

A COLLECTION OF ANCIENT LORE

LEARNING NEW SPELLS

If one was to learn spells as if they were skills, they would probably be seen as an *Intellectual* object (*Restless Dead Campaign Book*, p84). But as a Sorcerer already has some knowledge about his chosen field (it is not something intirely new he is about to learn) and therefore I have designed the following rule for learning time:

The time for learning a spell is equivalent to 100 days times 2 hours per day minus the *Intelligence* of the magic user, plus the level of the Spell times 10 hours.

CASTING SPELLS

According to *Warhammer Fantasy RolePlay*, p135 it will take a Wizard an entire round to cast a spell. Until that point of the round, the Wizard is to counted as a *Prone Target*. This rule is somewhat frustrating for any spellcasting character; apart from having the most expensive career (seen from a exp point of view), they can also be killed easily by a mere Snotling, once they attempt to cast a spell.

But, the presence of the magic is unpredictable, after all it is the power of the Void the Wizard is drawing upon. Sometimes it will take the Wizard a very short period of time to cast a spell and sometimes it will take a long period of time. Another factor when a Wizard is using his magical powers, is the level of the spell to be cast, it is considerably more difficult to cast a 4th level spell than a 1st level spell.

Whenever a Wizard wants to use one of his spells, he must roll a D100. This result represents the *Wizard's Initiative (WI)*. From that roll you then deduct the *level of the spell times 10*, the final result is the *Spell Reaction (SR)*.

An example: Heinrich McGuire the 3rd level Wizard wants to cast *Cause Fear*, which is a 3rd level Battle Magick spell, at an attacking horde of Orcs. He rolls a D100 and the roll is 67 (his **WI**). He then deducts 30 from the roll (3 times 10) and has thus a **SR** of 37, which is slightly before the Orcs Initiative at 30.

Another factor which has to be taken into account, is how the spell is cast. If a Wizard at level 3 wants to cast three fire balls, he casts the *Fire Ball* Spell as a 3rd level Spell and must then deduct 30 from his **WI**.

A Wizard who is casting a spell will be able to turn/walk around after his target if this is a moving one. *A Wizard may take his full Cautious Move in a round of combat, while casting a spell.*

Even though the Wizard may be considerable faster now, he is still *Prone Target* while casting a spell.

The Spells

Petty Magick

Spellextension Petty Lightning Bolt

Battle Magick

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Daemonic Magick

Dispel Daemonic Summon Lesser
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Exorcise
Possessing Daemon

Elementalist Magick

Create Small Thunder Cloud

Illusionist Magick

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Summon
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PETTY MAGICK

Spellextension

Field of Magick: Petty

Level: Petty

Magick Points: 2

Range: Personal

Duration: D6 x 10 turns

Ingredients: Some glue

Casting of this spell will allow the caster to withhold a spell for a certain period of time (10-60 turns), and then release it at his normal *Initiative*. The Wizard will not be *prone target* while using this spell, if he is "casting" another Spell while using it. The caster can use the spell he has "saved", at any time within his own *Initiative*. The Wizard cannot hold anything else but ingredients to spells in his hands until he releases the spell, as that would disturb the magical energies.

Petty Lightning Bolt

Field of Magick: Petty

Level: Petty

Magick Points: 1

Range: 6 yards

Duration: Instantaneous

Ingredients: A piece of wire

This little spell can be used to chase annoying / busybody people away. It creates a small bolt of lightning which will jolt the target, make a mess of the hair, but it will not harm the person directly. It is only meant as a warning, sort of a small electrical fence which one can bring up if someone is annoying.

If used on somebody who is placed above the ground (they for example be snooping around in the shelves for the Wizard's secrets), the target must make a *Risk* Test at 40% or fall down.

BATTLE MAGICK

Enchantment

Field of Magick: Battle

Level: 1

Magick Points: 3

Range: 5 yards

Duration: D3 days

Ingredients: Some pyrites and a Gold Crown

This spell has caused a lot of frustration among adventures, as they discover that the load of magical items they have been carrying, are nothing but worthless junk. It will create a magical aura, that gives it the appearance of being a magical item, with D10 properties. A closer investigation of the object(s) will possibly reveal that it is in fact an illusion. The higher the level of the Wizard who has cast the spell, the more difficult it will be to detect that it is a "falsified" magic item, and vice versa. Anyone trying to detect such a false enchantment, who has the appropriate skills, will get a +10 bonus to his *Intelligence* Test for each level he is higher than the caster, and a -10 for each level the caster is beyond him. Furthermore, every 3rd extra *Magick Point* used in the spell, will give the one trying to detect it, a -10 penalty to his *Intelligence* Test. At the discretion of the Games-Master, a seasoned Wizard may be able to detect this extra amount, and thus see the item to be false. The spell can only be cast at one object at a time.

Ward of Forbiddance

Field of Magick: Battle

Level: 2

Magick Points: 6 or 12

Range: 0

Duration: Permanent or until dispelled or discharged

Ingredients: A 6" long bronze rod of half-inch in diameter

This spell allows the caster to inscribe a magical barrier upon a portal, or in a passageway, to prevent access to what lies beyond. The Wizard traces the pattern of a magical diagram in the air, using the rod, in the portal he wishes to protect. This takes 1-4 rounds, depending on the area covered (GM's discretion).

A character or creature attempting to pass through a *Ward of Forbiddance* (eg, opening a door when a *Ward*

has been cast in the doorway and then walking through) must make a *Will Power* Test or be unable to proceed further. The affected creature is physically unable to by-pass the *Ward*, stopped by an impenetrable wall of force.

A creature which has been unable to pass a *Ward of Forbiddance* may try again, but only after an interval of one day (count to the next dawn-to-dusk period), and this time with a -10 modifier to the *Will Power* Test. A third attempt (with a -20 modifier) can be made one day later, but after three failed attempts the creature will *never* be able to pass the *Ward*. This application costs 6 Magick Points.

If the caster is of 3rd level or higher, and if 12 Magick Points are spent casting the *Ward*, it is possible to cast a single secondary spell into the *Ward*, within one turn of creating it. The Magick Point cost of the secondary spell is added to the 12 for the *Ward*. This secondary spell only affects the first potential target trying to by-pass the *Ward*; after that, it is spent, although the *Ward* stays in place.

A Wizard of the 3rd level can cast any one of the following secondary spells into the *Ward*: Cause Panic, Dispirit, Steal Magickal Power, Steal Mind.

A Wizard of the 4th level can also cast any one of the following into the *Ward*: Cause Cowardly Flight, Corrode, Dispel Aura, Drain Magick, Stand Still.

A *Ward of Forbiddance* is not generally visible, save to the Wizard who created it, who sees it as a thin pattern of blue magical lines standing in mid-air. However, a Wizard using Detect Magick can see it clearly and if he expends one extra Magick Point, can make it visible to others by tracing its lines with his fingertips - this makes the lines visible to all for D10 hours.

A Wizard can always by-pass his own *Ward of Forbiddance*, and can lead others past it if he has direct physical contact with them (eg, holding hands).

Pain

Field of Magick: Battle

Level: 2

Magick Points: 3

Range: 15 yards (hearing)

Duration: D10 turns

Ingredients: 10 pins, some salt & a little oil

This spell can be a very effective source of distraction, and has saved many a Wizard from attackers with weapons. By uttering the secret and ancient words of this spell, the caster will be able to make his victim feel as if his nerves are burning. This will limit an attacker's spectrum of action somewhat, as he will not be able to think about anything but the pain. For this spell to work, the victim must be able to hear the caster.

All the victim's characteristics will be reduced with -2/-20 as appropriate, for the duration of the spell. If the victim fails his *Magick Test* with 30+, he must make a *Will Power* Test. If this is also failed, he will fall screaming to the ground, clutching his head in agonising pain.

McGuire's Smalleranged Teleport

Field of Magick: Battle

Level: 2

Magick Points: 4

Range: 48 yards

Duration: Instantaneous

Ingredients: 1 feet of rope and a boot

This spell is a less powerful version of the level four Battle Magick Spell *McBrain's Teleport Special*, created by the Wizard Alfred McGuire, who felt that there was never created any "good" spells for the less powerful Wizards.

The spell will teleport the Wizard, any willing person he touches (if not willing the victim is allowed a *Magick Test* in order to resist) or an object no larger than a 10 squareyards cube to a point within 48 yards.

If the desired place is occupied by someone, or something, the teleported person will be moved to the nearest available point.

Invisibility

Field of Magick: Battle

Level: 2

Magick Points: 4

Range: 10 yards

Duration: 1 hour + 1 hour per level

Ingredients: The eyes from a Giant Owl or a Giant Eagle

By means of this spell, the caster can become invisible for some time. The Wizard may remain invisible for a period which is longer than the duration of the spell, if so he must expend another 4 *Magick Points* as the spell expires.

The Wizard may become visible at will, even if the spell has not yet expired.

The Wizard can enter hand-to-hand combat if he wishes to do so. Any opponent wanting to hit the Wizard, must make a successful *Initiative* Test or suffer a -40 penalty to his *Weapon Skill*, when striking at the Wizard.

Firebreeze

Field of Magick: Battle

Level: 2

Magick Points: 5

Range: A normal room size, or 10 yards of corridor

Duration: Instantaneous

Ingredients: Gunpowder(1 shot), a ball of sulphur and a drop of oil

This spell can be a very effective dungeon cleaner. It will create a small scale firestorm, that burns and dissolves any non-intelligent item it passes over, such as furniture, Amoebas, plants, clothes, etc. The spell will leave any animals, humanoids and metal objects alone. Furthermore it will pass over magical items and Grimoires, which have a small amount of magical energy worked into them, as its inventor created it for springcleaning. later it was used to destroy fungus and the like in dungeons, etc. Objects that could be a real pest as they could cover entire areas. A more powerful version was created, one that would also destroy metal objects.

The Firebreeze will pass over persons, burning away any objects that are not close to the body (worn), this is determined by the GM in each case. Any one in the

area that the firebreeze effects, must take a basic *Risk* Test, or be thrown to the floor, due to the storm effects of the spell.

Cure Insanity

Field of Magick: Battle

Level: 3

Magick Points: 12

Range: 0

Duration: Permanent

Ingredients: Two white froat coats and a human skull

This is a less effective version of the Cure Insanity spell available to Clerics of Shallya. It is flawed, but it has the advantage of being Battle Magick, so that any spellcaster of sufficient level can learn it.

The spell is identical to the Clerical spell, except as noted above. Also, if the spell fails to cure a person of a disorder, then it may never treat that patient for that disorder again. Any further treatments of the same patient (for other disorders) are at a -10 penalty (+10 to the patient's Magick Test, -10 to the patient's *Cool* Test), as are further attempts to treat the same disorder in a different patient.

The spell is not without its risks. If the patient's *Cool* Test is a serious failure (missed by 30 or more, or a roll of 96-00), the patient is at once afflicted by irreversible dementia which is beyond any cure. This risk has led to the spell being known by some as *Daemonologist's Roulette*.

Firestorm

Field of Magick: Battle

Level: 3

Magick Points: 10

Range: A large room sector, or 25 yards of corridor

Duration: Instantaneous

Ingredients: One pint of oil, a little phosphorous and gunpowder(3 shots)

This is a more powerful version of the Firebreeze spell, only the Firestorm will also burn away any metal objects, but it will still leave magical items alone. This enhanced spell will create a vortex in the area, so all within that area will have to make a *Risk* Test at -20, or be thrown to the floor and

probably suffer damage. The Firestorm will pass over persons, burning away anything that is not magical without harming the persons.

Destroy Magickal Item

Field of Magick: 3

Level: 3

Magick Points: 15

Range: 48 yards

Duration: Instantaneous

Ingredients: A maul and a magical item of some sort

When this spell is cast, the magical item is considered to have some sort of will, which is in fact true in some items case. They will have a basic *Will Power* of 30 + 10% for every ability. In the case of Daemon Weapons, the *Will Power* of the inhabiting creature is used, but some Daemon Weapons may be too powerful to destroy in this way. If successful, the weapon will be destroyed, and the Daemon must take an immediate *Instability Roll*, as it is suddenly cast into the material world. If the Test is failed, the item will start to glow more and more intense. After 2 rounds it will disappear in an explosion, releasing all of its magical energy. The explosion has a diameter of 4 yards, and will deliver 1S8 hit to everything within that range. If the spell is used on several magical items, stored beside each other, it will effect D10 of them. As already mentioned, certain magical items are too powerful to be destroyed in this way.

Entrhall

Field of Magick: Battle

Level: 3

Magick Points: 7

Range: 20 yards

Duration: Special(see tabel)

Ingredients: 4 Gold Crowns and some honey

This spell will affect any single person, upon who it is cast. The person is entitled to a *Magick Test*. If this is not successful, the person will all of a sudden regard the caster as his trusted friend and ally. The spell does not enable the Wizard to control the victim as a mindless zombie and the victim will not obey any suicidal orders. But might, and this is a pronounced "might", believe that the only chance of saving the Wizard's life, would be to hold back the rampaging Orc-horde in a round or two. At the discretion of the GM, the victim may be entitled to a new Test to

shrug off the effects, if such an order should be given. The caster will not gain linguistic capabilities beyond those he normally possesses.

How long the spell will influence the victim, is to some degree determined by its *Intelligence*. The victim is entitled to a new *Will Power* Test after the full period, unless there within this timelimit happens something as that of the above mentioned "suicidal situation".

Intelligence	Thrall Period
00-14	3 months
15-24	2 months
25-35	1 month
36-40	3 weeks
41-50	2 weeks
51-60	1 week
61-70	2 days
71-80	1 day
81-90	12 hours
91+	6 hours

McBrain's Teleport Special

Field of Magick: Battle

Level: 4

Magick Points: 12

Range: 500 miles + 100 miles for every 5th Magick Point expended

Duration: Instantaneous

Ingredients: A Potion of Flying, a piece of down & a pint of Daemon Blood

As the name indicates, this spell was invented by the Wizard Kaine McBrain. Not satisfied with the means of magickal or mundane transportation available to him, he sat down, experimented for several months and by incorporating certain things from the 4th level Illusionist spell Teleport, he came up with this spell. The first couple of times he used it, minor errors occurred, he corrected them and finally he had this fool-proof spell.

The spell makes certain that the caster is not materialized inside a solid object, etc. simply by moving him away from it in a random safe direction. The caster can be teleported to a specific place within the range of the spell, or to some general area.

When cast, the spell creates a doorway to a different plane of existence. Suddenly a black door will appear, with static lightning moving around it. It will glide open and suck the Wizard in and then teleport him to the desired location, where a similar door will open a split-second after, also glistening with lightning. It will glide open and the Wizard will materialize.

Resurrection

Field of Magick: Battle & Necromantic

Level: 4

Magick Points: 10

Range: 10 yards

Duration: Until the being that has been resurrected, is called up again

Ingredients: A piece of wood from a coffin, a ball of sulphur, a 1/4 pint of oil and an hour glass. All must be mixed and then incinerated, and the ashes used

Via this spell a Wizard and/or Necromancer will be able to turn an organic being into ashes. The ashes must be perfectly preserved, and all of it must present when the spell is reversed. The ashes, will be a fine dusty powder of a dull neutral colour. The ashes are very non-adhesive as to protect them from being parted. If any of the "powder" is missing when the body of the target is to be raised again, the result will be quite horrifying.

To raise again a shape from the essential ashes, one has but to pronounce the spell backwards. A person, or other, not willing to be turned into ashes, may take a *Magick Test*, in order to withstand the effects of this spell.

It is fundamentally not very good for a person mental health, to be dissolved into ashes. Therefore the victim will gain D10+5 Psychosis Points in the process of being turned into ashes, and another D5+5 when he is called up from the ashes.

DAEMONIC MAGICK

Dispel Daemonic Presence

Field of Magick: Daemonic

Level: 1

Magick Points: 4

Range: 24 yards

Duration: Instantaneous

Ingredients: The religious symbol of a Good or neutral deity

This spell allows the wizard to dispel one or more minor daemonic creatures in a single group within 24 yards. Such minor creatures can be Daemonic Servants, Hunting Beasts or Daemonic Steeds - but not Lesser or Greater Daemons.

The first daemonic creature in the group (or the creature the caster has targeted his spell upon) receives a *Magick Test*; if this is not successful the creature vanishes. Roll a D6, and on a result of 4-6 the spell moves on to another target in the same group, which is subject to exactly the same effects as the first affected Daemon.

The spell continues to dispel the Daemons in the group either until there are none left, one Daemon makes a successful *Magick Test*, or the dice comes up with 1-3 when Testing to see if the spell moves on to another target.

Magick Points expended to enhance the force of the spell, apply to all *Magick Tests* the group may be called upon to make.

Summon Lesser Daemon

Field of Magick: Daemonic

Level: 1

Magick Points: 1

Range: 24 yards

Duration: 1 hour per level

Ingredients: A symbol of an evil or Chaos deity

This spell allows the caster to summon a single Lesser Daemon. The Daemon can be one who are not aligned to any Chaos Power in particular, or it can be a Daemon of one of the Four Great Powers if a such is asked for in particular.

Once summoned, the Daemon will appear within 6 yards of the summoner. If the summoner successfully

controls the Daemon it can serve him for one hour per level of the caster and then disappear. It will also disappear if the caster is slain, if it is slain itself and if it falls prey to *instability*.

In order to summon a Lesser Daemon, the caster must previously have struck a bargain with it, as described in *Summoning Daemons*.

Dispel Lesser Daemons

Field of Magick: Daemonic

Level: 2

Magick Points: 5

Range: 24 yards

Duration: Instantaneous

Ingredients: Six hearts from Clerics of Good or Law alignment

This spell can be used to dispel a group of up to 3D6 Lesser Daemons within 24 yards. The Daemons are allowed a *Will Power* Test to avoid being dispelled. Those who do not make a successful Test are instantly thrown back to their own plane of existence.

Channel Daemonic Energy

Field of Magick: Daemonic

Level: 2

Magick Points: 4

Range: 48 yards

Duration: Instantaneous

Ingredients: The tongue from any Fire Daemon and a part from the brain of a lunatic

This is an offensive spell for the Daemonologists. It was made by the late Wilhelm Feuerberg, who had realised that Daemonologists did not have any offensive spells to defend themselves with, unless they had learned such spells before specialising.

Because although a Daemonologist may have a number of pacts with Daemons whom he can summon to aid him, that requires certain preparations and the Daemons has to be paid. In other words, in long term practice it will become to "expensive" to summon Daemons for protection.

Wilhelm researched a lot and finally he had a spell which enabled the Daemonologist to wield the raw power of the Void to destroy his enemies.

Whenever cast, the spell sucks a small part of the Voids power and channels it through the caster's hands as a black, whirling energy stream. The energy

stream has a range of 48 yards and can hit 1D3 targets per level of the caster. Each hit will cause 1D10 *Wounds* at *Strenght* 5. In addition the victim(s) will receive 1D10+2 *Psychosis Points*/1D6+1 *Insanity Points* as the power of the Void invades his mind, as well as burning his body.

The victim(s) will have to make a *Fear* Test or flee in terror of the power of the Void.

Summon Daemonic Pack

Field of Magick: Daemonic

Level: 3

Magick Points: 8

Range: 6 yards

Duration: Instantaneous

Ingredients: The heart of any humanoid creature, torn from the living creature

The Daemonologist may summon a pack of daemonic Hunting Beasts (either those of a specified Chaos God, or non-aligned Chaos Hunting Beasts). The pack appears within 6 yards of the caster and a normal Test is made to see whether or not the Beasts are controlled. If successful the caster controls the pack until it is either killed, dispelled or becomes unstable. If unsuccessful, the Hunting Beasts behave in a random fashion (the GM should roll on the table below each round):

D6 Roll	Actions
1	Beasts do nothing
2	Beasts move to attack nearest enemy of the summoner.
3	Beasts move to attack nearest friend of the summoner.
4	Beasts move to attack nearest person (excluding the summoner)
5	Beasts move to attack the summoner.
6	Beasts immediately return to the Void.

The number of Hunting Beasts summoned depends on the number associated with the Beasts Chaos God; 6 for Slaanesh, 7 for Nurgle, 8 for Khorne, 9 for Tzeentch and D8+2 if the Beasts are non-aligned.

Summon Greater Daemon Horde

Field of Magick: Daemonic

Level: 4

Magick Points: 45 per hour

Range: Not applicable

Duration: 1 hour

Ingredients: 4 hearts from Clerics/Priest of Good or Law alignment, torn from the still living body

The caster can use this spell to summon D3+1 Greater Daemons. The creatures will appear within 6 yards of the caster. For this spell to be cast, the summoner must previously have struck a deal with at least one of the Daemons, according to the rules given under *Summoning Daemons*.

If the caster successfully controls the Daemons (making an individual *Will Power* Test for each Daemon), they will serve him for 1 hour before returning to their own plane(s) of existence.

Dispel Greater Daemon Horde

Field of Magick: Daemonic

Level: 4

Magick Points: 45

Range: 24 yards

Duration: Instantaneous

Ingredients: The whole body of a Cleric of Good or Law alignment

This spell allows the caster to dispel a single group of Greater Daemons within 24 yards. The Daemons may make a *Will Power* Test and if this is not successful, they are instantly dispelled to their own plane(s) of existence.

Summon Possessing Daemon

Field of Magick: Daemonic

Level: 3

Magick Points: 15

Range: Not applicable

Duration: Until killed or exorcised

Ingredients: The living body which the Daemon is to possess

When a Daemonologist wishes to have someone possessed, he must of course first find a host. If he is part of a Chaos cult, it will normally not be very dif-

ficult to find a volunteer, but otherwise someone has to be snatched. The Daemonologist must preform the normal ritual when one wishes to summon a Daemon. In stead of slaying the usual victim, a living person, the host, is placed within the pentagram. Then the spell has to be cast. When this is done, a roll should be made on the Daemonic Response Chart below, to determine what kind of Daemon will possess the host body. The Daemonologist has to make a *Will Power* Test as usually. But this is to determine wether or not he has opened the correct gate to the Void. If this Test is not successful, roll on the Catastrophe Chart below, to determine what has happend. If the result indicates that the Daemonologist has reached the right place, then he has indeed (by some last second effort) managed to reach the right place. The summoned Daemon will not react hostile as usually, and no further *Will Power* Test has to be made beyond the first.

First the type of the possessing Daemon has to be determined. Unless you have predetermined this, roll on the following chart:

D12 roll	Type of Deamon
1-4	Greater Daemon
5	Daemon Prince
6-10	Lesser Daemon
11	Hunting Beast
12	Daemonic Steed

The allegiance of the Daemon will usually be determined by the summoner. Eg if the Daemonologist is a follower of Tzeentch, then the Daemon will also owe allegiance to that god. Unless something goes disasterously wrong, the summoned Daemon will always owe allegiance to the same god as do the summoner. If something does go wrong roll on the following chart:

D8 roll	God
1	Slaanesh
2	Nurgle
3	Khorne
4	Tzeentch
5	Renegade Chaos God
6	Independent Daemon
7	Law God
8	Determined by GM

If something goes wrong, the summoned Daemon will always be that of an *Active* one and its primary

objective to cause as much havoc as possible before its own destruction occurs.
For further rules see *Possessee*.

Exorcise Possessing Daemon

Field of Magick: Daemonic

Level: 3

Magick Points: 15

Range: 24 yards

Duration: Instantaneous

Ingredients: A holy symbol and a Cleric from the same cult. The cult must be of either Good or Law alignment

By means of this spell the caster can exorcise a Possessing Daemon within 24 yards from its host body. The Possessing Daemon is allowed a *Will Power* Test in order to resist the exorcism. If this is not successful, the Daemon will instantly be dispelled to its own plane of existence.

Usually the Host will be mentally crippled in the process, as the Daemon does not leave the body without a fight. But some individuals are strong enough to endure the invasion of the alien psyche and the following exorcism.

ELEMENTALIST MAGICK

Create Small Thunder Cloud

Field of Magick: Elemental Battle Magick

Level: 1

Magick Points: 2

Range: 48 yards

Duration: D4+1 hour per level or until dispelled

Ingredients: A drop of water

This spell is a real nuisance and one should not irritate an Elementalist with this spell in his storage.

It creates a small black cloud above the head of the target creature, few minutes after its creation the cloud will begin to behave as a small scale thunder cloud, pouring down rain and creating small lightning bolts, which will hit the character every now and then. Needless to say, the victim will become incredibly wet within mere seconds. The lightning bolts will not damage the victim, just jolt him whenever they strike.

As the rain is magical, it can penetrate the aura which Protection from Rain creates. However if the victim is of a higher level and casts the above mentioned spell, it will provide him with sufficient cover. No *Magick Test* is allowed in order to avoid the effects of this irritating spell.

ILLUSIONIST MAGICK

Images

Field of Magick: Illusionist

Level: 2

Magick Points: 3

Range: Personal, but up to 4 yards away

Duration: Up to one hour, or until dispelled

Ingredients: A piece of silk

By using this spell an Illusionist will be able to create several "small" illusions, such as enormous castles partly hidden in clouds, faeries flying around using their small wings, images appearing as one talks about them, etc. In other words, it will enable the Illusionist to create "pictures" that will bring an unknown vividness to a tale, or simply create relaxing images to please the caster.

Deadfall

Field of Magick: Illusionist

Level: 4

Magick Points: 20

Range: Personal

Duration: Until triggered

Ingredients: A potion of flying and a hollow metal cube

Deadfall is a very powerful illusion, giving the person triggering it, the feeling that his world has suddenly been turned 180 degrees and that he is falling down a very deep shaft. The spell will be activated as a person performs some sort of forward directed movement, at the place where the spell has been placed. This could for example be the opening of a door, or a turn down an alley, then the spell will suddenly be activated and the person may very well have made the last action in this world.

The basic distance that the victim will "fall", will be 10 yards, but for every 5th *Magick Point* spend on the spell, the range will be increased by 5 yards. If the

victim dies due to “damage” sustained in the “fall”, it will look as if he has died of a heart attack. The victim is, of course, allowed a *Magick Test* due to the alarming effects of the spell. The caster is not allowed to use other *Magick Points* than his own natural supply, ie no extra power may be taken from magic items, for this spell.

NECROMANTIC MAGICK

Zone of Stability

Field of Magick: Necromantic

Level: 1

Magick Points: 6 + 2 per 5 extra yards

Range: Base 10 yards in radius + 10 per level

Duration: Until dispelled

Ingredients: A stone tablet (or any other item of stone on which to inscribe the runes), 3 yards of rope, a small mirror, a drop of blood & the hand of any Initiate or Cleric

This spell creates a zone in which Undead are not *subject to instability*. The zone is centered on the caster, but will remain in the same place even after he moves away. Undead within this zone will only become *subject to instability* if they step out of the zone. The zone created by this spell is invisible to all other but the caster and any Undead. Upon the casting of the spell, the caster must have some surface of stone within reach. He must inscribe the secret Necromantic Runes upon this surface. The spell will edge them deep. The place upon which the Runes are inscribed, is the key element of the zone. If the Runes upon it are destroyed the zone will disappear. But thanks to the magic involved that will not be as easy. In order to dispell the magic from the Runes, the caster must be of same level, or higher, as that of the Necromancer who originally placed it there. If one intends to destroy the stone by force, it must be done with a magical weapon. But it does not stop there, for every level the Necromancer has beyond one, the weapon must have an ability - thus in order to destroy the Runes of a 4th level Necromancer, one must have a magical weapon with 3 abilities.

Summon Poltergeist

Field of Magick: Necromantic

Level: 2

Magick Points: 5

Range: An area specified by the Necromancer, but no more than 50x50 yards

Duration: Until dispelled or destroyed

Ingredients: The skull from a person murdered or killed on a field of battle. Or any site of unjust murders or battles

By means of this spell, the Necromancer can summon forth a Poltergeist. The Poltergeist must be controlled in the same way as Skeletons or Zombies, until the Necromancer specifies the area in which it must haunt.

If the Necromancer intends to move the Poltergeist from its original place of death, he must first force it out from its bounded area. The Poltergeist is permitted a *Will Power Test* each turn in order to throw off the Necromancer's control as its ties to the site of dead are very strong. If the Necromancer successfully moves the Poltergeist, he must expend a further 5 *Magick Points* in order to bind the Poltergeist to its new haunting site. If this is not done, the Poltergeist will return very quickly to its original haunting place. Once the Poltergeist has been bound to the new site, the Necromancer can give it some orders which it must follow.

Summon Guardian Spirit

Field of Magick: Necromantic

Level: 3

Magick Points: 12

Range: NA

Duration: Until dispelled or destroyed

Ingredients: Grave or skull of a humanoid

This spell summons the Spirit of the dead humanoid creature to whom the grave/skull once belonged.

Thus, each set of ingredients is good for one spell.

The Spirit is summoned before the necromancer, already bound for the purpose of the spell. The caster specifies the area (no more than 10ft radius per level of caster) or object to be protected, and the Guardian Spirit is brought into being.

Since this spell compels the Guardian Spirit to a period of service which is potentially unlimited, the Spirit is allowed a *Will Power Test* to resist the initial summoning and binding. If the summoned Spirit is that of a known individual (eg a dead Player Charac-

ter) use the individual's *Will Power* score, otherwise, use the standard *Will Power* score for the race taken from the basic profile.

If the *Will Power* Test is successful, the Spirit resists the binding and departs immediately. It may not be summoned again by the same Necromancer until he has advanced one level or more.

From the Magick Section at the Warhammer Forever site.
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