

INHERENT DIFFICULTY

Some action cards have an additional difficulty modifier in the form of results symbols, rather than dice. These results symbols are simply added directly into the results pool, as if they had been rolled on dice. For example, an action card might have a modifier of **◆ ■ ✕ ☉**; this means that **◆** is added to the dice pool, and that **✕ ☉** is added to the results pool after dice are rolled.

It can be helpful, but is not necessary, to add dice showing the relevant challenge and bane symbols to the pool after the dice are rolled as a reminder when resolving the check. If you do, it is important to remember that these results symbols are not actually present on any die, they cannot be "rerolled" by any effect that would ordinarily allow it, nor can they be ignored by effects that allow dice to be ignored.

II

WARHAMMER FANTASY ROLEPLAY

GREY ORDER MAGIC™

The wind of Ulgu settles like a fog across the land, clouding mens' thoughts and concealing secrets from their view. The Illusionists of the Grey Order forge phantasms of shadowstuff to deceive and befuddle their enemies. With their mastery of things seen and unseen, they are the trickiest and most difficult to predict of all the Orders.

Featuring new spells for all ranks for wizards of the Grey College!

This expansion includes the following components: 15 Action Cards and 2 Item Cards

GAMES WORKSHOP FANTASY FLIGHT GAMES

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WARHAMMER FANTASY ROLEPLAY

GREY ORDER MAGIC™



GAMES WORKSHOP FANTASY FLIGHT GAMES

SWORD OF JUDGEMENT



GREY STAFF



SET ICON

The cards included in this expansion are noted with a special set icon. This allows you to quickly identify the supplement materials when sorting, adding, or removing cards from your game experience.

USING THIS EXPANSION

This expansion is best used in conjunction with the *Winds of Magic* and *Hero's Call* supplements for *Warhammer Fantasy Roleplay*, although only the Core Product is required. The cards in this set can simply be added to the collection of action and item cards available and used in the same manner as other action or item cards.

THE EPIC TRAIT

Some action cards have the **Epic** trait. These cards are very powerful and intended for high-level characters, and may not be acquired or used by characters below Rank 4.

MASTERY

Some action cards reference **Mastery**. The rules for **Mastery** are fully described in *Hero's Call*, but a condensed explanation can be found here:

Ordinarily, characters may only train a maximum of 3 ranks in a given skill. Characters of at least Rank 4 may train a fourth rank in a skill, but this rank does not add an additional expertise die. Rather, the fourth rank of skill training is referred to as **Mastery** in that skill. A character that has Mastered a skill gains the following benefits to checks using that skill:

- ✦ The character is not obligated to roll for **Simple (0d)** or **Easy (1d)** checks unless those checks target an enemy character. Should the character opt not to roll, assume the results are a single success with no other effects.
- ✦ The character may choose to remove all of his expertise dice from the pool before the roll and replace them with a single Sigmar's Comet result – he can simply place one of the dice on the table showing its comet face.

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SWORD OF JUDGEMENT

Often gifted to those in the Grey College that show great promise, these magical blades seem to cleave reality with every strike.

Damage Rating: 5

Critical Rating: 3

Group: Hand Weapon

Qualities: Magic, Superior, Attuned 1

Encumbrance: 3

A Sword of Judgement is attuned to the Wind of Ulgu. Grey Wizards may add ☐ to Channelling and Spellcraft checks.

As a superior weapon, a Sword of Judgement adds ☐ to all attacks made wielding it.

GREY STAFF

A long wooden staff topped with several smoking candles.

Damage Rating: 4

Critical Rating: 4

Group: Staff

Qualities: Attuned 2, Defensive, Magic

Encumbrance: 4

The staff is attuned to the Wind of Ulgu. Grey Order Wizards may add ☐ to Channelling and Spellcraft checks.

Once per session, a Grey Order wizard wielding a grey staff, may remove a number of recharge tokens from his currently recharging Grey Order spells equal to his character rank.

TAINT MIND 3

Rank 1, Grey Order

SPELLCRAFT (INT) vs. TARGET OBSERVATION (INT)



5 power. Target within close range

♣ Your shadowy illusions tug at the target's mind. The target suffers 1 stress

♣♣♣ As above, but 2 stress instead

♣♣ Your illusion has such subtlety that the target is uncertain that you have cast a spell on him, or even why he has suffered stress at all

→ Trigger the ♣♣ effect

♣ Suffer 1 stress

MELKOTH'S MYSTIFYING MIASMA 5

Rank 1, Grey Order, Ongoing

SPELLCRAFT (INT) vs. TARGET DISCIPLINE (WP)

4 power. Target within medium range

Special: If the target is in shadow or currently affected by a Grey Order spell, add ☐ to your dice pool

Effect: While this action is recharging, the target adds ■ to the dice pool of all of his actions. If you have Spellcraft Mastery, add ♦ instead

♣ You conjure a numbing fog around the target, causing him to stumble and stagger

♣♣♣ As above, and the target suffers 1 stress

♣ The target adds ■ to his next action

♣♣ Add 1 recharge token to one of your currently recharging Grey Order spells

♣♣ Remove 1 recharge token from this action

♣♣ Add ■ to your next action

SHADOWS GATHER 8

Rank 1, Grey Order, Ongoing

SPELLCRAFT (INT)

5 power

Special: Anyone within medium range of you counts as being "in shadow" for the purposes of your other Grey Order spells

Effect: Shadows lengthen and darken. Everything becomes dim. While this action is recharging, darkness extends out from you to medium range. The dim light imposes penalties to checks that rely on vision (including ranged attacks by or against characters within the darkness) and grants bonuses to checks that benefit from the shadows, as described below

♣ You cast the spell. Your shadows add ■ or ☐ to most checks, as appropriate

♣♣♣ As above, but the darkness adds ■■ or ☐, as appropriate

♣♣ Your next Grey Order spell gains ☐

♣ Suffer 1 stress

THE SUBTLE MAGICK 4

Rank 1, Grey Order

SKULDUGGERY (AG)

3 power

Special: Add 4 recharge tokens to this spell when it is unsuccessfully cast. This spell is, itself, non-obvious

♣ You mask your own powers. Until the end of the encounter, your Grey Order magic becomes difficult to detect. Apart from a spell's function (such as the darkness caused by a spell to cause darkness), there is no obvious indication that you have cast a spell at all. Furthermore, you are not required to make gestures or chant mystic words to cast your spells and when you use the Channel Power action there is no obvious cue that you are holding magical power

→ Anyone using Magical Sight to see if you are a wizard must pass a **Hard (3d) check** to notice your magical aura until the end of the encounter

✧ Lose all your power

SECOND SHADOW 1

Rank 2, Grey Order

SPELLCRAFT (INT)

6 power. Target must be in shadow and within long range

Special: This action recharges at midnight

Effect: Your shadow detaches itself from you and quickly flies to the target, attaching itself as a second shadow to him and following him wherever he goes. Your shadow can see and hear, and when the spell ends it speeds back to your side and reports back on what it saw and heard. The target can potentially notice the extra shadow (a **Hard (3d) Perception (Int) check**), and perhaps take steps to destroy it, in which case it never reports back (but you do begin to cast a shadow again when the spell recharges)

♣ You cast the spell

♣♣ You can't cast this spell on the same target again for at least a week

STEED OF SHADOWS 7

Rank 2, Grey Order

SPELLCRAFT (INT)



6 power

♣ A winged shape of shadow carries you away, lifting you up and depositing you somewhere within medium range

♣♣ You are veiled from sight until the start of your next turn

♣♣ Gain ☐ to your next action

♣ Suffer 1 stress and 1 fatigue

THE SHADOW STRIKES 4

Rank 2, Grey Order

SPELLCRAFT (INT) vs. TARGET DEFENCE

4 power. Target creature within medium range must be casting a shadow or under the effects of a Grey Order spell

Special: This spell may cause critical damage; use the CR of the target's equipped weapon to determine the ♣ cost. If the target has no listed CR, treat its CR as 3

♣ The target's shadow suddenly strikes! The target suffers normal damage, as if it had just hit itself with its own weapon

♣♣♣ As above, +2 damage

♣♣ Ignore the soak value of the target's non-magical armour

♣♣ -1 damage

♣♣ Suffer 1 fatigue

THE ENFEEBLING FOE 5

Rank 3, Grey Order

SPELLCRAFT (INT) vs. TARGET RESILIENCE (TO)

4 power. Target within medium range

Effect: Deceived by your wiles, the target's burdens lie impossibly heavy upon their shoulders. While this action is recharging, your target's Strength is reduced as described below (to a minimum of 1)

♣ The target's Strength is reduced by 1

♣♣♣ The target's Strength is reduced by 2

♣♣ The target suffers 1 fatigue

♣♣ Add 1 recharge token to this card

→ Add 2 recharge tokens to this card

♣♣ Your strength is reduced by 1 for 2 turns

THE WITHERING 5

Rank 3, Grey Order

SPELLCRAFT (INT) vs. TARGET DISCIPLINE (WP)

4 power. Target within medium range

Effect: You reach into the minds of your foe, instigating nebulous images of weakness and doubt. While this action is recharging, your target's Toughness is reduced as described below (to a minimum of 1)

♣ The target's Toughness is reduced by 1

♣♣♣ The target's Toughness is reduced by 2

♣♣ The target suffers 1 fatigue

♣♣ Add 1 recharge token to this card

→ Add 2 recharge tokens to this card

♣♣ Your Toughness is reduced by 1 for 2 turns

TAINT MIND

Rank 1, Grey Order

SPELLCRAFT (INT) vs. TARGET OBSERVATION (INT)

5 power. Target within close range

♣ Your shadowy illusions tug at the target's mind. The target suffers 1 stress
 ♣♣♣ As above, but 2 stress instead
 ♣♣♣♣ As above, but 3 stress instead
 ♣♣ If the target's Willpower is distressed, he suffers 1 fatigue for each stress beyond his Willpower he is suffering
 ♣ Suffer 1 stress
 ♣ Suffer 1 stress

MELKOTH'S MYSTIFYING MIASMA

Rank 1, Grey Order, Ongoing

SPELLCRAFT (INT) vs. HIGHEST TARGET DISCIPLINE (WP)

3 power per target.
Targets within medium range

Special: This action is opposed by the highest Willpower amongst its targets. For each target beyond the first, add ■ to your dice pool
Effect: While this action is recharging, the target adds ■ to the dice pool of all of his actions. If you have Spellcraft Mastery, add ♦ instead
 ♣ You conjure a numbing fog around the target, causing him to stumble and stagger
 ♣♣♣ As above, and add 1 recharge token to this card
 ♣ One target adds ■ to his next action
 ♣ One target adds ■ to his next action
 ♣♣♣ Each target suffers 1 stress
 ♣♣ Remove 1 recharge token from this action
 ♣♣ Add ■ to your next action

SHADOWS GATHER

Rank 1, Grey Order, Ongoing

SPELLCRAFT (INT)

5 power

Special: Anyone within medium range of you counts as being "in shadow" for the purposes of your other Grey Order spells
Effect: Shadows lengthen and darken. Everything becomes dim. While this action is recharging, darkness extends out from you. The dim light imposes ■ to checks that rely on vision (including ranged attacks by or against characters within the darkness) and grants □ to checks that benefit from the shadows
 ♣ You cast the spell. Its effects extend out to close range
 ♣♣ As above, out to medium range
 ♣♣♣ As above, out to long range
 ♣♣ Your next Grey Order spell gains □
 ♣ Suffer 1 stress

THE SUBTLE MAGICK

Rank 1, Grey Order

SKULDUGGERY (AG)

3 power

Special: Add 4 recharge tokens to this spell when it is unsuccessfully cast. This spell is, itself, non-obvious
 ♣ You mask your own powers. Until the end of the encounter, your Grey Order magic becomes difficult to detect. Apart from a spell's function (such as the darkness caused by a spell to cause darkness), there is no obvious indication that you have cast a spell at all. Furthermore, you are not required to make gestures or chant mystic words to cast your spells and when you use the Channel Power action there is no obvious cue that you are holding magical power
 ♣ Anyone using Magical Sight to see if you are a wizard must pass a **Hard (3d) check** to notice your magical aura until the end of the encounter
 ♣ Lose all your power

SECOND SHADOW

Rank 2, Grey Order

SPELLCRAFT (INT)

6 power. Target must be in shadow and within long range

Special: This action recharges at midnight
Effect: Your shadow detaches itself from you and quickly flies to the target, attaching itself as a second shadow to him and following him wherever he goes. Your shadow can see and hear, and when the spell ends it speeds back to your side and reports back on what it saw and heard. The target can potentially notice the extra shadow (a **Hard (3d) Perception (INT) check**), and perhaps take steps to destroy it, in which case it never reports back (but you do begin to cast a shadow again when the spell recharges)
 ♣ You cast the spell
 ♣♣ You can't cast this spell on the same target again for at least a week

STEED OF SHADOWS

Rank 2, Grey Order

SPELLCRAFT (INT)

6 power

♣ A winged shape of shadow carries you away, lifting you up and depositing you somewhere within medium range
 ♣♣♣ As above, but long range instead
 ♣♣ When you arrive at your destination, you may perform a free maneuver
 ♣♣ Gain □ to your next action
 ♣ Suffer 1 stress and 1 fatigue

THE SHADOW STRIKES

Rank 2, Grey Order

SPELLCRAFT (INT) vs. TARGET DEFENCE

4 power. Target creature within medium range must be casting a shadow or under the effects of a Grey Order spell

Special: This spell may cause critical damage; use the CR of the target's equipped weapon to determine the ♣ cost. If the target has no listed CR, treat its CR as 3
 ♣ The target's shadow suddenly strikes! The target suffers normal damage, as if it had just hit itself with its own weapon
 ♣♣♣ As above, +2 damage
 ♣♣ +2 damage
 ♣♣♣ -1 damage
 ♣♣ Suffer 1 fatigue

THE ENFEEBLING FOE

Rank 3, Grey Order

SPELLCRAFT (INT) vs. HIGHEST TARGET RESILIENCE (To)

4 power. Target(s) within medium range

Special: This action is opposed by the highest Toughness amongst its targets. For each target beyond the first, add ■ to your dice pool
Effect: Deceived by your wiles, the target's burdens lie impossibly heavy upon their shoulders. While this action is recharging, your target's Strength is reduced as described below (to a minimum of 1)
 ♣ The targets' Strength is reduced by 1
 ♣♣ The target(s) suffer 1 fatigue
 ♣♣ Add 1 recharge token to this card
 ♣ Add 2 recharge tokens to this card
 ♣♣ Your strength is reduced by 1 for 2 turns

THE WITHERING

Rank 3, Grey Order

SPELLCRAFT (INT) vs. HIGHEST TARGET DISCIPLINE (WP)

4 power. Target(s) within medium range

Special: This action is opposed by the highest Willpower amongst its targets. For each target beyond the first, add ■ to your dice pool
Effect: You reach into the minds of your foe, instigating nebulous images of weakness and doubt. While this action is recharging, your target's Toughness is reduced as described below (to a minimum of 1)
 ♣ The targets' Toughness is reduced by 1
 ♣♣ The target(s) suffer 1 fatigue
 ♣♣ Add 1 recharge token to this card
 ♣ Add 2 recharge tokens to this card
 ♣♣ Your Toughness is reduced by 1 for 2 turns

FALSE IMAGE 6
Rank 3, Grey Order, Ongoing
SPELLCRAFT (INT)

5 power

Effect: You create an image of anything you desire. It looks and sounds real, but is made of nothing more than shadow and evaporates if touched. You create one image of one item, person, or tightly integrated scene, which continues to behave as if real until this action recharges or it is revealed as an illusion

♣ Anyone attempting to see through your illusion must pass an **Average (2d) Observation (Int) check**

♣♣ As above, but the **Observation (Int) check is Hard (3d)**

♣♣♣ As above, but the **Observation (Int) check is Daunting (4d)**

♣♣♣ Your next *Grey Order* spell gains ☐

➔ Your image has a tactile component and can endure being touched!

☠☠ Suffer 1 stress and 1 fatigue

THE PENUMBRAL PENDULUM 5
Rank 4, Grey Order
SPELLCRAFT (INT)

8 power. If you swing a silver pendulum as you cast this spell, reduce its difficulty modifier by ☐

Effect: You conjure an enormous pendulum of shadow that swings from your location out to a point at long range you designate, striking every creature in its path. At the end of your next turn, it swings back, striking every creature in its path again

♣ Your pendulum strikes for 6 + Int damage

♣♣♣ As above, plus additional damage equal to your character rank

➔ Reveal 3 critical wounds and assign each one to a different target in the pendulum's path

☠☠ Suffer 1 stress and 1 fatigue

DEVASTATE SENSES 6
Rank 4, Grey Order
SPELLCRAFT (INT) vs. TARGET RESILIENCE (To)

6 power. Target within medium range. If you are engaged with an enemy, add ☐ to your dice pool

♣ All the target's weaknesses and fears burst to the surface! For each characteristic that is less than 3, the target suffers 1 stress and 1 fatigue

♣♣♣ As above, and for each characteristic that is less than 2, the target suffers 1 additional stress and 1 additional fatigue

♣♣ All of the target's characteristics are reduced by 1 (to a minimum of 1) until your next turn

➔ As your target seems weaker, you seem stronger. You may recover 1 stress for each stress the target suffers, and 1 fatigue for each fatigue the target suffers

☠☠ Add 2 recharge tokens to this card

SMOKE & MIRRORS 6
Rank 4, Grey Order, Ongoing
SPELLCRAFT (INT)

6 power. If you are engaged with an enemy, add ☐ to the dice pool

Effect: Several copies of you stand nearby, all identical in every respect, making it very difficult to hit the real you. While this action is recharging, all actions that target you add ☐ to their results pool. Each time an action targeting you fails, remove 1 recharge token from this card

♣ You conjure doubles of pure shadowstuff

♣♣♣ As above, and add 2 recharge tokens to this card

♣♣ Your next action gains ☐

☠ Remove 1 recharge token from this card

THE DANCE OF DESPAIR 6
Rank 5, Epic, Grey Order, Ongoing
SPELLCRAFT (INT) vs. TARGET DISCIPLINE (WP)

12 power. Target within medium range. If you are engaged with an enemy, add ☐ to the dice pool

Effect: While this card is recharging, the target's Str, To, Ag, Int, and Fel are reduced to 1 and cannot be further reduced or increased

♣ With a flourish you produce a stringless fiddle and play a tune that only the target can hear

♣♣ Add or remove 1 recharge token from one of your recharging *Grey Order* spells

➔ The target acquires a temporary insanity with the *Supernatural* or *Enigma* trait

☠ Remove 1 recharge token from this card

✖ Lose all your power

PERFECT MIMICRY 1
Rank 5, Grey Order, Epic, Ongoing
SPELLCRAFT (INT)

8 power. The subject chosen must be an intelligent being (not an animal) no larger than an orc nor smaller than a halfling, and you must have firsthand knowledge of the subject

Special: If you have an item with a personal connection to the subject of the spell, remove ☐ from the difficulty modifier. This action recharges at midnight

Effect: You exactly duplicate 1 particular person, down to the smallest detail. As long as the spell lasts, you must use the subject's physical characteristics and gain access to all of the subject's skills, talents, and actions. You look and sound exactly like the subject and your disguise is completely impenetrable to normal means of detection. If you ever come face-to-face with the subject of your spell, the spell ends. Furthermore, all of your actions gain "✖ Add 1 tracking token to this card," and when there are 3 tracking tokens on it the spell ends

♣ You cast the spell

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- ♣ The character is not obligated to roll for **Simple (0d)** or **Easy (1d)** checks unless those checks target an enemy character. Should the character opt not to roll, assume the results are a single success with no other effects.
- ♣ The character may choose to remove all of his expertise dice from the pool before the roll and replace them with a single Sigmar's Comet result – he can simply place one of the dice on the table showing its comet face.

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FALSE IMAGE 6

Rank 3, Grey Order, Ongoing

SPELLCRAFT (INT)

5 power

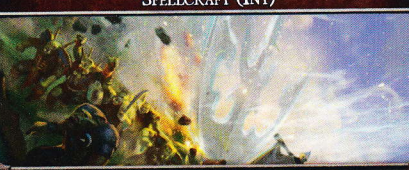
Effect: You create an image of anything you desire. It looks and sounds real, but is made of nothing more than shadow and evaporates if touched. You create one image of one item, person, or tightly integrated scene, which continues to behave as if real until this action recharges or it is revealed as an illusion

- ♣ Anyone attempting to see through your illusion must pass an **Average (2d) Observation (Int) check**
- ♣♣ As above, but the **Observation (Int) check is Hard (3d)**
- ♣♣♣ As above, but the **Observation (Int) check is Daunting (4d)**
- ♣♣ Your next Grey Order spell gains ☐
- ➔ Your image has a tactile component and can endure being touched!
- ♣♣ Suffer 1 stress and 1 fatigue

THE PENUMBRAL PENDULUM 5

Rank 4, Grey Order

SPELLCRAFT (INT)



8 power. If you swing a silver pendulum as you cast this spell, reduce its difficulty modifier by ☐

Effect: You conjure an enormous pendulum of shadow that swings from your location out to a point at long range you designate, striking every creature in its path. At the end of your next turn, it swings back, striking every creature in its path again

- ♣ The pendulum strikes for 5 + Int damage
- ♣♣ The pendulum strikes for 7+ Int damage
- ♣♣♣ The pendulum strikes for 8 + Int damage
- ♣♣ +2 damage
- ♣♣ +2 damage
- ♣♣ Suffer 1 stress and 1 fatigue

DEVASTATE SENSES 6

Rank 4, Grey Order

SPELLCRAFT (INT) vs. HIGHEST TARGET RESILIENCE (TO)

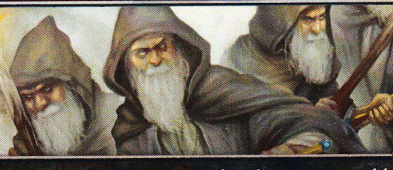
5 power per target. Targets within medium range. For each target beyond the first, add ☐ to the dice pool

- ♣ All the target's weaknesses and fears burst to the surface! For each characteristic that is less than 3, the target suffers 1 stress and 1 fatigue
- ♣♣♣ As above, and for each characteristic that is less than 2, the target suffers 1 additional stress and 1 additional fatigue
- ♣♣ All enemies within medium range suffer 1 stress
- ♣♣ All enemies within medium range suffer 1 fatigue
- ➔ All enemies within medium range suffer 1 stress and 1 fatigue
- ♣♣ Suffer 1 stress and 1 fatigue

SMOKE & MIRRORS 6

Rank 4, Grey Order, Ongoing

SPELLCRAFT (INT)



6 power. If you are engaged with an enemy, add ☐ to the dice pool

Effect: Several copies of you stand nearby, all identical in every respect, making it very difficult to hit the real you. While this action is recharging, all actions that target you add ☐ to their results pool. Each time an action targeting you fails, remove 1 recharge token from this card

- ♣ You conjure doubles of pure shadowstuff
- ♣♣♣ As above, and add 2 recharge tokens to this card
- ♣♣ Your next action gains ☐
- ♣ Remove 1 recharge token from this card

THE DANCE OF DESPAIR 6

Rank 5, Epic, Grey Order, Ongoing

SPELLCRAFT (INT) vs. HIGHEST TARGET DISCIPLINE (WP)

10 power. Target(s) within medium range. For each target after the first, 2 additional power and add ☐ to the dice pool

Effect: While this card is recharging, the target's Str, To, Ag, Int, and Fel are reduced by 1 to a minimum of 1

- ♣ With a flourish you produce a stringless fiddle and play a tune that only the target(s) can hear
- ♣♣ Add or remove 1 recharge token from one of your recharging Grey Order spells
- ➔ The target acquires a temporary insanity with the *Supernatural* or *Enigma* trait
- ♣ Remove 1 recharge token from this card
- ✧ Lose all your power

PERFECT MIMICRY 1

Rank 5, Grey Order, Epic, Ongoing

SPELLCRAFT (INT)

8 power. The subject chosen must be an intelligent being (not an animal) no larger than an orc nor smaller than a halfling, and you must have firsthand knowledge of the subject

Special: If you have an item with a personal connection to the subject of the spell, remove ☐ from the difficulty modifier. This action recharges at midnight

Effect: You exactly duplicate 1 particular person, down to the smallest detail. As long as the spell lasts, you must use the subjects physical characteristics and gain access to all of the subject's skills, talents, and actions. You look and sound exactly like the subject and your disguise is completely impenetrable to normal means of detection. If you ever come face-to-face with the subject of your spell, the spell ends. Furthermore, all of your actions gain "✧ Add 1 tracking token to this card," and when there are 3 tracking tokens on it the spell ends

- ♣ You cast the spell

INHERENT DIFFICULTY

Some action cards have an additional difficulty modifier in the form of results symbols, rather than dice. These results symbols are simply added directly into the results pool, as if they had been rolled on dice. For example, an action card might have a modifier of ☐ ☐ ☐; this means that ☐ is added to the dice pool, and that ☐ is added to the results pool after dice are rolled.

It can be helpful, but is not necessary, to add dice showing the relevant challenge and bane symbols to the pool after the dice are rolled as a reminder when resolving the check. If you do, it is important to remember that these results symbols are not actually present on any die, they cannot be "rerolled" by any effect that would ordinarily allow it, nor can they be ignored by effects that allow dice to be ignored.