

WARHAMMER

THE MASS COMBAT FANTASY ROLE-PLAYING GAME

Vol 2: MAGIC

by Bryan Ansell, Richard Halliwell and Richard Priestly

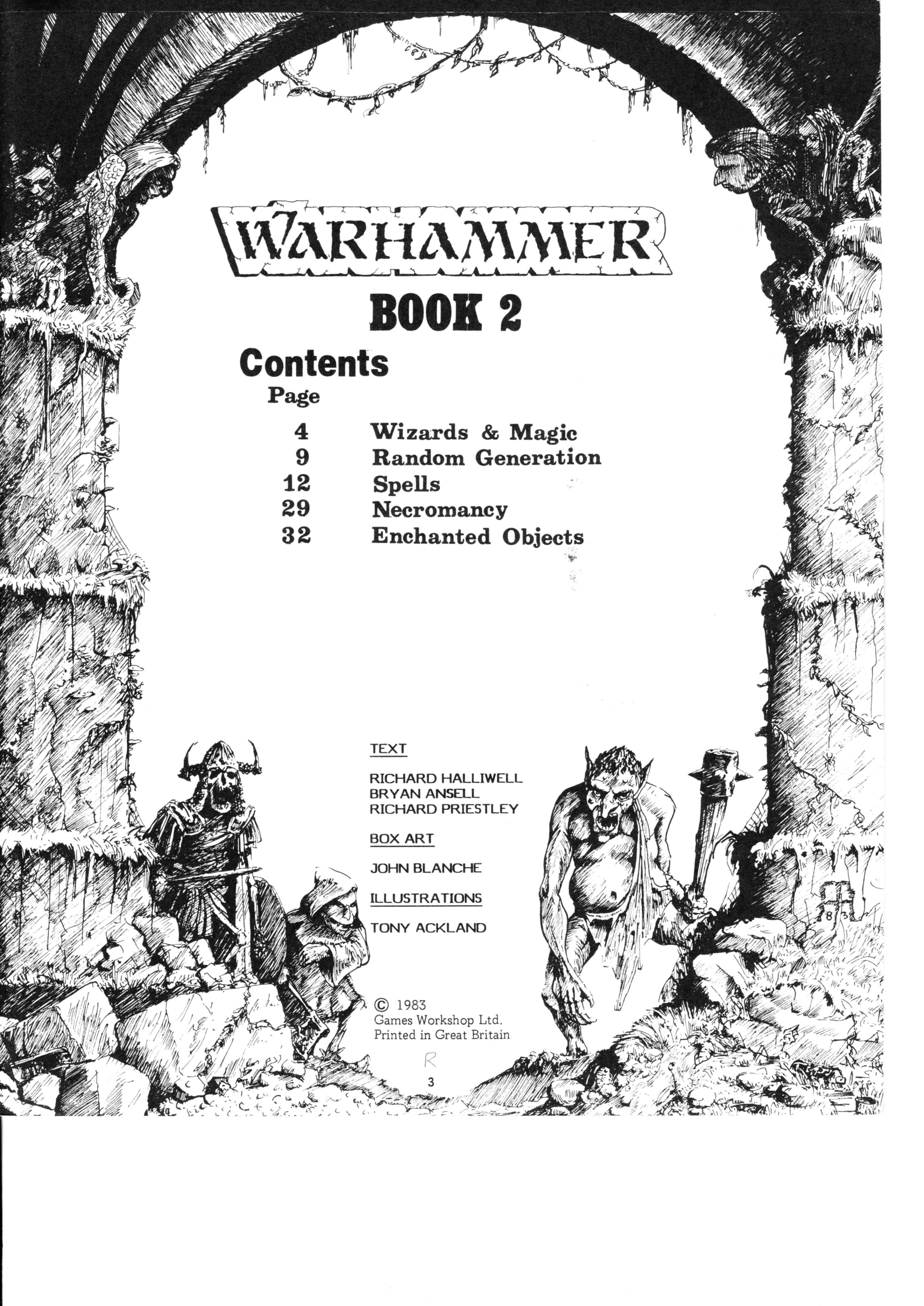


COMPLETE
MAGIC
SYSTEM

SPELLS

WIZARDS

CITADEL MINIATURES



WARHAMMER

BOOK 2

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TEXT

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Wizards & Magic

Magical Ability is represented by three characteristics, these are:-

MASTERY
CONSTITUTION
LIFE ENERGY

MASTERY

This is the Wizard's ability to control Magicial forces - a compound of his experience and skill. Mastery is represented by a number of from 1 upwards. Mastery Levels correspond roughly with titles the Wizard may care to assume.

Mastery Level	Title
1	Novice/Initiate
2	Acolyte
3	Adept
4	Magician/Mage

Higher Levels are often just referred to as Magicians or Mages. Wizards are often associated with specific 'cults' and may assume their own titles of rank within those schools - for instance Grand Master, Ipsissimus, Magister etc. Some titles are not associated with power but with tasks performed during certain magical rites -for instance Scribes and Wizard-Artificers.

CONSTITUTION

This is best described as magical stamina. The Wizard's Constitution will determine how much Magic he can perform before becoming exhausted and unable to continue. This is also represented by a number of from 1 upwards. Wizards may recover Constitution points at the rate of 1 per Mastery Level per hour, two if sleeping. They may not recover Constitution points during the course of a normal battle.

LIFE ENERGY

Every being has a large but finite amount of Life Energy. Life Energy is normally only lost slowly, over the number of years that constitute a normal lifetime. Wizards lose a little Life Energy each time they cast spells - thus they may be in danger of losing all their Life Energy, becoming prematurely aged, and eventually dying.

Life Energy becomes important only in long term role-playing campaigns, for this reason it is dealt with in detail in the section on Characters rather than here. During the course of a single battle it is convenient to ignore the effects of Life Energy.

CASTING SPELLS

Wizards may cast spells in the **Magic Phase** of any **active player** turn. As the Magic Phase comes after the movement phase it is possible to count prior movement phases of that turn towards resting and preparing for spells.

In the Compendium of Spells that follows each spell is categorised by six factors which are:-

TIME TO PREPARE
TALISMANS
SPELL LEVEL
ENERGY
TIME TO REST
REMARKS

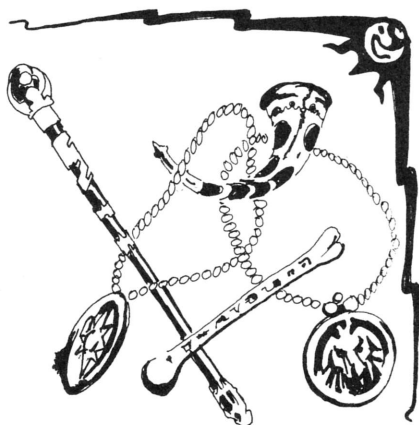
In addition there is a short description of the effects of the spells. Each of these categories refers to the method and results of casting that particular spell.

TIME TO PREPARE

The Wizard must spend the indicated number of consecutive movement phases stationary. He may only count his **active player** movement phases - not those of his opponent. He must remain inactive during this period - may not speak other than is demanded by the conjuration, and may not shoot or engage in hand-to-hand combat.

TALISMANS

Some spells require the provision of a special charm - such a charm is called a Talisman. Talismans are rare and valued magical possessions. The following Talismans are mentioned specifically in these rules. For a description of each see the section on Magical and Enchanted Objects.



Personal - eg Staff or Wand
Silver Rune Bowl
Philtres of Fiery Humours
Philtres of Wetted Humours
Philtres of Earthen Humours
Philtres of Aerial Humours
Amulets of Thrice Blessed Copper
Amulets of Enchanted Jade
Amulets of Adamantine
Skrying Glass
Were-Scalp/Philtre or Amulet
Pure Relic
Cap of Darkness
Wish Bone
Kin Familiar
Golden Time Glass
Golden Horn of Power

Philtres are glass phials containing a magically prepared potion. Many spells require the use of a philtre - philtres may only be used once.

SPELL LEVEL

This is a number of from 1 upwards which corresponds to the Mastery Level of Wizards. The higher the Level the harder a spell is to learn and cast. A Wizard may not, normally, learn or use a spell whose Spell Level is higher than his Mastery Level. Exceptions to this are provided by special Talismans and Charmed Objects.

ENERGY

This represents the tiring effect of the spell on the Wizard. The number indicated is deducted from the Wizard's Constitution and Life Energy Levels every time the spell is used.

TIME TO REST

This indicates the number of movement phases that the Wizard must rest after using the spell. He must remain stationary during this time, he may defend himself if attacked but may not initiate combat or start new Magic. Rest periods are counted as **own player** movement phases only - as for Time To Prepare.

REMARKS

This consists of textual information about the spell, or any special points of interest.

INNATE MAGICAL ABILITIES

This section covers the interactions between a Wizard and other Wizards or Magic. All the abilities outlined are inherent to every Wizard regardless of Mastery Level.

1. Magical Sense

A Wizard touching an object which is in some way charmed or effected by magic will be able to sense this. He will only be aware that some magic has been placed on the object he will not be aware of the purpose or function of it.

2. Trance Of Magical Awareness

In any Magic Phase a Wizard will be able to enter a Trance of Magical Awareness. He expends 1 Constitution Point for each move spent in this state. He will then be able to sense:-

Any magic that is being used against him - such as a Suggestion spell

The rough direction of all other Wizards within 48".

This trance does not inhibit the Wizard's ability to move, fight or perform other magic.

3. Magical Attacks

A Wizard may, during his Magic phase, attack other Wizards using Fire Balls or other spells as normal. However, because a Wizard target is likely to Anniliate any such attack (see below) the attacking Wizard may choose to **enhance** his own magical attack. This makes it more difficult to annihilate.

To do this the Wizard simply adds as many Energy Points to the spell as he likes. For example a normal Fire Ball is 2 per bolt - this could be increased to 3 or 4 per bolt if the Wizard wished. The spell has no more effect, however.

4. Annihilating Attacks

If a Wizard has a spell cast against him he may **Annihilate** it. Such a defence is a reflex, and is attempted as the attack occurs. The Wizard states the amount of Energy Points he wishes to expend in his defence. This is deducted from his present level. If the number of Energy Points in defence is equal to half or more of those used in attack then the spell is annihilated and has no effect.

Players should write down the number of points they wish to enhance spells and annihilate attacks. The player attempting to annihilate the attack must then guess how much he will need to succeed.

THE FUMBLE FACTOR

Normally, when a Wizard casts a spell he can be sure that it will work correctly. However, when a Wizard is attempting a spell he has just learned, when a Wizard is attempting a spell of higher Level than his Mastery Level, or when the Wizard is wounded there is a chance of something going (badly) wrong. Each time any of these situation arises roll 2 D6 before the spell is cast. Modify as follows.

- +4 Each Wound suffered by the Wizard.
- +4 If this is the first time the spell has been cast successfully in a real combat situation.
- +2 If the Spell Level is 1 higher than the Wizard's Mastery Level
- +3 If the Spell Level is 2 higher than the Wizard's Mastery Level
- +4 If the Spell Level is 3 higher than the Wizard's Mastery Level.

If the total score is 13 or more then the spell has gone wrong (ho ho). The Gamesmaster must now take over - interpreting results as outlined below. Roll a D6.

- | | | | | | | | |
|-----|---|-----|--------------------|-----|-------------------|-----|----------------|
| 1-2 | The Spell effects the wrong person. Roll again to see who. | | | | | | |
| | <table border="0"><tr><td>1-3</td><td>The Wizard himself</td></tr><tr><td>4-5</td><td>An ally or friend</td></tr><tr><td>6</td><td>Some other foe</td></tr></table> | 1-3 | The Wizard himself | 4-5 | An ally or friend | 6 | Some other foe |
| 1-3 | The Wizard himself | | | | | | |
| 4-5 | An ally or friend | | | | | | |
| 6 | Some other foe | | | | | | |
| | Determine who exactly is hit randomly. | | | | | | |
| 3 | The Spell has had the opposite effect to that intended. So, for example, Blessing counts as Curse, Blood Lust causes the subject to become pliant and passive. | | | | | | |
| 4 | The Wizard has cast some completely different spell. Roll again | | | | | | |
| | <table border="0"><tr><td>1-2</td><td>Lower Level</td></tr><tr><td>3-4</td><td>Same Level</td></tr><tr><td>5-6</td><td>Higher Level</td></tr></table> | 1-2 | Lower Level | 3-4 | Same Level | 5-6 | Higher Level |
| 1-2 | Lower Level | | | | | | |
| 3-4 | Same Level | | | | | | |
| 5-6 | Higher Level | | | | | | |
| | Then use the 'Random Generation' section to select the spell. | | | | | | |
| 5-6 | The spell has no effect at all. | | | | | | |

If the Gamesmaster rolls a result which cannot be used for a particular situation - it is, for example, difficult to think of an opposite result for the 'Mystic Mist' spell - he should roll again.

Ideally both the initial roll to see if the spell goes wrong and subsequent rolls to determine results should be made secretly by the Gamesmaster. Where appropriate the Wizard should be kept in ignorance -this is particularly amusing when, for example, the Wizard thinks he has made himself invisible and is casually strolling past a huge and angry Dragon who can see him as plain as day.

WIZARDS AND CHARACTERS

The full rules for the advancement of Wizards as characters are given in the **Characters** book of **Warhammer**. Here it is necessary to explain the theory behind them.

The use of magic is a combination of skill and knowledge. Each spell represents the use of several aspects of Magic. As the Wizard gains more practice, and with it skill, he will be able to attempt progressively more difficult spells. Thus the Wizard may, as he gains experience, learn new spells and eventually rise in Mastery Level.

The Wizard may not normally learn spells with a Spell Level greater than his mastery Level. However, occasionally books or Talismans will be encountered which offer simple methods of approaching high level spells. It is through such items, and only through such items, that Wizards may learn spells of levels higher than their Mastery.

Players will perhaps be familiar with the need of Necromancers to control Undead types such as Skeletons. A Necromancer is a specialised form of Wizard and there are others - Elementarists for example. To become a specialist of any kind the Wizard must first master the fundamental principles of the magic. This is accomplished by the Wizard forfeiting the learning of 1 spell. Thereafter he may, whenever the opportunity permits, learn spells within the speciality. He must, however, learn a spell of each Level - starting with the lowest. Further supplements to **Warhammer** will cover specialist magic in detail.



Random Generation

A particular scenario or encounter may call for a magical character to be used. If the character has not been prepared beforehand then this system can be used to quickly generate such a character.

1.DETERMINE MASTERY LEVEL

Roll a D10

1-4	1
5-7	2
8-9	3
0	4

2.DETERMINE CONSTITUTION

Roll 2D4. Multiply by the Wizards Mastery Level and +4.

3.DETERMINE SPECIALITY

Roll a D6

1-4	No
5-6	Yes

If yes then roll to determine which randomly. At least one third of the Wizard's spells will be associated with that speciality.

4.DETERMINE NUMBER OF SPELLS AVAILABLE

Roll a D4 for the number of spells available at the Wizard's Mastery Level.

Roll 2D4 for the number of spells available at each level lower.

5.DETERMINE PERSONAL AND FIGHTING CHARACTERISTICS

Generate these characteristics as for normal characters using the method laid down in Book 3. Increase all personal characteristics, Initiative and Weaponskill by one grade per Level of Mastery. Increase the number of Wounds to equal the Wizards Mastery level.



6.DETERMINE SPELLS

Generate spells randomly using the following chart. Roll D100, if you roll the same spell twice roll again. Wizards will automatically have the necessary Talismans to perform each spell once.

LEVEL 1 SPELLS

Dice	Spell	Number
1-4	Alarm	1
5-10	Blessing	2
11-18	Bless Sword	3
19-22	Cure Light Injury	4
23-24	Curse	5
25-30	Detect Hidden Doors	6
31-32	Detect Life	7
33-34	Detect Object	8
35-36	Far Sight	9
37-50	Fire Ball	10
51-55	Flight	11
56-60	Gift of Tongues	12
61-68	Lock	13
69-75	Magic Light	14
76-80	Hammerhand	15
81-95	Aura Of Mighty Resistance	16
96-00	Wind Blast	17

LEVEL 2 SPELLS

1-4	Aura Of Fearsome Aspect	1
5-10	Aura Of Protection	2
11-18	Aura of Steadfastness	3
19-23	Bloodlust	4
24-33	Cure Severe Wound	5
34-38	Curse Of Repugnance	6
39-43	Droop	7
44-47	Estha's Fountain	8
48-63	Hold Door	9
64-75	Lightning Bolt	10
76-80	Mystic mist	11
81-85	Rooted to the Spot	12
86-89	Skirrik's Pentagram	13
90-94	Smash Door	14
95-96	Telepathy	15
97-98	Thunderhand	16
99-00	Turn To Frog	17



LEVEL 3 SPELLS

Dice	Spell	Number
1-6	Aura Of Command	1
7-14	Aura Of Invulnerability	2
15-20	Animate Sword	3
21-35	Banish Undead	4
36-39	Inspiration	5
40-43	Invisibility	6
44-48	Magic Bridge	7
49-54	Mask Shape	8
55-59	Pentangle Pillar Of Light	9
60-65	Shrink	10
66-75	Slam Doors	11
76-79	Summon Demons	12
80-85	Summon Djinn	13
86-89	Turn Someone To Frog	14
90-96	Turn Someone to Stone	15
97-00	Walk On Water	16

LEVEL 4 SPELLS

1-18	Blast	1
19-36	Hurricane	2
37-52	Manipulate Time	3
53-65	Mind Control	4
66-79	Summon Balrog	5
80-00	Wall Shaker	6

NECROMANCY SPELLS LEVEL 1

01-50	Raise Recent Dead	1
51-75	Hold Undead	2
76-00	Command Undead	3

NECROMANCY SPELLS LEVEL 2

01-50	Raise Dead	1
51-00	Banish Undead	2

NECROMANCY SPELLS LEVEL 3

01-50	Raise Zombie	1
51-00	Summon Undead	2

NECROMANCY SPELLS LEVEL 4

01-50	Restore Life	1
51-00	Steal Life Energy	2



Spells

SPELLS 1

This is the list of Level 1 Spells. Magic from this list may be performed by any Mastery Level 1 or higher Level Wizard who has learnt the spell.

1.ALARM

Time to Prepare	none
Talismans	none
Spell Level	1
Energy	1
Time to Rest	none
Remarks:-	

The Wizard touches any stationary point he chooses - a door or rock for instance. If any creature passes within 4 meters of this point (2") the casting Wizard will experience a cold shiver down his back - one shiver per creature. The spell works no matter how far away the Wizard is. The effect lasts for upto 1 month.

2.BLESSING

Time to Prepare	1
Talismans	Personal
Spell Level	1
Energy	4
Time to Rest	none
Remarks:-	

This spell may only be cast by the Wizard on someone else. The umpire secretly rolls a D4+1. This is the number of turns the spell will last. The blessed fighter receives an extra 3,4,5,6 D6 saving throw against any non-magical missile or combat kill. This spell may only be cast during daylight hours, once per day. It requires that the Wizard touches the person to be blessed.

3.BLESS SWORD

Time to prepare	none
Talismans	none
Spell Level	1
Energy	3
Time to Rest	none
Remarks:-	

The Wizard may bless 1 weapon so that it becomes a 'blessed blade'. Blessed blades are not magical weapons as such but count full value against Undead types. The blessing process takes 1D6 **active player** turns. The Wizard must touch the weapon as part of the spell.

4.CURE LIGHT INJURY

Time to Prepare	none
Talismans	none
Spell Level	1
Energy	3
Time to Rest	none
Remarks:-	

The Wizard passes his hands over the effected area and the Injury disappears. The Wizard may cure 1 Wound per Mastery Level. This spell may only be cast once per day.

5.CURSE

Time to Prepare	none
Talismans	A Silver Rune Bowl
Spell Level	1
Energy	1
Time to Rest	none
Remarks:-	

The Wizard may put any of the following curses on any individual he can see within 12".

Warts
Outrageous accent
Green or mottled Nose
Baldness
Silly walk.

The curse may only be removed by the Wizard who cast it, or another Wizard of at least 2 Mastery levels higher. Removing the curse is as for 'Cure Light Injury'. Casting and removing curses can be, if nothing else, a useful source of revenue for Wizards.

6.DETECT HIDDEN DOORS

Time to Prepare	none
Talismans	none
Spell Level	1
Energy	2
Time to Rest	none
Remarks:-	

The Wizard will be able to sense any hidden door, passage or trap in any one room or 8 meters (4") of corridor. Lasts 1 move.



7.DETECT LIFE

Time to Prepare	none
Talismans	none
Spell Level	1
Energy	2
Time to Rest	none
Remarks:-	

The Wizard simply puts his hands to his head and can then sense the direction of the nearest living creature. Wizards of Mastery Level 2 or more are able to identify the general type of creature as well. Wizards of Mastery Level 3 or more will be able to detect the number of such creatures in a group to within 33% accuracy. Those of Level 4 will be able to approximate the distance to the creatures. This spell does not work on Undead types, however.

8.DETECT OBJECT

Time to Prepare	none
Talismans	none
Spell Level	1
Energy	2
Time to Rest	none
Remarks:-	

The Wizard must concentrate on a particular well defined object. He must have either seen this object himself or must have a very precise definition of it. he will be able to sense the rough direction and circumstance in which it lies.

9.FAR SIGHT

Time to Prepare	none
Talismans	none
Spell Level	1
Energy	1
Time to Rest	none
Remarks:-	

The Wizard bestows upon himself greatly improved vision. He may see upto 18" in darkness and at 3 times the normal distance in daylight. The spell can be of extreme use in adventures involving searching and exploration. The spell has effect for 1D6 days per Mastery Level.

10.FIRE BALL

Time to Prepare	none
Talismans	Personal
Spell Level	1
Energy	2 per ball
Time to Rest	none
Remarks:-	

This spell allows the Wizard to cast 1 Fire Ball per Mastery level at any one visible target within 24". Any inflammable object hit by the Ball catches fire. Figures in base to base contact may be regarded as a single target - so, for instance, three Fire balls could be thrown at a unit of infantry each Fire Ball hitting one man. Each Fire Ball has a Strength Grade attack of 2.

11.FLIGHT

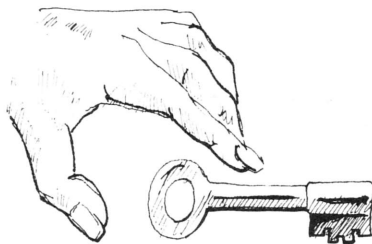
Time to Prepare	none
Talismans	Personal
Spell Level	1
Energy	3
Time to Rest	none
Remarks:-	

This allows the Wizard to Fly to a position within 12" of his present position.

12. GIFT OF TONGUES

Time to Prepare	none
Talismans	Wishbone
Spell Level	1
Energy	1
Time to Rest	none
Remarks:-	

The Wizard becomes able to read, write, speak and understand any chosen language for 1D6 turns. This may only be done once per day.



13.LOCK

Time to Prepare	none
Talismans	none
Spell Level	1
Energy	3
Time to Rest	none
Remarks:-	

The Wizard may magically lock any one door he is touching. The door cannot be unlocked, and any attempt to break it down becomes twice as difficult. The effect last for 2D6 turns.

14.MAGIC LIGHT

Time to Prepare	none
Talismans	Philtre of Fiery Humours
Spell Level	1
Energy	1 per dice throw duration
Time to Rest	none
Remarks:-	

The Wizard holds up his right hand and light is emitted from it. The light illuminates a 6" diameter circle and causes **Fear** in any Orc, Goblin or Troll that sees it. To enter an illuminated area these creatures must take the normal Fear test. This spell only works in the hours of darkness.

15.HAMMERHAND

Time to Prepare	none
Talismans	none
Spell Level	1
Energy	1
Time to Rest	none
Remarks:-	

This spell allows the Wizard to fight in combat with twice as many Attacks as normal and at an increased Strength of 4. The effect lasts until the Wizard is wounded in which case the spell is broken.

★ 16.AURA OF MIGHTY RESISTANCE

Time to Prepare	none
Talismans	Amulet of Thrice Blessed Copper
Spell Level	1
Energy	1
Time to Rest	none
Remarks:-	

This spell creates an 'Aura' around the Wizard which moves as he moves whilst the effect lasts. The 'Aura' nullifies the effect of 1 Kill against him and is then dispelled. Several Auras of Mighty Resistance may be placed on a figure, offering several chances to avoid being Killed - the maximum number of times is limited by the Mastery Level of the Wizard, 1 chance per Level.

17.WIND BLAST

Time to Prepare	1
Talismans	Philtre of Aerial Humours
Spell Level	1
Energy	2
Time to Rest	none
Remarks:-	

This spell causes a terrific blast of wind, and may be aimed specifically at a unit or other single target within 24". A unit hit in this way will be knocked to the ground and is prevented from moving and firing missiles next turn. This does not effect troops in cover. If directed against a unit engaged in hand-to-hand combat then both sides will be effected. The number of Hits scored in such a combat will be halved.



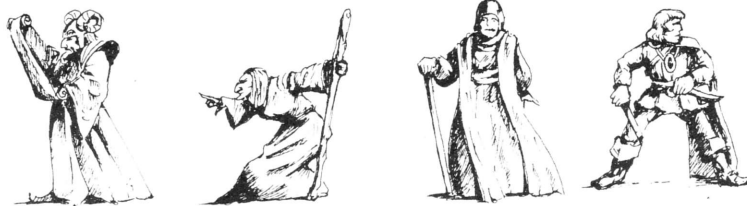
SPELLS 2

This is the list of Level 2 Spells. Magic from this list may be performed by any Mastery Level 2 or higher Level Wizard who has learnt the spell.

1.AURA OF FEARSOME ASPECT

Time to Prepare	1
Talismans	Amulet of Enchanted Jade
Spell Level	2
Energy	3
Time to Rest	none

This spell creates an Aura of Fear around the Wizard. This Wizard may then choose to cause **Fear** in any unit or units he desires within 12". The Aura lasts for 3 turns and may be dispelled within this time if the Wizard so desires.



2.AURA OF PROTECTION

Time to Prepare	1
Talismans	Amulet of Thrice Blessed Copper
Spell Level	2
Energy	3
Time to Rest	none
Remarks:-	

This spell creates an Aura around the Wizard. The effect of this is to allow the Wizard an extra 4,5,6 D6 Saving Throw on all Wounds that he would otherwise suffer - this is taken after all other Saving Throws have failed. The effect lasts until the Saving Throw fails and is then broken.

3.AURA OF STEADFASTNESS

Time to Prepare	1
Talismans	Personal
Spell Level	2
Energy	3
Time to Rest	none
Remarks:-	

A Wizard who is leading a Unit personally may cast this spell over the entire unit. The effect is to protect the troops from both **Fear** and **Terror** for so long as the Wizard remains unwounded and in the front rank. A unit so protected need never take a Fear or Terror test and adds +2 to Morale dice. The spell is nullified if the Wizard is wounded or leaves the front rank.

4.BLOOD LUST

Time to Prepare	2
Talismans	Philtre of Fiery Humours
Spell Level	2
Energy	4
Time to Rest	none
Remarks:-	

This spell may be cast on the Wizard or any other creature within 12", other than Elves. The subject instantly finds himself in the grip of a terrible **Frenzy** and must run toward and attack the nearest enemy. Whilst in this state blows caused by the Frenzied character count as double Strength. Otherwise it is the same as for normal Frenzy.

5.CURE SEVERE WOUND

Time to Prepare	1
Talismans	Amulet of Enchanted Jade
Spell Level	2
Energy	3
Time to Rest	1
Remarks:-	

The Wizard touches the effected severe wound on either himself or someone else. The injury is instantly cured. This may only be used once per day.

6.CURSE OF REPUGNANCE

Time to Prepare	2
Talismans	Silver Rune Bowl
Spell Level	2
Energy	3
Time to Rest	1
Remarks:-	

This is a more powerful version of the basic first Level Curse. The Curse may be placed on any one individual the Wizard can see within 12". The victim becomes incredibly ugly - causing **Terror** to all troops within 6" and **Fear** to all troops within 12". Only evil personalities and Undead Heroes are unaffected. Furthermore, the victim will smell so badly that the effect occurs even where he could not normally be seen. Indeed the aroma is so awful no-one, except the exempt types, can approach within 3". The Curse can only be removed by a Wizard with a Level at least equal to that of the caster - and then requires a Cure Severe Wound Spell.

7.DROOP

Time to Prepare	1
Talismans	Personal
Spell level	2
Energy	3
Time to Rest	none
Remarks:-	

The Wizard can cause any weapon within a 4" diameter radius of any point within 18" of himself to 'droop' and become useless. The spell is ineffective against Enchanted, Elvin and Dwarvish blades.

8. ESTHA'S FOUNTAIN

Time to Prepare	2
Talismans	Personal and Philtre of Wetted Humours
Spell Level	2
Energy	4 to cast 0 to maintain
Time to Rest	none
Remarks:-	

A font of water appears where the Wizard strikes his Staff. Water will then issue at the rate of 20 litres per turn. The water will continue to gush from the ground for as long as the wizard chooses to maintain the spell. Maintaining the spell requires the Wizard to remain within 4" of the spot and cast no new spells. As soon as he does either of these the spell is broken.

9. HOLD DOOR

Time to Prepare	none
Talismans	none
Spell Level	2
Energy	2 per D6 turns
Time to Rest	1
Remarks:-	

The Wizard may 'hold' any door shut by touching it. It may not be knocked down except by a Balrog or Great Demon or by a 'Smash Door' spell cast by a Wizard of higher Mastery. The casting Wizard may decide how many Energy points he wants to put into the spell. Once cast the Wizard does not have to remain touching the door.

10. LIGHTNING BOLT

Time to Prepare	none
Talismans	Personal
Spell Level	2
Energy	3
Time to Rest	none
Remarks:-	

The Wizard may cast a Lightning Bolt at any single visible target within 24". The Strength Grade attack of a Lightning Bolt is 4.

11. MYSTIC MIST

Time to prepare	1
Talismans	Philtre of Wetted Humours
Spell Level	2
Energy	4
Time to Rest	none
Remarks:-	

The Wizard causes a Mist to descent upon an area 12" in diameter anywhere on the table. Troops caught in the mist cannot see out of, or through it. Troops outside may not see into it. Troops inside may only move upto 1" per move phase. For individuals or whole units throw a D6.

- | | |
|-----|--|
| 1 | Move to the left |
| 2 | Move slightly to the left of straight ahead |
| 3,4 | Move Straight ahead |
| 5 | Move slightly to the right of straight ahead |
| 6 | Move to the right |

The spell can only be used once per day, the effects are permanent.

12.ROOTED TO THE SPOT

Time to Prepare	1
Talismans	Philtre of Earthen Humours
Spell Level	2
Energy	4
Time to Rest	none
Remarks:-	

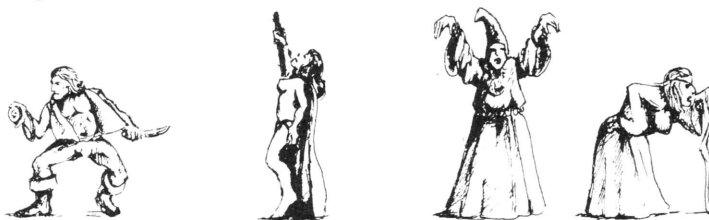
The Wizard can cause any one creature he can see, within 24", to be rooted to the spot for 2D6 turns. The creature may not then move it's feet at all, but may do anything else - such as fire missile weapons. Creatures who have a Strength of 4 or greater may escape on the score of 11 or more on 2D6 thrown at the beginning of each move phase.

13.SKIRRIKS PENTAGRAM

Time to Prepare	1
Talismans	Personal
Spell Level	2
Energy	5
Time to Rest	1
Remarks:-	

The Wizard creates an area 2" radius around himself. So long as the wizard remains stationary nothing may enter the 'Pentagram' - including undead and Elementals. In addition no missiles may be fired within the area nor any magic performed into it - including Fire Balls and Lightning Bolts.

The Pentagram may be Broken by a Great Demon, Balrog or Liche. To do this they must walk through the Pentagram and score 6 on a D6 to break the spell.



14.SMASH DOOR

Time to Prepare	none
Talismans	Personal
Spell Level	2
Energy	3
Time to Rest	none
Remarks:-	

The Wizard may strike down any door he is touching. Heavy doors require more energy, +3; Very Heavy Doors require even more, +6. Extra Heavy Doors may not normally be broken down by magic. A large door may fall onto troops stood behind it causing 1 Strength 1 Hit per figure.

15.TELEPATHY

Time to Prepare	none
Talismans	Skrying Glass
Spell Level	2
Energy	1 per turn
Time to Rest	none
Remarks:-	

The Wizard may set up Telepathic contact between himself and any one other person within 1 Mile. The two can communicate at the rate of 10 words per turn.

16.THUNDERHAND

Time to Prepare	none
Talismans	none
Spell Level	2
Energy	2
Time to Rest	none
Remarks:-	

This is a more powerful type of Hammerhand spell. The Wizard may cast this spell on himself only, it will then allow him to fight in combat with three times as many Attacks as normal and at Strength 6. The effect lasts until the Wizard is wounded, then the spell is broken. This may only be cast once per day.

17.TURN TO FROG

Time to Prepare	none
Talismans	Were-Scalp, Philtre or Amulet
Spell Level	2
Energy	1
Time to Rest	none
Remarks:-	

The Wizard may turn himself into a Frog for upto 15 turns. He may change back again any time he likes. Whilst in Frog form the Wizard can do nothing but hop about at 4" per move and croak in 'Frogese'. However no-one else can tell that he is anything other than the real McCoy.

SPELLS 3

This is the list of Level 3 Spells. Magic from this list may be performed by any Mastery Level 3 or greater Wizard who has learnt the spell.

1.AURA OF COMMAND

Time to Prepare	none
Talismans	Amulet of Adamantine
Spell Level	3
Energy	5
Time to Rest	none
Remarks:-	

This spell allows the Wizard to 'mesmerise' an individual within 12". He may then will the individual to perform any action, the only restriction is that it is impossible to actually will somebody to harm themselves directly. But just about anything else is possible.

For example, 'Go up to that Troll and tell him his mother was a goat and that his father was his brother.' The effect last for 2D6 turns.

★ 2.AURA OF INVULNERABILITY

Time to Prepare	2
Talismans	Amulet of Adamantine
Spell Level	3
Energy	5
Time to Rest	1
Remarks:-	

This spell creates an aura around the Wizard which prevents him being struck with normal weaponry. Non-enchanted weapons, normal animal attacks and Level 1 and 2 Spells will have no effect at all. Undead may attempt to break down and dispell the barrier by rolling a 6 on a D6. Enchanted weapons automatically dispell the Aura. This may only be cast once per day and during the hours of daylight.

3.ANIMATE SWORD

Time to Prepare	2
Talismans	4 Philtres, 1 each of the 4 Humours
Spell Level	3
Energy	6, 2 to maintain
Time to Rest	none
Remarks:-	

The Wizard takes a normal non-enchanted sword and imbues it with a life of it's own - albeit temporary. The Sword can then be moved upto 6" per move and attacks as the Wizard wishes. The characteristics of the sword's attack are:-

Initiative	6
Weapon Skill	6
Strength	4

The Wizard must expend 2 Energy points per turn to maintain this spell - but may continue to move, fight and cast other spells. Players can construct their own 'animated sword' using a wire frame and a Citadel separate sword.

★ 4.BANISH UNDEAD

Time to Prepare	1
Talismans	Pure Relic
Spell level	3
Energy	3
Time to Rest	none
Remarks:-	

This allows the Wizard to banish all Undead types, except Liches, to the spiritual plain. They are then removed from play. The spell effects all Undead within 8".

5.INSPIRATION

Time to Prepare	2
Talismans	Skrying Glass
Spell Level	3
Energy	1
Time to rest	1
Remarks:-	

The Wizard may ask the Gamesmaster or opposing player any 1 question concerning anything he can see within 24". The Gamesmaster then secretly rolls a D6. If the score is 1,2,3,4 he must answer truly - if the score is 5,6 he may invent any old answer he pleases. This may only be cast once per day.

6. INVISIBILITY

Time to Prepare	2
Talismans	Cap of Darkness
Spell Level	3
Energy	8
Time to rest	none
Remarks:-	

The Wizard becomes invisible and may not be seen by anyone. The Wizard may become visible again any time he likes, once visible the spell is broken. At the beginning of each of the wizards **own player** turns the Gamesmaster throws a D6. If the score is 1 then the spell has worn off prematurely and the Wizard becomes unexpectedly visible again. The Gamesmaster should not inform the player of this however - let him worry about that. Spells may not be cast whilst invisible. This spell may only be cast once per day. Being invisible allows a Wizard the following combat advantages.

1. Always Attack first
2. +3 to Hit bonus
3. -3 opponents to Hit penalty.

7. MAGIC BRIDGE

Time to Prepare	1
Talismans	Personal
Spell Level	3
Energy	8
Time to Rest	1
Remarks:-	

The Wizard dips his staff, or other personal Talisman, into a river, bog or area to be bridged. The Wizard may create 6" of causeway per Mastery Level. All causeways are 4" wide. He may create a bridge in the air - for instance between the ground and a battlement, such bridges cannot be steeper than 45°. Bridges may be crossed without penalty. Bridges remain until dispelled by the Wizard - which he can do any time he likes. If the Wizard is killed the bridge disappears automatically.

8. MASK SHAPE

Time to Prepare	none
Talismans	Were-Scalp, Philtre or Amulet
Spell level	3
Energy	3 per turn
Time to Rest	none
Remarks:-	

The Wizard may cast this spell onto himself with the effect that he can change his appearance into that of something else - for example a Troll or Dragon. The deception is only hallucinatory, however, and anyone aware of this will not be fooled. The spell breaks down when the Wizard is engaged in hand-to-hand combat.

9. PENTANGLE PILLAR OF LIGHT

Time to Prepare	2
Talismans	Philtre of the Fiery Humours
Spell Level	3
Energy	9
Time to Rest	none
Remarks:-	

The Wizard creates a blinding pillar of light centered on the stationary Wizard and 2" in radius - based on a Pentangle template. Anyone looking at the pillar is blinded for 3D6 turns. In darkness the pillar illuminates the entire battlefield, corridor or room as per normal daylight. The Pillar may be dispelled at the Wizard's will and lasts until he moves or casts new magic.

10.SHRINK

Time to Prepare	none
Talismans	Wishbone
Spell level	3
Energy	8
Time to Rest	none
Remarks:-	

The Wizard may cause any object or creature he can see, upto the size of a Dragon and within 12",to shrink down to one-tenth of it's original size. All Moves, Strength, Toughness and number of Attacks are halved, rounding down. The effect lasts for 2D6 turns. This spell may only be cast once per day.

11.SLAM DOORS

Time to Prepare	none
Talismans	Personal
Spell Level	3
Energy	8
Time to Rest	none
Remarks:-	

This spell effects any room or corridor the Wizard is in, max. dimensions upto 12" by 12" (24 meters by 24 meters). It causes all doors in the room to slam shut and to become locked as for a Level 1 Lock spell. Within the room all figures are effected as a Level 1 Wind Blast. Effect lasts for 1D6 moves.

12.SUMMON DEMONS

Time to Prepare	2
Talismans	Kin Familiar
Spell Level	3
Energy	1
Time to Rest	none
Remarks:-	

The Wizard summons forth 2D6 number of Lesser Demons. These are demons of an evil and malicious disposition who enjoy only one thing - killing people. They will attack any unit the Wizard chooses but once all of the Wizard's enemies are dead they will turn on the nearest troops.

They will have the following characteristics:-

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
DEMONS	4	6	-	3	B	1	6	2

Demons are not subject to **Fear** or **Terror** unless caused by a Greater Demon or Diety. They cause **Fear** in units of Men they attack.

13.SUMMON DJINN

Time to Prepare	see text
Talisman	Kin Familiar
Spell Level	3
Energy	12
Time to Rest	none
Remarks:-	

This enables the Wizard to summon 1 Djinn. To prepare for this the Wizard must Prepare as normal but roll a D6 after every move phase. If a 6 is rolled then the Djinn appears, otherwise you must continue trying. The Wizard may give the Djinn one command which it will obey and then vanish. Djinn have the following characteristics:-

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
DJINN	4	6	-	4	E	6	8	4

Djinn can cast a Level 1 Wind Blast anytime they like. They cannot be harmed by normal weapons but are vulnerable to enchanted weapons, Undead, other demonic types and Magic. They cannot be killed but once all their wounds are used up they are banished.

14.TURN SOMEONE ELSE INTO A FROG

Time to Prepare	none
Talismans	Were-Scalp, Philtre or Amulet
Spell Level	3
Energy	4
Time to Rest	none
Remarks:-	

The Wizard can turn anyone he can see within 18" into a Frog. The effect lasts for 3D4 turns. Whilst in frog form the victim can do nothing but hop about at 4" per move. But he cannot be told apart from a real frog. This spell can only be cast once per day.

15.TURN TO STONE

Time to Prepare	none
Talismans	Philtre of Earthen Humours
Spell Level	3
Energy	8
Time to Rest	none
Remarks:-	

This enables the Wizard to turn any visible single figure within 24" to stone for 2D6 turns. The victim cannot be harmed whilst in stone form. This spell can only be cast once per day.

16.WALK ON WATER

Time to Prepare	none
Talismans	Philtre of Wetted Humours
Spell Level	3
Energy	1 +1 per turn duration
Time to Rest	none
Remarks:-	

The Wizard may freely walk over water. He must decide before hand how many moves he wants the spell to last for and expend the Energy points accordingly. This spell may only be cast once per day.



SPELLS 4

This is the list of Level 4 Spells. Magic from this list may be performed by any Mastery Level 4 or greater Wizard who has learnt the spell.

1.BLAST

Time to Prepare	4
Talismans	Amulet of Adamantine and Philtre of Fiery Humours
Spell Level	4
Energy	12
Time to Rest	none
Remarks:-	

The Wizard can use this spell to blast a hole in solid rock or ground. The range of the effect is 24" the resultant hole will be 3"x3" and upto 6" deep. Anyone within 6" of the target area on either side of the rock wall suffers 1-3 Hits at Strength 2. This spell may only be used once per day.

2.HURRICANE

Time to Prepare	none
Talismans	4 Philtres, 1 of each of the 4 Humours
Spell Level	4
Energy	3 per turn to maintain
Time to Rest	2
Remarks:-	

The Wizard stretches out his right hand and a wind of tremendous force issues out. The hurricane covers an area 12" long and 4" wide and has the following effects:-

Creatures with a Strength of 3 or 4 may not move forward into the wind.

Creatures with a lower Strength are blown back at 3" per turn.

All missile fire is impossible within, without or across the area. This includes magical missile fire such as Fire Balls.

Heavy doors will be blown in and opened on the score of a 5,6. Normal doors 3,4,5,6 on a D6. Magically held doors may be blown out of their frames on the score of a 6 but are otherwise unaffected.

Flying creatures may not take off or land into this area. If already landed, but hovering - as in combat - they will be blown 12" away from the source of the hurricane and landed, in addition each figure receives 1 Hit at Strength 1.

The Hurricane may be dispelled at will, or is dispelled when the Wizard casts new magic.

3.MANIPULATE TIME

Time to Prepare	3
Talismans	Golden Time Glass
Spell Level	4
Energy	see text
Time to Rest	none
Remarks:-	

After casting this spell the Wizard moves into a state where time passes incredibly quickly. In effect time stops for everything and everyone else. He may now carry on taking turns as normal (Move, Shoot, Hand-to-Hand Combat). Anyone he attacks will be unable to Fight back. The Wizard may not cast new spells, although he may rest, Magical items, Enchanted weapons and current spells all lose their power in this state. For each move he spends in the manipulate time state the Wizard must expend 3 Energy Points - he may not use this spell for longer than 6 turns, however, after which it is automatically dispelled.

4.MIND CONTROL

Time to Prepare	1
Talismans	Silver Rune Bowl
Spell Level	4
Energy	3 per turn
Time to Rest	none
Remarks:-	

This enables the Wizard to dictate the actions of any single target within his sight. The victim has a Saving Throw of 6. Elves, Heroes and other powerful characters should have higher Saving Throws, 4,5,6 at least. Unless the victim can make this Saving Throw he will obey the Wizard in every respect. Undead, Demons and Dieties are immune.

Example:-

Wizard..."Stab Yourself".
Victim..."URGH!"
Wizard..."Harder".
Victim..."YUURGH!"
Wizard..."Come on do it properly".
Victim..."YAAA...UGH..."

5.SUMMON BALROG

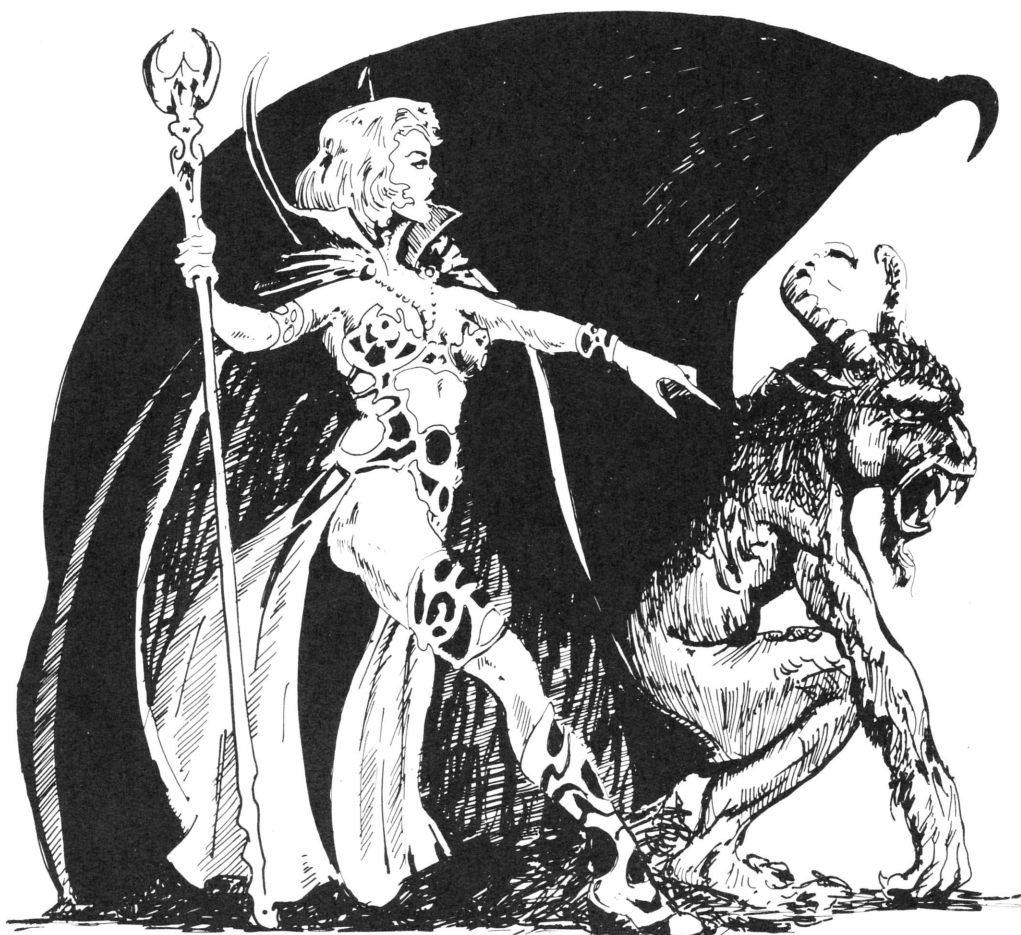
Time to Prepare	4
Talimans	Kin Familiar
Spell Level	4
Energy	10
Time to Rest	none
Remarks:-	

Balrogs are amongst the most powerful of Greater Demons - originating from the twisted forms of lesser dieties. They are thoroughly evil and their Summonation can only be accomplished by an evil Wizard. They have physical form and a material existence and so cannot be summoned unless one is nearby. Underground there is a 50% chance of a Balrog being within 1-6 moves of the Summoner. Otherwise a 50% chance of being within 4-24 moves. Dice randomly to determine direction. A Balrog will fight for any evil purpose. This spell may only be cast once per day.

6. WALL SHAKER

Time to Prepare	1
Talismans	Golden Horn of Power
Spell Level	4
Energy	16
Time to Rest	none
Remarks:-	

The Wizard takes the Golden Horn of Power, a rare and valuable Talisman, and blows three times upon the Horn. The effect is to cause any stone or brick built structure within 12" to collapse immediately. Figures caught inside collapsing structures have a 4,5,6 Saving Throw - figures caught on top of collapsing structures can escape on the Throw of a 3,4,5,6. Figures with a Strength Grade of 4 may add 1 to these scores.



Necromancy

Only Evil Wizards may become Necromancers. The Necromancer has the power of Summonation and control of the dead. Dealing so closely with death drains a Wizard's Life Energy, aging and twisting him and reinforcing his evil disposition. Each time a Necromancy spell is cast deduct **twice** the amount indicated from the Wizard's Life Energy.

Necromancy is a **Speciality** of magic. To become a Necromancer a Wizard must forfeit a normal Mastery Level rise through experience. He may then learn a first level Necromancy Spell. Each time he becomes entitled to learn a new spell he may choose from either the normal range of spells or a Necromancy spell. He must however learn at least one each of the 4 levels of Necromancy spells in order -starting with level 1.

In addition to Magical Awareness, and those other aspects of Wizards abilities which are common to all Wizards, all Necromancers have the ability to control Undead. They may act as **Controllers** to units of friendly Skeletons and Zombies within 12".

LEVEL 1 SPELLS

1.Raise Recent Dead

Time to Prepare	1
Talismans	Philtre of Earthen Humours
Spell Level	1
Energy	4 in Daylight, 2 in Darkness.
Time to Rest	none
Remarks:-	

This spell allows the Necromancer to raise the corpse of anyone who has died within the last half hour, or 3 game turns. The Wizard must touch the body, which will then be able to speak and walk at 1" per move but do nothing else. The effect lasts for 1-6 game turns after which the dead spirit departs and cannot be raised again. During the period it is raised the corpse must answer any questions put to it by the Necromancer. This spell may only be cast once per day.

2.Hold Undead

Time to Prepare	1
Talismans	Philtre of Earthen Humours
Spell Level	1
Energy	2
Time to Rest	none
Remarks:-	

The Necromancer may forbid any unit or units of Undead to approach within 12" of him - this can be selective so that he can still retain friendly units of Undead within this distance. He cannot so forbid a unit lead by a Necromancer, Summoner or Undead Champion. The effect lasts for 3D6 turns per Mastery Level.

3.Command Undead

Time to Prepare	1
Talismans	Philtre of Earthen Humours
Spell Level	1
Energy	3
Time to Rest	none
Remarks:-	

This spell allows the Wizard to extend the range over which he can control friendly Skeleton or Zombie units to 24". The effect lasts for 3D6 turns per Mastery Level.

LEVEL 2 SPELLS

1.Raise Dead

Time to Prepare	2
Talismans	Amulet of Iron
Spell Level	2
Energy	5
Time to Rest	1
Remarks:-	

The Wizard places a 2" radius Pentangle marker on the ground at any point with 12" of him. Within this Pentangle 2D6 Zombies or 3D6 Skeletons rise up out of the ground. They are then be formed into a unit and treated as friendly undead, and may be commanded by the Necromancer. This spell may only be cast once per day.

2.Banish Undead

Time to Prepare	none
Talismans	Amulet of Iron
Spell Level	2
Energy	4
Time to Rest	1
Remarks:-	

This spell allows the Wizard to automatically Kill all Skeletons and Zombies within 12". Ghosts, Ghouls, Wraiths, Mummies and Phantoms may be destroyed on the score of a 4,5,6 on a D6. Dice for each figure.

LEVEL 3 SPELLS

1.Create Zombie

Time to Prepare	1
Talismans	Amulet of Iron
Spell Level	3
Energy	4
Time to Rest	none
Remarks:-	

This spell allows the Necromancer to create a Zombie using the body of a powerful creature. Normally Zombies are of human origin, however it is possible to create Zombies out of almost any formerly living creature or hero type.

Taking the corpse of the hero or creature the Necromancer may re-animate it. It will have all of the characteristics it had in life but no magical abilities. In addition it will be Undead and not effected by normal weaponry, Morale or Psychological factors. Undead creatures created in this way cause **Fear** within 5" and **Terror** in all combat opponents. They will exist for 2D6 moves and then become permanently dead and may not be resurrected again. They must stay within 12" of the Necromancer or the spell is broken.

2. Summon Undead

Time to Prepare	3
Talismans	Amulet of Iron
Spell level	3
Energy	6
Time to Rest	none
Remarks:-	

This is a high level version of the Raise Dead spell and works in a similar way. The Wizard places a 2" radius Pentangle marker on the ground within 12" of him. From this area he can then summon either 1D6 Wraiths, 1D4 Wrights or a unit of 5 Spectres. He can then give them a simple command which they will obey.

LEVEL 4 SPELLS

1. Restore Life

Time to Prepare	4 days
Talismans	Hell Knife and Silver Rune Bowl
Spell Level	4
Energy	20
Time to Rest	4
Remarks:-	

The Necromancer may perform this spell on any one corpse. The spell is more difficult when the deceased has been dead for longer than 4 days. In which case add 1 Energy point for each day after this. To perform the spell the Necromancer first creates a Pentangle around himself. He may not then move out of the Pentangle. Nor may anyone enter the area. If either should happen then the spell is broken. The Wizard then takes a living animal of the same species as the dead to be raised. He ceremonially kills the creature, using a Talismanic knife, and drains a little blood into a consecrated bowl. The Blood is then poured onto the body and the life energy of the sacrifice is absorbed, and life fully restored. The Necromancer may now leave the Pentangle if he wishes. The restored character is not able to leave the Pentangle until the Wizard dissolves it. The Wizard and restored character must come to some agreement over this.

Example:-

Wizard....."Tell me where the mines of Forgul are, or remain forever dead."

Character.."Sounds like a bargain...let me live and I'll take you there."

Wizard....."Nay astute spirit, you must tell me first or how else am I to trust you."

If the Wizard wishes he can destroy the Pentangle and the raised character even after a bargain has been struck. But once he has dissolved the Pentangle and allowed the character to live then the character is fully restored and independant. The Wizard can always choose to simply go away and leave the character trapped inside the Pentangle. Any attempt to get into or out of the area will reduce the raised character to a mindless Zombie.

2. Steal life Energy

Time to Prepare	4 Days
Talismans	Hell Knife and Silver Rune Bowl
Spell level	4
Energy	20
Time to Rest	4
Remarks:-	

The Necromancer may perform this ritual spell in order to directly transfer the life energy from a sacrifice into himself. This is useful because Necromancy is very demanding on Life Energy. The Spell is accomplished in the same way as Restore Life, above, except there is no body involved and the life energy of the victim is absorbed into the Wizard. After the spell is complete the Wizard may add D6x100 points to his Life Energy.

Enchanted Objects

The following are some of the enchanted objects that could appear as part of a treasure hoard or may be carried by some characters. This list is by no means comprehensive, but rather selective - and a wider corpus of artifacts could be envisaged.

1.DIVINER

A thin willow stick strung tightly with gold or silk thread. These are constructed by some Wizards, particularly those with a vested interest in nature. The diviner enables the person holding it to detect water below. It takes 1D6 turns to dig out and free a spring found in this way. The user must walk over the ground and dice each move. In temperate climates he will discover water on the D6 roll of a 6. In dryer climates he may only discover water on a 2D6 roll of 12. In deserts the score will be 18 on 3D6.

2.URN-GUARDS

Amongst some of the tribes of men it is common to burn and then bury the dead in small pottery urns. With the death of a mighty leader a great many of his personal bodyguards may choose to accept ritual death and urn burial by his side. With the breaking of the urn and the scattering of the ashes the bodyguard may be brought back as a unit of 2D6 Skeletons who may be commanded by a Necromancer or undead hero type.

3.ELBERATH'S LEASH

This is a leash of delicate silver which can be placed around the neck of any creature. Once it has been placed the creature so ensnared is subject to the will of the person holding the leash.

4.ELVEN CLOAK

These are cloaks of magical cloth which hide the wearer from sight. In darkness they will become invisible, in normal light they will become invisible at a distance of over 12" so long as they remain stationary. Elven cloaks are rare and expensive, and cannot be worn by Orcs, Goblins or other troops of an evil disposition.

5.GARATHEA'S CORD

This is a thin red cord of enchanted strength. The cord may be used like a normal rope but will never break. Furthermore any weight pulled or lifted using the rope will appear to be only a few pounds - even though it could be many tons. Originally the cord was constructed by Garathea a Wizard of great power who used it to demolish the tower of a rival wizard. He tied the rope to the turret, walked to the bottom carrying the other end of the rope, and, laughing insanely, pulled the tower down on top of himself. The rope has since been cut many times and short sections often turn up, although longer pieces are rare.

6.GRINDLEWOOD'S COFFER

This is a useful item - a small wooden box with a lid inlaid with 4 colours of gold. The box is capable of holding upto 10 cubic meters of goods - unfortunately the enchantment does not work for weight so a full box would be rather heavy. Several such boxes were made before the untimely death of Grindlewood, who fell into one of his boxes and broke his neck.

7.JIGRI LOOP

This is a 6 meter loop of plain rope. The loop is spread out on the ground and anything stepping over the loop will be ensnared by it. There is a Saving Throw of 4 on a D6. Ensnared victims may not move or fight until they are freed by someone else - which may be achieved on the score of a 6 on a D6.

8.ENCHANTED WEAPONS

Enchanted weapons are relatively common and there are many different kinds. Some of the more easily obtainable are listed here. Enchanted weapons may be constructed by high level Wizard-Artificers -but the process is a long and draining one.

Borunna - bladecraft

The workshops of the small wooded area known as Borunna produce the finest steel blades generally available. Taught by Elven artificers, the craftsmen of Borunna have the ability to produce a limited number of Enchanted blades. They may be recognised easily by the famous 'Borunna Rune' which is embossed on one side and the 'Name Rune' on the other. The Name Rune indicates the name of the Wizard/Smith who made the blade - some artificers being more skilled than others. Unenchanted Borunna blades just have the single Borunna Rune. All enchanted Borunna weapons, which includes Spears (15%), Arrows (15%), double handed Swords (20%) and Swords (50%), are all fully effective against Undead, Gods and Demonic types. In addition there is a 10% chance of the weapon having a further attribute. Roll a D6.

1. Adds 4 to Initiative of wielder
2. Adds 2 to Weaponskill (Arrows Bowskill) of wielder.
3. Adds 1 Grade to Strength of wielder.
4. Adds 1 to Strength and 2 to Weaponskill of wielder.
5. Adds 2 to Strength and 1 to Toughness of wielder
6. Adds 2 Attacks, 2 to Strength and 4 to Initiative of wielder.

Weapons which roll a 5 or 6 on the above chart have a 50% chance of a further attribute. Roll a D6.

1. Causes **Terror** in Orcs within 5".
2. Causes **Terror** in Goblins within 5".
3. Causes **Terror** in Trolls within 5".
4. Causes **Terror** against all enemy troops within 5".
5. Increases a Wizards Mastery Level by 1 so long as he possesses it.
6. Adds 10D6 Life Energy Points to a Wizard every time he kills with the weapon.

The Forge of Aran-cabal

The Sorceror of the North, a Necromancer of great power, long held sway over a vast empire. Amongst the kingdoms of his sprawling domain none was so powerful as Aran-sul, and no artificers were so astute to evil as the Sorceror/Smiths of Aran Cabal. For many years they laboured, producing their dark swords which were but practice for the forging of Nec-Tomun - the Shadow death, hand arm of the Sorceror of the North. Eventually the free men of the world rallied and with the help of the smiths of Borunna overthrew the North Kingdoms and slew the Sorceror of the North. At that time most of the evil blades of Aran-cabal were destroyed, including Nec-Tomun - although some say the blade was lost and still lies hidden somewhere in the world.

All Arun Cabal weapons are swords, 80% normal swords, 10% scimitars and 10% two-handed swords. They are universally black in colour and generally very ornate with interwoven runic inscriptions. All of these swords are very powerful, and deadly evil. The least of them have the power to increase the user's attack to 5 Attacks at Strength 3, the more powerful swords have associated magical powers.

Roll a D6.

1. Increase attack to Attacks 5 at Strength 3
2. As for 1. All Hits are **Poisoned**.
3. As for 1. Also causes **Terror** in units of Dwarves within 10".
4. Increase attack to Attacks 6 at Strength 3 and +2 Initiative
5. As for 4. Also each successful hit reduces the target's Strength by 1 Grade. Once at zero the victim is dead.
6. As for 5. Also increases a Wizard's mastery level by 1 whilst he is using it.

All Arun Cabal weapons cause full damage in Undead types etc. Nec Tomun, should it ever be found, has the following capabilities.

The bearer of the blade does not expend Energy Points whilst casting spells, he must still rest and prepare as normal however. It logically follows that he does not age nor grow weary in the manner of normal men.

The sight of the sword causes **Terror** in all troops, except heroes and other personality figures, within 15".

In combat the sword increases the wielders attack to Initiative +6, Strength 6 and Attacks 10.

The bearer of the sword has his 'Toughness' increased to type F.

In a Magical Duel the bearer of Nec Tomun may enhance his defence or attack by an infinite amount.

A Wizard bearing the sword gains 2 Mastery levels

All Hits caused by the blade are **Poisoned**.

The Dawnstones

Dawnstone is the name given to a flint or obsidian dagger or long knife such as occasionally turn up in barrow graves or amongst gravel workings. These are quite common, but enchanted blades are very rare indeed. There is a 5% chance of any dawnstone found in a barrow being enchanted, and 1% otherwise. Enchanted Dawnstones are much stronger and less brittle than a normal stone tool. Their power is mostly as an aid in ceremonial magic, summonation and elemental conjuration. However, they are also useful in other respects. Throw a D6 - this is the number of Magical qualities the blade will have. Throw again on the chart below to determine these - results are cumulative, so if you roll the same number more than once the effect is multiplied.

1. All Skeletons, Mummy and Zombie within 5" are destroyed.
2. +1 additional Attack per move.
3. All Undead, except Liche, within 5" are destroyed.
4. +1 to Initiative in Combat
5. All hits against Undead, Diety and Demonic types count as full effect.
6. The wielder gains 1 5,6 D6 Saving Throw.

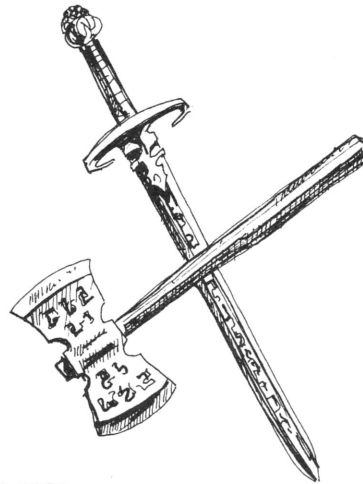
An Enchanted Dawnstone has no intrinsic 'full value' against Demons, Gods and Undead unless the ability is rolled as above.

Unique Magical Weapons

Many wizards attempt to produce at least 1 enchanted weapon some time in their lives. Usually they meet with a fair degree of success - sometimes they fail utterly. As a result it is fairly easy to find an enchanted weapon - but you can never count on quite what it's qualities are. Usually they have some sort of runic inscription but this is no real guide to quality. Roll a D6 and deduct 2. This is the number of magical features that the Weapon has (minimum 1). Roll again to determine which features the weapon will have. Unless the specific features are rolled these blades have no enhanced effect against Undead, Dieties and Demon types. Roll a D20.

1. Enchanted Weapon - counts full effect against Undead, Gods and Demon types.
2. As above
3. As above
4. +1 Initiative
5. +1 Attack
6. +1 Strength
7. -1 Strength
8. -1 Initiative
9. +2 Initiative
10. +2 Attacks
11. All hits are **Poisoned**
12. Cause **Fear** within 5" in one of the following:-

1. Orcs and Goblins
2. Dwarves
3. Men
4. Trolls, Orcs and Goblins
5. Elves
6. Wolves and Goblins



13. Causes **Stupidity** in wielder.
14. Blade flashes brightly when Dragons are near.
15. Blade flashes brightly when Orcs or Goblins are near.
16. Blade enables the wielder to speak any tongue fluently.
17. Blade reduces the Mastery Level of any Wizard touching it by 1.
18. Blade laughs loudly every time it's wielder Kills an opponent.
19. Increase Attacks by 2 when attacking Dwarves.
20. Anybody touching the sword receives a Strength 3 hit.

Blodren Sword

Amongst the younger tribes of men are those known in the south as Northmen. After the overthrow of the Sorcerer of the North these young and virulent people moved into the North lands and established a loose Kingdom. The Northmen are strong, hardy and fierce in battle. Their leaders are often simple Wizards and the forging of fine weapons is a strong tradition with them. The Bloden Sword is a blade forged both to the highest standards and with magical aid. The artificer will try to imbue the weapon with those characteristics that the Northmen admire - personal courage and valour. Any unit lead by a hero carrying a Blodren Sword becomes immune to Fear and Terror, and subject to Frenzy.

The Weaponsmithies of Caraz-Adul

Caraz-A-Carak is the strongest fortress of the Dwarves in the land of Caraz-Adul. In ancient times their blade-craft was legendary, although rarely today does their skill emulate the power of old. Amongst their many famous products are the heir-weapons of the noble Dwarf houses. Each of the noble Dwarf Houses had a weapon made which would strengthen the nobler qualities peculiar to that House, these weapons were the epitome of the Dwarven art. They were passed on from generation to generation and regarded as the symbol of both Kingship and Pride. Each weapon was different, for instance the House Of Branedimm has the Warhammer 'Foebane', and the House of Gorr has the mighty two-handed sword 'Sanxay'. Many of these weapons have been lost or destroyed -but at least a dozen still survive as treasured heirlooms.

Here is an example. 'Mozr Nobal' is the heir-weapon of the Grimmson family. This is a small noble House of Dwarves with few famous members - and the weapon reflects their lack of great fortune. Mozr Nobal is a Sword of well forged steel inscribed with the Caraz-Adul Dwarf Rune and the family Cypher. It's attributes are as follows:-

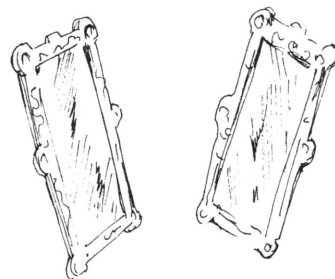
1. The Sword hums softly in combat.
2. The wielder of the Sword causes **Fear** in enemy Orcs and Goblins.
3. The wielder of the Sword becomes immune to **Fear** and counts **Terror** as if it were **Fear**.

4. The wielder becomes immune to **Poison**.
5. The wielder gains the following combat modifiers:-

+4	Initiative
+1	On 'to Hit' rolls
+2	On 'to Kill' rolls
6. The bearer of the Sword will live long and enjoy good health. He will gain the ability to drink colossal amounts of liquid - upto 10 Gallons at one time.

9.MIRRORS OF MORBIHAN

These mirrors were fashioned by the Elven Wizard and cabinet maker Morbihan . They are large, 2 meters high, and framed in gilt. They were manufactured in pairs and each reflected not the reflection of people looking into it but the view from the other mirror.



10.NIOBES TORCH

This is a 40cm rod of polished mahogany. If struck against stone it will magically light and burn indefinitely. It gives off as much light as an ordinary torch. They may only be extinguished by immersion in water but may be extinguished and relit indefinitely.

11.SCEPTRES OF POWER

These were made by the Elven smiths during the First Ages to maintain their power over the lesser races. They are both rare and greatly valued. Anyone holding such a sceptre aloft will be obeyed by any creatures of the type over which the sceptre has domination. Sceptres exist with power over the following:-

Orcs
 Trolls
 Ogres
 Dragons
 Goblins

The sceptres, however, will sap the Will Power (see Characters) of the bearer at the rate of one per year. If a character's Will Power is reduced to zero then he dies. Characters with a Will Power of below 5 will be highly unwilling to part with the sceptre.

12.SIDON'S PHIAL

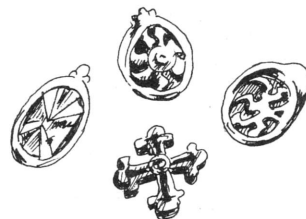


This is a small delicate crystal phial. Ordinarily it is kept within a tiny blue velvet sheath. Whenever the Phial is removed from it's sheath it will radiate a piercing white light. This light illuminates a 6" diameter circle and will cause **Fear** in Orcs, Goblins, Trolls, Ogres and other Evil creatures. There are several of these phials in existence. They were constructed by the Elves by entrapping some of the light of the first and brightest stars.

13.TALISMANS

The following Talsimans through their form and intrinsic power will cause some reaction in a particular type of creature.

Talisman	Works against	Reaction Caused
Blackawall	Men, Halflings	Fear within 5"
Crystalix	Were-creatures	Terror within 5"
Darkstone	Elves	Fear within 5"
Crucifix	Undead	Will not approach within 5"



The following Talismans are specifically mentioned as being necessary in the casting of some spells.

Personal

All Wizards carry a Staff, Wand, Crystal or some other artifact which they use as a personal Talisman. These may be manifested by the Wizard but only one can exist at any time.

Silver Rune Bowl

These small silver bowls can be made by Wizards. The process takes about 1 Week.

Philtres

A Philtre is a preparation made from plants, animals or minerals, usually in suspension and contained in a glass phial. Philtres are difficult to make and they require special provisions and facilities. It takes about 1 full day to make a single Philtre of 1 of the 4 Humours. Each Philtre may be used only once, and is usually broken during casting. Philtres have a short 'shelf life', they must be used within 3 days of being made. After this time they are ineffective.

Amulets

Amulets may be constructed by high level Wizard-Artificers. They are usually round, a perfect circle being a powerful magical influence. They may take the form of Torques, worn around the neck, Bracelets, worn around the arm, Rings, worn on the hand, or Pendants, worn suspended around the neck on a chain or ribbon. Some specific Amulets are mentioned in the spells requiring them - many more exist. Amulets exist for each of the 4 Humours and can be used as a substitute for Philtres - although these are rare and valuable. Amulets may be used indefinitely, but only one may be used during any one spell. A particularly interesting Amulet is 'The Amulet of the 4 Humours'. These are very difficult to construct and amongst the rarest of magical items. The Amulet may be used instead of any Philtres required for a spell.

Skrying Glass

This is a polished stone, crystal or mirror imbued with magical power. They may only be constructed by Wizard-Artificers.

Were-Scalp, Philtre or Amulet

A Were-Amulet is an Amulet which has power in certain transmogrification spells. A Were-Philtre has the same property but may only be used once. A Were-Philtre is made from the body, hair or nails, of a were-creature. This may only be done by high level Wizards (Mastery 4 or more). A Were-scalp, is a portion of hide cut from a dead were-creature, this may be used as a Were-Amulet or made into Were-Philtres.

Pure Relic

A bone or lock of hair of a great hero. These can have power, especially over his enemies.

Cap Of Darkness

This is a rare magic cap. It has special powers of concealment.

Wishbone

A wishbone may be prepared by any Wizard from a sacrificial animal.

Kin Familiar

In summonation spells a 'Kin Familiar', a benign token, is necessary. This usually takes the form of an animal, such as a witches cat, or may be in the form of a stone or jewel. Such jewels are often incorporated into the handles of Enchanted Swords.

Golden Time Glass

This is a time glass fashioned from gold and crystal. They may be purchased from Wizard-Artificers and are very rare indeed.

14.VALLARIEL'S CLOAK

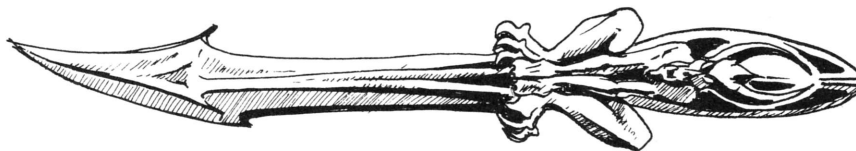
Vallariel was a great Elven King of the First Ages. A shadow of greatness still lies upon this cloak. The wearer causes **Fear** in all evil creatures and **Terror** in Goblins.

15.WATER HORN

This is an ornate drinking horn decorated with silver and jade work. If the horn is held with both hands it will slowly fill with water which may be drunk.

16.HELL KNIFE

A Hell Knife may be constructed by a high level evil Wizard-Artificer. It is used in some Necromantic magic.





PENTACLE TEMPLATE

Many of the Warhammer spells effect an area of 2" radius - such as the Pentacle Pillar of Light spell. Players may wish to construct their own templates out of stiff card and decorate them something like the one drawn above. Alternatively you can cut out the templates printed on the back of each Warhammer Book, or photocopy them if you do not wish to spoil your copy of Warhammer.

Where templates are used in the rules and distances mentioned in relation to them, then measure all distances are measures to, or from, the centre of the pentacle. Pentacles relating to different spells, or different spell levels may be coloured differently; or each Wizard could have his own colour or pattern.



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