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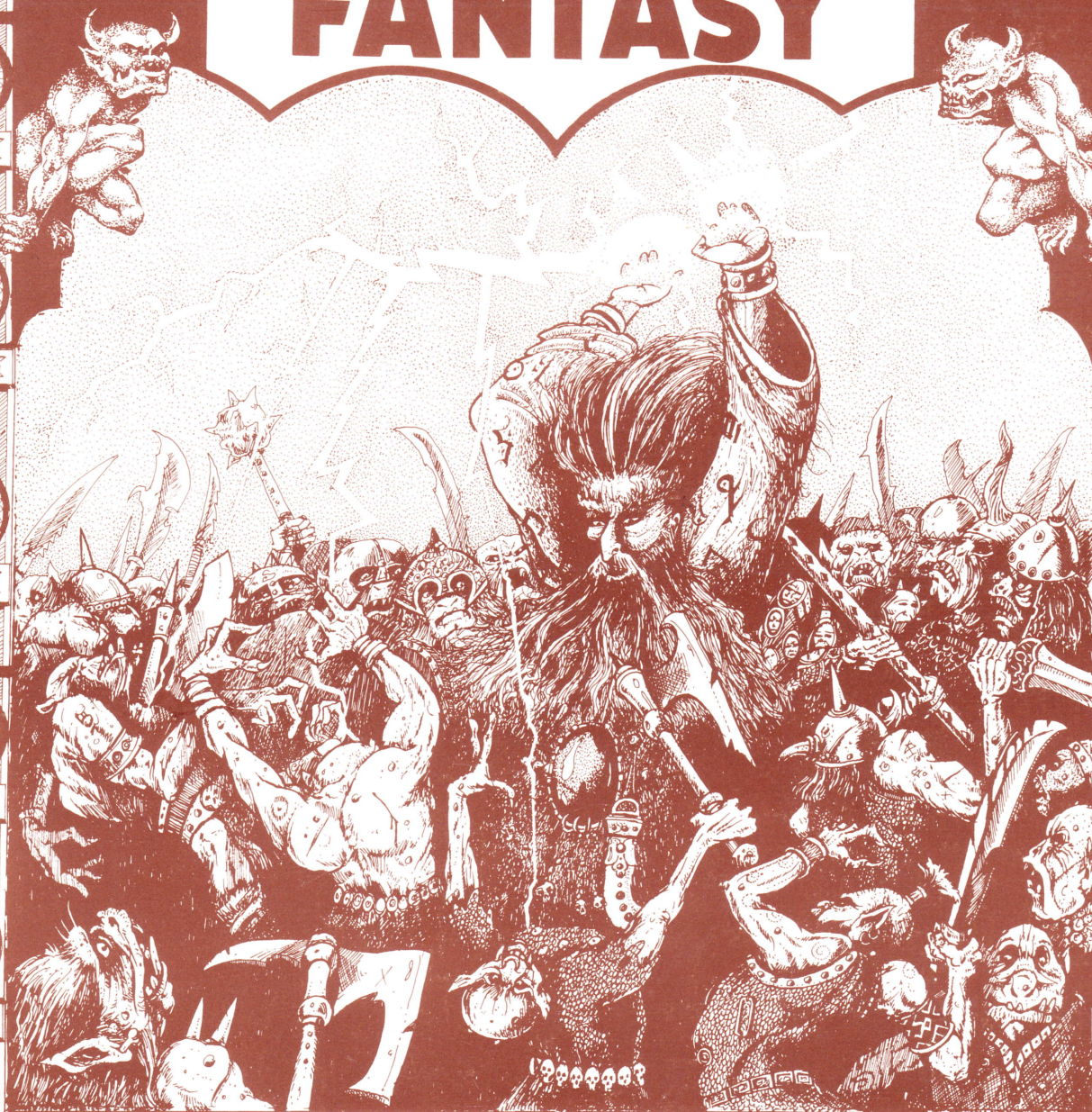
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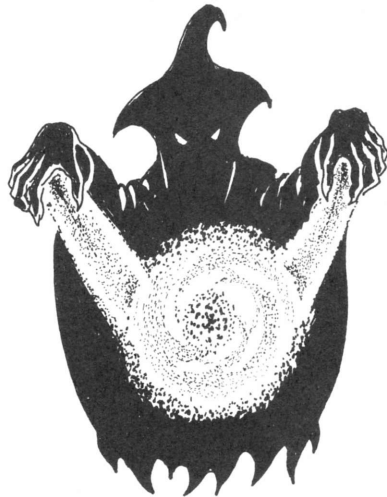
OF

FANTASY



ARCANE MAGICKS

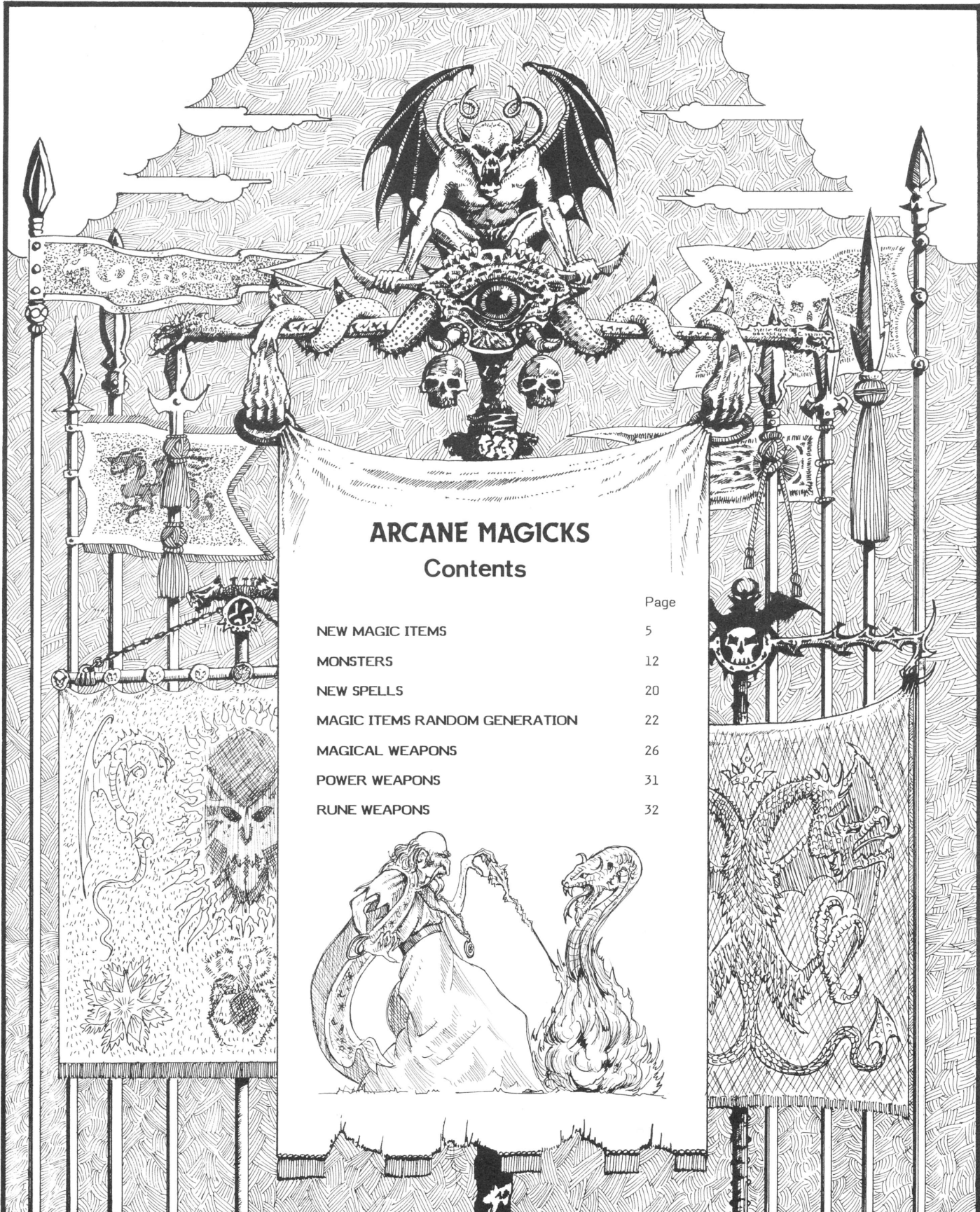
Vol, 3.



ARCANE MAGICKS

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ARCANE MAGICKS

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NEW MAGIC ITEMS

ORIENTAL MAGIC

Eastern magicians are famed for their deep understanding of the magical world. Some special items, which may be used by such magicians, are included here. An eastern Wizard with a Men of the East Battalion may have any of these items, paying the points cost as indicated.

Magic Carpets. Eastern magicians may have access to magic carpets. Such a carpet will be about 8' by 6', and will provide a stable platform over its entire surface. The carpet can be commanded only by its owner

A magic carpet has a Willpower of 10. To gain command over a carpet a magician must contest for mastery. To do this roll a D6 and add the magicians Willpower. If the score is 11 or more the magician has gained mastery over the carpet, and becomes its owner.

If he scores 10 then the carpet is not fully subdued, and there is a 50% chance of the carpet working when requested. Once airborne the carpet will work automatically until it lands, and then must test again.

If the magician scores less than 10 the carpet will never work for him, he may not roll again.

The owner of a carpet may allow another character to have use of it. If such a character is killed or attempts to steal the carpet it will fly back to its master.

There is a 75% chance of a carpet having 1D4-1 randomly determined amulets woven into the design.

There is a 50% chance of the carpet having an Aura of Protection. This works in the same way as for the spell, except the protection applies to anyone on the carpet. If the spell should be broken it renews after 1 day. Carpets with this attribute always have an Amulet of Thrice Blessed Copper incorporated into their fabric.

There is a 5% chance of the carpet having a Skirrik's Pentagram woven into the design - with the same effect as for the spell. The protection applies only when the carpet is on the ground, and extends over its entire area.

Points Cost for a magic carpet is 200 points.

In long running fantasy campaigns the GM may wish to make flying carpets available for sale, usually via an eastern magician. They should be very rare, and consequently very expensive. A typical price could be D6 Thousand Gold Crowns, or even more if the GM thinks the players are already too rich. It is more likely that a Wizard will offer a carpet in exchange for something, providing the GM with a good background for a scenario.

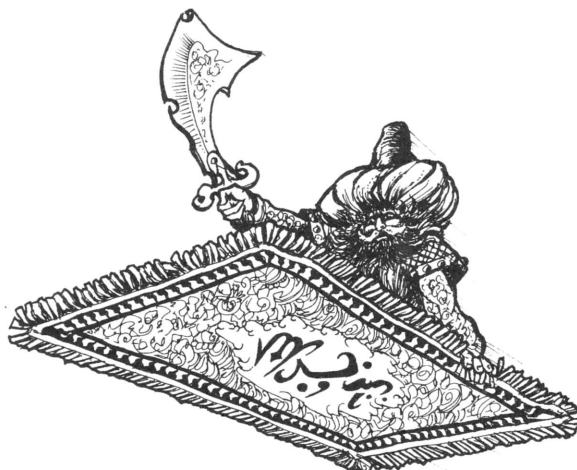
Enchanted Rope. Eastern magicians may also have access to lengths of enchanted rope. An enchanted rope will respond to commands from its owner. These ropes have a Willpower of 10, the magician must gain mastery over a rope in the same way as for carpets. Ropes will obey any command as far as they are able, a length of rope has the following profile.

Move	WS	S	T	W	I	A
3"	4	2	B	1*	10	2

A rope has 1 wound point per foot of length. The length can be determined as D6 +2'.

Ropes may fight in combat. They may be struck with normal weapons at normal effect, they have a 4,5,6 D6 saving throw against each wound caused. They may be attacked with fire or fire based weapons at full effect with no save. Ropes are immune to all psychological effects, and do not suffer 'to hit' penalties when they take wounds. Ropes are invulnerable to normal missile fire.

A rope may tie itself into knots forming bonds or similar, this takes 1 move phase. A rope may pick up and wield any weapon, and benefits from appropriate weapons bonuses when doing so. Ropes are fully discriminating and can be ordered to move towards or seize specific items or creatures.



Of course, one of the principal attributes of the magic rope is that its owner may, if pressed, climb it and vanish. Such an action transforms the character into an etherial state which may wander freely through the air or even solid objects, at 10" per move phase. To re-materialise the character must score a 6 on a D6 during any subsequent turn.

Points cost of a rope is D6 x 20

In a long running fantasy campaign magical rope may sometimes be bought from an eastern Wizard. It is not rare, but any powerful magic will be jealously guarded, and the price will be high. The cost of a length of rope in Crowns is 10D10x length in feet. The GM may increase the cost or demand some sort of service in payment.

ENCHANTED BOTTLES

An enchanted bottle is a magical item used to entrap elementals, and aerial creatures such as Genies. Enchanted bottles may be constructed by a Wizard Artificer or Elementalist, as will be described fully in a future supplement. Enchanted bottles occasionally turn up as magical items. Roll as follows to determine contents.

D100

01-75	Empty
76-80	Djinn
85-90	Efreet
91-95	Dust Devil
96-00	Another aerial creature, the Games Master may choose or invent a creature at his discretion.

An empty bottle is identical to any ordinary non-magical bottle, this makes them impractical to buy, as you can't easily tell the difference! Empty bottles do emit a magical aura, but then so would a bottle which contained a potion, or which has some kind of spell cast upon it. Bottles with Djinn etc will be sealed up, and emit a magical aura detectable by any Wizard. Breaking or uncorking a bottle will release the occupant. A Djinn, Efreet or Dust Devil must be mastered by the character who opens the bottle, otherwise the creature is freed. Only a Wizard may attempt to master one of these creatures - see the section on new MONSTERS.

ARCANE RODS

These indestructable black rods seem to be obscure artifacts left by the ancient civilization of the Old Slann. An Arcane Rod is nearly always 15" long, $\frac{3}{4}$ " in diameter and weighs about a pound. It is constructed of the same deep black substance as a Power Sword and would appear to have the same origin. Very occasionally Arcane Rods turn up in other forms, shaped as daggers, figurines, amulets etc. It is a mystery how their creators worked and shaped these artifacts, as they have proved indestructable and unmarkable to man and god alike.

The Arcane Rod functions as a storage battery for Arcane Power. A wizard may store points from his Constitution in the rod for future use, his power is used up as if he had cast a spell, and returns only the following day after resting. The Constitution points invested in the Rod lie in storage for up to a year and a day, ready for use as required. The Wizard can store up to ten points total in the Rod for each of his Mastery Levels. The power can be used in any of four ways.

1. The Wizard may draw Constitution points back from the Rod, taking one turn, but he may never increase his Constitution beyond his normal maximum.
2. The Wizard may instantly use the stored Constitution points to defend himself from attack by magic.
3. The Wizard may use points from the Rod to enhance his Will Power beyond 10, and attempt to make a Saving Throw against Magical Attack.
4. The Wizard may attempt to strike an enemy with the Rod, the number of points he invests in the strike indicates the Strength Attack of the blow.

The Arcane Rod can be used by a Wizard other than the one who charged it, but only if a BLESS SPELL is cast on it first. It can then be used by the next person to handle it. In this manner high level Wizards may equip their lowlier assistants with additional Constitution in order to see them through dangerous quests or last through a long battle.

RATHNUGG'S BOOTS

Rathnugg was a cobbler who lived many hundreds of years ago. His talents were many, he was, for example, the only man who ever succeeded in making shoes out of Dragon skin. His most famous creation was a pair of boots made out of Troll's hide, instead of wearing out the boots simply regenerated new soles whenever they were needed. Much of his footwear was so well made that it has lasted right up until the present.

Boots of Speed

Boots of speed allow their owners to travel at twice their normal move rate.

Boots of Leaping

Boots of leaping allow their owner to leap upto 6+D6 inches - over walls, pits etc.

Boots of Dawdling

Boots of dawdling prevent their owners from moving faster than 2" per move phase. They were invented as a teaching aid for society ladies mindful of their grace and elegance.

Boots of Bovva

Bovva was the most successful apprentice to Rathnugg. He invented these sturdy war-boots which allow their owner to make a single Strength 4 'kick' instead of any other attacks.

Boots of Concealment

Boots of concealment have secret magical pockets which can be opened only by their owner. The pockets are magic, and can hold upto 2' x 2' of goods, or a single item upto 6 feet long - such as a double handed sword. These in no way encumber the wearer.

Boots of Command

Boots of command have no effect upon their owner. However, anyone else wearing them will find themselves in a most perilous dilemma. The boots become alive with a will of their own, and move about of their own accord. The wearer has no choice but to follow the movements of the boots. The boots may be commanded by their owner, and may not be removed without his consent.



Random Generation of Boots

01-20	Boots of Speed
21-40	Boots of Leaping
41-55	Boots of Dawdling
56-70	Boots of Bovva
71-85	Boots of Concealment
86-00	Boots of Command

JEWELS OF POWER

A jewel of power contains a self renewing storehouse of magical energy. This can take the form of:-

A specific spell which can be unleashed by the jewels possessor without recourse to normal casting procedure.

A store of Constitution points which can be used by the owner as an aid to normal magic.

A store of magical power which gives the possessor additional Mastery.

D10 to determine the nature of the jewel

- | | |
|-----|---|
| 1-6 | The jewel contains a single specific spell. Determine randomly. This spell may be cast instantly by the possessor of the jewel once per day and without use of normal magical powers. |
| 7-8 | The jewel contains D3+1 specific spells as above. |
| 9 | The jewel contains D10+2 Constitution points which the possessor may add onto his own. |
| 0 | The possessor may rise 1 level in Mastery immediately. He must retain the jewel from now on, otherwise he will lose the Mastery gained. |



THE MIRRORS OF MERGITH

These resemble the Mirrors of Morbihan and also come in pairs, each reflecting the image which would normally be seen in the other. However, with these an observer may actually reach through one of the mirrors and handle or remove items reflected in the twin. The mirrors were invented by a somewhat inept Wizard of the same name, unable to make a living at his chosen profession he turned to more larcenous pursuits to sustain himself. These matched mirrors were intended to aid him in his life of crime. Sadly one of his mirrors proved faulty and opened into a dimensional plane occupied by soul-hungry succubi and incubi, who instantly rendered Mergith into a mindless, shambling zombie. There is a 1% chance any of Mergith's mirrors will have a similar fault.

HAMDORK'S SHIELD OF SCEPTICISM

Hamdork was a mighty warrior, who both detested and strongly distrusted all things magical. His determination to be free of magic led him to have a shield constructed for himself, and for each of his guardsmen, which would offer protection from even the most powerful magic.

These shields are round, and usually plain. Any character using one will become **Magically immune** as if he had a Willpower of 16. The shields also cause any Undead within 6" to make a compulsory roll for **Undead Instability**.

AMULETS

An amulet usually takes the form of a metal or stone circle worn around the wrist. They may also appear as any other commonly circular ornaments - rings, pendants, circlets worn around the head, collars worn around the neck, torques worn around the upper arm or neck, ankle bracelets, ear or nose rings.

Amulet of Thrice-blessed Copper. This amulet is essential for some aura spells. It can be constructed by any Wizard using a perfect copper band and three Blessing spells. A perfect copper band may be constructed by a Wizard Artificer and purchased for C75. These amulets have intrinsic powers of protection, and anyone wearing one may add 1 to any saving roll made against wounds caused by non-magical weapons or poison. The amulet may be used to detect poison, it will turn green if placed within a foot of a poison source.

Amulet of Enchanted Jade. This amulet is essential for some aura and healing spells. It can be constructed by any Wizard using a perfect jade band and a Blessing spell. A perfect jade band may be constructed by a Wizard Artificer and purchased for C500. Like copper amulets they have intrinsic powers of protection, and anyone wearing one may add 1 to any saving roll made against wounds caused by non-magical weapons. Wearers of these amulets are immune to poison. The amulet detects poison in the same way as a copper bangle, except that it turns from green to red. These amulets also confer powers of regeneration on wearers, allowing them to recover wounds in the same way as regenerating creatures.

Amulet of Adamantine. This amulet may only be constructed by a Wizard Artificer. They are very rare and greatly valued. They may be bought at a price of D6 Thousand Crowns. An amulet of adamantine is used as part of many of the more powerful spells. In addition anyone wearing one of these amulets has his Toughness increased to F. Once worn an amulet of adamantine may not be removed unless the wearer is dismembered or killed.

Amulet of Coal. This amulet is used to store fire balls produced using a Fireball spell. Each amulet can store up to 3 fire balls. These can be fired in your Magic phase without recourse to preparation, fumble or resting - the shots can be fired individually, in multiples or all at once. Only one amulet of coal may be employed during any turn, but any number can be worn. The amulet may be recharged, requiring 1 Fireball spell to load 1 ball of fire. These amulets are made using a perfect band of coal, which can be made by a Wizard Artificer and bought for C55. They may be used by non-wizards.

Amulet of Iron. These amulets are made from a perfect circle of iron which can be made by a Wizard Artificer and purchased for C10. A Blessing spell cast onto the iron band turns it into an amulet which offers a certain amount of protection from magic. Wearers of these items have a saving roll of 6 on a D6 against any magical attack. Magically Resistant characters cannot benefit from the added protection, and a wizard wearing an amulet of iron cannot cast spells.

Amulet of Righteous Silver. An amulet of silver can be constructed only by a Wizard Artificer. These amulets are not common and command prices of 4D6 Hundred Crowns when offered for sale. A silver amulet of this kind protects the wearer from psychological effects caused by undead.

THE RUNEDICE

Nothing is known about the origin of these rare and treasured items. However, curiously enough, one of their properties is that they may **not** be acquired on a random generation roll by an Evil or Chaotic character. A character making such a roll must roll again for some other item.

The 50 small, plain cubes are contained within a small flat wooden box. The dice may be emptied out and cast on to the ground, where the faces will spell out the **true name** of any character or magical weapon the caster wishes. The dice may only be used once by any one person.

A **true name** is a potent aid to power, and Wizards will go to great pains to keep their true names secret. A Wizard who knows the true name of an enemy Wizard is in a position of power over him. This has the effect of allowing the Wizard to rob D6 Constitution points from his opponent during a magical attack. Points robbed in this way are deducted from the victim and added onto the Constitution level of the attacking magician, and may be used to enhance his attack if he wishes.

Some magical weapons have names, and cannot be mastered until the name is known.

POTIONS

A potion is a magical liquid. Anyone drinking a potion will become subject to its power. Many potions are beneficial, but some are distinctly harmful. Magically Resistant characters are not effected by potions of any kind.

Any Wizard may make a potion, he does this by gathering and preparing all of the necessary magical herbs and other items. This will take D3 days for common ingredients. Alternatively, any necessary common ingredients may be purchased from a town Pharmacist at C10 for each potion. Some potions require certain special materials which are noted in the text - a quest to find such items can form the basis of a scenario. Once he has gathered all of his ingredients a Wizard requires D4 hours to prepare the potion, and then he must cast the relevant spell type onto the now magically receptive liquid.

A potion must be drunk at the beginning of a players turn and takes effect immediately, once drunk a potion is used up.

Any number of potions may be consumed during a day. Mostly potions are not labelled, and so drinking them always involves a certain amount of risk. Also potions may go off after a certain time, and there is always a chance that the Wizard who made the potion might have got it wrong in the first place.

Accordingly, it is important to try to identify a potion when it is found. A Wizard may attempt to identify a sample of potion by smell and taste, such a sample is too small to have any effect. There is a 90% chance that any identification made on this basis will be correct. It is convenient to generate your potions either when the game is devised or when they are found. Inform a Wizard testing a potion of its true nature as you have determined it. Then, when the potion is actually drunk, make the 90% accuracy test; if the Wizard fails the test then the potion is actually something different than you thought all along, and can be generated randomly.

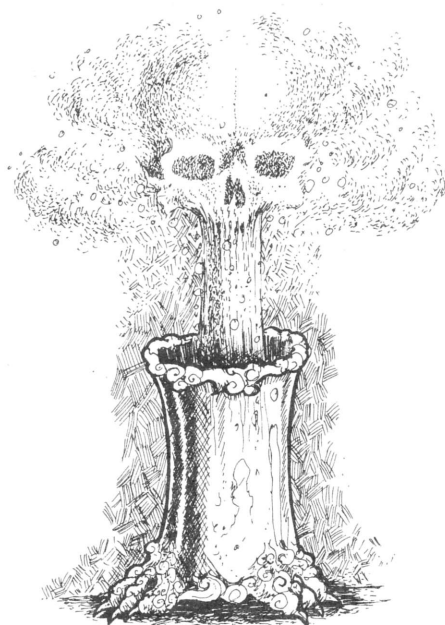
If your Wizard makes his identification roll of 90% then the potion will behave as expected. If, however, the Wizard fails to make his roll then the potion will have other effects!

If the potion is taken without first sampling then the Games Master can decide to roll randomly for type - and good luck!

Roll a D10

- | | |
|-----|--|
| 1-6 | Another potion - generate random potion type |
| 7 | The potion has gone off and has become Poisonous - save against poison. Spend D3 turns vomiting helplessly - no moving, no fighting etc. |
| 8 | The potion has fermented and turned into a very powerful intoxicant - the drinker becomes subject to Alcoholism for the rest of the day. |
| 9 | The potion has lost its potency and has no effect at all. |
| 10 | The potion has been made using incorrect ingredients and has some very strange effects upon the person drinking it. The actual effects can be determined by the GM at the time. He may make up any appropriate mental aberration or physical effect. |

Examples - the character becomes subject to any of the Psychological effects, falls asleep, hallucinates, believes that the potion has caused effects which it hasn't, becomes sick, paranoid or incoherent. He staggers, has fits of coughing, barking, or crowing like a chicken. He has bouts of itching, extreme flatulence or sneezing. He becomes unbearably arrogant, pedantic, obsequious or makes bad jokes all the time. He keeps repeating himself or talking about 'the old days'. He assumes an unpleasant odour or turns a funny colour. He gains some sort of obsession, agrophobia, xenophobia, hydro-phobia etc or starts collecting seemingly pointless objects, dead leaves, spent matches, buttons, horses hooves or all of the necessary components to make a piston engine. He develops unshakable protective instincts towards certain individuals or species, goes berserk when certain words are spoken, becomes a compulsive eater, slimmer or gambler or starts speaking in extremely improbable, long or badly constructed and punctuated sentences.



BLESSING POTION. A Blessing Potion may be drunk with the same effect as if a Level 1 Blessing spell had been cast upon you.

BLOOD LUST POTION. This has the same effect as for a Level 2 Blood Lust spell. Requires 1 pint of **Troll's blood** during manufacture.

CURSE POTION. A Curse Potion has the same effect as a Level 1 curse - dice randomly to determine the nature of the curse.

FAR SIGHT POTION. This potion has the same effect as for a Far Sight spell. Requires the **eyeball of an Eagle** during manufacture.

FLIGHT POTION. As for Level 1 Flight spell - the imbiber will fly as soon as he drinks the potion. He has a 50% chance of being able to control the effects, otherwise he is moved randomly. Requires **77 Sacred Mushroom's** during manufacture, these may be collected only in certain damp meadows during the autumnal months, they grow exclusively on the droppings of the Jabberwock.

FROG POTION. Anyone drinking a Frog Potion is turned into a Frog for the rest of the day, unless a Cure Severe Wound spell or Healing potion can reverse the process. Requires a **Frog** during manufacture.

GROWTH POTION. Anyone drinking this potion grows to approximately double their current size. Double Wounds and add 1 level to Toughness whilst in this state. The condition can only be rectified by a Cure Severe Wound spell or a Healing or Shrink potion. Requires the casting of a Blessing spell, and the **nail-clippings of a Giant** during manufacture.

HAMMERHAND POTION. As for Level 1 Hammerhand spell.

HEALING POTION. This has the same effect as a Level 2 Cure Severe Wound, the imbiber is cured of all current wounds. In addition this potion nullifies the effect of all other potions, poisons and magically induced injuries or states, including Characteristics reductions from magical weapons. Requires one ounce of **ground Unicorn horn** during manufacture, a typical horn yields 5D3 ounces of such material.

INSPIRATION POTION. This potion allows the drinker to ask any 1 question of the GM or other players, as for a Level 3 Inspiration spell. Requires **Harpy's droppings** during manufacture.

INVISIBILITY POTION. An Invisibility Potion has the same effect as a Level 3 Invisibility spell. Anyone drinking this potion will not be aware of its effects, nor will he be aware if the potion wears off. Requires the **wolf tooth of a stallion Hippogriff** during manufacture, a mature male Hippogriff has two such teeth.

MASK POTION. Has the same effect as for a Level 3 Mask Shape spell. The imbiber will turn into the first thing he concentrates on. If this potion is taken accidentally the imbiber will assume the shape of the first thing he mentions - the GM must use his discretion. Requires 4 **spikes from a Manticore's tail** during manufacture.

POISON POTION. Many Wizards manufacture poisonous potions for their own purposes, and just leave them lying around out of spite. Anyone attempting to drink such a potion will be able to detect the poison by careful sniffing on the D6 score of a 6. Anyone drinking a potion will have to save against **Poison** during the following turn. A Cure Severe Injury or Healing potion will revive a victim up to 3 turns after he has died. It will then take D3 turns to fully recover, during which a character may not fight and cannot move unaided. A level 1 Curse spell is required during manufacture.

REPUGNANCE POTION. A Repugnance Potion has the same effect as for a Level 2 Curse of Repugnance. Requires the **teeth of 13 Orcs** during manufacture.

ROOTED TO THE SPOT POTION. Anyone drinking this will be rooted to the spot as for the Level 2 spell. Requires the **bones from the hand of a Troglodyte, or Lizardman** during manufacture.

SHRINK POTION. Has the same effect as if a Level 3 Shrink spell had been cast on the drinker. The condition can only be rectified by a Cure Severe Wound spell or a Growth or Healing potion. Requires a **Dwarf's beard** and the **hair from a Halfling's leg** during manufacture. Both creatures are usually most reluctant to give up their hair, and will fight bitterly in their defence.

STONE POTION. Anyone drinking this potion is turned to stone for 2D6 turns as for a Level 3 Turn to Stone spell. Requires the **bandages from a Mummy** during manufacture.



THUNDERHAND POTION. This allows the drinker to fight as if a Level 2 Thunderhand spell had been cast upon him. Requires 7 **scales from a Dragon's tail** during manufacture.

TONGUES POTION. As for Level 1 Gift of Tongues. Requires the **spittle of a level 4 Mastery Wizard** during manufacture.

WALK ON WATER POTION. Anyone drinking such a potion may walk on water anytime during the next D10 turns. Requires the **heart of a goodly fighter** during manufacture.

Potions on the Battlefield

A GM may wish to incorporate a limited number of potions into a fantasy campaign. In this case they come under the control of the army leader, who may allow the other characters to use them at his discretion.



TREASURE

One of the most enjoyable aspects of fantasy wargaming is treasure - often valuable, sometimes useful, but always interesting. Treasures can be used by the Games Master as a spring-board into new situations or environments. A good Games Master can set up some very stimulating games involving finding, avoiding, collecting, or destroying treasures of one kind or another. With a little experience most Games Masters will be ready to invent their own unique treasures and magical items. This chart is intended as a guide and quick means of creating unexpected hoards. Warhammer players shouldn't feel in any way constricted by this chart - just use it as a convenient tool with which to create or advance games.

GENERATING TREASURES

A treasure can be anything; money, magic, object d'art, valuable animals, minerals, gems, cloth or artifacts. Obviously some things are going to be rarer than others, whilst some items are only going to appear within a specific context. For example you wouldn't expect to break into a peasant hovel and uncover gold cutlery, diamond paperweights, a dozen giant pandas and a lost Picasso. The following treasure groups have been constructed.

DOMESTIC HOUSES - Poor/Affluent/Wealthy. Domestic houses represent the dwellings of ordinary citizens of each social class. Poor houses are peasants hovels or workers cottages, affluent would include the homes of small traders, shop keepers or scholars, wealthy includes well off traders, merchants, manufacturers, gentry and lesser aristocracy.

WORK SHOPS. The treasures associated with work shops represent items that are kept on the property for security or convenience, such as wages. I have not included any specific treasures that you would expect to find associated with trades. For example a gold smith's will include mineral gold, a cobbler's shop will include shoes, a taxidermist's will include dead animals and lots of cotton wool.

SHRINES. Shrines are small buildings, or even simple shelters, of religious importance. They are unlikely to offer much treasure, but could include simple offerings, and may have a few trappings.

TEMPLES. Temples are usually a good bet for a bit of petty larceny, anything from gold candlesticks to the collection box. Strip the lead off the roof if desperate.

TREASURY - Small/Large. Treasuries are always well protected but are full of money and other goodies.

WIZARD'S HOUSE. Wizards always set clever traps, and do awful things to burglars that they catch. On the other hand, Wizards generally have lots of treasure.

MENAGERIE. Keeping exotic animals is a kind of status symbol amongst the rich. Unusual pets are very valuable.

MONEY. I've included a simple money treasure assortment because I'm a strong believer in coinage, and there's no random money chart like there is for magic items.

HOARDING MONSTERS - Large/Small. Some monsters are renowned for accumulating treasure hoards, often as nests. In particular giants, dragons, hippogriffs and trolls all have this habit. Small hoarding monsters includes magpies, jays, and burrowing rodents. If you want to dig up rabbit warrens in search of small coins that's up to you, I suppose everyone has to start somewhere.

GRAVE GOODS - Common burials contain nothing of value, large tombs, graves and vaults can contain substantial treasure. They may also contain insubstantial guardians, Games Masters do your worst.

PERSONAL TREASURE - Peasant/Citizen/Merchant/Fop. Some people will insist of walking around covered in jewelry, loaded with money and sporting fine clothes. Such people deserve to contribute towards the redistribution of wealth in a fair society. Games Masters may find this chart useful, but you can easily fit in other social types. Monks, priests, beggars and children don't usually carry money and so mugging them isn't worthwhile, but it can pass the odd hour or two.

THE CHART

Find the treasure grade you want. For each column in turn roll a D100 to see if that particular treasure type is present - for example Domestic House (Poor) has a 50% chance of gold coinage. If a treasure type is found to be present, roll to discover how much as indicated - for example Domestic House (Poor) would be D3 gold crowns money. Coinage is as described in Warhammer vol 3, i.e. gold crowns, silver shillings and brass pennies, all coins weigh approximately $\frac{1}{4}$ ounce. A on the chart equals **always** - so, for example, a fop always has D3 items of jewelry about his person.

Where possible roll randomly to generate magic items using the magic items random generation charts. Jewelry, object d'art, cloth, domestic articles and animals have no generation chart, but we are providing a list of suggestions which GM's can construct into suitable charts to complement their own scenarios. Clothing types and domestic articles are just about endless, so we've included only ones most likely to be made of, or incorporating, precious metal or stones. Animals could be alive or dead - mounted trophies, butterfly collections etc. Plants too could be pressed specimens, or man-devouring, hot-house horrors. Large palaces or households may contain workshops, shrines, treasuries, servants quarters (Domestic Poor), a mad uncle's locked room (Wizard's House) and any other combination of possible treasure types.

VALUES

Here is a list of set values for various items. Games Masters can use this list if they wish. Alternatively experienced GM's can allow characters to sell by bartering, and at what prices they can get. The GM must determine a character's chances of making a successful sale, the chance of suspicion, violence, treachery and so on.

	01-90%	91-99%	00%
Jewelry	D10 Shillings	D10 Crowns	D100 Crowns
Object d'art	D6 Crowns	D20 Crowns	D100 Crowns
Cloth	D10 Pennies	D10 Shillings	D20 Crowns
Domestic	D6 Shillings	D6 Crowns	D20 Crowns
Animals	Nothing	D10 Crowns	D100 Crowns

12 Pennies = 1 Shilling
20 Shillings = 1 Crown



	DOMESTIC HOUSE - POOR	DOMESTIC HOUSE - AFFLUENT	DOMESTIC HOUSE - WEALTHY	WORK SHOPS	SHRINES	TEMPLES	TREASURY	WIZARD'S HOUSE	MONEY	MENAGERIE	HOARDING MONSTERS - LARGE	HOARDING MONSTERS - SMALL	GRAVE GOODS	PERSONAL TREASURE - PEASANT	PERSONAL TREASURE - CITIZEN	PERSONAL TREASURE - MERCHANT	PERSONAL TREASURE - FOP
RANDOM MAGIC ITEM	-	1%-1	1%-1	-	5%-1	50%D6	75%D10	90%D3	-	-	25%D3	1%-1	1%-1	-	-	-	-
RANDOM PHILITRE	-	-	-	-	-	25%D3	25%D20	90%D6	-	-	-	-	-	-	-	-	-
RANDOM AMULET	-	-	1%-1	-	5%-1	50%D3	50%D10	75%D3	-	-	10%D3	1%-1	5%-1	-	-	1%-1	5%D3
RANDOM SCEPTRE	-	-	-	-	-	1%-1	1%-1	-	-	-	-	-	-	-	-	-	-
RANDOM PERSONAL TALISMAN	-	-	-	1%-1	1%-1	1%-1	35%D3	95%D3	-	-	-	-	-	-	-	-	-
RANDOM MAGICAL WEAPON	1%-1	1%-1	1%-1	1%-1	5%D3	50%D3	75%D6	95%D6	-	-	10%D3	5%D3	20%-1	1%-1	1%-1	5%-1	10%-1
RANDOM POTTON	-	-	1%-1	1%-1	2%-1	3%-1	5%D3	10%-1	-	-	1%-1	-	1%-1	-	-	1%-1	-
MONEY CROWNS	50%D3	A/D100	2%-D3	1%D3	3%-1	50%D3	5%-1	75%D6	-	-	-	-	-	-	-	-	-
MONEY SHILLINGS	75%D20	A/D100	A/D600	75%D600	50%D10	95%D600	A/D1000	95%D100	A/D100	-	75%D100	15%D3	5%D3	-	5%-1	75%D10	A/D20
MONEY PENNIES	95%D20	A/D20	A/D100	75%D600	75%D20	95%D1000	A/D1000	95%D100	A/D100	-	75%D100	15%D3	5%D3	-	10%D3	A/D20	A/D10
JEWELRY AND GEMS	-	5%D3	A/D20	75%D100	A/D1000	A/D1000	A/D1000	95%D20	A/D100	-	75%D100	15%D3	1%D3	75%D10	75%D10	A/D10	A/D3
OBJECT D'ART	-	5%D3	90%D10	5%D3	25%-1	95%D6	A/D100	90%D3	-	-	75%D10	15%-1	5%-1	-	1%-1	5%-1	A/D3
CLOTH	-	50%D6	75%D10	1%-1	75%-1	95%D10	80%D10	25%D3	-	-	5%-1	-	-	-	-	5%-1	50%D3
DOMESTIC ARTICLES	-	A/D6	A/D12	50%D6	5%-1	95%D6	50%D10	25%D6	-	-	50%D3	5%-1	25%D3	-	1%-1	5%-1	10%-1
ANIMALS	-	1%-1	5%D3	10%D6	-	25%D20	90%D100	5%-1	-	A/D100	-	-	-	-	1%-1	5%-1	-

JEWELRY AND GEMS

Badge - Guild	Chain	Glove	Ring - Nose
Badge - Lodge	Charm	Hair Slide	Stud - Clothes
Badge - Sect	Choker	Necklace	Stud - Ear
Belt	Circlet	Pin - Dress	Stud - Lip
Brooch	Cod Piece	Pin - Hair	Stud - Nose
Bracelet - Ankle	Comb	Pin - Hat	Thimble
Bracelet - Wrist	Collar	Pin - Pledge	Torque - Arm
Buckle	Diadem	Ring - Ear	Torque - Neck
Buttons	Face Mask	Ring - Hand	
Carconet	Gemstone	Ring - Nipple	

CLOTH

Silks	Furs	Leathers	Clothes
Brocade	Fox	Calf	Coat
Chiffon	Cat	Fish	Doulet
Cloth of Gold	Fox	Reptile	Hat
Lace	Mink	Seude	Hose
Velvet	Seal cub	Snake	Jerkin

DOMESTIC ARTICLES

Basket	Cup	Lute	Scissors
Book	Dish	Medicine	Seal
Book	Door Fitting	Mirror	Shovel
Box	File	Paper	Spoon
Candlestick	Fork	Pen	Tapers
Case	Jar	Perfume	Telescope
Chest	Knife	Plate	Walking Stick
Clock	Lamp	Poker	Wax

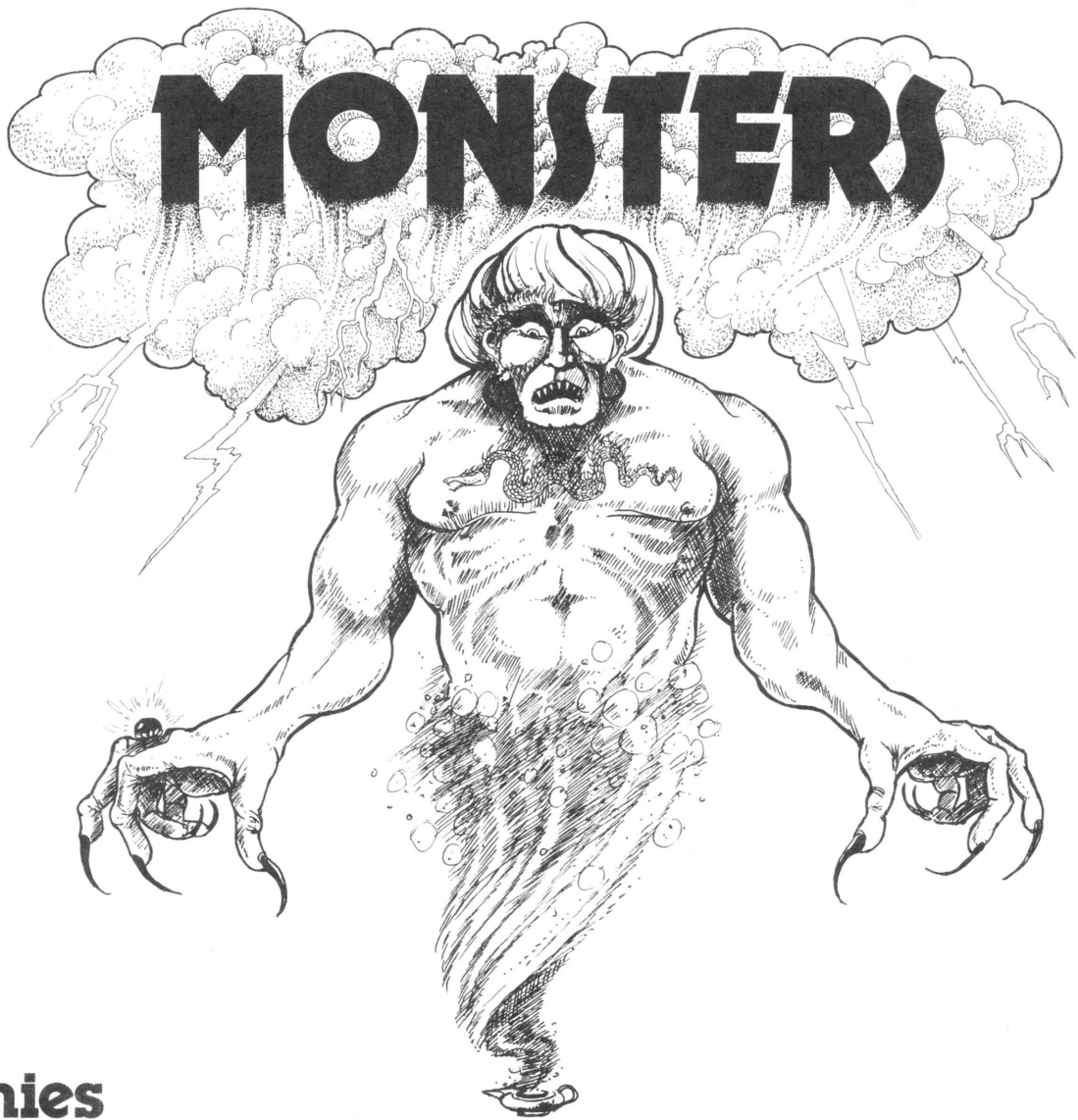
ANIMALS AND PLANTS

Small Mammals	Deer	Octopus	Tortoise
Cat	Birds	Insects	Apes
Dog	Hawk	Butterfly	Gorilla
Mouse	Parrot	Reptiles	Chimp
Large Mammals	Fowl	Lizard	Plants
Bear	Fish	Snake	Narcotics

OBJECT D'ART

Drawing	Miniature
Engraving	Model
Globe	Mosaic
Idol	Ornament
Painting	Statuette
Plaque	Tapestry
Sculpture	
Statue	





Genies

Djinn are aerial creatures with magical powers as detailed in the original Warhammer magic volume. An **Efreet** is a fire creature and a **Dust Devil** a more violent and less intelligent form of aerial creature. All three kinds are sometimes described generically as **Genies**.

Eastern magicians may summon Djinn as detailed in the Warhammer magic volume.

Djinn profile.

M	Ws	Bs	S	T	W	I	A
4	6	-	4	E	6	8	4

Djinn are fully sentient, intelligent creatures and may have additional powers. They automatically have the ability to cast a level 1 Wind Blast anytime they like, without recourse to fumbling or resting. In addition a Djinn may have the following spells, roll a D100 to determine whether each spell is available. He can cast any one spell during his Magic Phase without preparation, fumbling or resting.

Level 1 Blessing	50% chance
Level 1 Curse	50% chance
Level 1 Flight	75% chance
Level 1 Lock	50% chance
Level 1 Wind Blast	Always
Level 2 Cure Severe Wound	25% chance
Level 2 Hold Door	10% chance
Level 3 Animate Sword	10% chance
Level 3 Invisibility	25% chance
Level 3 Mask Shape	20% chance
Level 3 Shrink	10% chance

In addition a Djinn has D10 randomly generated magic items which he may allow the use of if commanded (50% chance of allowing use). There is an additional 25% chance a Djinn will have a magic carpet if the random generation does not produce one.

An **Efreet** has the following profile.

M	Ws	Bs	S	T	W	I	A
4	6	-	4	D	5	8	2

The body of an Efreet is encased in burning flames, a hit from an Efreet counts as a fire attack. Each wound point caused has a 1 in 6 (6 on a D6) chance of allowing the Efreet to grip and hold his victim causing an additional D3 strength 4 hits that combat round.

Efreets have limited magical powers, they may cast a level 1 'Fireball' anytime they wish without any chance of fumble. In addition they may have the following spells which they may cast without preparation, fumble or resting.

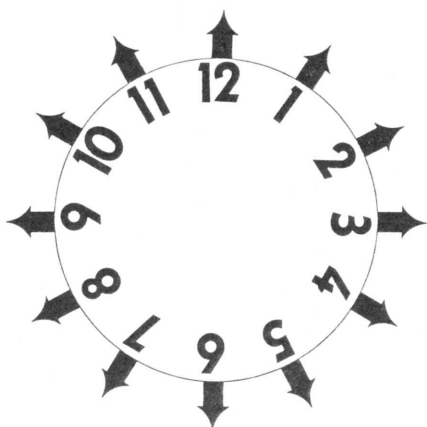
Level 1	Fireball	Always
Level 1	Flight	50% chance
Level 1	Lock	25% chance
Level 2	Lightning Bolt	50% chance
Level 2	Smash Door	50% chance
Level 4	Blast	25% chance

Efreets have D6 randomly generated magic items which they may possibly allow use of on command - 25% chance of allowing use. Efreets may choose to cause D6 Fire Damage Points against any flammable object they touch, such as wooden buildings, dry crops, thatched roofs etc.

Dust Devils are powerful creatures which appear as dust storms, twisters or fierce winds. They may be marked on the table by a section of card or a cone of paper. A Dust Devil has the following profile.

M	Ws	Bs	S	T	W	I	A
2D6"	-	-	4	-	-	10	D6

Dust Devils are moved in the first movement phase only. They are moved by the Games Master, using a clock face chart as given below. If the Dust Devil is under the control of a Wizard then he may nominate a preferred direction. The GM then considers the 12 o'clock position as the nominated direction and rolls a D20 - any score of 12-20 indicates that the Dust Devil moves as preferred. If true random movement is required then roll a D12.



Dust Devils cause D6 automatic hits within 12" of themselves, as the fierce winds tear at limbs and clothing, and heavy debris is thrown around at ever increasing speeds. They will attack the nearest models at 1 hit per model. If there are insufficient targets within 12" then the closest models receive 1 additional hit each, until all of the attacks are used up. For example, if 3 targets were hit by 5 hits then 2 would receive 2 hits and 1 would receive 1 hit. If a single target were hit by 3 hits he would receive all 3 hits himself.

A Dust Devil may assume the form of a level 4 Hurricane during any active player turn on the dice roll of a 6. In this case normal attacks are suspended. Dust Devils cannot be destroyed but may be held at bay by a Skirrik's Pentagram. A Dust Devil whose movements take it off the gaming table does not return.

Djinn and Efreet are demons and may not be attacked with normal weaponry. They are vulnerable to enchanted weapons, magic, undead and other demons. They cannot be killed, but once all of their wound points are used up they are banished.

SUMMONING GENIES

An Eastern Wizard may use the level 3 Summon Djinn spell to summon any of these creatures. The Wizard may then give the Djinn or Efreet a single command, which it will then obey. The GM may interpret the command and play the part of the creature. Once the command has been fulfilled the creature will vanish, but may be resummoned. A Dust Devil may not be given a command, but the summoner may point it in the desired direction!

CAPTIVE GENII

A Djinn, Efreet or Dust Devil may be enslaved by a powerful Wizard. To accomplish this the Wizard must first summon the creature. He must then attempt to enslave it - which he may do using an **enchanted bottle**. To successfully capture his prey the Wizard rolls a D6 and adds his Mastery Level and Willpower. He may then add up to any number of Constitution points he has remaining. If this total is more than the creature's Willpower then it has been captured.

The Willpower of an captive Genie can be established as 5D6. If the Wizard fails to make the capture then he has no control over the Genie, and the GM may play it as he sees fit.

If successful the possessor of the bottle may call upon the Genie up to 3 times a day, and issue one command each time. The creature will obey each command and return to his bottle. If the bottle should be broken the captive is then freed; there is a 50% chance that the creature will reward his liberator if the act is deliberate.

Chaos Chimeras

M	Ws	Bs	S	T	W	I	A	Points
5	*	*	5	E	7	*	6	275

The Chaos Chimera is an especially powerful monster. They have a variable number of heads, a powerful body and can fly. They can also have poisonous tail spikes or mace tails. The type of heads and tails can vary, and the fighting abilities of each are different as explained below.

Generate the number of heads by dicing. Once you have established how many heads are present dice for each in turn to determine type, and then individual variety.

Number of Heads (D10)

1	Two
2-9	Three
0	Four

Type of Head (D6)

1,2	Feline
3,4	Reptilian
5,6	Goat

Feline Head (D6)

1-4	Big Cat - Lion etc
5,6	Sabre Tooth Tigre

Sabre Tooth Tigers bite with a +1 'To Kill!' and minus 1 from the opponents saving throw.

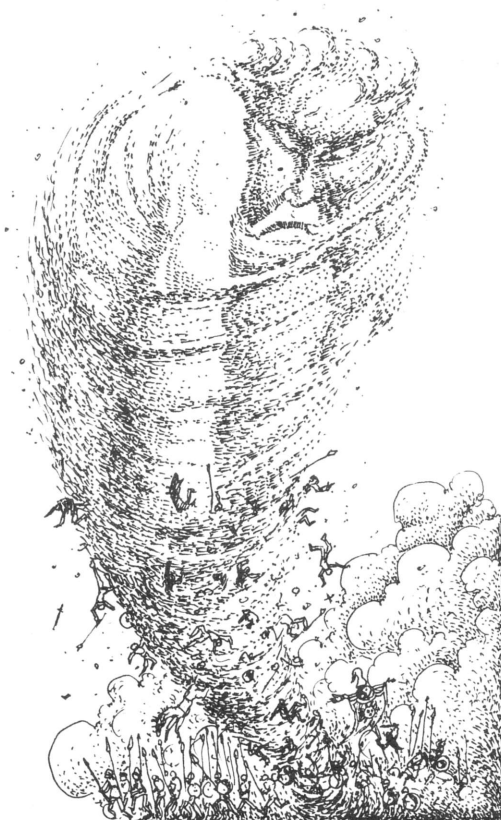
Reptilian Head (D6)

1,2	Snake
3	Spitting Cobra
4-6	Dragon

Snakes have a 50% chance of being poisonous. WS is 4, Initiative 6. Spitting Cobras **SPIT ACID**. Dragons have breath weapons - dice to determine type.

Dragon Breath Weapon (D6)

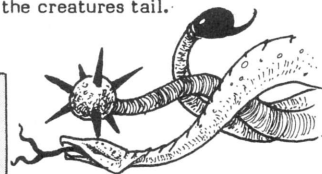
1-3	Fire
4	Acid
5	Poison Gas
6	Ice



Once you have determined the quantity and nature of the Chimera's heads, dice for the creatures tail.

Type of Tail (D10)

1-5	Non-Special
6,7	Snake
8	Mace
9	Spiked
0	Scorpion



Snake Tails are tails which terminate in the head of a snake. This attacks with a Strength of 1. There is a 50% chance of the snake's bite being poisonous.

Mace Tails strike as per **Heavy Weapon**.

Spiked Tails may be 'fired' like missile weapons - projecting spikes into the enemy ranks. Maximum range is 8", there is a 50% chance of tail spike hits being **Poisonous**. Only one such volley may be fired in a turn.

Scorpion Tails Throw a D6

1-2	Non-Poisonous
4-6	Poisonous

The tail strikes with a plus 2 'to hit' whenever the creature would be eligible to bite. The tail strikes with the effect of a sword, Initiative level 4.

POINTS VALUE - 275



Hydras

M	Ws	Bs	S	T	W	I	A	Points
*	3	-	4	F	7	3	7	225

The Hydra is another mind wrenchingly odd Chaos creature. Hydras are typified by having a multitude of heads, usually seven; although the actual number may vary from as few as one to ten or more. Unlike that other multi-headed chaos monster the Chimera, Hydras never have wings and are incapable of flight. Body types are variable - mammalian, reptilian and snake bodies are all equally possible. The fighting qualities of each type are slightly different as explained below.

MOVE RATE - This is determined by body type

Body Type	Move Rate
Reptilian	6"
Mammalian	6"
Snake	3"

WEAPON SKILL - Weapon Skill is always 3.

BOW SKILL - Hydras may have breath weapons in a similar way to Dragons. The Bow Skill in each case is 3.

STRENGTH - Strength is 4.

TOUGHNESS - Toughness is E.

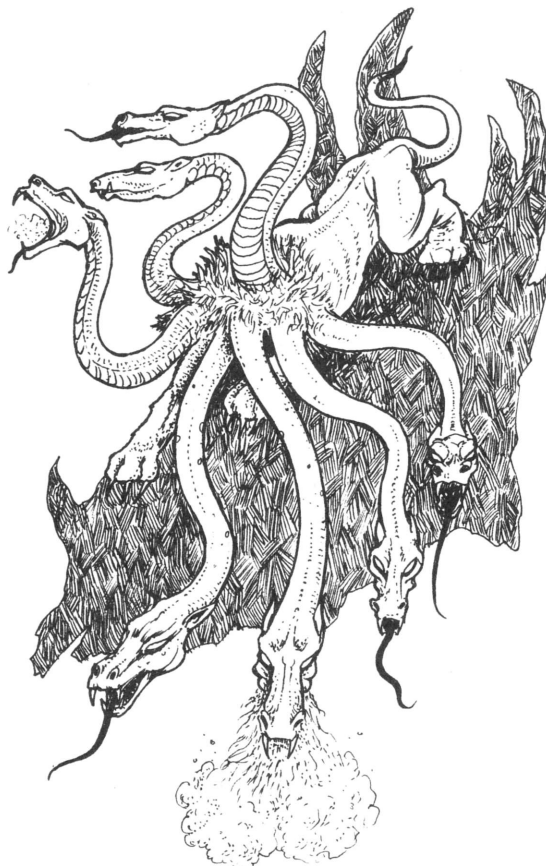
WOUNDS - Hydra have 7 Wounds.

INITIATIVE - Initiative is 3 with all attacks.

ATTACKS - Hydras receive 1 Attack for each head. Every time a Wound is suffered one of the heads is destroyed - and the number of Attacks drops. **Instead** of attacking with their heads Hydras may attack by **clawing** (D3 Attacks Strength 4), and, if they are Reptilian bodied, **tail-lashing** (D3 Attacks Strength 4). Snake bodied Hydras in **addition** to their head attacks have a **constriction attack** - reduces victims Strength level by 1 per hit. Reptilian Hydras may tail-lash and claw in the same combat round.

ARMOUR - Obviously armour is out! However, a Reptilian bodied Hydra counts as having mail armour. This gives the creature a saving throw of a 6 on a D6 against each wound received.

GAPING MAW - There is a 30% chance of a Reptilian Hydra having a huge circular mouth buried amongst the beasts protruding necks. Such a mouth need not always be visible as it can be held closed and opened only when the Hydra decides to try to grab and swallow a suitable target. In combat a Hydra with a gaping maw mouth may try to grab a single victim with the mouth, as well as make normal attacks. The creature can swallow anything under 6 feet tall quite easily, and will usually go for the closest target where possible. If in doubt randomise the target. Roll 'to hit' as normal, if successful the Hydra has grabbed its victim and will swallow him unless he can make his normal saving roll against strength 4 attack.



PSYCHOLOGICAL - Hydras are large monsters and cause **Fear** in man sized and smaller creatures, except Elves. They are subject to **Stupidity** - and must test each move. Hydras **Fear** fire, unless they breathe fire themselves.

BREATH WEAPONS - Each Hydra head may be capable of a special breath attack. A single head may not attack normally and use the breath weapon in the same turn, although some heads may breathe whilst others bite. The breath weapon cannot be used against combat opponents.

Throw for type of breath weapon (D10)

1,2,3	None
4,5	Fire
6,7	Acid
8,9	Poison gas
0	Ice

There is a 75% chance of all heads having the same effect. Otherwise throw for each individually. The effects are the same as for Dragon breath weapons **except** that only one individual model may be breathed on by each head, this is because the actual blast is much smaller than that from a Dragon. Fire and acid attack has a Strength of 2. Poison Gas and Ice attacks must save against poison.

POINTS VALUE 225 points

RANDOM GENERATION OF TYPES

If you wish to randomly generate a specific type of Hydra use this chart. Roll a D10.

1-4	Reptilian
5-8	Mammalian
9-10	Snake

Then roll for Gaping Maw, and Breath weapons as appropriate.



Balrogs

M	Ws	Bs	S	T	W	I	A	Points
12	10	10	6	F	15	10	10	1500

Balrogs are extremely powerful monsters. For purposes of psychological effects they count as **Great Demons**, which means that they are only subject to reactions caused by the Gods themselves. Balrogs are also invulnerable to all damage caused by **fire** and **fire based magic**. They have many arcane fire-based magical powers, including **Flame Sword** and **Flame Whip**. They can also cast the special **Elemental** spells **Fire Blast**, **Flame Sheet** and **Fire Bolt** described in the New Magic section. In addition Balrogs can have other magical spells as described.

PSYCHOLOGICAL EFFECTS - Balrogs cause **Fear** in enemies that can see them, and **Terror** in enemies within 15".

LEADERSHIP - A Balrog may command up to three Regiments of Orcs, Goblins, Trolls or Hobgoblins. A Regiment under the command of a Balrog need never test for **Morale** and ignores all **Psychological** effects.

MOVEMENT - Balrogs may fly or move normally.

ATTACKS - Balrogs may attack without weaponry of any kind, their powerful bodies alone are sufficient to cause a great deal of damage. All Balrog hits are **Poisonous**, including the special weapons that follow.

Flame Sword - This is a huge and flaming sword used by Balrogs. Hits caused by the weapon may set fire to inflammable objects, causing 1D6 Fire Damage Points as well as normal damage.

Flame Whip - This is a long and fiery whip used by Balrogs to attack enemy at a distance of up to 6". Throw to 'hit' as for a missile weapon. Flame whips have Bow Skills, Strength and Initiative as for the normal Balrog Profile and have 3 Attacks per turn.

ARMOUR - Balrogs may wear armour. Balrog armour does not in any way prevent the Balrog using his magic.

MAGIC - A Balrog has a Mastery Level of 4 and 10D10 Constitution. He may cast the following spells, see the New Magic section for full details.

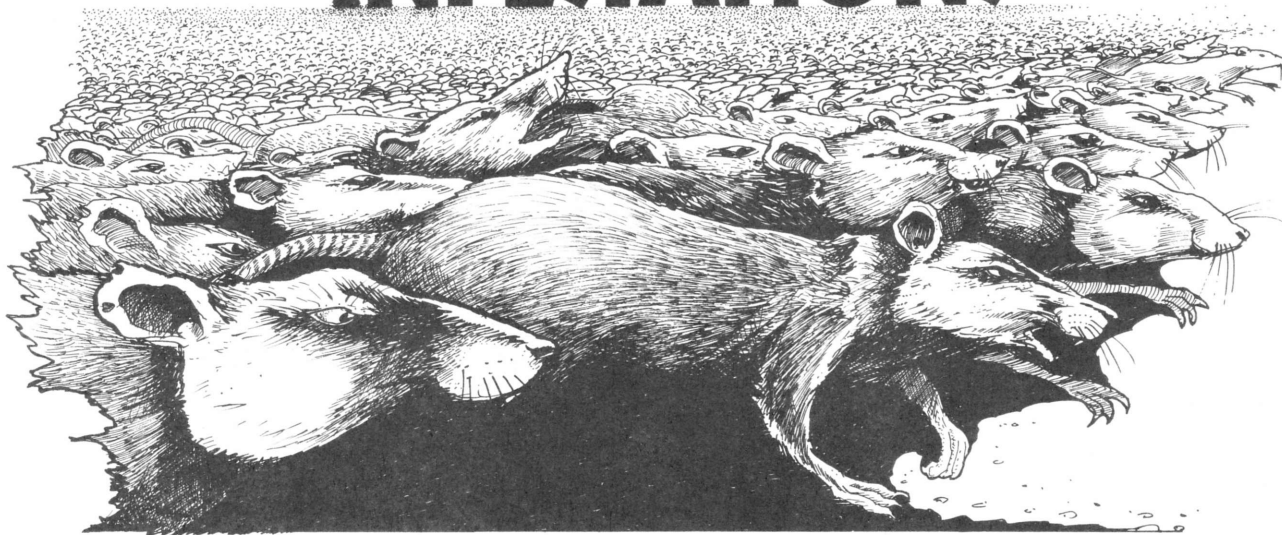
Elemental Spells - level 3

FIRE BLAST
FIRE BOLT
FLAME SHEET

Balrogs can have D6 each of Level 1, 2 and 3 spells and D3 Level 4 spells **as well** as the three Elemental spells. These can be generated randomly using the Random Generation charts.



INFESTATIONS



An infestation consists of a vast stifling swarm of insects, reptiles, bats or other creepy-crawlies. In a dense, closely packed mass these otherwise mostly harmless animals can choke, chew or claw anything that comes in their path.

To create an infestation take a circular piece of card 2" in radius. This will represent the area covered by the hundreds or even thousands of creatures that compose **the swarm**. The card is moved around like any other piece on the table, except that movement is determined by rolling dice, and swarms may move through ordinary troops. You can place models on the card to indicate the type of swarm, each model placed on the card will represent 100 actual creatures or 10,000 insects. The more models placed on the card then the bigger and more dangerous will be the swarm.

The swarm will attack anything it comes across, friend or foe. Swarms enter combat with a WS of 3 and Initiative of 1 and have 2D6 attacks. The effect of any hit depends upon the type of creature. Swarms have 1 wound point per model, and models are removed to represent the gradual depletion of the seething mass. A swarm may be attacked in the normal way - see each creature type for Toughness.

Snakes and Lizards move at 3" per move phase. They attack with a Strength of 1, with a 25% chance of any hit being **Poisoned**. Toughness B.

Spiders move at 4" per move phase. They attack with a Strength of 1 and a 10% chance of any hit being **Poisoned**. Toughness A.

Beetles move at 4" per move phase but can also fly. They attack with a Strength of 1. Toughness A.

Rats move at 6" per move phase. They attack at Strength 2 with a 10% chance of any hit being **Poisoned**. Toughness B - each wound caused on the rats has a saving throw of 5,6 on a D6.

Frogs and Toads move at 4" per move phase. Being kind of placid by nature these creatures have only 1D6 attacks. They attack with a Strength of 1 and anyone hit by a 'frog' attack has a +1 Saving Throw. Frogs and Toads can swim and take no effect from water based magic. Toughness A.

Ants move at 4" per move phase. Ants will chew their way through just about anything. Ants attack at Strength 2 and anyone hit has a -1 Saving Throw. Ants have a Toughness of A.

Ticks move at 4" per move phase. Ticks are bloodsuckers who reduce the Strength of their victims by 1 level per hit. They have a Toughness of A.

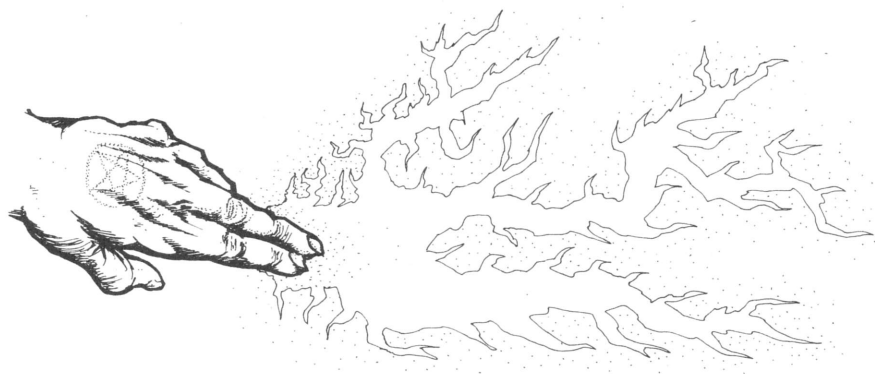
Scorpions move at 4" per move phase. They attack at Strength 1 with a 50% chance of any hit being **Poisoned**. Toughness is B.

Bats. Bats move only by flying. They attack at Strength 1. Bats are more difficult to kill than most swarm animals because they flap around at speed, instead of quietly waiting to be squashed like the poor old frogs. Consequently bats have a 4,5,6 saving throw on a D6.

Swarms may be attacked and destroyed by magic spells, for these purposes swarms have as many wounds as they have models and a toughness as indicated. Swarms are instantly destroyed by a **Blessing** spell cast from a Wizard who is being attacked by that swarm. A **Fire Ball** cast by a Wizard will cause D6 hits per fire ball at strength 2. A **Wind Blast** spell will destroy a swarm of insects or bats. A **Lightning Bolt** cast at a swarm will cause D6 hits at strength 4. A **Rooted to the Spot** spell does just that. A forth level **Blast** will destroy a swarm totally, as will forth level **Hurricane**.

Swarms are moved by the Games Master after the other players have each had a turn. During the first turn of a swarms existence the direction of movement is dictated by the summoning Wizard. Afterwards the swarm is moved randomly by the GM using the clockface chart such as is given for Dust Devils. The controlling Wizard may nominate a preferred direction of movement - which will be 12 o'clock. Roll a D20, a score of 12-20 counts as 12. If the controlling Wizard should be killed then the GM rolls a D12 and moves the swarm totally randomly.

Points costs for swarms - swarms may only be summoned by a Wizard. See the New Magic section for details. Alternatively a swarm may be run by a GM as part of a plague or infestation.



This list replaces that given in the original Warhammer Magic Book, and includes the new spells given in this volume. The column on the left can be used to generate random spells within each level, these have been slightly re-adjusted to accommodate the new spells.

LEVEL 1 SPELLS

DICE	SPELL	TALISMANS
01-04	ALARM	None
05-10	BLESSING	Personal
11-18	BLESS SWORD	None
19-22	CURE LIGHT INJURY	None
23-24	CURSE	Silver Rune Bowl
24-30	DETECT HIDDEN DOORS	None
31-32	DETECT LIFE	None
33-34	DETECT OBJECT	None
35-36	FAR SIGHT	None
37-50	FIRE BALL	Personal
51-55	FLIGHT	Personal
56-60	GIFT OF TONGUES	Wishbone
61-68	LOCK	None
69-75	MAGIC LIGHT	Philtre of Fiery Humours
76-80	HAMMERHAND	None
81-95	AURA OF MIGHTY RESISTANCE	Amulet of Thrice Blessed Copper
96-00	WIND BLAST	Philtre of Aerial Humours

LEVEL 2 SPELLS

DICE	SPELL	TALISMANS
01-04	AURA OF FEARSOME ASPECT	Amulet of Enchanted Jade
05-10	AURA OF PROTECTION	Amulet of Thrice Blessed Copper
11-16	AURA OF STEADFASTNESS	Personal
17-20	BLOODLUST	Philtre of Fiery Humours
21-30	CURE SEVERE WOUNDS	Amulet of Enchanted Jade
31-35	CURSE OF REPUGNANCE	Silver Rune Bowl
36-38	DISPELL INFESTATION	Personal
39-42	DROOP	Personal
43-46	ESTHA'S FOUNTAIN	Personal and Philtre of Wetted Humours
47-60	HOLD DOOR	None
61-70	LIGHTNING BOLT	Personal
71-74	MYSTIC MIST	Philtre of Wetted Humours
75-79	ROOTED TO THE SPOT	Philtre of Earthen Humours
80-84	SKIRRIK'S PENTAGRAM	Personal
84-89	SMASH DOOR	Personal
90-92	SUMMON SWARM	Personal
93-95	TELEPATHY	Skrying Glass
96-98	THUNDERHAND	None
99-00	TURN TO FROG	Were-scalp, Philtre or Amulet





LEVEL 3 SPELLS

DICE	SPELL	TALISMANS
01-06	AURA OF COMMAND	Amulet of Adamantine
07-14	AURA OF INVULNERABILITY	Amulet of Adamantine
15-20	ANIMATE SWORD	4 Philtres - 1 Each of the 4 Humours
21-35	BANISH UNDEAD	Pure Relic
36-39	INSPIRATION	Skyring Glass
40-43	INVISIBILITY	Cap of Darkness
44-48	MAGIC BRIDGE	Personal
49-54	MASK SHAPE	Were-scalp, Philtre or Amulet
55-59	PENTANGLE PILLAR OF LIGHT	Philtre of Fiery Humours
60-65	SHRINK	Wishbone
66-75	SLAM DOORS	Personal
76-79	SUMMON DEMONS	Kin Familiar
80-85	SUMMON DJINN	Kin Familiar
86-89	TURN SOMEONE TO FROG	Were-scalp, Philtre or Amulet
90-96	TO SOMEONE TO STONE	Philtre of Earthen Humour
97-00	WALK ON WATER	Philtre of Wetted Humours

LEVEL 4 SPELLS

DICE	SPELL	TALISMANS
01-15	BLAST	Amulet of Adamantine and Philtre of Fiery Humours
16-30	HURRICANE	4 Philtres, 1 each of the 4 Humours
31-45	MANIPULATE TIME	Golden Time Glass
46-60	MIND CONTROL	Silver Rune Bowl
61-70	SUMMON BALROG	Kin Familiar
71-85	SUMMON INFESTATION	Personal
86-00	WALL SHAKER	Golden Horn of Power

NECROMANTIC SPELLS LEVEL 1

01-50	RAISE RECENT DEAD	Philtre of Earthen Humours
51-75	HOLD UNDEAD	Philtre of Earthen Humours
76-00	COMMAND UNDEAD	Philtre of Earthen Humours

NECROMANTIC SPELLS LEVEL 2

01-50	RAISE DEAD	Amulet of Iron
51-00	BANISH UNDEAD	Amulet of Iron

NECROMANTIC SPELLS LEVEL 3

01-50	RAISE ZOMBIE	Amulet of Iron
51-00	SUMMON UNDEAD	Amulet of Iron

NECROMANTIC SPELLS LEVEL 4

01-50	RESTORE LIFE	Hell Knife and Silver Rune Bowl
51-00	STEAL LIFE ENERGY	Hell Knife and Silver Rune Bowl

ELEMENTAL SPELLS LEVEL 4

01-33	FIRE BOLT	None
34-66	FIRE BLAST	None
67-00	FLAME SHEET	None

NEW SPELLS

The following new spells have been developed for inclusion in the Warhammer Game. They provide rules for summoning and dispelling Infestations - as described fully in the new Monsters section. Also included are the three elemental spells as used by Balrogs. These are not intended to be the entire range of elemental spells, which will be covered in depth in a future supplement.

If this spell is cast by a Good Wizard then increase the fumble factor by +3. The Wizard casts the spell. Subsequently during each of his successive magic phases the player rolls a D10, generating 1 swarm of the type indicated. Use the random swarm chart given for the level 2 spell except a roll of 0 indicates that the infestation is over and no more swarms will appear. If you roll a 0 on the first throw roll again -but this will be the last swarm. Swarms appear and are controlled as for the summon swarm spell.

SUMMON SWARM - Second level spell

Time to Prepare	1 Move Phase
Talismans needed	Personal
Spell Level	2
Energy	4
Time needed to rest	None

This spell allows the casting Wizard to summon a swarm of 4D6 creatures. The swarm will magically appear at the Wizard's feet and can be moved in accordance with the GM's dice rolls. The Wizard can control the swarms first move without recourse to dice, afterwards he may only indicate the preferred direction of movement - see the Monsters section for details. Generate the type of swarm randomly.

1	Snakes/Lizards
2	Spiders
3	Beetles
4	Rats
5	Frogs/Toads
6	Ants
7	Ticks
8	Scorpions
9	Bats
0	Summon two swarms roll again

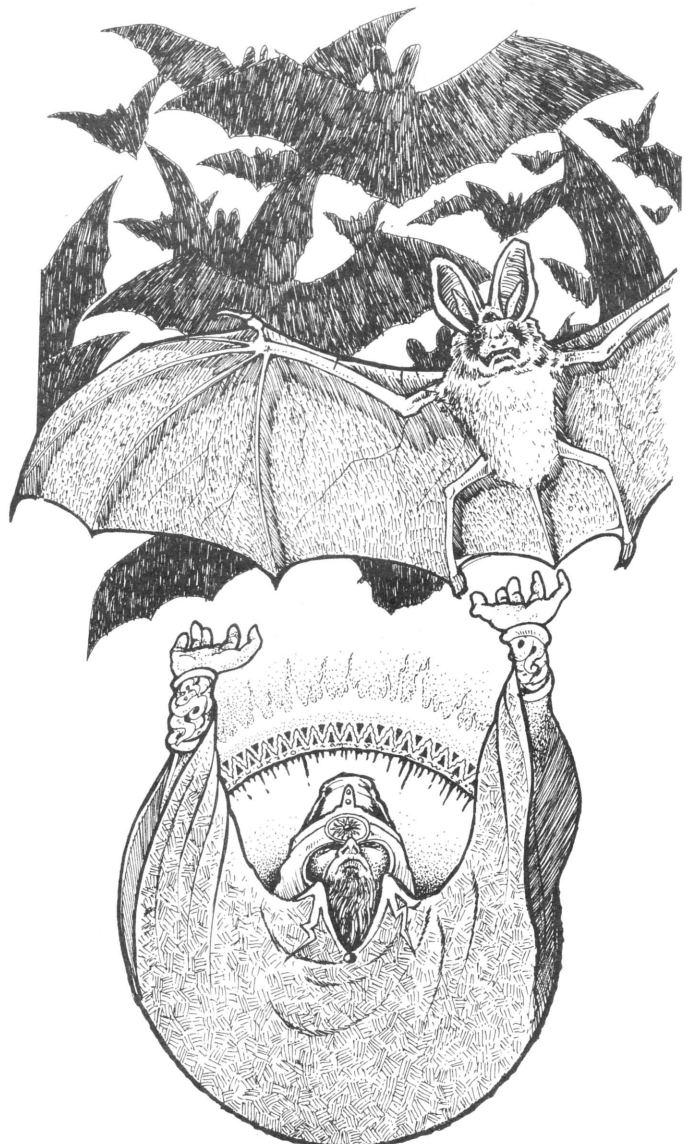
DISPELL INFESTATION - Second level spell

Time to Prepare	None
Talismans	Personal
Spell level	2
Energy	5
Time needed to rest	None

This spell may be used to destroy any and all swarms within 12" of the casting magician. The spell may only be used once per day.

SUMMON INFESTATION - Fourth level spell

Time to prepare	2 move phases
Talismans	Personal
Spell level	4
Energy	10
Time needed to rest	None



ELEMENTAL SPELLS

A Balrog has a Mastery Level of 4 and a Constitution of 10D10. He may cast the following spells.

FIRE BLAST - fourth level Elemental spell

Time to Prepare	2
Spell level	4
Energy	12
Time to Rest	0

The Balrog can use this spell to blast a hole in solid rock or ground. The range of the blast is 24", the resultant hole will be 4"x 4" and D6" deep. Anyone within 6" of the area suffers D3 Strength 2 Hits from the flames. If such a blast is directed at any flammable target it will receive 3D10 Fire Damage Points.

FLAME SHEET - fourth level Elemental spell

Time to Prepare	0
Spell Level	4
Energy	15
Time to Rest	0

The Balrog can use this spell to lay a wall of flame behind him as he moves along the ground. The spell will not work whilst flying. The flame sheet will follow the path of the Balrog exactly during his next turns movement, and lasts until his following turn. Anything within the path of the flame sheet suffers 1D6 Fire Damage Points and creatures, including Undead, suffer 1 Strength 2 Hit per model. The flame sheet is 6 meters high.

FIRE BOLT - fourth level Elemental spell

Time to prepare	0
Spell Level	4
Energy	12
Time to Rest	0

A Fire Bolt is a much more powerful version of the first level Fire Ball spell. The spell allows the Balrog to cast up to 4 Fire Bolts at a target, or different targets, at distances of up to 24". Any inflammable object hit receives 2D6 Fire Damage Points per bolt. The Bolts hit automatically, each strike causes D3 Strength 2 hits on the target.



magical items ~ random generation

The Games Master or players may find it necessary to randomly generate enchanted items. The following tables replace those given in the original Warhammer and include all of the new artifacts which have been described in this volume.

01-15	Table 1	Philtres
16-26	Table 2	Amulets
27-29	Table 3	Sceptres of Power
30-50	Table 4	Personal Talismans
51-60	Table 5	Talismans
61-70	Table 6	Magical Weapons
71-85	Table 7	Potions
86-00	Table 8	Magical Miscellany

TABLE ONE - PHILTRES

A philtre is a magical preparation consisting of ground herbs, bones or stones in a solution of liquid, usually blood or water. By selecting only appropriately sympathetic items, at similarly appropriate and sympathetic times of the day or night, a Wizard may make a philtre which will help him perform his magic. Philtres are usually contained within a glass phial, or may be enclosed in a small box or muslin bag such as is sometimes worn around the neck. Philtres are destroyed when they are used, they may be burnt, poured onto the ground or used in some other way. It takes quite a long time to make a philtre, you can generate this as 3D6 hours minus 2 hours per Mastery level of the Wizard. Wizards usually employ apprentices to perform this laborious task. Philtres have a limited shelf life - usually 3 days. Generate the initial shelf life of any philtre by rolling a D3+1 to give the number of days remaining. Generate the remaining shelf life of any philtre you find as D6-3 days, philtres with no remaining power are useless, and emit no magical power as may be detected by a Wizard's magical sense.

There are only 5 kinds of philtres. Roll a D100 to determine type

01-24	Philtre of Wetted Humours
25-48	Philtre of Fiery Humours
49-72	Philtres of Aerial Humours
73-96	Philtre of Earthen Humours
97-00	Were-Philtre

Roll a D6 to determine the nature of the container for each type

1-3	Glass Phial
4	Small Box
5	Small Bag
6	A whole plant root (Earthen)
	A whole bird claw (Aerial)
	A whale or fish bone (Wetted)
	A piece of coal (fiery)
	An animal skull (Were)

Bags and boxes contain dry items, if opened they will be seen to be of an appropriate type. For example, dry sea weed, dead frogs or fish are Wetted Humours; pepper corns, red berries or sulphurous compounds are Fiery Humours; feathers, wind blown seeds, or dead leaves are Aerial Humours; plant roots, stones, soil and the remains of underground animals are Earthen Humours. Were-philtres can be any vaguely animal remains.



TABLE TWO - AMULETS

Specific amulets may be required to cast some spells, amulets of one or more of the four Humours may be used instead of the appropriate philtres. Unlike philtres, amulets can be used time and time again. Amulets may take various forms but are mostly round. See the section on new magical items for details.

Roll a D100 to determine the type of amulet

01-50%	Amulet of a single Humour. Roll on Table 1 - Philtres - to determine type
51-65	Amulet of two Humours. Roll on Table 1 - Philtres - to determine types.
66-70	Amulet of three Humours. Roll on Table 1 - Philtres - to determine types.
71	Amulet of four Humours - see Table 1 - Philtres
72-80	Amulet of Iron
81-85	Amulet of thrice-blessed Copper
86-89	Amulet of Coal (D4-1 shots)
90-93	Amulet of Enchanted Jade
94-96	Amulet of Righteous Silver
97	Amulet of Adamantine
98-00	Were-amulet

Roll a D100 to determine the physical appearance of the amulet

01-50	Bracelet
51-75	Ring
76-90	Pendant - worn on a chain or ribbon
91-00	Torque - worn around the neck

TABLE THREE - SCEPTRES OF POWER

A sceptre of power has the appearance of a ceremonial mace, encrusted with gems and gilt. Anyone holding such a sceptre aloft will have the power to command members of the race indicated within 12". Possessing a sceptre saps the bearers Willpower at a rate of 1 point per year, characters with a Willpower of less than 5 will be unwilling to part with their sceptre of power.

Characters may be immune to the effects of the sceptre. Roll a D6 and add Willpower. If the score is 16 or more you have saved against the sceptres influence and are not effected.

Roll a D100 to determine the type of sceptre.

01-25	Domination over Orcs
26-60	Domination over goblinoids - Goblins, Hobgoblins, Goblin cross-breeds.
61-75	Domination over Ogres
76-00	Domination over Dragons



TABLE FOUR - PERSONAL TALISMANS

Every Wizard has a personal talisman - a magical aid that will help him concentrate his magical powers. This can be almost anything, but staffs, rods, wands and crystals are popular.

Roll a D100 to indicate type

01-50	Staff - a wooden or metallic staff between 4 and 6 feet in length.
51-65	Wand - a natural wooden bough or roughly hewn piece of branch between 1 and 4 feet in length.
66-80	Rod - a fashioned wooden or metallic rod between 1 and 2 feet long.
81-85	A crystal sphere - a clear or tinted glass sphere between 3" and 1' in diameter.
86-90	A gemstone of precious or semi-precious material between 1" and 3" radius.
91-93	A fashioned brooch of semi-precious material representing some arcane symbol or magical animal.
94-96	An amulet - roll on table 2 -Amulets-the artifact functions as both an amulet and personal talisman.
97-00	A magical weapon - roll on table 6 - Weapons - the artifact functions as both magical weapon and personal talisman.

There is a 5% chance of any Staff being a **Special Talismanic Staff**, with one of the following possible attributes.

Arcane Rod	20% chance
Venom Staff	20% chance
Rune Staff	30% chance
Niobes Torch	10% chance
Precious Staff	10% chance

A precious staff is made of rare metals, is gem encrusted or of great artistic beauty, such as to make it worth D6 x D6 x D100 Gold Crowns.

A venom staff can be used in combat, hits caused are **Poisonous**.

If none of the above attributes is found to be present then the GM may invent some useful or unusual minor power.

TABLE FIVE - TALISMANS

A talisman is an object which has intrinsic magical powers due to its shape or material, some are required in order to perform certain spells. Unlike other magical items, most talismans are not much use apart from being a necessary part of some spells. Any Wizard Artificer may be able to manufacture a talisman for use in a spell **not** of a level higher than his Mastery. So, for example, a 2nd level Wizard Artificer could not make a talisman for use in a 3rd or 4th level spell.

Talismans may be generated randomly using a D100

01-15	Blackwall
16-30	Crystalix
31-45	Darkstone
46-60	Crucifix
61-65	Cap of Darkness
66-75	Pure Relic
76-85	Wishbone
86-90	Kin Familiar
91-95	Silver Rune Bowl
96-00	Golden Time Glass





TABLE SEVEN - POTIONS

A potion is a magical drink which has an effect upon the drinker similar to that caused by certain spells. Potions are relatively easy to manufacture, the common ingredients may be bought for C10 from any Wizard Artificer or town Pharmacist. Alternatively common ingredients may be collected taking D3 days. Specific ingredients, which are far from common, are needed for some potions as described in the main potions rules. It takes D4 hours to make a potion followed by the casting of the appropriate spell type. A poison potion requires a Level 1 or 2 Curse.

Potions may be found in glass bottles, or flasks made of leather or metal. Generate using a D4.

1-2	Glass Bottle
3	Leather Flask
4	Metal Flask

Generate the type of Potion using a D100

01-05	Blessing
06-10	Blood Lust
11-15	Curse
16-20	Far Sight
21-25	Flight
26-30	Frog
31-35	Growth
36-40	Hammerhand
41-45	Healing
46-50	Inspiration
51-55	Invisibility
56-60	Mask
61-65	Poison
66-70	Repugnance
71-75	Rooted to the Spot
76-80	Shrink
81-85	Stone
86-90	Thunderhand
91-95	Tongues
96-00	Walk on Water

Potions may be bought from the homes of most Wizards (75% D6 random potions). It is possible that a Wizard will sell you any of his potions outright (10%) for a price which can be determined as D6+10 Gold Crowns. It is more likely that a Wizard will ask for some task to be performed instead of payment - such as collecting certain rare materials for potions. Refusing such a task could antagonise the Wizard, and he may feel inclined to place a minor curse on you.

TABLE EIGHT - MAGICAL MISCELLANY

These items are examples of works of magic which do not fit into specific categories. Many of these items are rare - and the charts have been drawn up to reflect this. Players should consult the original Warhammer Magic Book and this volume for full details, new material is marked *.

Generate using a D100

01-06	Arcane Rod
07-12	Diviner
13-17	Elberath's Leash
18-22	Elven Cloak
23-28	Enchanted Bottle*
29-30	Enchanted Rope*
31-32	Garathea's Cord
33-34	Golden Horn of Power
35-36	Grindlewood's Coffin
37-40	Hamdork's Shield of Scepticism*
41-46	Jewel of Power*
47-52	Jigri Loop
53-54	Magic Carpet*
55-57	Mirrors of Mergith*
58-59	Mirrors of Morbihan
60-67	Niobes Torch
68-71	Rathnugg's Boots*
72-73	Runedice*
74-80	Sidon's Phial
81-88	Skrying Glass
89-91	Urn-Guards
92-93	Vallariel's Cloak
94-00	Water Horn

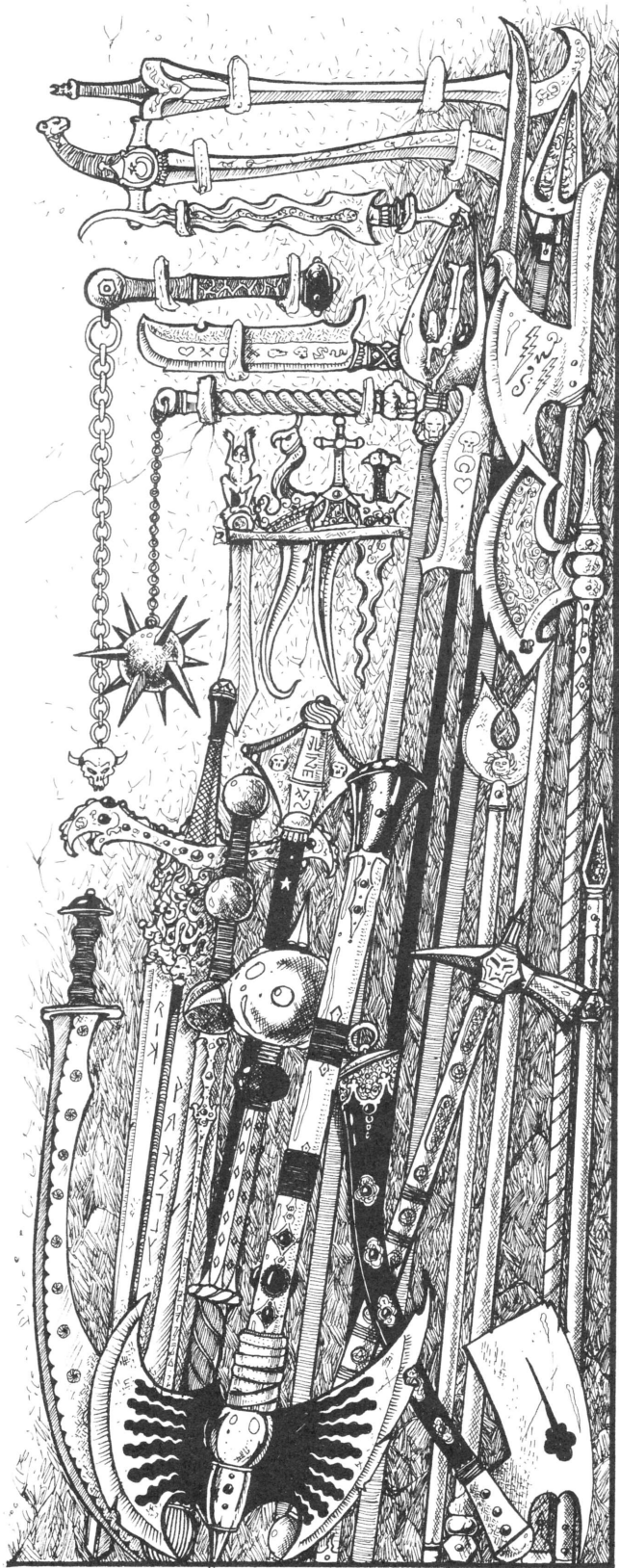
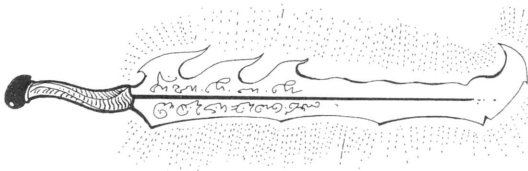


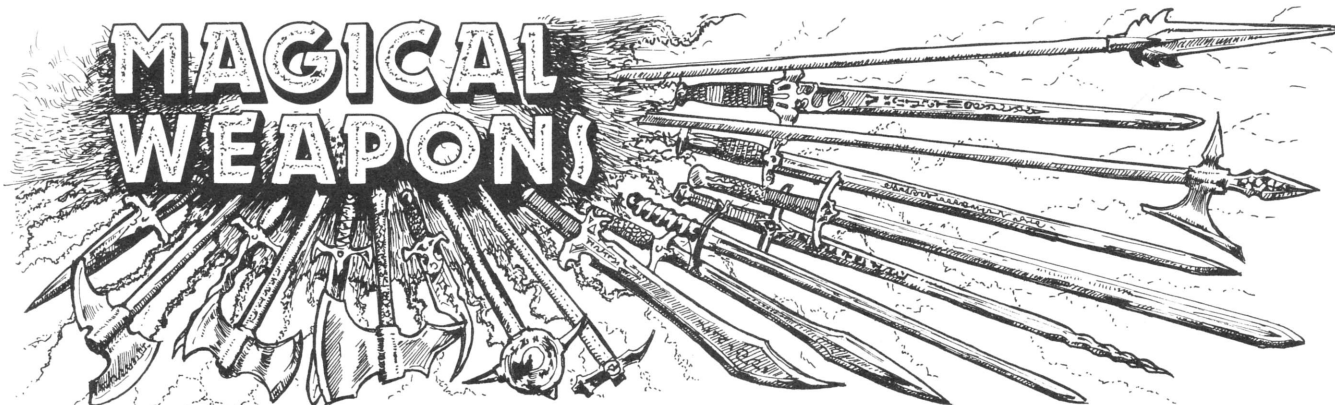
TABLE SIX - MAGICAL WEAPONS

Generate the characteristics of magical weapons using the **Enchanted Weapons** section in this volume. Magical weaponry may take the form of any of the ordinary, everyday weapon types. The Games Master may choose any sort of armament he pleases when designing magical weapons. The following chart has been prepared as a guideline.

01-05	Dagger - bladed weapon under 1 foot long
06-15	Short Sword - bladed weapon having a fairly broad blade between 1 and 2½ feet long.
16-25	Sword - a weapon with a blade between 2½ and 4 feet long with either a narrow or broad blade.
26-30	Rapier - a long, slender, edgeless sword designed for thrusting. Counts as Light Cutting Weapon.
31-35	Scimitar - a long curved sword with a single cutting edge. Counts as Light Cutting weapon.
36-40	Falchion - a cleaver like sword with a single cutting edge.
41-50	Double Handed Sword. A sword used in two hands, bearing a blade over 4 feet long. Counts as Heavy Cutting Weapon.
51-55	Short Spear - a Spear under 6' long.
56-60	Long Spear - a Spear over 6' long
61-70	Pole-arm - Halberd, Bill or similar weapon featuring a heavy blade mounted on a long pole. Counts a Heavy Cutting Weapon.
71-75	Mace - a weighted, hand held weapon
76-80	Double Handed Mace - a large mace wielded using both hands. A Heavy Crushing Weapon.
81-85	Axe - a hand held axe
86-90	Double Handed Axe - a large axe wielded using both hands. A Heavy Cutting Weapon.
91-94	Flail - a Weapon featuring a length of heavy chain, usually with a wooden handle of varying length.
95-98	Ball and Chain - a weapon similar to a flail, but with a heavy metal ball fastened to the end.
99-00	Warhammer - a weapon similar to an ordinary hammer, usually incorporating a spike to puncture armour.

Remember - weapons can often be very exotically shaped and may incorporate jewels, enamelling or engraving. Some more unusually shaped weapons are drawn here. All of them are based on actual designs, so there really is no reason why weapons such as swords should always be ordinary long swords.





Magical weapons can be forged by a high level Wizard-Artificer. The process is a long one, and involves a profound co-ordination of astral-timing and rare and valuable raw materials. Ordinary Wizards have the ability to make enchanted weapons, but lack the precise knowledge that is exclusive to the Wizard-Artificer. Attempts at construction by over-ambitious Wizards have resulted in a proliferation of poor, or unpredictable, magical weaponry. The construction of magical artifacts, and complete rules for developing the powers of the Wizard Artificer, will form part of a future Warhammer supplement.

GAMES MASTERS

Magical weapons can be randomly generated using the new system given below. This system is intended to replace the lists of special enchanted weapons given in the original Warhammer book 3. However, Games Masters are under no obligation to restrict either the types or scope of magical weapons. Feel free to invent new varieties of weapons or new characteristics - a constant flow of unique innovative rules will enliven your games and campaigns.

WEAPON ALIGNMENT

Some weapons are aligned in a similar way to characters, having dispositions given to **Evil, Chaos, Good, Neutral, Avarice** or **Hunger**. Most weapons are not aligned, however, and can be used equally well by a character of any alignment. There is a 10% chance that any weapon will have an alignment. Roll a D10 to discover which.

1-3	Good
4-5	Evil
6-7	Neutral
8	Chaos
9	Avarice
10	Hunger

WEAPON NAMES

There is a 50% chance that any weapon, and a 75% chance that any sword, will have a magical name. No one can attempt to gain mastery over the weapon without first knowing its name, anyone attempting to do so will feel a very strong mental resistance, combined with extreme physical effects such as burning fingers, violent shaking or unbearable pain. In either case they will automatically drop the weapon within 1 turn of picking it up. A weapon's name will be engraved upon it 75% of the time, although the language used may not be decipherable by all characters. A user specific weapon will have any name written in the species tongue of the particular user specific species.

Otherwise roll a D100

01-50%	Common Tongue - spoken or accessible to everybody
51-90%	Magick - spoken only by Wizards
91-00%	Either no visible inscription, illegible or of unknown tongue.

For the last category the games master can set the players clues, create anagrams, or he could have the name written elsewhere - say as part of a wall hanging or painting. An Inspiration spell will always provide the correct name. Names should imply something about the weapon itself, Brain Smiter could be a sword that increases a player's Strength, Heart Burner could be a flaming sword, and so on. Games Masters can invent their own names to try and help or confuse characters, names can take the form of riddles or esoteric references if the GM wishes. The harder you make it for the players the more valued will be the magical weapon.

WEAPON WILLPOWER

All weapons except Power Weapons have a Will Power level, in the same way as characters. Generate the Will Power level of any weapon using 2D6. There is a 10% chance of a weapon having an extra 2D6 Will Power. A character taking possession of a magical weapon for the first time must test to see if he has sufficient personal mental strength with which to master it. Abilities associated with the weapon may only be used once it has been mastered. To do this roll a D6 and add the character's Will Power. If the score is greater than the Will Power of the weapon then the character has been successful, and will be able to employ it. If the score is lower than the Will Power of the weapon then the character has failed, and will never be able to use that weapon at all. If the scores are equal the character may roll again.

ALIGNED WEAPONS AND CHARACTERS

An aligned weapon may be used by any character who has mastered it - no matter what his personal alignment. If the users alignment is the same as the weapon then all of its powers may be fully used.

If the users alignment is different to that of the weapon, then it is possible the weapon cannot be used fully effectively. A user with a Willpower level equal to, or greater than, the weapon's Willpower level may use all of the weapon's powers. In this respect he is no different from an appropriately aligned character. A user with a Willpower level lower than that of the weapon may **not** use any extra-ordinary abilities or special attack modes. He may use any other powers, including the full effect against Undead etc.

Chaos aligned weapons may actually cause their bearer to gain Chaotic Attributes. There is a 25% chance that any character who acquires a weapon will gain one attribute the **next** time he slays with it. There is a 5% chance that a character who acquires a weapon will gain one attribute **every time** he slays with it.

DETERMINING MAGICAL ABILITIES

There are four different varieties of general magical abilities. There is a percentage chance of any magical weapon having each of these abilities. Roll to determine which abilities are present. It is possible to generate a weapon which has more than one, or even all of these abilities. If you should happen to fail to generate any of these categories then the weapon will have no special attributes, but will still count as a magical weapon, and so may be used effectively against Undead types, Demons and Deities.

75% Chance	ENHANCED USER PROFILE ✓
50% Chance	SPECIAL ATTACK MODES ✓
15% Chance	EXTRA-ORDINARY ABILITIES ✗
10% Chance	RESTRICTED USE ATTACK ✗
05% Chance	SPECIAL WEAPON TYPE ✗

Having determined that a weapon has certain types of abilities, roll to find out which of the specific characteristics are present. Weapons may have any number of these, depending upon each dice roll. Roll separately for each one. If no ability has been generated by the time you have worked through the chart once then **stop**. The weapon automatically has only one ability of that type and this will be the first ability listed. For example, Initiative level gain is the first Enhanced User Profile.

All enchanted weapons have full power against Undead, Demons and Deities - even if they have no other abilities. A Wizard who touches an enchanted weapon will be able to detect the presence of magic using his magical sense ability. All enchanted weapons have certain common immunities to some magic - for example they cannot be effected by a Droop spell, or an Animate Sword spell, and automatically dispell an Aura of Invulnerability .



Enhanced User Profile

25%	Initiative Level gain -The user adds 1D10 to his Initiative Level whilst he retains possession of the weapon. There is a 10% chance of an additional plus D10 Initiative.	15%	Wound gain - The user may increase his number of Wound Points by D3-1 (min. +1). Should he lose possession of the weapon, then Wound Points already gained remain; but he will not be able to recover Wound Points past his own un-aided level . There is a 5% chance of the weapon bestowing an additional D3 Wound Points.
25%	Attack gain - The user has an extra 1 Attack during combat so long as he is using this weapon. There is 10% chance of the weapon conferring an additional D3 number of Attacks.	10%	Willpower gain - The user may increase his Will Power level by D6 points so long as he retains possession of the weapon. There is a 5% chance of an additional D6 points.
20%	Strength gain - The user adds 1 to his Strength for attacks made with this weapon. There is an extra 10% chance of such a weapon conferring an additional plus D3 Strength for all attacks.	10%	Cool gain - The user may increase his Cool level by D6 points so long as he retains possession of the weapon. There is a 5% chance of an additional D6 points.
15%	Toughness gain - The user increases his Toughness by 1 level whilst he retains possession of the weapon. There is a 5% chance of increasing Toughness by an additional D3 levels.	10%	Intelligence gain - The user may increase his Intelligence level by D6 points so long as he retains possession of the weapon. There is a 5% chance of an additional D6 points.

Special Attack Modes

10% **Flame Attack** - A sword bursts into flame when it is drawn from its sheath, other weapons acquire flaming points or blades when brandished in combat. Combat attacks are as normal. The sight of the weapon will cause **Fear** in combat opponents with a Cool level of less than 12. The weapon will cause D6 Fire damage Points per Hit on inflammable targets.

10% **Poison Attack** - Opponents wounded by this weapon must save against **Poison** or die.

5% **Degeneration Attack** - Opponents wounded by this weapon will begin to feel weak, decline, crumble and die. Roll a D6 at the beginning of each successive turn, if the score is 6 remove 1 additional Wound Point. A Cure Light Injury spell will halt the process for D6 turns. A Cure Severe Wound spell will slow down degeneration to 1 Wound Point per week, but must be recast every week. Wounds may not be recovered at all whilst the victim is under the influence of the weapon. Only a Healing Potion will effect a full cure.

5% **Freeze Attack** - When drawn from its scabbard, or brandished in combat, the weapon can be seen to sparkle with an cold, misty white fire. The sight of the weapon causes **Fear** in combat opponents with a Cool of less than 12. Wounds caused by this weapon cause extreme freezing, and death in living creatures. Victims must save against **Freezing**, they require a 6 on a D6 to survive.

5% **Warp Attack** - The weapon has the strange ability to warp in and out of existence. When drawn, or brandished in combat, the weapon can be seen to pulse: fading and becoming invisible, and then becoming visible again. The sight of such a weapon causes **Fear** amongst combat opponents with a cool of less than 12. During combat the weapon warps through shields and armour, and can re-materialise inside its horrified victim. Victims get no saving throw from armour, shields or tough skins. The weapon may strike through solid objects and magical barriers so long as the user can see his target.

5% **Sleep Attack** - The weapon has the ability to cause any single individual within 4" to fall fast asleep. The sleeper cannot be woken for 2D6 turns, no matter how hard he is shaken or how much noise is made. The ability can be manipulated by the user at will.

5% **Strength Drain** - In addition to normal damage, each hit from the weapon automatically reduces the victim's Strength level by 1. There is a 1 in 6 (6 on a D6) chance of any individual hit reducing by a further 1 level, throw for this everytime you score a hit. Once Strength reaches zero the target is dead. Strength drains receive no armour saving throw.

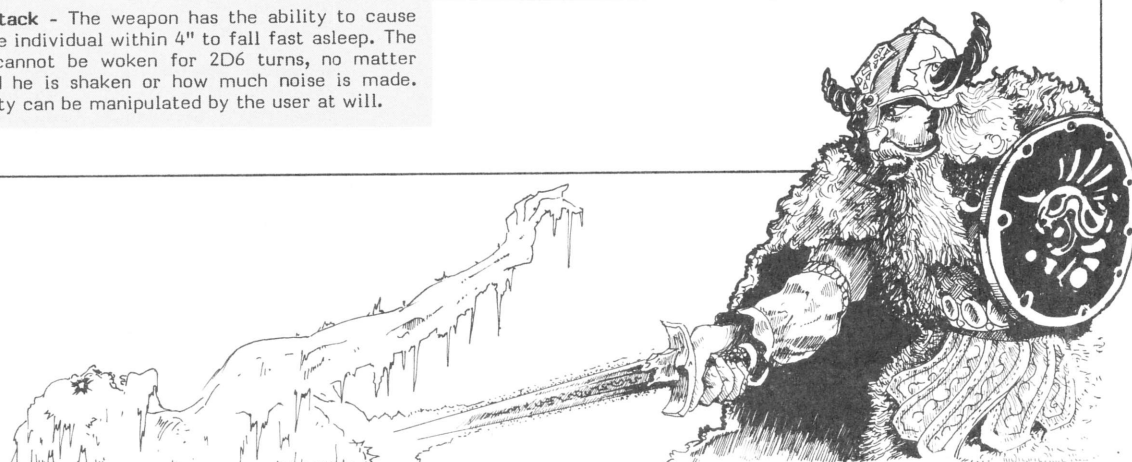
5% **Toughness Drain** - In addition to normal damage, each hit from the weapon automatically reduces the victim's Toughness level by 1. There is a 1 in 6 chance of any hit reducing by a further 1 level, throw for this everytime you score a hit. Once Toughness reaches zero the target is killed. Toughness drains receive no armour saving throw.

5% **Initiative Drain** - In addition to normal damage, each hit from the weapon automatically reduces the victim's Initiative level by D10. Models with an Initiative level of zero may not move or fight.

5% **Cool Drain** - In addition to normal damage, each hit from the weapon automatically reduces a victim's Cool level by D6 points. There is no armour saving throw for such hits.

5% **Will Power Drain** - In addition to normal damage, each hit from the weapon automatically reduces a victim's Will Power level by D6 points. There is no armour saving throw. Characters with a Will Power of above 10 still have a **Magically Resistant** saving throw, but, if they fail to save, their levels will be reduced in the same way as for anyone else.

5% **Intelligence Drain** - In addition to normal damage each hit from the weapon automatically reduces a victim's Intelligence level by D6 points. Characters whose Intelligence falls to 4 lose any magical powers. If the level falls to 2 then all but a single randomly determined Skill will be lost, the victim will forget how to read or write and suffers experience points penalties for low Intelligence. Characters whose levels fall to 1 or less become subject to Stupidity. There is no armour saving throw.



Extra-Ordinary Abilities

- | | |
|---|---|
| <p>15% Flight - An individual holding this weapon has the power of flight as if he were a winged creature.</p> <p>15% Breathe Underwater - An individual holding this weapon has the ability to breathe without air. He will not suffocate or drown if placed in a vacuum or underwater.</p> <p>15% Confusion - The weapon causes all creatures within 3" to become subject to Stupidity so long as the user retains the weapon within his grasp. The user is immune to his weapon's effect. Troops already subject to Stupidity become subject to Stupidity -1.</p> <p>10% Terror - The weapon causes Terror against all living creatures within 12", so long as the user retains it within his grasp. The user is unaffected.</p> <p>10% Dimension Permeable - The weapon has the ability to travel into different dimensions at the command of its user. The weapon will then remain invisibly ready to be brought back into the real world at its users command. During any turn the weapon's owner may declare that he is commanding the weapon to vanish in this way. To anyone watching, the weapon simply leaps from the users hand and disappears. At the beginning of any of his future turns the weapon's owner may try to recover the weapon. He only need speak a few words of command to do this, and the weapon suddenly appears, suspended within reach of its master.</p> <p>10% Resist Fire - An individual holding this weapon has the ability to withstand fire and fire based attacks. He will take no damage due to the effects of fire or burning, and cannot be harmed by fire-balls.</p> <p>5% Duplication - The owner of this weapon gains the ability to duplicate himself entirely, including all personal characteristics, but not weapons and equipment. A clone created in this way is indistinguishable from the original person. Duplicates can be used in any capacity, such as combat assistance, scouting, keeping watch etc. Clones have a full sense of personal identity and self preservation, and are no more likely to co-operate with their creators than any other character. Only 1 clone may be created at a time. If a clone is killed then the sword may be used to create another. If the original character is killed then the clone can duplicate himself if he obtains possession of the original weapon.</p> <p>5% Animated - This is similar to a level 3 Animate Sword spell. The weapon has a life of its own, and can move through the air of its own accord and fight in combat. The owner of the weapon can command it as he wishes, and it can be moved by the player at a rate of up to 6" per move. Used independently the weapon has an Initiative of 6, Weapon Skill of 6, Strength of 4 and 2 Attacks. Other magical attributes may increase this basic profile.</p> | <p>5% Invisibility - The owner of this weapon may become invisible anytime he wishes whilst he holds it.</p> <p>5% Egotistic The weapon so completely dominates other sources of enchantment that the bearer may not cast or use any magic, except for those powers of the sword itself. The bearer may still be attacked by magic and have magical spells cast upon him.</p> <p>5% Divine Frenzy - The weapon is possessed of a divine killing frenzy. In his first combat round the bearer gains plus 1 Initiative, plus 1 to his 'to hit' dice, and plus 1 to his 'to kill' dice. In his second round the bearer gains plus 2 to all of these factors, in his third combat round, plus 3, and so on for D8+2 rounds. Determine the number of rounds the weapon will gain in this way before each combat. The bearer's battle frenzy will be uncontrollable during this process of escalating fury, he will ignore all wounds that do not actually kill him, and, should he kill all enemy within normal move distance, he will turn on any friends and allies still in reach. Otherwise he must move at charge rate towards the nearest enemy. Once the frenzy wears off the bearer will pass into an ecstatic stupor for D10 turns. During this time he will only Fight Defensively if attacked, and must move at half speed towards nearest friends.</p> <p>5% Dispell Undead - The very presence of this weapon will destroy all undead within 3" - including Liches, Undead Champions and Heroes, as well as ordinary Undead types. This power can be felt by Undead creatures within 12". Undead creatures who find themselves within the 3" 'dispell' radius due to the weapon bearer's movement are given the opportunity to run away as if they had been charged.</p> <p>5% Destroy Magical Weapon - This weapon will destroy any other magical weapon in combat on the D6 score of a 6. Roll once per combat round. The weapon gains any of the magical abilities of the defeated weapon for the remainder of the lunar month - until the next full moon. If two weapons bearing this ability should meet then the highest Initiative may roll first. Simultaneous dice rolls of a 6 destroys both weapons.</p> <p>5% Magical Absorption - If a spell is cast at the bearer of this weapon then there is a 60% chance that the sword will absorb the power of the spell, rendering it useless. The power of the spell gives the weapon a plus 'to hit' and 'to kill' equal to the Mastery level of the casting Wizard. The effect of repeated spell absorptions is cumulative, the effects last until the next full moon.</p> <p>5% Mighty Strike - This bearer of this weapon may strike with 1 Strength 6 Strength Attack once during the day. The power renews itself overnight.</p> <p>5% Double Damage - Everytime this weapon scores a wound it causes 2 wounds - i.e. double damage.</p> <p>5% Talking Weapon - The weapon has the capacity to talk. Weapons of this kind can communicate knowledge about themselves and their history. If talking weapons are aligned they may attempt to deceive characters of other alignments.</p> |
|---|---|

Special Types

25% **Power Weapon** - Generate the weapon using the extensive rules given in this section for Power Weapons.

25% **Rune Weapon** - Generate the weapon using the rules given in this section for Rune Weapons.

10% **Demon Swords** - Generate the weapon using the extensive rules given in the Realm of Chaos supplement for Warhammer.

Restricted Use/Attack

Weapons with restricted use may only be owned by an individual of a certain specific creature type. Weapons with restricted attacks may only be used fully effectively against a certain creature type. If an individual of the 'wrong' creature type attempts to use one of these weapons none of the magical characteristics will work for him, including the otherwise normal Undead, Demon and Deity attacks. The weapon will just appear to be a perfectly normal and ordinary example of its kind. To a Wizard the weapon still detects as magical using his 'magical sense', even if he is of the wrong creature type.

There is a 10% chance that a creature picking up a weapon with a specific attack **against** his own species will receive a single Strength 2 Hit - as if he had been dealt a sudden blow. In addition he will lose the use of his arm, or arms if he attempts to touch the weapon with both hands, for D6 days.

Determine the nature of any restriction in the same way as for determining other general magical abilities, rolling a D100 for each in turn. If you go through the entire chart and uncover no characteristics at all, then start again and throw until one is obtained. If you determine that a weapon has characteristics which don't make sense, for example a sword which can only be used by goblins and which can only be used against goblins then the Games Master may decide to allow a re-roll; alternatively he may invent his own rules to allow for such weapons.

If a dice role indicates that a weapon is attack specific against a monster type then Games Masters may use this chart to determine specific monsters, if your games contain monsters of your own invention you can alter the charts accordingly.

01-04	CARNIVEROUS BIRDS
05-13	CHIMERAS
14-30	DRAGONS
31-32	GIANT FROGS
33-34	GIANT INSECTS
35-36	GIANT RATS
37-40	GIANT REPTILES
41-49	GRIFFON
50-58	HIPPOGRIFF
59-67	HYDRAS
68-76	MANTICORES
77-80	PEGASUS
81-82	UNICORNS
83-85	WINGED PANTHERS
86-88	WINGED SERPENTS
89-91	WOLVES
92-00	WYVERN

25% **Specific User Species** - The weapon's magical abilities may only be employed by 1 given **specific** species of creature.

25% **Specific User Group** - The weapon's magical abilities may only be employed by a **group** of creature types. If the weapon is already Specific User Species (above) then the group will be of the species type i.e. if the species is Dwarfs the group is A.

10% **Specific Attack** - The weapon's magical abilities may only be employed against a **group** of creature types.

5% **Specific Attack** - The weapon's magical abilities may only be employed against 1 given **specific species** of creatures.

5% **Specific Exemption** - The weapon's magical abilities may not be employed against 1 given **specific species** of creature.

5% **Special Loyalty** - once mastered this weapon retains a direct loyalty to its owner. It will only work for him, and may not be mastered by a new owner whilst the old one is alive.

Use the chart below to generate specific creatures. The chart indicates creatures, and also the general magical creature groups to which they belong. For example dwarfs, men, halflings and gnomes all belong to group 'A', and a weapon which may be employed by group 'A' creatures may be used by all of these types.

Random Creature Gen.		Group
01-15	Men	A
16-20	Dwarfs	A
21-23	Halflings	A
24-25	Gnomes	A
26-30	Elves	B
31-32	Orcs	C
33-34	Goblins	C
35-36	Hobgoblins	C
37-38	Ogres	D
39-40	Giants	D
41-43	Trolls	D
44-45	Treemen	D

Random Creature Gen		Group
46-47	Lizardmen	E
48-49	Menfish	E
50-52	Slann	E
53-55	Minotaur	F
56-57	Lesser Demon	F
58-60	Great Demon	F
61-62	Balrog	F
63-64	Harpy	F
65-70	Werecreature	G
71-72	Centaur	H
73-80	Monsters*	H
81-00	Undead	J

The category for monsters includes all of those given as such in the original Warhammer book 1 excluding any mentioned separately, e.g. Centaur, Treeman and Harpy. Monsters cannot actually use a weapon because they either lack hands or are too stupid. Accordingly a weapon cannot be monster user specific, in the event of generating monsters as weapon users re-roll on the chart above to create another user type.

POWER WEAPONS

The Old Slann artificers who left the Arcane Rods on the earth left another strange legacy, the Power Weapons. These too are made entirely of a deep black, indestructable substance, and usually (80% of the time) take the form of swords. Axes, hammers and various very exotically shaped weapons have also been found.

Like the Arcane Rod, the Power Weapon is also a sort of storage device for magical power. The difference lies in the Power Weapon having integral, self-renewing power of its own.

A Power Weapon has a Power level of $D6 \times D6$

A Character who takes up a Power Weapon of a Power level lower than his own Will Power plus number of Wounds is known as the weapon's MASTER.

A Character who takes up a Power Weapon of a Power level higher than his own Will Power plus number of Wounds is known as the weapon's SLAVE.

A Master may use up the integral Power of the weapon first (this is self regenerating like a Wizard's Constitution) and may then go on to fuel it, using his own Will Power and also Constitution if he is a Wizard. These are renewed daily, as normal with a Wizard's Constitution.

A Slave may fuel the Power Weapon only by using points from his own Will Power, and he does this in a dangerously compulsive manner.

A Power Weapon has three abilities

1. **BLAST OF POWER.** This is a direct magical assault, functioning rather like an attack spell. The blast is invested with a certain number of points - this is the Strength of the blow caused on the target. If used against a Wizard, the blast must be Enhanced with further points. A magically resistant target attempting to save against magic will count the mastery level of the attack as being the number of Power points remaining in the weapon after the blast has been unleashed. Range of the blast is 15".
2. **POWER BLOW** This is a magically enhanced combat blow. The number of points invested in the blow gives the strength of the attack and also subtracts from the targets saving throw.
3. **POWER UNLEASHED.** This utilises any Power levels remaining in the weapon, can only be used by Masters, and causes a great blast of Power. The blast effects a circular area of radius equal to half the power invested, and causes 1 Strength 1 hit on all creatures in the area for each point invested, the Master is unharmed. The entire Power remaining in the Weapon must be unleashed at once.

A SLAVE of the Weapon uses his own Will Power only to fuel BLAST and BLOWS, the weapon's Power Level remaining intact at all times as the Slave's Will Power diminishes.

Handling and using the Weapon has an intense euphoric effect on the Slave; which becomes compulsive and addictive. He will never give the weapon up, and would kill his friends rather than surrender it to them.

The Slave must use at least D6 points of his Will Power each move that he is within striking distance of an enemy or potential enemy, he may also use more if he wishes.

Once his Will Power reaches zero he will pass out and remain comatose for $D6 \times 10$ turns.

On recovery the Slave will have lost one point of Will Power permanently, and the weapon will have correspondingly gained a Power Level.

Eventually the Slave will possess no Will Power at all, then a Very Strange Thing will occur:-

The Old Slann artificers were great builders of arcane machinery in obscure places, vast and mysterious devices of untellable function governing the fates of worlds and races.

Millenia ago the artificers realised that their time would soon be over, but still they wished to see their work continue. They built the Power Weapons as simple gee-gaws to attract the primitives that were to follow them, but in each killing toy they imprinted deeply the task they required of their distant Slave.



These tasks are almost exclusively functions of routine maintenance, switch pulling and lever throwing.

The Will-Powerless Slave will travel to a place where the artificers machinery lies concealed, often deep under the earth, sometimes through oddly-situated dimensional gates. He will know exactly how to enter these places, and what is required of him once he is there.

Tales tell of mummified guardians, weird artifacts of immense potency and revelations that might turn a mortal insane.

Once the task is complete, the Slave will have his Will Power restored to him, with the addition of enough points to make him his Weapon's Master. The New Master will also know many things he did not before: a Wizard might know a spell previously unheard of in the world, a Warrior might find his Weapon has some new previously unrevealed ability. It is said that when two New Masters meet, knowing glances are exchanged and particular matters may be discussed. In far Chrystol, the Cult of the New Masters ever grows in strength.



The power of a Runeweapon derives from the magical runes enscribed upon it. A wizard may choose to enscribe one such rune three times instead of gaining a spell. The actual Rune occupies an area of roughly 2"x 2" on both sides of the blade or weapon head, which restricts the number of runes which may be enscribed onto any particular weapon. Runes may also be enscribed on armour, and Wizards may enscribe runes onto their personal talismans. An active rune glows dimly with a golden light - runes are only effective when they are active.

TYPES OF RUNES

Spell Runes

These function exactly as the particular spell described, on use the rune will dim, and will not become active again for D10 turns, unless recharged by a wizard using the same spell.

Protection Runes

Each active protection rune gives a 1 in 6 chance of protecting its bearer from magical attack. Thus if a fighter has 3 active protection runes on his sword or armour, he is saved from magical attack on the score of a 4,5,6 on a D6.

Armour Rune

These simply add 1 to all combat and missile Saving Throws. When the rune causes a blow that would otherwise have struck to be deflected, it will dim for 24 hours.

Cutting and Smashing Runes

These subtract 1 from an opponents Saving Throw, if this causes a hit that would not otherwise have been scored, a rune dims for 24 hours.

Rune of Swiftess

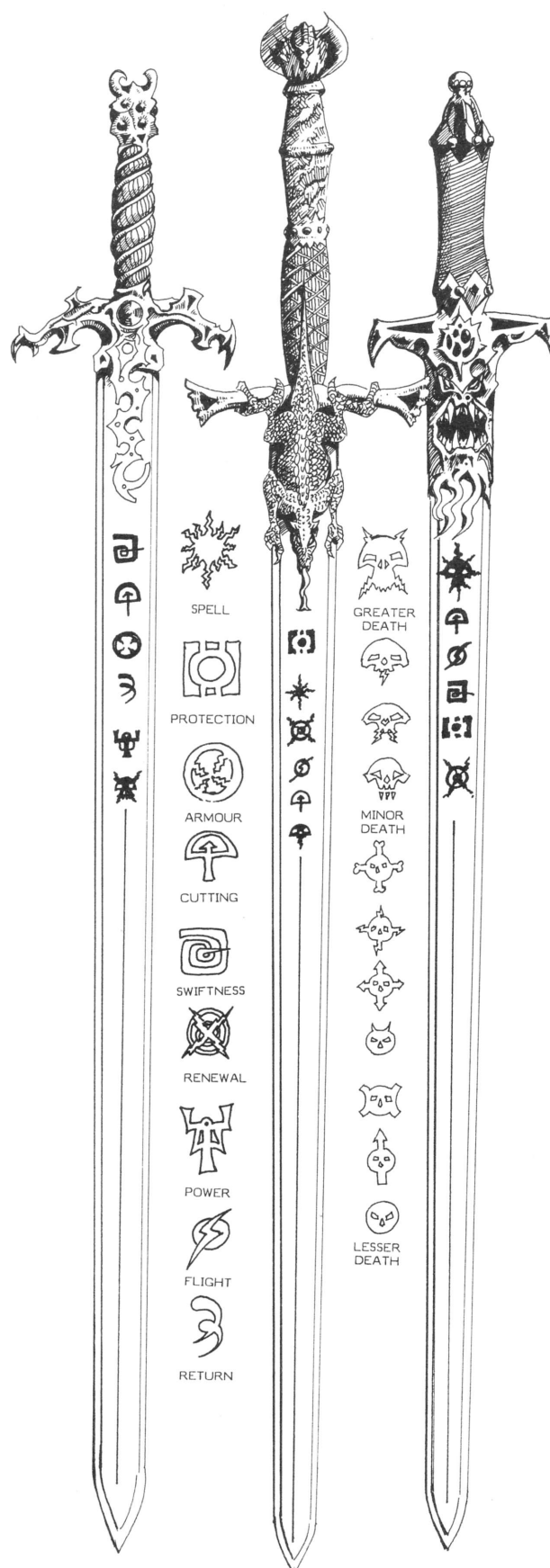
These add 1 to Initiative, and 1 to all scores 'To Hit', if this causes a hit that would not otherwise have been scored, a rune dims for 24 hours.

Rune of Renewal

This is a particularly important rune, it carries the energy to repower any rune on the same weapon that has dimmed. This drains the rune of renewal itself, which recharges after 24 hours, or when a weapon it is inscribed upon is used to kill an intelligent creature.

Power Runes

The Power Rune is rare: it can only be enscribed by a creature of great power. It causes the weapon which bears it to function as a power weapon. Power Runes do not dim through use.



Rune of Flight

Enscribed on an axe or hammer, this rune causes it to always hit its target when thrown, dms after use.

Rune of Return

Causes a thrown axe or hammer to return immediately to the hand of its thrower, dms after use.

Death Runes

1. The Great Death Rune - this rune may only be enscribed by a God, any creature hit by the weapon dies.
2. The Lesser Death Rune - Lesser Death Runes are not as rare, they relate to a particular type of being, which will die if struck. Throw a D10 to determine type:-
 1. All Goblinoids - Goblins, Kobolds, Orcs, Hobgoblins etc
 2. Slays all four-footed mammals
 3. Slays Men
 4. Slays Dwarfs
 5. Elfs
 6. Dragons
 7. All other Reptiles
 8. Slays all those that bear the mark of Chaos
 9. Magicians
 10. Slays those that do not bear the mark of Chaos
3. The Minor Death Rune - these are more common, they slay just one species of creature. Generate the species randomly, you can use the chart in the Restricted Use/Attack table if you wish.



RANDOM DETERMINATION OF RUNES

The number of Runes = D6 x (D6-1) but cannot exceed the maximum specified for weapon type. 50% of found Runeweapons will be dormant.

SPELL	SWORD or HALBERD	AXE or HAMMER	ARMOUR or SHIELD	RUNESTAFF
SPELL	01-16	01-07	01-13	01-60
PROTECTION	17-32	08-14	14-50	61-80
ARMOUR	-	-	51-90	-
CUTTING	33-50	15-23	-	-
SWIFTNESS	51-66	24-30	-	-
RENEWAL	67-82	31-37	91-00	81-00
POWER	83-87	38-42	-	-
FLIGHT	-	43-62	-	-
RETURN	-	63-82	-	-
GREAT DEATH	88-90	83-85	-	-
MINOR DEATH	91-95	86-94	-	-
LESSER DEATH	96-00	95-00	-	-

DORMANT RUNES

If a Runeweapon remains unused, its runes may become inactive. The weapon will be identified as a Runeweapon by any Wizard who handles it, but the runes will not become visible and active until the weapon is used to kill in the heat of battle, or a Wizard chooses to activate it instead of gaining a new spell.

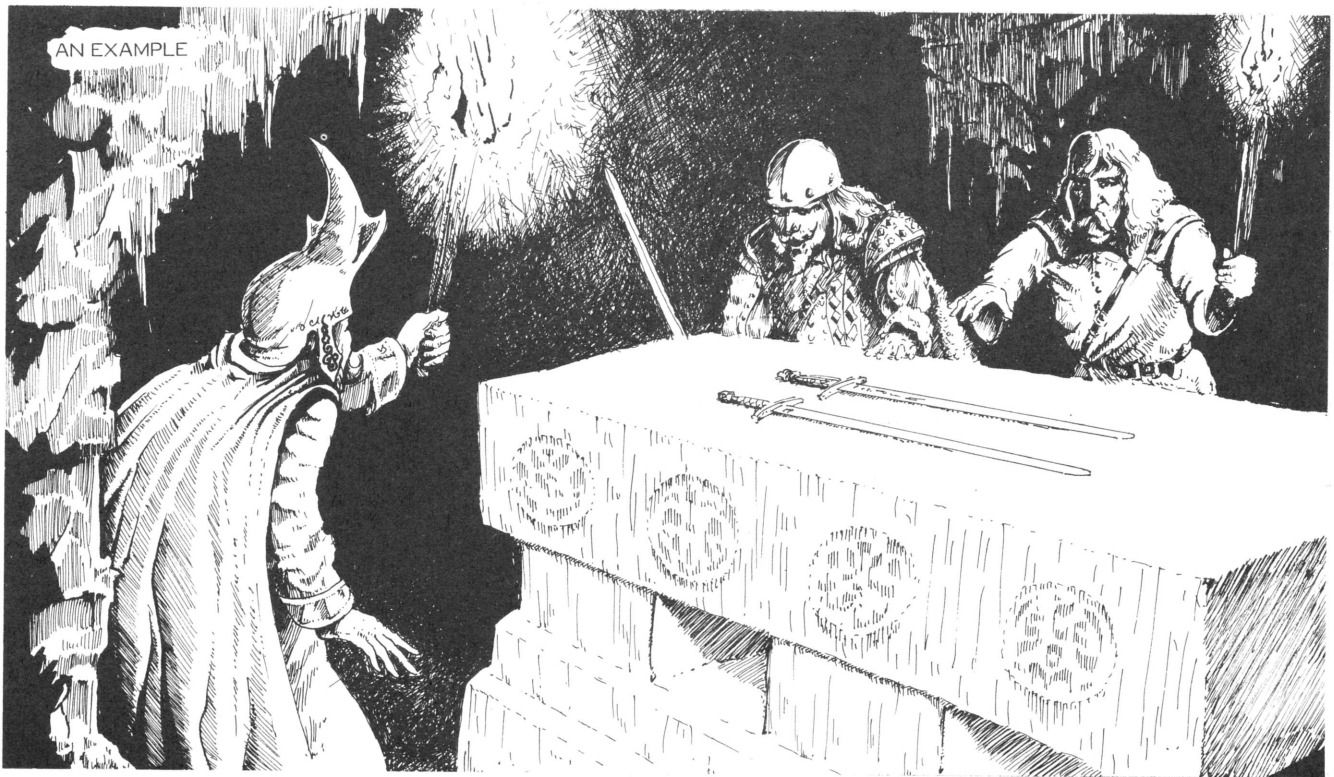
WEAPON TYPES	NUMBERS OF RUNES THAT MAY BE ENSCRIBED	
Armour	100	01-05
Shield	50	06-10
Sword	15	11-50
Greatswords	25	51-65
Shortsword	10	66-70
Axe	10	71-80
Hammer	15	81-95
Halberd	20	96-98
Armlet/Bracelet	3	99
Gauntlet	4	00
Rune Staff	10	-

MAGIC WEAPONS POINTS VALUES

Magical weapons, and magical items in general are of greater value when employed by powerful characters. Accordingly it is very hard to put a fixed points cost on such things. However, if you are intending to fight massed battles, and you wish to use weapons created from these charts, then you will need some sort of points values just to keep things under control. Throw randomly for each weapon, and then having discovered which attributes are present apply the following costs.

Enhanced user profile	50 points each
Special Attack modes	75 points each
Extra-ordinary Abilities	100 points each
Special Types	
Power Weapons	250 points
Rune Weapons	50 points per Rune except the Great Death Rune is 500 points
Restricted Use	Confers no real advantage and so costs nothing

This list is only suggested - Games Masters should use their common sense in this as in all things. These costs may seem expensive, but then magic weapons are pretty good. A weapon with none of these abilities, but which has the usual full effect against Undead etc, costs 25 points.



A group of characters have uncovered a long forgotten temple building surrounded by dense forests. Upon reaching an inner chamber they discover a long obsidian altar, on top of which are laid two ancient, but untarnished, weapons. One of the characters is a Wizard, and he uses his magical sense to reveal that both weapons are enchanted. The Games Master has already rolled to determine the nature of these weapons, and these were the results.

First Sword

Name - Dulmaker - engraved in Common
 Unaligned
 Willpower 7
 Enhanced User Profile:
 Willpower Gain +4 points
 Special Attack Mode:
 Intelligence Drain D6 points per hit

Second Sword

Name - none
 Aligned - Good
 Willpower 10
 Enhanced User Profile:
 Initiative Level Gain: +10 points
 Restricted Use/Attack
 Specific user - group A
 Special Loyalty

The first sword is picked up by Albran the Thief - Willpower 8. The GM still pretends to roll for mastery, even though the result is not in doubt; the player isn't told either the weapon alignment or Willpower level. The second sword is taken up by Red Ebrek, also a thief, alignment Neutral. He only has a Willpower of 8, but rolls a 3 when he picks up the sword, so he has mastery over it. Unfortunately the sword is aligned to good, and has already begun to work its goodly influence upon the wiley thief.

That night the adventurers camp within the retaining wall of an ancient earthwork. Each lies upon his bed of sack and straw, silently watching the whirling stars, the fireflies and the crouching watchman Red Ebrek.

'Hey Albi', says the voice in the darkness, 'Yunno all this killin' un Robbin un such. ...it just don't seem right. Reckon when you think about it we dun some pretty bad things.'





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