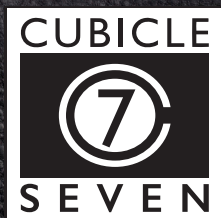


WARHAMMER
FANTASY
ROLE-PLAY

River Magic

—By Graeme Davis



DEVELOPER
DIARY

INTRODUCTION

Following on from our previous dev diary on river gods and their associated miracles, today we take a look at some of the traditional magic that permeates the deep waters of the Empire's ancient rivers. Again, there wasn't quite room in the companion for this section, but it may feature elsewhere in the future — for now it is your's to enjoy.

While there are a few very interesting spells in here, Living Water is a personal favourite. Though you do need to be close to a sizable body of water to use it, a high SL casting can be absolutely devastating. There are certainly less flashy and more reliable spells, but for my money a humanoid water monster is hard to beat. Note that while it doesn't have any ranged weapons, it does have a BS, and there are often lots of trees or unsecured crates of cargo near a riverbank that can be easily thrown should the need arise...

RIVER MAGIC

by Graeme Davis

The Lores of Hedgecraft and Witchcraft (WFRP, p. 254–6) are not coherent, regulated lores like those controlled by the Eight Colleges. Instead, they are sprawling and varied accumulations of Spells and charms with a bewildering array of minor variants. Rather than being the product of scholarly endeavours, they were invented or discovered haphazardly, as solutions to problems or sources of power.

Here is a selection of Spells that might be wielded by rural spellcasters along the Empire's great rivers. In **Death on the Reik** and other river adventures, foes can use them to make the Characters' lives more challenging, while friendly NPCs might teach a Spell or two to a Character with the right Career.

LORE OF HEDGECRAFT

Breathe Underwater

CN: 0

Range: You

Target: Touch

Duration: Willpower Bonus Minutes

As you chant the incantation and touch the target (which may be yourself), they gain the ability to breathe underwater while the Spell is active. They also gain +2 SL to any Endurance Test to resist the effects of smoke, gases, and airborne spores.

Dry Out

CN: 0

Range: Touch

Target: 1

Duration: Instant

You chant an incantation, and you or someone you touch becomes comfortably dry, as though they had never been wet in the first place. They will not catch a cold (see **Enemy in Shadows Companion**, page 33) or suffer any other problems.



Art by Jon Hoatson

Extinguish Fire**CN:** 0**Range:** Willpower Bonus Yards**Target:** Area of Effect**Duration:** Instant

You must be touching a river, pond, or other body of water in order to cast this Spell. You shout words of power, and the nearby water rises up and throws itself at a target in range. If the target is burning, the fire is extinguished provided that the whole of it is within the Area of Effect. Otherwise, only the part within that area is extinguished. If the target is a creature suffering one or more *Ablaze* Conditions, they are all removed.

Find Lost**CN:** 0**Range:** Willpower Bonus Yards**Target:** One object**Duration:** Willpower Bonus Minutes

As you chant, you form a mental image of one object that has been lost in a river, pond, or other body of water. If it lies within range, it rises to the surface in a welter of bubbles, floating on the surface until it is retrieved or until the Spell ends.

Float**CN:** 0**Range:** Touch**Target:** 1**Duration:** Willpower Bonus Minutes

You chant an incantation, and you or someone you touch becomes as buoyant as wood. For the duration of the Spell they cannot sink underwater or drown. They must still swim in order to move, but a failed Swim Test results in nothing worse than zero movement.

Friendly Flood**CN:** 0**Range:** You**Target:** One boat on which you are embarked**Duration:** Willpower Bonus Rounds

As you chant, the water rises beneath your vessel and carries it over any rocks, shallows, and sandbars at its normal Movement rate. There is no need to make any Test to deal with these hazards, and your vessel suffers no damage.

Mystic Mist**CN:** 0**Range:** Willpower Bonus Yards**Target:** Area of Effect**Duration:** Willpower Bonus Minutes

You chant a brief charm, and a dense mist rises up from the ground (or the water), with a diameter equal to twice your Willpower Bonus in yards and a height of half that. Anyone caught in the mist cannot see out of it or through it, while those outside cannot see into it or past it.

Part Water**CN:** 0**Range:** Special**Target:** Special**Duration:** Willpower Bonus Minutes + Special

You stand at the edge of the water and speak words of power, causing the waters of a pond or river to part before you. A dry path is created across the bed, as long as your Willpower in yards and wide enough for two Average-sized creatures to walk side by side.

The path remains until the Spell's duration expires, or you choose to end it, or you move more than Willpower Yards away. At that point the water rushes back into place. Any creature in its path and unable to reach dry land in the same round is buffeted for 10 Damage, modified by Toughness Bonus but not by Armour. To make matters worse, they are now underwater and can only move by swimming — which will not be easy if they are heavily encumbered.

River Sense**CN:** 0**Range:** Sight**Target:** You**Duration:** Willpower Minutes

Your eyes become supernaturally attuned to the river, allowing you to see every hazard that lies ahead of you. Only non-living hazards are revealed; dangerous creatures remain hidden until they choose to reveal themselves. The **Death on the Reik Companion** covers river hazards. Note that the Spell only warns you of hazards ahead, and does not keep you safe from them.

Walk on Water

CN: 0

Range: You

Target: You

Duration: Willpower Bonus Minutes + Special

As you chant the incantation, your feet develop the ability to repel water, so strongly that you can walk on water just as easily as on dry land. You can also walk across mud and slippery ground with no Movement penalties and no need for Athletics or other Tests. The Spell ends when you step onto dry ground, even if it has some time left in its duration.

INTRODUCTION**Angry Wave**

CN: 12

Range: Special

Target: Area of Effect (Willpower Bonus Yards + special)

Duration: 1 Round

As you chant the incantation, the water of a nearby river, lake, or large pond rises up like an angry fist and smashes down on your target area, which must be within 2 x Willpower Bonus yards of the water's edge. It counts as a Magical attack and causes Damage 10+SL. In addition, any creature or object between the Area of Effect and the body of water takes half the indicated Damage. All Characters and creatures that suffer Damage from the Spell must make a successful **Athletics** Test or be dragged away by the receding waters for a distance equal to the SL of the Casting Test plus the failure level of the Athletics Test. For example, if you cast the Spell with 2 Success Levels, a victim who fails their Athletics Test by -3 levels is dragged for $2 + 3 = 5$ yards.

Curse of Rust

CN: 4

Range: Willpower Yards

Target: 1 item

Duration: Instant

Muttering the words of the Spell, you splash a few drops of river water onto an item of iron or steel no bigger than a weapon or a piece of armour, which instantly becomes pitted with rust. If the casting succeeds, the item gains the *Ugly Flaw* (WFRP, page 292); 2 SLs on the casting roll give it *Unreliable* as well, and *Shoddy* is added at 3 or more SLs.

One with the River

CN: 8

Range: You

Target: You

Duration: Willpower Bonus Minutes

Your spirit reaches out and becomes one with the river and its denizens. While the Spell is active, you gain several Talents at a level equal to the SL of the Casting Test, or add the SL to their level if you already possess them. Normal maximums are ignored.

The Talents you gain are *Animal Affinity*, *Combat Aware*, *Nose for Trouble*, *River Guide*, *Sixth Sense*, *Strong Swimmer*, and *Waterman*. Where applicable, their effects are limited to the river environment and river-dwelling creatures and NPCs.

River's Dead

CN: 8

Range: Willpower Yards

Target: Area of Effect

Duration: Until sunrise

You chant words of power over the waters, calling all who drowned there to rise and serve you. SL +1 of the drowned dead rise in answer, with each one having an equal chance of being a Skeleton or a Zombie. Summoned undead are loyal to you, and remain animate until the next sunrise or until you gain the *Unconscious* Condition. They are as described in the WFRP rulebook (pages 327–8), with the additional *Resistance (Fire) +3* Trait because of their soaked condition.

Warship's Hull

CN: 6

Range: You

Target: One boat on which you are embarked

Duration: Willpower Bonus Minutes

You chant an incantation, and power pours through your feet into the vessel upon which you stand. The wood of its hull becomes as hard as steel, giving it SL+1 Armour throughout.

LIVING WATER CREATURE PROFILE

SL	Size	M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W	Attack
0-1	Little	2	10	10	10	10	10	10	10	-	-	-	1	+2
2	Small	3	20	20	20	20	20	20	20	-	-	-	4	+4
3	Average	4	30	30	30	30	30	30	30	-	-	-	9	+6
4	Large	5	40	40	40	40	40	40	40	-	-	-	24	+8
5+	Enormous	6	50	50	50	50	50	50	50	-	-	-	60	+10

Living Water

CN: 8

Range: Willpower Yards**Target:** Special**Duration:** Willpower Bonus Minutes

You chant an incantation over a nearby body of water at least five yards wide, and the water gathers itself up into a vaguely humanoid form, able to move and act according to your instructions. The living water's initial profile depends on the number of SL achieved on the **Language (Magick)** Test made to cast Living Water, and is as follows:

Traits: Amphibious, Construct, Fear 2, Immunity to Psychology, Magical, Painless, Reducible (see below), Regenerate (see below), Resistance (as Trait, everything except magic and fire) +3, Unstable, Weapon (2 x Fists) (Varies, see above)

New Trait: Reducible. Each time the Living Water's Wounds are reduced to a number equal to or less than a smaller size category, its size and all relevant statistics are reduced. For example, if an Enormous Living Water was reduced to 24 Wounds, its size would be reduced to Large.

Regenerate. The creature only has this Trait while it is in physical contact with a river or other natural body of water such as a lake or large pond.



River's Whisper

CN: 8

Range: Willpower Yards**Target:** Special**Duration:** Special

You wade up to your waist in a river, lake, or large pond, reaching out with your mind into its waters. You can ask about anything that happened on or in the river over the past 24 hours and up to 1 mile up or downstream. As with any divination Spell, answers are quite general and may be maddeningly vague: the river may not understand things in the same way as a living Character does. Even so, you might learn that two boats passed downriver overnight, for example, and that one of them was especially large, but not the names of the boats or of their passengers. You might learn that Orcs attacked one of the boats, but not the name of the Orcs' tribe. You may ask a number of questions of the river equal to your Willpower Bonus, plus an additional question for each SL above 1.

Swell River

CN: 14

Range: Willpower Bonus Yards**Target:** Special**Duration:** One hour

Though thought by most to be little more than a rumour, this much feared curse can only be cast in the presence of a drowning person, the river's waters responding just as the victim expires. If cast successfully, the level of a river rises or falls temporarily over a 1-mile stretch. For every SL on the Casting Test, the water level rises by 1 foot. The effects of this depend on the surrounding terrain. If the river is a fast-moving torrent in a steep chasm, there will likely be a raging deluge that washes away anyone standing on the bank, tears down bridges, and damages mills and other riverside buildings. If the river is slowly crossing a broad flood-plain, the water will be less forceful, but is likely to spread over a wide area, flooding fields and houses. The river returns to its previous level an hour after it reaches its highest level, but the effects move downstream, dissipating slowly as they do so.

Tangleweed

CN: 6

Range: Willpower Yards**Target:** Area of Effect (Willpower Bonus Yards)**Duration:** Special

As you chant the incantation, the water weed in a river, lake, or pond stirs to dim sentience, reaching out to grasp any swimming creature within reach and drag it to the bottom. All creatures within the Area of Effect gain one *Entangled* Condition for each SL on the Casting Test, and are dragged under the water. For the purposes of removing *Entangled* Conditions, the Strength of this attack is equal to your Willpower plus the number of SLs on the Casting Test. Normal drowning rules apply (see page 181 of the **WFRP** rulebook).

