent Illusion *

Teleport *

True Sight*

NECROMANTIC MAGIC LEVEL ONE *

Destroy Undead *

Feign Death *

Hand of death *

Protection from Undead *

Summon skeleton champion *

Summon skeletons *

Zone of life *

NECROMANCER MAGIC LEVEL TWO *

Control Undead *

Extend control *

Hand of dust *

Speak With Dead*

Stop insanity *

Summon skeleton minor hero *

Touch of the Spectre*

NECROMANCER MAGIC LEVEL THREE*

Annihilate Undead *

Attack Spirit *

Cause Instability *

Decay*

Hand of the Wraith *

Life in death *

Raise dead*

Summon skeleton horde *

Summon Storm Riders *

NECROMANCER MAGIC LEVEL FOUR *

Curse of undeath *

Summon Ethereal Undead *

Summon skeleton major hero *

Temporal Stasis*

Total control *

Wind of death *

Zone of Stability *

DRUIDIC MAGIC LEVEL ONE *

Animal Enmity *

Animal mastery *

Barkskin *

Beast Summoning*

Breathe *

Cure poison *

Delouse *

Detect Snares and Pits *

Find Plant*

Heal animal *

Identify Nature*

Messenger *

Mist Cloud*

Pass Without Trace *

Predict Weather*

Purify Water *

DRUID MAGIC LEVEL TWO *

Call Energy *

Call Lightning *

Chameleon *

Cure Disease *

Giant animal mastery*

Hail storm*

Protection from Lightning*

Shape change *

Stampede *

Tanglethorn *

Transmute Metal to Wood *

DRUID MAGIC LEVEL THREE *

Animate tree *

Commune With Nature *

Control Winds *

Corrode *

Decompose *

Heat Metal*

Plant Door*

Steam Cloud *

Stoutstaff*

Summon Swarm *

Tap earth power*

Zone of purity *

DRUID MAGIC LEVEL FOUR *

Animate Rock *

Control Weather*

Create bog*

Create sacred grove *

Drawing Down the Moon *

Entanglement *

Quench Fire *

Rainbow Bridge *

Sunbeam *

Wall of Thorns *