

Rule of Form

Engineering Runes may only be inscribed on weapons of the Specialist Weapon (engineering) and Specialist Weapon (gunpowder) groups, or on siege weapons such as cannon. Such weapons cannot accept Armour, Talismanic, or Weapon runes. Temporary runes may only be inscribed on gunpowder weapons of Good or Best Craftsmanship, and permanent runes may only be inscribed on gunpowder weapons of Best Craftsmanship.

Master Rune of Immolation

Type: Engineering

Inscription Number: 22

Empowerment: 6

Description (permanent): Every weapon inscribed with this rune is given a secret name in Khazalid. A Dwarf who knows the secret name of the weapon inscribed with this rune may cause it to explode at any time. If the weapon explodes, place the small template on the weapon. the weapon is destroyed and anyone under the template suffers 4 Damage from fire and shrapnel (models partially covered are hit on a 40 or less on percentile dice).

Description (temporary): There is no temporary version of this rune.

Rune of Burning

Type: Engineering

Inscription Number: 17

Empowerment: 6

Description (permanent): Any ammunition fired by this weapon bursts into flames. Treat any attack with this weapon as a fire-based attack.

Description (temporary): As permanent, but once this rune is activated (a free action), the benefit only lasts for 1 minute.

Rune of Fortune

Type: Engineering

Inscription Number: 20

Empowerment: 7

Description (permanent): Whenever the weapon misfires, the player may choose to re-roll the dice on Table 4-3: Advanced Misfires of the Old World Armoury. However, you must accept the second roll.

Description (temporary): As permanent, but once this rune is activated (a free action), the benefit only lasts for 1 minute.

Note: This rune assumes you are using the Advanced Misfires rules from the Old World Armoury. Multiple instances of this rune do not allow the player to continue to re-roll: the second roll is final.

Rune of Penetrating

Type: Engineering

Inscription Number: 14

Empowerment: 5

Description (permanent): Add 1 to the Damage of the weapon this rune is inscribed on.

Description (temporary): As permanent, but once this rune is activated (a free action), the benefit only lasts for 1 minute.

Rune of Reloading

Type: Engineering

Inscription Number: 15

Empowerment: 6

Description (permanent): The wielder of a weapon inscribed with this rune gains the benefits of the Master Gunner Talent (WFRP, p.99). If the wielder already possesses the Master Gunner Talent, this rune has no effect.

Description (temporary): As permanent, but once this rune is activated (a free action), the benefit only lasts for 1 minute.

Note: Multiple instances of this rune do not grant any further effect.

Runic Gunpowder Weapon Examples

The following are three examples of runic gunpowder weapons.

Hellbelcher

This distinctive blunderbuss is rumored by some to have come from the forges of the Chaos Dwarfs, in the early days before they had forgotten the lore of runesmithing. If so, it may be the oldest rune-inscribed gunpowder weapon in existence, but any Dwarf runesmith will refute this claim. In any event, this blunderbuss is of the Best Dwarf Craftsmanship, and inscribed with the Rune of Burning and Rune of Fortune

A Hellbelcher has all the stats of a Best Quality blunderbuss(OWA, p.46-7), in addition to the powers of the runes inscribed on it.

The Orcrist

This Best quality jezzail was forged by Enki Orcrist after he observed their effectiveness working as a mercenary siege engineer in Araby. It was used to great effect against the Greenskins that assailed Karak Azul, where Enki led a unit of Thunderers against the Black Orcs. Later, he inscribed it with three Runes of Penetrating.

The Orcrist has all the stats of a jezzail (OWA, p.46-7), except the damage is 6.

Norri's Honour

This Best quality dueling pistol was crafted by Norri Snorrinev, a young runesmith who found himself faced with a duel against young noble, who felt insulted by Norri's disparaging critique of Imperial gunsmithing. Norri survived the duel, but his pistol was later stolen by a Halfling. It bears the Rune of Reloading.

Norri's Honour has all the stats of a pistol(OWA, p.46-7), in addition to the power of the rune inscribed on it.

Simple Enchanting Rituals

While it is possible for magical items to be created through blind chance, the whim of the Chaos Gods, or the interaction of warpstone or other powerful magical forces; it is a far safer and sure, albeit long,

arduous, and expensive process for wizards to formulate magical rituals to enchant items. Throughout the centuries since the formation of the Orders in the Empire (and, if certain rumours be true, from the traditions of hedge magic and divine cults that have existed since before the empire, to say nothing of the other races) the many-colored wizards have bent their skills and magics to crafting tools, talismans, and weapons to serve them. Their discoveries (and failures, which serve as object lessons) were recorded and retained in journals and grimoires; many of these remain within the libraries of the Imperial Colleges of Altdorf, while others are spread out in lesser schools of magic, the private libraries and heretical vaults of nobles, wizard lords, and clergies, and some few are for sale in dusty bookstores or lie forgotten in dry tombs.

In any event, the following rituals represent some of the most basic, simple, and well-known rituals for crafting magical items, and while not common knowledge, the location of a text detailing the full ritual (or the notes of the wizards who have studied and researched refinements) should not be difficult to discover.

A Note on Enchanting Items

The Winds of Magic are fluid by nature, and over time even the most carefully wrought human enchantment will begin to fade, become erratic and lessening as time goes on. Some wizards may attempt to mend such items or even increase their power by stacking enchantment upon enchantment, but such attempts are fraught with peril as the fraying strands of magic threaten to unravel explosively. To represent this, any additional ritual beyond the first cast on an item has its Casting Number increased by 2 for every enchantment already on the item.

Elven magic items and Dwarf rune magics are both examples of Qhaysh, and are highly resistant to any attempted alteration, which can alter their careful balance and corrupt them. Items made with Dhar or True Dhar are more dangerous, and may attempt to corrupt the magician, inviting mutations or worse.

Blessing of Radiance

Type: Arcane

Arcane Language: Arcane

Magic: 2

XP: 200

Ingredients: A prism, seven mirrors, and a Best Craftsmanship melee weapon-the ritual must be performed while the steel is being polished for the first time.

Conditions: You must have the Arcane Lore (Light) talent to perform this ritual.

Consequences: If you fail your Casting Roll, you gain an Insanity Point and are rendered blind for 1d10 days.

Casting Number: 13

Casting Time: 4 hours

Description: By gathering and focusing the radiant power of Hysh, you may imbue a single melee weapon with a potent and permanent enchantment. This weapon is considered magical and gains a +2 Damage bonus against daemons. The Blessing of Radiance also causes the weapon to glow with a Wyrdlight that cannot be hidden, and the wielder of this weapon automatically fails any Concealment Test he attempts to make.

The Dolorous Sanctification

Type: Divine

Arcane Language: Arcane

Magic: 2

XP: 200

Ingredients: A thrice-forged spearblade, thrice quenched in a living greenskin, and a relic of Myrmidia.

Conditions: You must have the Divine Lore (Myrmidia) talent to perform this ritual.

Consequences: If the Casting Roll fails, you gain an Insanity Point and you lose one Fate Point as the relic is destroyed.

Casting Number: 11

Casting Time: 8 hours

Description: This ritual transforms a normal spear into a reliquary, possessing a fragment of one of Myrmidia's saints and becoming an extension Myrmidia's own fearsome weapon. The spear is permanently enchanted, and possesses the Armor Piercing quality.

Gild (Item)

Type: Arcane

Arcane Language: Arcane

Magic: 3

XP: 300

Ingredients: A vial of gold dust (50 GC) and an item of Best Craftsmanship.

Conditions: You must have the Arcane Lore (Metal) talent to perform this ritual.

Consequences: If you fail your Casting Roll, you gain an Insanity Point and one of your Characteristics (the one determined by the ritual) is permanently reduced 5%.

Casting Number: 30

Casting Time: 12 hours

Description: By means of this powerful, ritualized version of the Enchant Item spell, you permanently enchant one item so that increases one of the bearer/wielder's Characteristics (chosen before the ritual) by 5%. The increase must follow the form of the item to be enchanted in some fashion: a wizard's cap could increase Intelligence, but not Strength; longsword might provide a bonus to Weapon Skill, but not Fellowship, and so on. An item can only bear one such enchantment. The item counts as magical.

Each version of this ritual is designed for a specific type of item. For example, Gild Zweihander, Gild Claymore, and Gild Rapier are all different rituals and must be learned separately.

Gloaming Tint

Type: Arcane

Arcane Language: Arcane

Magic: 3

XP: 300

Ingredients: An ingot of lead and an ingot of gold (worth 200 GC), and the item to be enchanted.

Conditions: You must have either the Arcane Lore (Metal) or the Arcane Lore (Shadow) talent in order to perform this ritual.

Consequences: If you fail your Casting Roll, you gain an Insanity Point and the item cannot be subject to any magical attempt to conceal its value again, either by this ritual or spells such as Fool's Gold or Eye of the Beholder.

Casting Number: 22

Casting Time: 6 hours

Description: This powerful ritual wraps the item (which can be anything with an Encumbrance of 75 or less) in strands of magic to disguise its value. The apparent value of the item increases or decreases by up to a factor of ten. Thus, a Best Craftsmanship longsword could be made to appear of Common craftsmanship, or a Good Craftsmanship axe appear to be a Best Craftsmanship axe of Dwarf or Elf make, or set with precious metals. The actual qualities of the item do not change, nor is a brass penny actually made of gold even if it appears to be worth the same value as a gold piece, nor a gold piece weigh less because if it appears discolored, shaved, and dented to be worth no more than a tenth its value.

Characters take a -20% modifier to their Evaluate skill when evaluating the true value of such items. This enchantment is permanent.

Hand of Hashut

Type: Arcane

Arcane Language: Demonic

Magic: 3

XP: 300

Ingredients: The petrified hand of a Chaos Dwarf sorcerer, attached to a chain of brass or black steel and a handle wrapped in strips of tanned bull's hide.

Conditions: You must have the Dark Lore (Chaos), Dark Magic, and Trade (weaponsmith) talents to perform this ritual.

Consequences: If you fail your Casting Roll, you gain an Insanity Point and attract the anger of Hashut, the Father of Darkness. Roll on Table 7-6: The Wrath of the Gods.

Casting Number: 22

Casting Time: 6 hours

Description: With hours of supplication, invocation, and and the carving of blasphemous runes, you call on Hashut to instill your weapon with the malign energies of Chaos. If it succeeds, your weapon is a Best Craftsmanship flail with the following qualities:

Encumbrance: 95

Group: Flail

Damage: 7

Qualities: Armor Piercing, Impact, Tiring

If you cut off your own hand to fashion the Hand of Hashut, you gain a +10% to your Weapon Skill when using this weapon. This enchantment is permanent. You must use Dark Magic when performing this ritual.

Hell Coin Charm

Type: Arcane

Arcane Language: None

Magic: 1

XP: 100

Ingredients: A personal item and a Hell Coin (see Lucky Charms in Sigmar's Heirs).

Conditions: The magician cannot know an Arcane Language at the time they learn this ritual.

Consequences: If you fail your Casting Roll, you gain an Insanity Point, and a random possession of yours becomes cursed instead.

Casting Number: 8

Casting Time: 2 hours

Description: This ritual slowly dissolves the Hell Coin, and infuses the dark and Chaotic arcane energies released into the object. This object becomes permanently cursed, and the bearer of the cursed item suffers a penalty equal to your Magic Characteristic on all tests. If a character carries multiple cursed items (such as those created by Ill Fortune), only the most potent affects them.

Folk tales suggest this ritual was passed down by a family of witches and warlocks in Tilea, while hermits and wisewomen whisper to themselves of a more powerful ritual which can lay down a curse on an entire home or family line through an heirloom, trophy, or the mouldering bones of an ancestor.

Imbue Wyrdbligh (item)

Type: Arcane

Arcane Language: Arcane

Magic: 1

XP: 100

Ingredients: 1 GC worth of gold dust dissolved in a gallon of lamp oil, and the item to be enchanted, which must be of Good or Best Craftsmanship.

Conditions: You must conduct the ritual at night, under the glow of one of the moons.

Consequences: If you fail your Casting Roll, you gain an Insanity Point, and you are automatically effected by Wyrdbligh (see Table 7-2: Minor Chaos Manifestations) for every spell you cast in the next 1d10 days.

Casting Number: 6

Casting Time: 1 hour

Description: This ritual permanently enchants the item to glow with the light of a lantern. An item so enchanted cannot be 'turned off,' but are relatively cheap to create-but not without their perils. More than one apprentice has suffered embarrassment or worse when trying to mass produce such items.

Each version of this ritual is designed for a specific type of item. For example, Imbue Wyrdbligh Zweihander, Imbue Wyrdbligh Claymore, and Imbue Wyrdbligh Rapier are all different rituals and must be learned separately.

Libation of Steel

Type: Arcane or Divine

Arcane Language: Arcane

Magic: 2

XP: 200

Ingredients: The weapon or ammunition to be enchanted, which must be of Best Craftsmanship, a cup of wine worth at least 100 GC and a cup of pure spring water.

Conditions: You must have the Channelling skill in order to cast this ritual.

Consequences: If you fail your Casting Roll, you gain an Insanity Point and the weapon or ammunition is bent or broken beyond repair.

Casting Number: 12

Casting Time: 3 hours

Description: With this double libation, you enchant a single melee weapon, thrown weapon or up to five shots of a missile weapon (bullets, arrows, crossbow bolts, etc.). This item or items gain no bonus of any kind, but they do count as magical weapons, making them useful against some fell creatures. This enchantment is permanent.

The Arcane form of this ritual is common to all the Colleges of Magic in Altdorf, and is said to have passed down from one of Teclis' brother-mages in the time of Magnus the Pious. Each divine cult in the Empire has their own Divine version of the ritual, calling out to their particular patron deity. Among these, it is said the ritual first came from the servants of Morr to quiet the undead.

Requiem for the Guilty

Type: Divine

Arcane Language: Arcane

Magic: 2

XP: 200

Ingredients: A best-quality sword, of any type, engraved with a set of scales in gold and forged over a fire fed by books of law.

Conditions: You must have the Divine Lore (Verena) talent to perform this ritual.

Consequences: If your Casting Roll fails, you gain an Insanity Point and cannot attempt this ritual again for one year and one day.

Casting Number: 15

Casting Time: 10 hours

Description: This ritual is used to empower the weapons of Verena's champions, who seek those who have fled the law or think themselves above it, but are avidly lusted after and sometimes acquired (entirely lawfully, if not always ethically) by followers of Solkan. The sword is magical and gains the Precise quality (if it did not already have it). When used to attack someone the wielder knows is guilty of a specific crime, it grants the wielder a +10% to their Weapon Skill. This enchantment is permanent.

The Triple Blessing of the Grand Theogonist

Type: Divine

Arcane Language: Arcane

Magic: 2

XP: 200

Ingredients: A dwarf-crafted warhammer or great warhammer, a purity seal of Sigmar, and a scroll written by the Grand Theogonist.

Conditions: You must have the Divine Lore (Sigmar) talent to perform this ritual.

Consequences: If you fail the Casting Roll, you gain an Insanity Point and the weapon shatters the next time it lands a blow in battle.

Casting Number: 12

Casting Time: 3 hours

Description: An ancient ritual of the Imperial cult, this rite has been passed down from the secret prayerbooks of the first Grand Theogonist to the present day, where it has disseminated throughout the lower orders of initiation. This ritual permanently enchants the warhammer or great warhammer as a magic weapon, and gives it the Impact quality (if it did not already possess it).