

# Swordcraft Magic Rules

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# Core Magic Rules

## 1. The Magic of the Warhammer World

*The Winds of Magic, called the Aethyr in Eltharin, or simply just magic in everyday usage, is the name given by magic-users to the invisible currents of magical energy which flow across the world from the Realm of Chaos.*

*As raw Chaos, magic bends and unbinds the physical laws of the mortal plane and can remake reality into new and bizarre forms.*

*A very small part of the Wind that enters the world concentrates and solidifies into warpstone, but most of it remains largely invisible. Wizards and other magic users are individuals with witchsight, who can sense and feel and, with special training, learn to manipulate and use magic in the form of spells.*

*When it enters the material world, the Chaos energy refracts into eight "colours", collectively known as the Winds of Magic. Each different "Wind" is associated with different kinds of spellcraft that have their own distinct "flavours."*

*Since magic is closely associated with Chaos, it carries with it an inherent risk to its users, and all wizards walk a narrow road between power and damnation.*

*Only the most magically-adept races, such as Elves, are capable of mastering all of the eight lores of Magic, and most species, including humans, dedicate themselves to learning only a single lore.*

*(from the Warhammer Wiki and Warhammer Old World Lexicanum)*

The most devout of those who serve the Deities of the world may also receive the power from their patron to work magic.

- a. In our game, to be a Spell Caster (wizard, witch, sorcerer etc) or Cleric (divine magic user such as priest, priestess, shaman etc) you must follow one of the Lores of Magic listed in [Appendix 2: Lores of Magic](#). Some Lores are only available to one race or culture. Each has its own ritual and costume requirements that need to be fulfilled.

## 2. Spell Caster and Cleric Trappings

- a. Spell Casters and Clerics are distinctive and in many cases flamboyant. They are drawn to the colour of their Wind or Deity and decorate themselves substantially in accordance with those colours and symbols (see [Appendix 2: Lores of Magic](#) for details).
- b. To cast magic as a Spell Caster or Cleric, you need:

- i. an ornate 2 handed staff (larp safe staff for combat between 150cm and 215cm long); or
  - ii. if appropriate to your Lore of Magic, an oversized exaggerated ornate two handed warhammer (larp safe for combat between 150cm and 185cm long),  
decorated in accordance with your Lore of Magic (see [Appendix 2: Lore of Magic](#) for details).
- c. All casting requires your hands to be free at all times during the process, other than holding your staff (or warhammer) and other magic props such as your grimoire/prayer book, ritual items, and scrolls.
  - d. In order to create magic as a Spell Caster or Cleric you must have an opaque pouch containing 9 Rune Stones, identical other than in colour (8 Success stones and 1 Failure stone - you can choose the two colours). In certain circumstances additional or different coloured stones may be added to the pouch (green, purple and pink).
  - e. It is important to overwhelmingly stand out as a Spell Caster or Cleric . As such, the rules on costuming as a caster supersede the normal rules of warband costuming for theme and color.

### 3. Simulation of Magic

- a. We have 5 types of magic:
  - i. Offensive Spells (for Spell Casters) and Invocations for Clerics;
  - ii. Defensive Enchantments;
  - iii. Summoning;
  - iv. Battle magic;
  - v. Plot magic; and
  - vi. Roleplay Magics
- b. All forms of magic require some form of ritual. The form of ritual depends on the Lore of Magic being used (see [Appendix 2: Lore of Magic](#) for details).
- c. All Spells and Invocations and Enchantments are recorded in the Library.
- d. More experienced or advanced casters may be able to create and learn new Spells/Invocations and Enchantments in the form of Teaching Scrolls, which will be added to the Library for their particular Lore of magic to learn from. Similarly,

skilled casters will be able to create Academic Treatises on Spells/Invocations and Enchantments from other Lores of Magic to potentially allow them (and others from their Lore) access to spells they otherwise would not have had access to.

- e. The duration of effect of a Spell/Invocation or Enchantment is equal to the time spent performing the ritual to create the magic. So a 30 sec ritual creates 30 sec of effect while a 1 hour ritual creates 1 hour of effect. This can be split equally between more than one target or recipient to a minimum of 30 sec.
- f. To simulate Spells and Invocations we use a ritual, creation of a Casting Scroll, tearing up of the Casting Scroll when ready to use it, a hit or touch by the caster's staff/warhammer on the target, and a speech act ("instruction/information") with a keyword ("Veritas"), to convey effects of the magic in conjunction with the strong visual presence of the caster's costuming and staff/warhammer.
- g. To simulate Enchantments we use a ritual, the presence of the target, speech act ("instruction/information") with a keyword ("Veritas"), and writing of the effect on an enchantment scroll, to convey effects of the magic in conjunction with the strong visual presence of the caster's costuming.
- h. To simulate powerful offensive magic, Spell Casters use Summoning to summon manifestations of their power as creatures, elemental forces, spirits, angels, daemons and the like (collectively called Monsters). The process requires a short ritual summoning/invoking the magic, an attempt to bind it, and then directions for the Monster. A failure to bind results in the Monster killing the Spell Caster/Cleric summoning it and then running amok attacking the Spell Caster/Cleric's allies.
- i. Battle magic
  - i. Battle magic takes the form of any normal action a player can do, but representing it with magical theming. This includes:
    1. Bandwands (Following the rules of handgun construction but themed to your Lore)
    2. Props to provide practical effect that look magical in nature
    3. Healing (Following the rules for healing in the main Swordcraft rules document but themed for your Lore)
- j. To simulate powerful magics that influence the plot of the game, we use large rituals, special effects (use of certain special effects such as pyrotechnics may be subject to approval) and NPCs, together with player involvement.
- k. Casters may also use Roleplay Magic (any effects not contained within our system) to which other players will react as they see fit.

## 4. Winds of Magic and Rune Stones

- a. At Swordcraft we represent the Winds of Magic and their wild fluctuations or your Deity's' favour with Rune Stones. Casting magic always comes with risk, and the effects of a miscast can be catastrophic.
- b. Rune Stone Test
  - i. When casting a Spell or Invocation, an Enchantment, or a Summoning, you need to perform a Rune Stone Test, which is made by drawing a stone from your pouch:
    1. If a Success stone is drawn, the test is a success and the magic is created;
    2. If a Failure stone is drawn, the magic fails, you lose a Success stone until the next dawn, or end of the weekly battle game night. There may be other negative consequences.

## 5. Spells and Invocations

- a. Spells and Invocations are the primary offensive form of magic in the Swordcraft game.
- b. A Spell or Invocation when cast is in the form of [Veritas][Effect][Lore specific wording][Duration].
- c. Casting a spell or invoking the power of your deity:
  - i. Every Spell Caster or Cleric begins with the CoreSpells/Invocations.
  - ii. As the game continues you may acquire further pells/Invocations from your chosen Lore of Magic (see [Appendix 2: Lores of Magic](#) for details). Spells/Invocations from other Lores can also be acquired through the creation of Academic Treatises which re-interpret them in a form for the Spell Caster or Cleric's own Lore. Any Spell Caster or Cleric in that Lore would then be able to learn that Spell/Invocation.

## 6. Preparing and Casting a Spell or Invocation

- a. To prepare a Spell or Invocation, you must:
  - i. Have copied the Spell/Invocation from the Core Spell/Invocation list, a Teaching scroll or Academic Treatise into your grimoire or prayer book. The copying must be by hand and in the form of an illuminated manuscript (or equivalent for Lores where that is not appropriate such as Ogham, Dwarf, Norscan, Cathayan etc)

- ii. Read out the Spell or Invocation from your grimoire or prayer book while performing appropriate ritual chants or songs and conducting a ritual relevant to your Wind of Magic or Deity (see Appendices) - this can be done anywhere.
- iii. This ritual must be conducted within an imaginary (or real) circle of radius 5m around your starting location, within which you may move freely at no more than walking pace. The ritual requires absolute concentration. Engaging in any other activity or anything that interrupts your concentration will cause it to fail and the time spent will go to waste.
- iv. The duration of effect of a Spell or Invocation is equal to the duration of the ritual creating it; the ritual must be at least 30 seconds long.
- v. During a battle-only game, the physical ritual props listed in Appendix 2 for the caster's Lore are not required (other than the Casting Scroll that the Spell/Invocation is to be written on, the grimoire/prayer book, and the caster's staff/warhammer).
- vi. Conduct a Rune Stone Test. If successful (or guaranteed with a Dark Bargain), you may then write the Spell or Invocation on a Casting Scroll and it is now memorised and prepared.

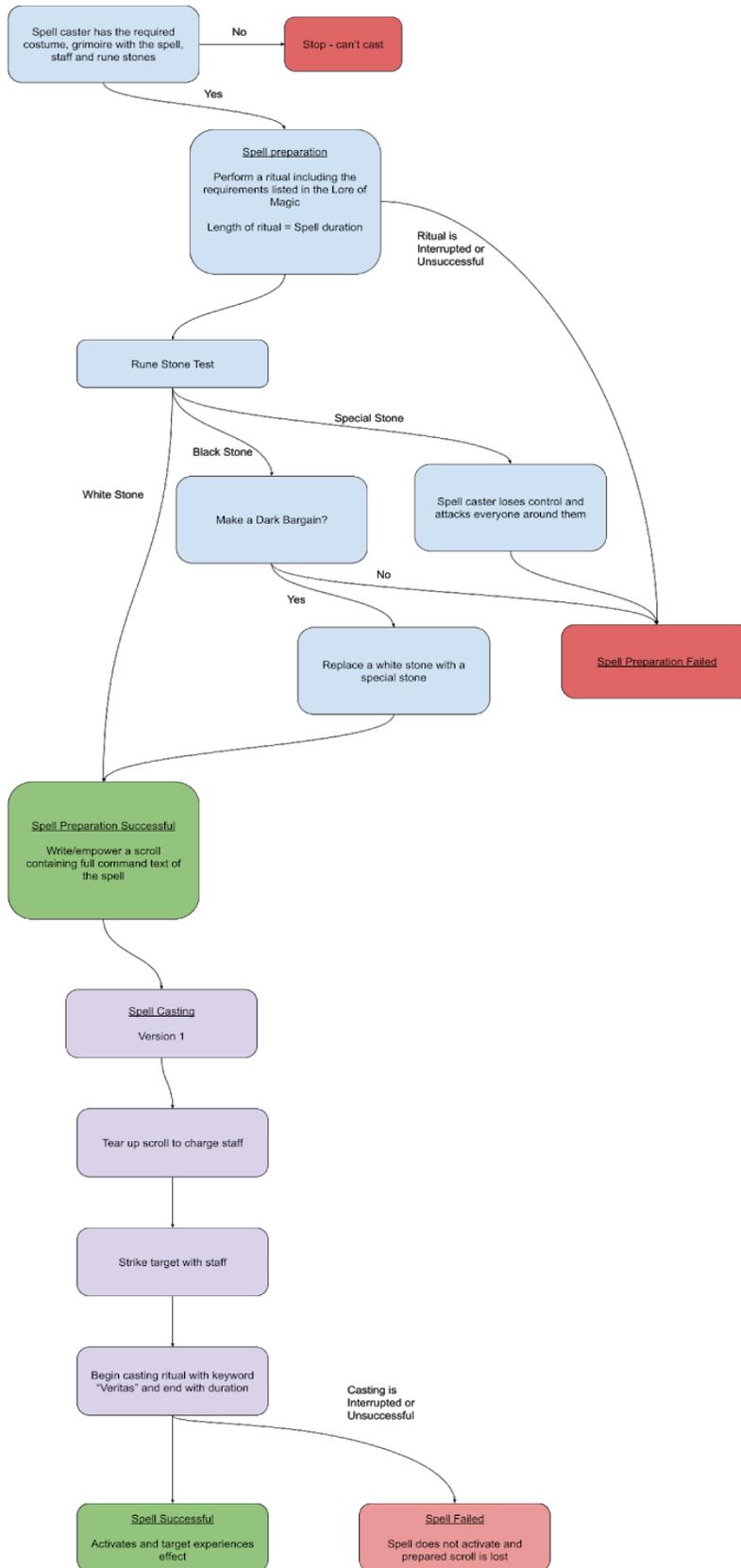
The Spell or Invocation can be cast at any time before the next dawn, when the magic will fade away. Your Casting Scrolls must each be dated so as to ensure that effects do not pass from one day to another.

You can memorise and prepare any number of Spells or Invocations provided each is memorised with a separate ritual.

#### b. Casting a Spell or Invocation

- i. To cast a Spell or Invocation the Spell Caster or Cleric must:
  1. tear up the Casting Scroll, in order to show that it has been used. This charges the Spell Caster or Cleric's staff/warhammer so that their next legal hit discharges the spell on a target.
  2. Within 10 minutes, attempt to successfully strike a target with the Spell Caster or Cleric's staff/warhammer in a legal hitzone (the strike ignores armour and does not cause damage; the target can still parry with their weapon or block with a shield)
  3. On a successful hit say "Veritas", in such a fashion that the target clearly sees, hears and understands the Spell Caster or Cleric.

- ii. After being hit by and hearing the Spell Caster or Cleric say “Veritas”, the target must stand in place while the Spell Caster or Cleric immediately either recites the Spell or Invocation.
- iii. Neither the Spell Caster/Cleric or the target may attack each other from when “Veritas” is said until the spell expires.
- iv. If the spell casting is interrupted (ie. if the Spell Caster or Cleric stops speaking at their normal cadence, loses their place, needs to start again, or takes damage from a person other than the target), the Spell/Invocation fails to activate and has no effect.
- v. Once the Spell Caster or Cleric finishes reciting the Spell or Invocation and states the Duration, the target must do as it states for the Spell or Invocation’s duration.
- vi. The target always has the option to take a death rather than do as commanded by the Spell or Invocation.
- vii.



## 7. Enchantment

- a. Enchantment effects range from personal strength enhancements, to protection from various weapons and monsters.
- b. Enchantments use a speech act (information) with the key word "Veritas" to simulate magical protection or powers.
- c. There are general Enchantments available to all Spell Casters and Clerics, plus specific ones available depending on your Lore of Magic. Specific details on Enchantments can be found in the applicable Appendix, or in the Library.
- d. To cast an Enchantment, you conduct a ritual relevant to your Lore of Magic (see Appendix 2) at a Place of Power (only available at Swordcraft roleplay-centric events). The beneficiary/ies must take part in the entire ritual with you.
- e. At the conclusion of the ritual, you conduct a Rune Stone Test. If successful, or if a Dark Bargain is taken, the Enchantment is created.
- f. On a successful Enchantment ritual, you write on an Enchantment Scroll [Veritas][Effect][Lore specific wording][Duration]and [Beneficiary's Name] and give it to the beneficiary's of the Enchantment. You can of course be a beneficiary yourself.
- g. A person can only be the subject of one Enchantment at a time. You immediately lose any previously active Enchantment scroll effect when a new one is activated on you, or you take part in an Enchantment ritual.
- h. The Enchantment magic is activated when the beneficiary tears up the Enchantment scroll. The effect will then last for the Duration of the Enchantment.
- i. The Enchantment scroll always expires at dawn the next day if it has not been activated. Enchantment scrolls must be dated so as to ensure that effects do not pass from one day to another.
- j. The duration of Enchantment magic is equal to the length of the ritual to prepare it, divided by the number of beneficiaries.

## 8. Summoning

- a. To simulate offensive magic, you can summon and bind manifestations of your's or your diety's power as a creature, elemental force, spirit, angel, daemon or the like (Monsters) appropriate to your Lore of Magic.
- b. Summoned Monsters
  - i. Have 12 HP and take damage normally (i.e. 3 point on chest and 1 point on limbs) - but see below.

- ii. May use any melee weapon other than a spear and may wield two melee weapons of up to 1m each.
  - iii. Are only damaged by:
    - 1. The specified target (for the Hunt command);
    - 2. A Great Weapon (2h sword, axe, hammer, mace between 120-185cm) in 2 hands;
    - 3. Other Monsters; and
    - 4. Epic creatures and siege missiles (which instantly kill them if they hit them anywhere).
- c. Summoning process
- i. You speak a minimum 30 word incantation appropriate to your Lore of Magic (see [Appendix 2: Lores of Magic](#) for details).
  - ii. The Monster to be summoned remains stationary and inactive in front of you during the summoning process.
  - iii. No player, other than the caster, may be in Melee range of the Monster being summoned.
- d. Binding Process
- i. On completion of the summoning incantation, you must immediately attempt to bind the Monster using a Rune Stone Test. You must also declare if you wish to take a Dark Bargain before the Rune Stone Test, in case it is a Failure Stone. The Monster secretly looks at the colour of the stone, and replaces it in the pouch without you or anyone else seeing it.
  - ii. If the Rune Stone test succeeds, the Monster is bound and you may instruct it to perform a task.
  - iii. The possible orders you can give your summon will depend on the type of monster summoned. For details, see [Appendix 1: Complete List of Spells](#). The following is the full list of all possible commands for summons:
    - 1. Hunt - You direct the Monster to attack a specific target you can see. The Monster will take the most direct route to the target that it can, attacking any foes that actively impede its progress. It will keep up the Hunt until it dies, 30 minutes pass, or the end of the battle in which it was summoned, whichever occurs first.
    - 2. Guard - You direct the Monster to guard you from harm. The Monster must stay within 3m of you but can strike anyone they

can reach from that area who they deem a threat. It will remain on guard until it dies, 30 minutes pass, or the end of the battle in which it was summoned, whichever occurs first. If the person being guarded dies, the monster ceases to exist.

3. **Haunt** - You choose a place on the ground and mark it with a suitably visible and obviously magical marker or token - it must suit the theme of your Lore. The Monster is then tethered to that place and cannot move more than 5m away from the mark. The Monster will attack anyone other than you who enters that space, including your allies. It will remain there until it dies, 30 minutes pass, or the end of the battle in which it was summoned, whichever occurs first.
  4. **Aid** - You instruct the Monster to perform a single physical (or thematically appropriate), non-combat, non-battlefield, role-play task for you. The Monster will remain until it dies, 30 minutes pass, or you command it to begone, whichever occurs first.
  5. **Speak** - The Monster is given a written message of no more than a page, and a target individual. The Monster will seek out that individual as fast as possible, avoiding combat wherever possible, and upon arrival will verbally deliver the message to the target regardless of their current state. The written message is destroyed on arrival to the person in question when the Monster begins speaking, and cannot be retrieved after that point. If the Monster is killed before this, the written message is destroyed.
- iv. Once a task is chosen, and has been given to the Monster, it cannot be changed.
  - v. You may elect to hold off on giving the Monster a task after they have been successfully bound. In this case, the Monster moves to behind your left shoulder and remains there until given its task. If you die at this point, the Monster becomes unbound and acts as if a Failure Stone was drawn so use this option carefully...
  - vi. If the Rune Stone Test draws a Failure Stone, the binding fails unless you have announced to the Monster beforehand that you will take a Dark Bargain on a Failure Stone draw. If no Dark Bargain was taken, you are instantly slain by the Monster, who makes a visually obvious motion to 'consume' you. For rules regarding Dark Bargains, see below..
  - vii. Once you have been slain due to a Failure Stone draw, the Monster runs amok. The Monster focuses on attacking your allies without rest until it

dies, 30 minutes pass, or the end of the battle in which it was summoned, whichever occurs first.

- viii. If you are struck in combat or are otherwise interrupted during the summoning incantation, the summoning fails (the Monster does not manifest).
- ix. If you are struck in combat or are otherwise interrupted after summoning but during binding, the binding fails (same effect as if a Failure Stone had been drawn, this cannot be negated with a Dark Bargain).
- x. If you make any deliberate attempt to attack your bound Monster for any reason, the binding is broken and the Monster immediately reacts as if a Failure Stone had been drawn, again this cannot be negated with a Dark Bargain.

## 9. Roleplay magic

- a. Using roleplay magic, you can attempt to convince others that they are the subject of a magical effect. The more impressive your theatrical and prop effects, the more likely role play magic is to work. It is up to the target to decide whether they are affected and roleplay accordingly. Roleplay magic does not have game mechanic effects.
- b. To avoid confusion. Roleplay magic may not use the terms 'Veritas' 'Enchantment' or 'Summon'.

## 10. Dark Bargains and Corruption Tests (Warpstone, Dark Magic and Chaos)

- a. To guarantee your power, and avoid Spell/Invocation, Enchantment or Summoning failure, you can always turn to darker sources.
- b. If a Failure Stone is ever drawn, in certain circumstances you may be able to make a Dark Bargain to guarantee success. On making a Dark Bargain you add a dark bargain stone to your pouch (Warpstone (green), Dark Magic / Dhar (purple), or Chaos (pink)). You may add this stone only if you have access to the effect, as listed below. This added stone is instead of losing a Success Stone. Making a Dark Bargain means the Spell/Invocation, Enchantment or Summoning automatically succeeds.
- c. These Dark Bargain stones remain in the pouch until the following dawn. They will be removed at dawn of the next day with effects according to the rules.
- d. Drawing a Dark Bargain stone:

- i. During casting if a Dark Bargain stone is drawn, the Spell/Invocation, Enchantment or Summoning fails.
  - ii. Put the stone back and draw another stone. If the second stone is also a Dark Bargain stone you are possessed by a minor daemon of the Warp. The daemon (you) is treated as a summoned monster and runs amok attempting to kill as many of your allies as possible, starting with those closest, until slain.
  - iii. The second Dark Bargain stone is also replaced in the pouch.
- e. You can acquire access to these Dark Bargain stones in various ways:
- f. Warpstone
  - i. A Spell Caster (but not a Cleric) may seek out and acquire Warpstone. Warpstone is a greenish-yellow stone with a faint glow, and is highly dangerous to all life forms. It must always be handled with care, and with special equipment to avoid its immediate mutating effects, though even with these precautions there is always the risk of terrible danger to the user.
  - ii. For each Warpstone in your pouch at dawn, conduct one Corruption Test. After the Test, discard that Warpstone stone, as well as the source of the Warpstone, as it is used up.
  - iii. Warpstone Dark Bargains are only available at quest or similar events and cannot be used at simple battle games.
- g. Dark Magic (Dhar) stones
  - i. Dark Magic or Dhar stones are freely available to any Dark Wizard, Witch or Necromancer (see Appendix) , though possession of dark magic stones is usually of great interest to Witch Hunters... Dark Magic represents brutally forcing together all of the available Winds of Magic in an area to power spells, or drawing on the power of Death. As such there is always the risk of catastrophic backlash.
  - ii. For each dark magic stone in your pouch at dawn, conduct 1 Corruption Test. After the tests, retain 1 dark magic stone in your pouch (this triggers its own Corruption test each dawn even if you made no Dark Bargains the previous day) - once tainted, always tainted.
  - iii. If the dark magic was used at a nightly battle game, following the event, all corruption tests are passed and stones removed with no effect (down to retaining a minimum of 1 dark magic stone as usual)- the risk of daemonic possession is enough of a consequence...

#### h. Chaos stones

- i. Only the most depraved sorcerers attempt to commune directly with the Dark Gods or their servants to power their magic. The process is as insane as these individuals tend to become... Chaos magic stones are freely available to any individual who has made a pact with the Dark Powers or their servants. Witch hunters devote their lives to hunting down Chaos wizards.
- ii. For each Chaos stone in your pouch at dawn, conduct 2 Corruption Tests - for each Corruption Test, you may discard any card you don't like and replace it with another - once per test . After the tests, retain 1 Chaos stone in your pouch (this triggers its own Corruption test each dawn even if you used no Dark Bargains the previous day).
- iii. If the Chaos stones were used at a nightly battle game, following the event, all corruption tests are passed and stones removed with no effect (down to retaining a minimum of 1 Chaos stone as usual) - the risk of daemonic possession is enough of a consequence...

#### i. Corruption Tests

- i. To conduct a Corruption Test, you must attend one of a few specified locations at the quest event. There will be a tarot deck and reference sheet for you to privately draw from.
  1. The Corruption deck is a 78 card tarot deck. A Corruption Test involves drawing the top card and following the relevant instructions before placing that card in the indicated location.
  2. The effects contained in the deck may change based on player interaction with Swordcraft storylines, and each card will be clearly marked with its effect (or there will be a sheet of effects handy for you to refer to when you draw a card)
  3. Effects of this deck can include - but are not limited to - changing a character's personality, tempting players to perform dark tasks or learn dark secrets, unavoidable and permanent death, increasing the difficulty in casting magic, corruption of mind body or soul, or even interaction with or possession by unknown forces from the beyond. These effects could be short term, the duration of the event, or for the remaining life span of your character.
  - 4.

# Appendix 1: Acquiring Spells and Invocations

## Common Abilities

All Wizards and other casters have access to these abilities naturally. They do not require making Rune Stone tests.

**Heal** - As per the core Swordcraft rulebook, including the prop requirement

**Mage Sight** - A spell to detect Enchantments, or to determine if an individual is capable of or actively using magic. If an individual is capable of magic, and either not unwillingly being cast upon, or otherwise restrained or in the caster's power.

**Decipher** - In addition to being magically able to understand the basic meaning of someone speaking in a language they don't understand, each Wizard may acquire ciphers through experience, allowing them to understand magical and runic languages of different varieties

**Wand Use** - Using wand wands and wand staffs as battle magic.

## Roleplay Magic

In the course of play, generally at roleplay-heavy events, there may become a thematic need for a spell or effect which does not exist in our system at all (things like scrying to find objects, minor curses and effects, or rituals to deal with a specific evil). If these are necessary for the storyline of the event, those who need to know the function of these spells and effects will be informed in advance, and the effects should be clear.

For situations where it arises in regular play, spells and effects that do not exist at all in our system can be performed where they are logically available to a caster based on the Lore of Magic. Any magic done this way requires the full consent of all involved parties (preferably obtained via In Character interaction rather than Out of Character discussion), and can never be subjected on an (out of character) unwilling subject. Roleplay magic is fundamentally up to the target in how they respond to the magic.

## Spells/Invocations.

While each Lore of Magic is unique, they often result in similar effects. Below is a simple list of known outcomes to magic spells.

The effects listed below are the fundamental effects of each spell. For each Core Spell/Invocation, Teaching Scroll or Academic Treatise there will be the full and proper command, which will be what is written on the Casting Scroll, and read out to the target. The form of these commands is always as follows:

**"Veritas , <Effect>** (clear language describing the effect of the spell e.g. You can't see anything,

You can't move your feet, etc.) <**Thematic Wording**> (an in-character description appropriate to the caster's Lore e.g. As a blazing light steals your eyesight, Vines bind your legs), <**Duration**> (seconds/minutes/hours in whole numbers)"

## Core Spells/Invocations

All Spell Casters and Clerics can cast the following Core Spells/Invocations once they are copied by hand into your grimoire or prayer book in the form of an illuminated manuscript or equivalent for your Lore (you will need to add in your Lore specific wording for your Spell/Invocation):

*Name: Immobilize weapon*

Command: "Veritas, your primary weapon becomes immobilised as it [Lore appropriate wording for caster's wind or deity e.g. becomes red hot/icy cold, becomes alive and writhes out of your hands, turns to lead, becomes insubstantial etc] for [specify duration].

*Name: Magic missile*

Command: "Veritas, you are pushed back step by step as you are struck repeatedly by [Lore appropriate wording for caster's wind or deity e.g. tongues of flame, ice storm, bone chilling mist, a ghostly warrior, swarm of insects/bats etc] for [specify duration].

*Name: Veil*

Command: "Veritas, you will not see, hear or otherwise sense me as I draw a veil around me of [Lore appropriate wording for caster's wind or deity e.g. mist, smoke, light, heat shimmer, darkness, etc] for [specify duration].

## Further Spells/Invocations

Over time, Lore specific versions of Spells/Invocations with additional effects may be added to the Library via Teaching Scrolls and Academic Treatises. To learn a Spell/Invocation from a Teaching Scroll or Academic Treatise you will also need to find a teacher to teach it to you.

Examples:

**Agony** - Paralyses the target with immense, crippling or unignorable pain.

**Blind** - Prevents the target from being able to see what is happening around them.

**Bloodlust** - Causes the target to act uncontrollably, lashing out at and charging their foes without any sense of self preservation.

**Cancel** - Prevents target from performing or activating spells, including summoning.

**Confusion** - Causes target to be unable to distinguish friend from foe.

**Deafen** - Causes target to become completely deaf.

**Entangle** - Ensnares the target's feet and legs, causing them to be unable to lift their feet

**Legend Lore** - Allows glimpses of future or past regarding a held object. Often requires deciphering. Often unreliable

**Poison** - Causes target to become violently sick and ill.

**Repair** - Allows caster to repair or restore machinery. Often used for sieges.

**Seal Death** - Prevents a body or soul being used in necromancy

**Suggest** - Causes target to believe a reasonable suggestion

**Transmute** - The ability to convert a small amount of metal into another material.

**Beyondsight** - The ability to look beyond this reality and speak to the departed.

## Spell Book: Enchantments

Enchantments are generally protective spells. Given to either casters or non-casters to activate at a later time. **A player may only ever have one Enchantment scroll or active Enchantment effect on them at any time.**

### Core Enchantments

You can cast 1 of the following Core Enchantments once you have copied it by hand into your grimoire or prayer book in the form of an illuminated manuscript or equivalent for your Lore (you will need to add in your Lore specific wording for your Spell/Invocation) - to obtain additional Enchantments you will need to find a Teaching Scroll or Academic Treatise and a teacher to teach it:

Effect: Protected from next spell

Command: "Veritas, I protect you from the next spell cast on you with this shield of [wording appropriate to caster's wind or deity e.g. light, fire, ice, iron, thorns, darkness, etc] for [specify duration].

Effect: Protected from next melee hit

Command: "Veritas, I protect you from the next melee hit on you with this shield of [wording appropriate to caster's wind or deity e.g. light, fire, ice, iron, thorns, darkness, etc] for [specify duration].

Effect: Protected from next arrow or bullet hit

Command: "Veritas, I protect you from the next arrow or bullet hit on you with this shield of [wording appropriate to caster's wind or deity e.g. light, fire, ice, iron, thorns, darkness, etc] for [specify duration].

Effect: Protected from next monster hit

Command: "Veritas, I protect you from the next hit by a monster with this shield of [wording appropriate to caster's wind or deity e.g. light, fire, ice, iron, thorns, darkness, etc] for [specify duration].

Effect: Protected from next epic creature hit

Command: "Veritas, I protect you from the next hit by an epic creature with this shield of [wording appropriate to caster's wind or deity e.g. light, fire, ice, iron, thorns, darkness, etc] for [specify duration].

## Advanced Enchantments

Advanced enchantments may be created via Teaching Scrolls and Academic Treatises. Advanced enchantments are Lore specific.

## Summoning Spells

**Summon Monster-** Summons a Monster.

You may only have one Monster obeying your will at a time.

## Appendix 2: Lore of Magic

### The Eight Winds of Magic and Wizards

Every Human Spell Caster, and many other races beside, is limited in the scope of what powers of magic they can call forth. Restricted, unlike the Elves, to a single Wind of magic, Humans master their limited scope far faster than the Elves - learning in decades what it might take the Asur centuries to perfectly grasp.

As magic filters into the mortal realm from the Emyrean, it takes the form of one of Eight Winds of magic - unique forms of power which take different and immiscible aspects, only able to be drawn back together by a powerful Asur Wizard. These Eight Winds each have different forms, and allow the entities who draw on them access to different powerful magic, depending on the aspects of each wind.

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#### White Wind

**Description:** Otherwise known as the Lore of Light, the White Wind takes the form of an all-encompassing luminescence which permeates the world. It represents enlightenment and purity, and spiritual or mental healing.

A Wizard of the White Wind could, with sufficient training, be expected to: provide light, perform exorcisms, banish demons and wraiths, heal the minds of the lost and broken, and provide protection from harmful magics to their allies.

**Staff color:** Significant white colouration

**Costuming:** Predominantly white robes, sigil of the wind clearly present on their costuming. Heavy Priestly and noble inspiration, very clean costuming. White Hair is an inevitability over time

**Ritual requirements:** A Hysh ritual must involve the burning of candles and spoken reading from a tome or scroll. In addition, props such as white crystals, ornate paper seals, ritual bandages, or hefty tomes must be present and reasonably utilized.

**Example Summoned Monsters:** Angelic beings and creatures made of light, visually the opposite of Shades, with white and gold colouration.

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#### Blue Wind

**Description:** Otherwise known as the Lore of the Heavens, the Blue Wind takes the form of hazy blue clouds which float among the heavens. It represents knowledge of the unknowable, and all things that are out of reach. A Wizard of the Blue Wind could, with sufficient training, be expected to: Take control of elements of the weather, determine the history of an object, find lost things or people, and look into the myriad of possible futures to find the best path.

**Staff color:** Significant blue colouration

**Costuming:** Predominantly blue robes, sigil of the wind clearly present on their costuming. Flowing garments themed to the sky, stars or sailing. Often with fortune teller inspiration.

**Ritual requirements:** An Azyr ritual must involve the burning of candles and spoken reading from a tome or scroll. In addition, props such as precise measuring devices, telescopes, astrolabes, barometers, mirrors, or fortune telling instruments must be present and reasonably utilized.

**Example Summoned Monsters:** Monstrous crabs, water elementals, enchanted weather or even star beasts are all common creations of Azyr magic.

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## Red Wind

**Description:** Otherwise known as the Lore of Fire, the Red Wind manifests itself as a searing wind which blows from the north, drawn to moments of passion and fire itself. It represents emotions, courage and passion, as well as the concepts of warmth and heat. A Wizard of the Red Wind could, with sufficient training, be expected to: Manipulate emotions of passion, summon weapons of fire, call forth torrents of fire.

**Staff color:** Significant red colouration

**Costuming:** Predominantly red/orange robes, sigil of the wind clearly present on their costuming. Burn marks and smoke stains fire starting equipment. Often includes stylistically Bardic inspiration. Chains and Keys to represent secrets unlocked

**Ritual requirements:** An Aqshy ritual must involve the burning of candles, lanterns and spoken reading from a tome or scroll. In addition props designed to gather an audience and create emotion must be present and reasonably utilized.

**Example Summoned Monsters:** Fire and/or magma elementals of various forms.

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## Green Wind

**Description:** Otherwise known as the Lore of Life, the Green Wind falls on the earth like rain, and flows across it like water, moving in pools and streams that do not adhere to the physical laws of the world. It represents energy, fertility, healing, and growth. A Wizard of the Green Wind could, with sufficient training, be expected to: Control and manipulate water, heal and rejuvenate allies, grant life to barren land, take control of and commune with trees, and take control of the earth.

**Staff color:** Significant green colouration

**Costuming:** Predominantly green robes, sigil of the wind clearly present on their costuming. Natural tones, heavily worn, incorporate plantlife. Often stylistically Druidic.

**Ritual requirements:** A Ghyran ritual must involve burning of Incense as well as gardening or caring for plant life or people. In addition props such as plants, gardening equipment, and sanctifying seals or medical tools should be present and reasonably utilized.

**Example Summoned Monsters:** Dryads and TreeKin can answer the call, although other plant Constructs are more common. Beasts made from vines for example.

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## Yellow Wind

**Description:** Otherwise known as the Lore of Metal, the Yellow Wind is drawn to dense things, particularly metals, and represents the desire for improvement, logic, advancement, and change. The practice of this magic is closely tied with Alchemy. A Wizard of the Yellow Wind could, with sufficient training, be expected to: Weather or rejuvenate materials, change one material into another, change the properties of materials, and draw logic and meaning from chaos.

**Staff color:** Significant yellow colouration

**Costuming:** Predominantly yellow robes, sigil of the wind clearly present on their costuming. Protective gear such as gloves, masks, aprons should be incorporated. Often with alchemists or blacksmith inspired theming. Metal is commonly incorporated. A Brass or Gold coloured mask is frequently seen in magical events

**Ritual requirements:** A Chamon ritual must involve alchemy, scientific journals and recipes to be read from and followed. In addition props such as alchemy labs or forging equipment must be present and reasonably utilized

**Example Summoned Monsters:** Animated Golems or other metal constructs.

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## Brown Wind

**Description:** Otherwise known as the Lore of Beasts, the Brown Wind is attracted to both animals and the wilds of the world, and repulsed by the order of mankind. It represents savagery, primal instincts, and all the aspects of the wilderness. A Wizard of the Brown Wind could, with sufficient training, be expected to: Transform themselves into various beasts, commune with animals and spirits of the wild, give themselves the traits of animals, and control the land itself.

**Staff color:** Significant Brown colouration

**Costuming:** Predominantly brown robes, sigil of the wind clearly present on their costuming. Torn, old clothing and survival gear is often present. Generally very dirty and stained. Animal life is often incorporated. Many Wizards can temporarily change body parts into animal aspects. No visible metal equipment. Must carry an arrow shaped object

**Ritual requirements:** A Ghur ritual is to contain nothing metal or manufactured. They must involve communing to the beasts or earth in their native tongues. In addition props to appease the beasts of the world must be present and reasonably utilized. Herbs, powders and smoke should also be utilised

**Example Summoned Monsters:** Monstrous beasts such as Giant Bears and Dire wolves are common. Other large animals will also answer the call

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## Grey Wind

**Description:** Otherwise known as the Lore of Shadows, the Grey Wind manifests itself as a deep, grey fog that causes confusion for anyone who passes through it. Drawn also to real fog and hidden things,

this wind represents deception, confusion, plots, and illusion. A Wizard of the Grey Wind could, with sufficient training, be expected to: Convince someone of falsehoods with magic, make people see things that aren't there, hide objects or people from sight, make themselves look like another person, charm or dominate weaker minds, and cause people to forget things

**Staff color:** Significant grey colouration

**Costuming:** Predominantly grey robes, sigil of the wind clearly present on their costuming. Idmonster is heavily concealed and often enchant themselves with fake facial aspects to further disguise themselves. Minimum skin exposed. A sword should always be carried

**Ritual requirements:** A Ulgu Ritual must involve the burning of candles and spoken reading from a tome or scroll. In addition props such as puzzle boxes, trick devices or mirrors must be present and reasonably utilized. Often these rituals incorporate smoke or fog and practicing sleight of hand tricks is highly recommended

**Example Summoned Monsters:** Creatures of shadows. Shade entities, mixture of grey and black coloring.

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## Purple Wind

**Description:** Otherwise known as the Lore of Death, the Purple Wind flows along with time itself, passing from the past and into the future. Drawn strongly to places where death is faced or endings occur, the Purple Wind represents the acceptance of the end, and the transience of all life. A Wizard of the Purple Wind could, with sufficient training, be expected to: Drain their targets of life to feed themselves, commune with departed spirits, calm their allies and terrify their foes, cause their foes to waste away, and even potentially raise the dead in a mockery of the living...

**Staff color:** Significant purple or black colouration.

**Costuming:** Predominantly purple or black robes, sigil of the wind clearly present on their costuming. Unusually quiet, padded gear to not make noise. Often honorably incorporating aspects of human remains or similarities of such. Scythes, Hourglasses and Roses are also significant symbols

**Ritual requirements:** A Shyish ritual must involve the burning of incense and spoken reading from a tome or scroll. In addition, props such as autopsy tools, devices of spiritual communement, and corpse cleaning tools must be present and reasonably utilized. Often these rituals incorporate protecting and maintaining graveyards or communing with the dead.

**Example Summoned Monsters:** Shades and spirits are common. Ancestor ghosts are often called upon.

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## Clerics and Divine Magic

Divine magic is what collectively represents the miracles, invocations, and Invocations of a given God's clergy. Regardless of what the elves teach, perceiving divine magic with the magical senses shows it to be very different from arcane magic. Ritual is an important part of cult life; however, surprisingly few of the cult rituals actually do anything miraculous.

If you want your religion in here, feel free to write it up according to the formatting below and send it to Swordcraft.

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## Lady of the Lake - Damsels

The religion that dominates the Kingdom of Bretonnia is the worship of a local elemental deity known only as the Lady of the Lake, a Goddess of Purity, Light and Order. The Lady's female priests are known as are drawn from talented children who are taken by the Fey Enchantress and returned, years later, as Damsels of the Lady.

Damsels of the Lady, or Grail Damsels, are completely outside the laws of Bretonnia and equally outside its social customs. When not in battle, they fulfil such roles as advisers to the Dukes and King, where their magical abilities and visions may aid their lord. They use their powers to scry into the future, to protect the sacred glades favoured by the Lady, to detect the truth in the hearts of men and to lend the Lady's healing where needed. As priestesses of the Lady, they also maintain her shrines and lead devotions and prayers.

**Staff:** The staff of a damsel must prominently display the holy symbols of the Lady, the Holy Grail and/or the Fleur de Lis.

**Costuming:** Damsels of the Lady typically wear fine dresses, styled to high aristocratic Bretonnian fashion. Many wear their hair uncovered. Symbols of the Lady, the Holy Grail and/or the Fleur de Lis should be prominently shown. Additional holy items, scrolls or relics should also be incorporated.

**Ritual Requirements:** A ritual performed by a Damsel must involve the display of faith and formalised displays of chivalric values or prayers and Invocations. Stylised likenesses of holy objects, principally a small grail-like chalice and pure, blessed water must be used. In addition props such as knightly symbolism, heraldic shields or silvered mirrors should be present and reasonably utilized.

**Example Summoned Monster:** The Green Knight, nature spirits, white hart, or a mystical Unicorn

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## Morr - Priest/Priestess

Morr is the God of the Dead, Dreams, and Dreamers. He holds sway over illusions and all things that are not what they seem. A contemplative god, he guards the souls of the departed from Chaos and necromancers, just as his priests guard the corpses buried in the Gardens of Morr, and protects the dreams of the sleeping from Daemons that would pervert them. Morr and his devoted followers are the eternal enemies of the Undead, and guardians against grave and tomb robbers.

Acquiring new initiates is not something the cult actively pursues, since all come to Morr in their own ways—either in life or in death. For the most part, the signal event occurs in the realm of dreams, with a candidate experiencing a vivid, or even shocking nightmare involving the Lord of the Dead. Shaken, the candidate flees in all haste to a local temple, prostrating himself before the priests and begging for acceptance into the cult. Rarely, these dreams may be experienced by someone already ensconced within the cult, whereby the priest receives explicit instructions to recruit a particular candidate.

**Staff:**

**Costuming:** Priests of Morr dress in unornamented black robes, which have no indication of rank. A few even train ravens to sit on their shoulders and peer at passers-by. They tend to wear their hair very short, and most are clean-shaven. Augurs are likely exceptions, and can be slightly wild.

**Ritual Requirements:** For rituals associated with Morr as God of the dead: funeral rites and hymns. For rituals associated with Morr as God of dreams: hallucinations and speaking in tongues.

**Example Summoned Monster:** Dark shrouded angle

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## Myrmidia - Warrior Priest/Priestess

The followers of Myrmidia are organised into a collection of orders, but all value civilised and learned strategies of war.

Myrmidia's priests and priestly initiates make up the Order of the Eagle. Members of the order consider it a great honour and their sacred duty to fight alongside soldiers and to counsel commanders on matters both martial and spiritual.

Myrmidia's followers also include numerous templar orders, such as the Order of the Righteous Spear or the Blazing Sun. These Templars devote themselves to the study and mastery of the science and art of warfare in all its aspects. These fervent followers of Myrmidia value ability and accomplishment over all other factors.

**Staff:** The staff of a priest must prominently display Myrmidia's spear and shield, the Sun and/or the holy eagle. Note that the staff is required for casting divine magic, and is a different item from the commonly carried spear.

**Costuming:** Myrmidia's followers traditionally wear the required robes in white. Depending on the Cleric's order, armour may be worn over the robes.

They commonly wield spears in addition to the staff required for casting. Symbols of Myrmidia's spear and shield, the Sun and/or the holy eagle should be prominently shown. Additional holy items, scrolls or relics should also be incorporated.

**Ritual Requirements:** A Myrmidian Ritual must involve the militaristic display of arms and formalised salutes, prayers or rousing speech. In addition props such as spears, shields or solar symbols must be present and reasonably utilized.

**Example Summoned Monster:** Spear and shield wielding semi-divine manifestation of one of Sigmar's saints or a giant celestial eagle of gold and flame

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## Norscan Seer (Humans only)

*"The only ones the gods speak to are seers, and they pay a terrible price for this gift."*

-Einar "Steelfist" Sigdansson, Champion of Tzeentch

The holy people of Norse society are the Seers, or "Vitki", as they are referred to in Norscan. While some of these shamanistic spell-casters are Chaos Sorcerers who draw upon the power of the Dark Gods to fuel their divination, most Vitki are not servants of the Ruinous Powers, instead working their magic to aid their people. The pantheon they represent include both the Dark Gods (Kharnath/Hound, Tchar/Raven-God, Neiglen/Crow-Lord, and Shornaal/Great Serpent) and darker and grimmer versions of

Old World deities such as Mermedus (Mannan) and Olric (Ulric) as well as ancestral gods worshiped by the individual and tribe.

In addition to this there is an older tradition that places emphasis on divination, healing and prophecy. These seers are often the advisers of the mighty Norse chieftains and wield great authority over the tribes due to their status as the mouthpiece of their gods. For a Norscan to kill a Vitki it will bring down the curse of the Dark Gods as they are no longer protected from them, and would see the killer outlawed from Norscan society.

Steeped in their arcane traditions, it falls to these privileged people to interpret the movements of the Winds of Chaos, the whispers of Daemons and the spirits of fallen warriors in order to guide the Jarl to choose the proper path for the tribes.

**Staff color:** Tend to be themed to twisted wood, blood, bone and ice

**Costuming:** Barbaric furs and robes, often with an animal or human skull headpiece. May show a mark of favour of the Dark Gods

**Ritual requirements:** Props runic bones, ritual stone or mental knife, animal bodies and entrails, potions, and bone charms.

**Example Summoned Monsters:** Monstrous Beasts such as bears and Dire wolves. Chaos monsters, imps and daemons.

---

## Ranald - Silvertongue

The followers of Ranald are a curious cult, for it lacks the trappings, the pomp and majesty, even the structure of other cults. His highly-individualistic priests are thieves, tricksters, and gamblers. His templates are gaming halls, taverns and dens of iniquity.

There is no typical follower of Ranald, but his priests often have personalities that mimic the four main aspects of Ranald. Those who follow the Night Prowler are thieves and larcenists, who perform crimes just as much for the thrill of performing the perfect caper as they do for the loot. Those who follow Ranald the Deceiver are smooth con artists, who move easily through all strata of society, never laying down roots and constantly on the prowl for new targets to fleece through the use of clever thought and silver tongued lies. Cultists of Ranald the Gamester are consummate gamblers and risk takers, spending their days playing games of chance and concocting schemes to gain more money so they can continue their passion. To them, money is not the end, but the means, to happiness. Lastly, there are the cultists who believe in Ranald the Protector and take up the mantle as the guardian for those who cannot defend themselves.

**Staff:** The staff of a Silvertongue must display the hand with crossed fingers, "X"s, gold coins, crows, magpies and/or cats.

**Costuming:** a Silvertongues must wear robes during rituals. While the Trickster encourages deception (many a Silvertongues will disguise themselves as Wizards of various Winds, con artists, gamblers etc), their true allegiance must be recognisable to those who know what to look for. Symbols of the hand with crossed fingers, "X"s, gold coins, crows, magpies and/or cats must be displayed. Additional holy items, scrolls or relics should also be incorporated.

**Ritual Requirements:** A Ranaldian Ritual must involve donations of wealth, sayings and gestures used to curry favour with the deity. In addition props such as coins, gems, cards or gaming paraphernalia must be present and reasonably utilized.

**Example Summoned Monster:** Stiletto wielding semi-divine manifestation of one of Sigmar's saints or a giant celestial cat of shadow and gold

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## Shallya - Sister (or less commonly Brother)

*"She has Shallya's eyes"*

—*(She only sees the pain and suffering in life)*

The Cult of Shallya is perhaps one of the most if not the most beloved and mutually respected religious Cult within the Old World. This is due in most part because Shallya, the sacred Goddess of Healing, Mercy, and Childbirth, is possibly the most beloved deity within the entire Pantheon.

Initiates of Shallya normally wear simple long white robes, a style copied by the more devout lay members. The materials are normally hard-wearing and safe to wash by boiling, as the robes of Shallyan devotees often become spattered with deeply unpleasant substances. This means that they are often quite expensive, but do not look it, a combination that suits the cult well.

### Strictures

- Avoid killing. It is only permissible in cases of self-defense, or against the servants of the Fly Lord. (All followers of Shallya take this stricture extremely seriously.)
- Never refuse healing to a supplicant genuinely in need.
- Never halt a soul when it is time for it to depart.
- Go about your life unarmed. Courage and a stout walking staff is all you'll ever need.
- Do not waste energy on your own pleasure.

**Staff:** Staff decorated with the dove

**Costuming:** White robes often with a heart motif on the breast.

**Ritual Requirements:** Healing via prayer, hymns, herbs, unguents, elixirs, bandages, poultices and other healing implements.

**Example Summoned Monster:** Angelic spirit to hunt down servants of the Fly Lord.

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## Sigmar - Warrior Priest/Sister

The Warrior Priests and Sisters of the Church of Sigmar are a warrior-sect whose duty is to not only lead and inspire troops on the field of battle, but also to minister to their spiritual needs against their foes. In battle, the divine power of Sigmar stirs within their hearts and his divine might is their command, allowing them to perform extraordinary miracles in the name of their god, so long as their faith in him remains strong.

**Staff:** A warrior priests and sisters use an oversized ornate 2 handed warhammer rather than a staff,

**Costuming:** Warrior priests and sisters normally wear mail or plate over their required robe and vestments.. Symbols of Sigmar's hammer, the twin tailed comet and/or the holy griffon should be prominently shown. Additional holy items, scrolls or relics should also be incorporated.

**Ritual Requirements:** A Sigmarite Ritual must involve the display of arms and warcries, prayers or rousing speech. In addition props such as hammers, anvils or torches must be present and reasonably utilized.

**Example Summoned Monster:** Hammer and flame wielding semi-divine manifestation of one of Sigmar's saints.

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## Ulric - Warrior Priest

The warrior priesthood of Ulric is comprised solely of highly accomplished warriors, and in some cases the cult will only initiate those with an acceptable military record or those who are otherwise proven in battle. The cult frowns upon the use of ranged weapons and gunpowder, much preferring weapons that require the direct application of skill and force.

In battle, the divine power stirs within the hearts of Ulric's Wolf Priests. Blessed by the feral god himself, they take to the battlefield to spread the gospel of Ulric while spilling the blood of any enemies who would dare to oppose them.

**Staff:** A warrior priest may use either a staff or an oversized ornate 2 handed warhammer prominently displaying the white wolf, the stylised U and/or Ulric's claws..

### **Costuming:**

Devout Ulricans can be recognised by their long hair and unkempt beards, worn in imitation of their deity. The cult's priests are required to wear black robes under their armour with a howling wolf badge, often with a wolf pelt, fur trim.

**Ritual Requirements:** An Ulrican Ritual must involve the savage displays of strength, prayers or feral howls. In addition props such as weapons, furs or symbols or winter must be present and reasonably utilized.

**Example Summoned Monster:** A celestial white wolf of blood and ice

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## Other Divine Casters

Just as the world has many deities, gods and goddesses, many of whom have multiple aspects, the abilities granted to their priests, cultists and other workers of divine magic vary widely.

The abilities granted by the Cleric's patron must reflect the nature of the divine patron. **Staff color:** Any colour suitable for the chosen deity. Staff must prominently display the patron's symbol.

**Costuming:** Any costuming appropriate for the chosen deity, and the overall costuming should invoke the idea of an appropriate priest or priestess of the specific deity, whether through colour, prop, or other costuming modifications; this costuming must incorporate a robe of some kind. Symbols of their god should be predominantly shown, And Holy items, scrolls, or relics should be incorporated.

**Ritual Requirements:** The appearance of the divine magical casting, effects and the costuming of the Clerics also varies widely to reflect the nature of their particular patron. Props and congregations thematically appropriate to your patron must be present and reasonably utilized.

**Example Summoned Monsters:** Appropriately themed entities based on the divinity in question, ranging from beings of light, to water creatures, beasts of the land or sky, or beings of flame and destruction.

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## Other Magical Lores

### Athel Loren (Wood Elves Only)

**Description:** Otherwise known as fey magic, The Wizards of Athel Loren are born integrated with the forest. They have a pure and strong connection to both beast and tree. They master any magic that would defend their forest home. Be it calling on the woods themselves to move or to create mists of confusion.

**Staff color:** Significant brown or green colouration, and the appearance of being alive

**Costuming:** Powerful Wood Elven casters are combined with the forest, typically have plants or bark growing from them, and generally prominently display the sigils of the Wood Elf Mandala (particularly Kurnous and Isha), their costuming must include a robe of some description

**Ritual requirements:** An Athel Loren ritual is to contain nothing metal. It must involve pacifying the forest spirits with soft songs or music. Great care should be taken of plant and animal life during the ritual. Props such as plantlife, animals, appeasements to plants and animals should be present and appropriately used

**Example Summoned Monsters:** Dryads and Tree-Kin, as well as magically animated trees.

---

### Chaos Worshippers (Evil Characters Only)

**Description:** Chaos sorcerers study magic in its absolute rawest form, drawing it directly from the realm of chaos. As pure chaos corrupts, its magic also corrupts, and chaos magic (though powerful) is also extremely dangerous to use. The sorcerers of Nurgle use magic to bless their enemies with terrible diseases that cannot be cured, while the sorcerers of Slaanesh use the magic to dominate the minds of their foes. The most powerful of the Chaos Worshippers are the sorcerers of Tzeentch, who channel the raw colours of magic against their foes. Khorne distains magic and has no Chaos Worshippers who are gifted with magic.

Chaos worshippers start with access to more spells than most other Lores . They must be careful, however, as discovery of this wide access to spells will likely lead to their exposure and death. It is recommended for them to impersonate another Lore.

**Staff color:** Any

**Costuming:** Chaos worshipers walk a fine line, where they must openly carry and worship their chosen Chaos God to gain power, and yet must hide them to prevent being murdered. As such Chaos Worshipers must have prominent signs and signals in their costume but can be cleverly hidden amongst other aspects of costuming, which must include a robe of some description. It is highly recommended they attempt to disguise themselves as another Lore of Magic. Often they will have mutations and corruption that they must hide.

**Ritual requirements:** Chaos worshippers must imitate another Lore's ritual requirements. However, they must corrupt it in the name of a Chaos God. This may be done through live sacrifices, reading from unholy texts, spilling blood or Holy artifacts that have been clearly mutated/corrupted by the dark gods

**Example Summoned Monsters:** Daemons relevant to their chosen Chaos Entity.

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## Dhar (Evil Characters only: Dark Elves, Witches/Warlocks)

**Description:** Those who wield Dhar, or Dark Magic, do not carefully sculpt the Winds of Magic so much as simply grabbing the Winds and forcing them into the effect required through harsh and bloody-minded determination. A sufficiently skilled practitioner of Dhar may create a wide range of effects.

**Staff color:** Significant black, purple, or silver colouration

**Costuming:** Costuming can either follow the Purple Wind (predominant colour and sigil), or be any dark colour but prominently display the sigils from the Cytharai Mandala. In either case, a robe must be included in the costume

**Ritual requirements:** A Dhar ritual must involve the destruction or subjugation of symbolic elements of all 8 winds. Props representing the 8 winds should be present and reasonably utilized. In addition props designed to corrupt and control the magic must be present and reasonably used.

**Example Summoned Monsters:** Cold Ones, Mutated monstrosities, medusas, harpies, and any other monster that they can force to bend to their will.

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## Hedge Magic (Humans only)

### Description

The term "Hedge Wizard or Witch" refers to a variety of spellcasters outside the formal teaching systems. By and large, hedge wizards and witches only understand a small amount of what magic is. Often Using real knowledge in fields of science to make what little magic they do far more effective

Most hedge wizards and witches dwell in villages, making their livings as healers. In fact, most claim not to be magic-users at all, instead professing to be apothecaries or herbalists. Hedge wizards and witches tend to be benevolent and most people will not report them to the witch hunters.

**Staff color:** Any

**Costuming:** They should have a profession and talent to justify them moving from town to town. They should be dressed to look like the lower classes, and must have some sort of tattered or patched robes

**Ritual requirements:** Props such as charts and maps of the human body. Tools specific to a trade craft should be present and reasonably utilized. Hedge Wizards and Witches often have small companion animals they travel with. This is the most unverified style of magic and each one's magic should be specific to their history.

**Example Summoned Monsters:** Monstrous Beasts such as bears, big cats, dire wolves etc, and nature spirits

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## Ice Witches (Kislev only)

**Description:** The Ice Witches of Kislev draw their magic forth directly from the land of Kislev itself. They are connected to places of power and vast Ogham stones set up centuries and millennia ago - the further a Witch is from this network, the weaker they become

**Staff color:** Significant aqua colouration

**Costuming:** Almost exclusively white, grey, or blue colours for primary costuming (which must include a robe of some description), integrating furs where possible. White hair and silvery/snowy skin is often incorporated

**Ritual requirements:** An Ice witch ritual must involve the creation or upkeep of Kislev artifacts. As well as songs, poetry, or dances in the honor of the ice spirits. In addition props designed to clean the ritual artefacts or body of the caster must be present and reasonably used.

**Example Summoned Monsters:** Constructs made of ice and snow, ice bears, Yeti-like monsters and other mythical beasts of the mountains.

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## Necromancy (Evil Characters Only)

**Description:** Throughout the Old World, there are those whose lust for power leads them to explore the basest and most profane of arcane lore. These are the Necromancers, and they are universally hated and feared, for they have chosen to delve into the secrets of death itself, corrupting the natural process of creation and destruction (as well as their own souls) in order to stay Morr's scythe and control the unliving.

**Staff color:** Significant purple and black coloration.

**Costuming:** Disguised as Purple Wizards, as that is fundamentally what they are (or were), and are costumed the same (see above)

**Ritual requirements:** Necromancy rituals must include texts or spell books containing forbidden knowledge to be read from. Props such as corpses or bodily sacrifice/mutilation must be included. Otherwise they seem like a dark parody of Purple rituals. They are often terrifying to behold.

**Example Summoned Monsters:** Shades, Skeletons, and Zombies.

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## Ogham (Albion Only)

**Description:** This is a unique form of magic from Albion which allows the casters access to the ley lines that flow through the world. Specifically limited to human Albions only. This style of magic relies upon access to Ogham circles and channeling magic through Ogham artifacts.

**Staff color:** Significant orange colouration

**Costuming:** Costuming must be visibly covered in Albion script, should be vaguely druidic in nature, and must include a robe of some variety. Woad patterns on exposed skin are also required.

**Ritual requirements:** An Ogham ritual must involve the creation or upkeep of Ogham artifacts, as well as spoken prayers to relevant gods. In addition, props such as carving tools, paints/inks and holy artifacts should be present and reasonably used. Ogham wizards should also create imbued trinkets or magic focuses for each of their spells. These should be used during relevant rituals.

**Example Summoned Monsters:** Fen Beasts are the most common. Although full blooded Sihde (elemental elven like creatures) are not unknown.

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## Qhaysh (Elves and Lizardmen Only)

**Description:** High magic is a perfect combination of all 8 winds of magic, fused together to create “perfect” spells. It is a harmony that no man's mind could ever truly understand.

**Staff color:** Significant silver colouration

**Costuming:** Costuming can either be aligned with any of the 8 Winds (predominant colour and sigil), or be a mix of colours, but prominently display the sigils from the Cadai Mandala - in either case a robe must be present in the costume

**Ritual requirements:**

A Qhaysh Ritual should involve small aspects from a majority of the 8 winds of magic, particularly the primary Wind of the intended spell, thematically combining them together to suit their spell and ritual. Props representing the 8 winds should be present and reasonably utilized. Qhaysh Wizards may also create complex arcane sigils by layering magic circles upon one another

**Example Summoned Monsters:** Phoenix Fire is often called upon, often appearing as Flaming bird-like entities. Arcane phoenixes can be any mix of colours, while normal ones are just red, orange and yellow.

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## Rune Magic (Dwarfs Only)

### Description

Rune magic takes a fundamentally different approach than the art of wizardry. While Imperial Spell Caster or Clerics use the Winds of Magic like fuel, Runesmiths are more careful. They believe wizardry is inherently unsafe, and Tzeentch's Curse proves them right over and over again. They do not ignite the fuel of the Winds of Magic, instead, they trap it inside a rune to safely bind it and hold it.

**Staff color:** Staff or oversized ornate 2 handed warhammer. Significant metallic colouration and visible runic markings

**Costuming:** Must be wearing a robe of some description and clothes or armour covered in runes, and also carry rune covered tools. Runesmiths must also wear costumes to indicate that they are a dwarf.

**Ritual requirements:** Runic rituals must involve smithing, runecarving and metalwork. Also rituals should include continuous hammering and chanting of ancient working chants. In addition, props to represent the crafting tools must be present and reasonably utilized.

**Example Summoned Monsters:** Golems. Mechanical constructs.

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## Vampiric Magic (Vampires Only)

### Description

The Lore of the Vampires, also known as the Black Art or Necromancy. The Lore of the Vampires is based upon the works of Nagash, and his version of Necromancy. The Liber Necris tells that he learned the basis of his art from captured Dark Elves and as such his Necromancy is based on manipulation of Dhar

**Staff color:** Special

**Costuming:** As per Swordcraft's Vampire requirements. Seek Org approval.

**Ritual requirements:** Vampires follow the Necromancy Wind Ritual requirements.

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## WAAAGH (Orks and Goblins Only)

### **Description**

Where Orc and Goblin Shamans differ from ordinary Wizards is that their magical power is focused by the mental energy generated by the greenskins around and about. Every Shaman can access energy through the Great Green and with this they can bolster their own forces, speak with the spirits and create powerful weapons.

**Staff color:** Significant light green colouration

**Costuming:** Must be wearing robes of some description, of any colour, expected to be dirty and stained.

**Ritual requirements:** Waaagh rituals must involve bloodletting, violence and weaponry. Also rituals should include continuous shouting and warcries to keep the attention of the Great Green. In addition, props to represent the might of the greenskins must be present and reasonably utilized.

**Example Summoned Monsters:** Squigs, Giants, or crackling entities of pure green energy

## Appendix 3: FAQ

### **I learned a spell that is not in the starting spells for my preferred Lore. Have I lost it?**

If the spell that you learned is still in the magic rules above, congratulations, you still know it! You will need to flavour the spell to your preferred Lore when casting - if you are having trouble with this, please let us know and we can help you out. You will be unable to teach that spell to anyone else until either you or someone else writes an Academic Treatise translating the spell into your Lore. If the spell you learned is not in the system at all any more, please see the next FAQ point.

### **I learned a spell and it seems to no longer exist. Has it been removed?**

Unfortunately, with the scope of our system pared back to be generally just the offensive spell effects, a few spells have gone missing from our spell list. We have a plan to potentially bring them back in future, but unfortunately until then they're gone. If they performed some other specific physical, non-combat effect, consider yourself capable of producing that RP effect at Quest events and so forth.

### **In terms of drawing stones, will this be in effect during battle games?**

Yes. Keep in mind healing does not require stones to be drawn.

### **Can I use equipment other than my staff?**

You can only use a staff (or if appropriate to your Lore of Magic, an exaggeratedly ornate 2 handed warhammer) to cast Spells or Invocations. Note that healing is not necessarily magical and may not require you to use your staff - for healing props required, please see the Core Rules.

### **How do I make an Academic Treatise?**

An Academic Treatise is a detailed report on how your Lore of Magic can replicate another Lore's effects. This requires an understanding of Warhammer Lore well beyond the average player, and is considered difficult to create. Unlike Teaching Scrolls it does not need special paper, ink or rituals, just a deep understanding of the Lore of Magic and how it can be used.

Once finished, it must be handed in to the Magic Authority or whatever entity is in charge of magic in your region (either in character to be legal, or OOC if you are doing it in secret), and they will get back to you within the next day with a review of your Treatise. If deemed appropriate and thorough enough, it will become official and usable by anyone of that Lore to learn that specific spell. Legally in Sudenburg, all original Academic Treatises must be in the hands of the Authority, unless they are a copy of one they already have, or for a spell that already has a Treatise in that particular Lore. If done publicly, your character's name will be written down as the First Author to credit your work, and you will be reimbursed for the purchase of the Treatise in relation to its quality.

### **How do I make a Teaching Scroll?**

Please don't. Beside the fact that making Academic Treatises is a far more beneficial process for yourself and your fellow Wizards (as well as far easier), the creation process for scroll changes each Quest and is only announced at each given Quest; they cannot be created in any other setting or event. Additionally, all steps in the creation process must be performed at Quest. (Although once done and approved, you may choose to swap out your prop to a home made, higher quality one)

However, some of you will want to do this anyway, to bring more effects into the world, so here's some advice: Write your Teaching Scroll text and send it to the Magic Authority Facebook Page LONG BEFORE QUEST (at LEAST a month or two). This gives us time to read it and give you corrections to ensure your effort is not wasted. Copying the format and stylistic approach from an already existing scroll is the smartest idea. You will have to re-handwrite it at Quest as well remember, so ensure you are prepared for that.

You will also want to bring your own scroll base to write the teaching scroll upon. The Teaching Scroll construction guide requires a minimum 90cm unrolled length by minimum 18cm width. Make sure you have read this document thoroughly and understand the physical prop requirements well before you start construction.

Everything else - blessing the scroll base, enchanting your ink, imbuing the spell, and any other requirements - all of this changes between Quest events, and will need to be done there.

In terms of when and where they can be made, Teaching Scrolls can ONLY be made at Quest, and can only be made for spells which you have previously learned, or entirely new Veritas commands that have been approved for introduction into the game WELL in advance.

### **What about <X> unique and obscure Lore of Magic?**

We have focused these current Lores on players currently at Swordcraft, and the playable races. At the present moment, the Spell Caster or Clerics of the Authority will need to write 40+ Treatises and 7 new teaching Scrolls for just the new spells to fit the current population. Anyone who has translated one of these knows that this is a massive task already. Should a large group of Wizards or other magic casters begin playing as other Lores we may begin to introduce them.

### **Do I need to have the costume requirements right now?**

No, we are giving the player base until 1 July 2021 to gather the props and costuming while still fully using the rules.

### **What happens to my Shade or Fury?**

Until 1 July 2021 they can continue to be summoned by any Spell Caster or Cleric as a Monster as per these rules. Red wizards can potentially continue to use Fury-costumed summons after that date to represent fiery monsters. Grey Wind, Purple Wind, Vampires, and Necromancers may similarly be able to use Shade costumed summons as their spectral summoned Monsters.

### **Can I change my Lore type?**

If your character existed before this rule system, you may take this opportunity to change to something more appropriate if it makes sense.

However, changing lores IC is an incredibly rare thing and as emotionally charged as changing religion or forsaking your family. This commonly results in losing multiple of your spells. There are a few exceptions that are more common and will not result in losing spells.

After this point, only these possible transitions (in the specific directions indicated) from one Lore to another will be able to happen for a character without them potentially losing an number of spells as described above;

- A Hedge Wizard may choose to leave behind their superstitions and become a formal Wind of Magic user in any of the 8 basic Winds.
- A Purple Wizard can choose to turn to nefarious power, corrupt their soul, and become a Necromancer.
- Any magic user can choose to turn into a Chaos Worshiper if the offer is given to them in game. You'll know when that is...

Speak to the Magic Authority if you wish to take up this opportunity and retrospectively change your Lore of Magic, as we need to keep track. In the future, you won't need to let us know IC when these changes are made, though of course it is a legal requirement to do so in Sudenburg.

### **Do I have to use candles in a fire ban?**

No, all props need to be safe for players and the environment. Also, Australian laws apply.