

Non-Human and Forbidden Worship

~ Overview ~

This document is as an attempt to include non-human and chaos worship, including spell use and Church Skills and Talents, into your WFRP games. It is deliberately brief, providing only enough information to make playing non-human initiates and priests feasible.

Before continuing it is worth noting that these rules may not be consistent with everyone's idea of magic in the Old World. I utilise the modified magic rules described within the Warhammer Forever articles and the rules for learning secondary lores available at the Warhammer Forever website.

The primary changes are therefore that Dwarfs are unable to cast Arcane spells, while Halflings are able to cast Arcane spells with a penalty of one casting dice. Dwarfs and Halflings are however able to cast Divine magic without penalty. Spells casters are able to learn multiple colour lores, but do so at a casting disadvantage.

I have also stolen many ideas and much text from the freely available wealth of WFRP fan made content. These original authors are referenced at the end of this document.

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Witch Advanced Career

Description

Hedge wizards, who have survived both the hunt for unsolicited magic users as well as the unpredictable nature of their own magical channelling, often find themselves approaching the official colleges of magic for tuition as fledgling wizards. In contrast, some Hedge Wizards learn to harness these powers on their own, learning how to shape the world around them – for better or for worse – with combinations of tribal concoctions and manipulated magics. Though often magically stunted compared to wizards, these Witches or Wise Women provide the communities in which they live with valuable services such as healing remedies and fortune telling. Witches dabble with danger every time they use their chaotic magic. For this reason the Witch Hunters eagerly track and execute these gifted individuals.

Career Entries: Hedge Wizard

Career Exits: Charlatan, Outlaw, Scholar, Journeyman Wizard, Barber-Surgeon

Trappings: Hood, Healing Draught, Assorted herbs, Deck of divining cards, Lucky Charm, Healing Poultice, Antitoxin Kit, Cure All, Trade Tools (Herbalist or Apothecary)



Witch Advance Scheme

WS	BS	S	T	Ag	Int	WP	Fel
+5%	-	+5%	+10%	+10%	+15%	+20%	+15%
A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	+2	-	-

Skills: Charm or Intimidate, Heal or Hypnotism, Perception or Search, Prepare Poison or Trade (Herbalism), Trade (Apothecary) or Charm Animal, Evaluate or Haggle, Channelling or Magical Sense, Sleight of Hand or Performer (Palm Reader), Outdoor Survival or Speak Language (any one), Common Knowledge (any two), Silent Move or Concealment

Talents: Dark Lore (Hedge), Aethyric Attunement or Dark Magic, Very Resilient or Sixth Sense, Resistance to Disease or Resistance to Poison, Mimic or Public Speaking, Dealmaker or Menacing, Lesser Magic (any two), Rover or Flee!

Dark Lore (Hedge)

Most Arcane magic users specialise in the manipulation of one of the Winds of Magic. However, Hedge Wizards and Witches, having had no formal training, use a form of magic that is more closely linked to the Dark Lore used by Necromancers and the like. That is not to say that they are evil by intent, or that their magic is focused on death and decay, but rather that they act as a conduit for all colours of magic, and that they suffer additional risks due to their lack of training.

A Witch is much more likely to suffer from Tzeentch's Curse. Having still no knowledge of an Arcane Language, they must still roll an extra d10 for the Hedge Magic Talent, and *may* also use the additional d10 for possessing the Dark Magic Talent if applicable. The side effects for using Dark Lore still apply to Dark Lore(Hedge), i.e. that when rolling for Tzeentch's Curse a roll of doubles on the percentile dice results in a Side Effect (Table 7-6 - Chaos).

Lore Skill: Academic Knowledge (Astronomy)

Divine

Casting Number: 5

Casting Time: 5 minutes

Ingredient: A crystal (+1)

Description:

This spell will allow the caster to obtain information not normally available. The GM should establish the degree of success by secretly rolling an Intelligence Test.

The spell could be used to reveal the whereabouts of a lost jewel, the projected coronation date of a new monarch or the winning lottery ticket number. Any information provided by the spell will be extremely cryptic, and may not necessarily be instantly obvious.



Raven Form

Casting Number: 6

Casting Time: Half action

Ingredient: A raven feather (+1)

Description:

The caster can transform into a Raven for up to an hour. They retain mental faculties (Int and WP), though other statistics are that of a Raven. The caster cannot use magic, but can still communicate as usual while in raven form. It is important to note that only the caster, and not their items and clothing, are affected by this spell. The spell is often used to quickly escape imprisonment, or to arrive at a windowsill to dispense wisdom at night.

Mimic

Casting Number: 9

Casting Time: Full action

Ingredient: Toenail, hair etc. from the creature to be mimicked (+2)

Description:

The caster can take on the appearance (including clothing and armour) of any living creature for which they have good knowledge of, for a number of minutes equal to ten times their Magic Characteristic. The spell does not disguise the casters voice; though a Witch with the Mimic Talent may be able to successfully impersonate an individual.

Life Blood

Casting Number: 10

Casting Time: Full action

Ingredient: Blood of a freshly slaughtered animal (+2)

Description:

This spell will cure 1-5 wounds plus the casters Magic Characteristic or the effect of a single poison or disease. The caster can use the spell to heal them self.

Curse

Casting Number: 13

Casting Time: Half action

Ingredient: Hair, fingernail, etc from the victim (+2)

Description:

This spell allows the caster to place a curse on a target within 12 yards, unless a successful WP test is made. A curse will typically include such effects as warts, baldness and flatulence, but also causes the target to suffer -10% to all tests until the curse is lifted. The curse can be voluntarily lifted by the original spell caster, or removed by spells such as dispel.

Commune

Casting Number: 15

Casting Time: 10 minutes

Ingredient: An intimate item of the dead person to contact (+2)

Description:

This spell allows the caster to communicate with a long dead soul, though the caster must be in physical contact with a living friend or relative of the deceased. The caster is able to act as a conduit between the deceased and the living person, attempting to answer a number of questions equal to the casters Magic Characteristic. A successful Channelling Test is required for each question asked. After the last question is asked the caster is violently propelled back to the waking world, and suffers -10 from all tests for 1 hour afterward.

No particular time frame after the death of the person is important for the casting of this spell, as the soul is forcibly drawn from the gates of Morr. Unbeknownst to the caster the travel from Morr's realm is extremely traumatic – the called upon spirit often being forever trapped in the physical realm as a ghost or spirit. After each casting of Commune a successful Channelling Test is required, failure meaning that the spirit is now trapped in the physical world. A trapped spirit is no longer able to be re-contacted using the Commune spell, though they may be banished with other magics.

Blight

Casting Number: 16

Casting Time: 2 Full Actions

Ingredient: A piece of ogre dung (+2)

Description:

The caster can use this spell against a section of vegetation with 48 yards. The spell affects an area of roughly circular diameter of 10 yards. The affected section instantly withers away – destroying crops, or enabling easier travel through thickets or woods.

Prosper

Casting Number: 18

Casting Time: 10 minutes

Ingredient: A handful of natural fertilizer (+2)

Description:

The caster can cause either one farmers field sized area or one living creature to enjoy increased fertility. A field will literally burst with life and the next harvest is guaranteed to be abundant. A living creature will be guaranteed a conception, assuming normal breeding conditions are met.



Nightmare

Casting Number: 19

Casting Time: Half action

Ingredient: A dried part of a dead animal (+2)

Description:

The caster momentarily takes on the visage of a rotting and decaying creature of purest dread. Living creatures will flee unless a successful terror test is made. Additionally, for the following 6 rounds the caster is granted the Unsettling Talent as the victims of the spell recover from their fear. Victims must additionally make WP tests before going to sleep for the next number of nights equal to the casters Magic Characteristic – failure meaning that the victim suffers terrible nightmares, gains an 1 insanity point, and suffers -10% to all tests with Ag, Int, WP and Fel from fatigue.

Withering Wind

Casting Number: 22

Casting Time: Full action

Ingredient: Powdered remains from a corpse that has died from disease (+3)

Description:

This spell causes a swirling black dust to blow over an area about the size of a small village. All living creatures are afflicted with terrible fits of coughing and count as stunned for d10 rounds. Additionally, each victim loses 1 wound per round irrespective of TB or armour for each round they remain stunned. Regardless, each victim must make a Toughness Test or be afflicted by painful fits of coughing for an average of the next 5 days (use the standard rules for disease and a disease with equivalent duration and characteristic penalties as The Galloping Trots).

Dwarven Gods

Grungni, God of Mines and Artisans

Grungni is the principle deity of the Dwarven pantheon. He is the god of mining, metalwork, stonework, and underground places. According to Dwarven lore, Grungni lived during the Time of the Ancestor Gods and it was then that he led the Dwarves from the perils of the upper world to the safety of the earth. He is also credited with teaching the Dwarves all the skills for which the race is now famous: smelting of metals, forging of goods, weapon craft, tunnelling, gem cutting, building of vaults, and runesmithing, to name a few.

Grungni's main symbol is the pick, representing the magical implement with which he opened the underground world to Dwarfkind. He is portrayed as a male Dwarf, clad entirely in chain mail, with a forked iron-grey beard reaching to the tops of his feet.

Grungni is worshipped by Dwarfs throughout the Old World, and every Dwarfhold contains at least a shrine to Grungni, often in the form of a statue in the main hall of the hold. Human cities with sizable Dwarven population often have underground shrines erected in honour of Grungni. These shrines are generally located in areas of Dwarven tradecraft, such as the Dwarven Engineer Guildhall.

Church Skills and Talents

Initiates of Grungni start with trade (Mining). Priests of Grungni can, if they choose, learn the skills Trade (Smith and Stoneworker) and Navigation.



Holy Days

Major festivals dedicated to Grungni are held every hundred days (33 Pflugzeit, 33 Vorgeheim, 33 Brauzzeit, and 33 Vorhexen on the Imperial calendars). Nine lesser festivals are held between the major days at intervals of ten days.

Grimnir, The Fearless

Grimnir is the Dwarven warrior god of war, personifying the courage and fearlessness of the Dwarven race. Particularly worshipped by dwarf slayers, he is variously depicted as a youthful powerfully built one-eyed dwarf with a red eye-patch and slayer tattoos, a middle-aged Mercenary Captain, and an aging Master Stonemason. Grimnir represents the three stages of maturity for rootless dwarves: first, self-destructive, guilt-ridden adolescent violence and alcoholism; second, the well-travelled veteran warrior and battle leader; third, reverent dedication to preserving the heritage of the dwarven race.

Initiates and priests of Grimnir often wear the spiked coloured hair of a dwarven slayer, while troll and giant slayers etc. additionally display ritual tattooing.

Worshippers of Grimnir will often have small stone hearth shrines in their private residence, though many wayside shrines of Grimnir have been constructed throughout the Old

World. Some wayside shrines are inhabited by permanent attendants, often disabled adults or elders from past heroic campaigns and sometimes by an elder cleric, though most are unattended.

Church Skills and Talents

Initiates of Grinnir start with Intimidate. Priests of Grinnir can, if they choose, learn the following talents: Specialist Weapon Group (Two-handed), Strike Mighty Blow, and Strike to Injure.

Holy Days

The religion of Grinnir has no specific days of worship or rest, though he is often worshipped before entering battle or before great feasts and events of drinking.



Dwarven Divine Lore

The Lore of Grungni

Grungni is the God of mining and artisans. Priests of Grungni gain control over the earth and minerals and are able to manipulate solid rock like a potter crafts ceramics with clay.

Magic Light

Casting Number: 5

Casting Time: Full action

Ingredient: A magnesium strip (+1)

Description:

This spell causes a glowing light to appear within 4 yards of the caster. The glowing light provides light equivalent to a lantern and moves with the caster. The spell lasts for 1 hour, until dispelled, or until the glowing light moves further away than 4 yards from the caster.

Detect Metal

Casting Number: 7

Casting Time: Full action

Ingredient: An iron nail (+1)

Description:

Upon evoking this spell the caster is instantly aware of sources of metal within 100 yards. Metals including weapons, tools, metal ores, and door hinges could be reliably detected. The spell is of primary importance for the location of hidden ore deposits or secret doors with metal hinges or gears. The spell is instantaneous only, meaning that a caster will need to recast this spell if actively searching large regions.

Assault of Stones

Casting Number: 10

Casting Time: Half action

Ingredient: Small stones or pebbles (+1) in the casters hand

Description:

This spell causes a hail of small stones or rocks to fly at a single target or group within 48 yards, causing a number of Damage 4 attacks equal to the casters Magic Characteristic. This

spell requires that rocks or stones be present in the area, though the projectiles will tear themselves from solid rock walls etc. as required if the caster makes a successful Channelling test. The spell could therefore be easily cast on a mountain side, inside stone tunnels, or on a cobbled street, but requires a Channelling Test for example inside a stone building or corridor.

Body of Earth

Casting Number: 14

Casting Time: Full action

Ingredient: A pouch or handful of dirt (+1)

Description:

The casters body is able to sink into earth or stone, disappearing and reappearing within 24 yards if a continuous path of earth or stone can be traced between the start and end locations.

Crumble Stone

Casting Number: 16

Casting Time: Full action

Ingredient: The jawbone of a troll (+2)

Description:

After casting this spell, the caster can crush stone bare-handed, affecting any 4x4 yard section of building, wall etc. that the caster touches. The spell initially lasts for one round, though the caster may attempt to prolong the duration by making a successful WP test at the start of subsequent rounds, though the spell ends automatically if the caster attempts to cast another spell.

Forge Stone

Casting Number: 20

Casting Time: Full Action

Ingredient: The stomach of a Troll (+2)

Description:

This spell allows the caster to mould and work earth or stone without the need for tools. Simple structures such as tunnels, stone arches and smooth walls or floors can be created, are magically stabilised, and will not

collapse unless otherwise damaged etc. Complex buildings may not be made, though a new doorway could be fashioned into an existing wall for example. The caster may even tunnel through soft sand or mud using the spell, or may move through normal rock at normal pace, creating a tunnel wide enough for one person. The spell lasts for 1d10 minutes plus the casters Magic Characteristic. A caster inside a tunnel when the spell expires is not killed as the tunnel remains in existence.

The Lore of Grinnir

Grinnir is the Dwarven warrior god of war, personifying the courage and fearlessness of the Dwarven race. Priests of Grinnir are able to harness their Gods power to increase the combat effectiveness of themselves and those around them, and also able to invoke great wisdom in battle and strategy.

Axe of Grinnir

Casting Number: 5

Casting Time: Half action

Ingredient: A whetstone (+1)

Description:

The casters weapon, which must be a two-handed axe, is imbued with magical power. The two-handed axe loses the Slow quality and gains the Armour Piercing quality for 6 rounds.

Frenzy of Battle

Casting Number: 7

Casting Time: Full action

Ingredient: Blood of a goblinoid (+1)

Description:

The caster is embodied with a great bloodlust, gaining +1 A and for a number of minutes equal to their Magic Characteristic. All attacks must be focused on inflicting harm to the enemy; the caster may not parry while under the influence of this spell.

Inspiration of Grimnir

Casting Number: 9

Casting Time: Full action

Ingredient: A plait of hair from a Dwarf beard (+1)

Description:

The caster is imbued with the wisdom and leadership of the battle leader Grimnir. For a number of minutes equal to their Magic Characteristic the caster gains +20% to all Command and Academic Knowledge (Strategy/Tactics) Tests, and any allies within 12 yards can re-roll any failed Fear or Terror tests. Additionally, the wisdom of battle allows the caster to re-roll one failed dice roll during the spells duration.

Slayer

Casting Number: 12

Casting Time: Half action

Ingredient: A miniature axe (+2)

Description:

The caster and all allies within 24 yards are gifted with the skill of weaponry gaining +20% WS to hit when attacking for a number of rounds equal to the casters Magic Characteristic.

Aura of Fear

Casting Number: 16

Casting Time: Full action

Ingredient: The skull of any creature over 10 feet tall (+2)

Description:

The intimidating nature of a Slayer is magically increased for the next minute (6 rounds). Opponents in combat with the caster are subject to Fear as per the normal physiological rules.

Durability of Body

Casting Number: 20

Casting Time: 2 Full actions

Ingredient: A dragon scale (+3)

Description:

This spell can be used either on the caster or a single friendly target within touch range, allowing the target to shrug off blows. This spell nullifies the next 2d10 wounds inflicted (after T and AP as usual), but expires in a number of minutes equal to the caster Magic Characteristic. Only one Durability of Body can be in effect at one time, the casting of a new version will cancel the old.

Halfling Gods

Esmeralda,

God of Hearth and Home

Esmeralda is the patron of the hearth and home and the mother to most of the Halfling deities. Normally depicted as a plump and matronly Halfling with a perpetual smile and wearing a flour-covered apron, it is said that Esmeralda has given the gift of cookery to Halflings.

Esmeralda is worshipped by Halflings throughout the Old World, and is particularly venerated by those Halflings who are employed by Humans as cooks. Unlike other cults, members (including priests) of the cult of Esmeralda may include the worship of any number of her children. These are Gangee (protector of the pantry), Findol (warden of the fields), Landrani (mistress of wine and beer), Praseeda (lady of herbs and spices), and Samortha (guardian of children, families, and desserts).

Initiates and Priests identify themselves with the following symbols: a triangle over a horizontal line (representing the home), flame rising from a hearth, soup ladle, stylized pie, frothy mug, and spice leaves. In addition to regular clothing, Priests wear ceremonial aprons embroidered with the symbols of Esmeralda and whichever of her children they worship.

Typical for Halfling cults, the cult of Esmeralda has no shrine, temples, nor organizational structure as such. Instead, Esmeralda is venerated in any kitchen where a Halfling works. Commonly, a small statuette of her is kept in a prominent place in the kitchen, such as a mantle-shelf. This placement enables Esmeralda to "see" the running of the kitchen and ensuring that dishes do not spoil.

Church Skills and Talents

Initiates of Esmeralda gain Trade (Cook). Priests of Esmeralda may additionally purchase Consume Alcohol, Trade (Herbalist or Brewer), Gossip or Luck.

Holy Days

The main festival to Esmeralda is Pie Week (1 - 8 Erntezeit on the Imperial calendar) in which the fruit harvest is celebrated. The week is spent making (and eating) pies, puddings, cakes, and jams. So absorbed are Halflings in the festivities that it is nearly impossible to get them to do anything else during this festival.

Halfling Divinee Lore

The Lore of Esmeralda

Esmeralda is the patron of hearth and home. Spell use by the faithful of Esmeralda is rarely offensive in nature, focusing more on the well being of others, and the diffusing of hostilities.

Zone of Warmth

Casting Number: 6

Casting Time: Full action

Ingredient: A piece of animal fur (+1)

Description:

The Zone of Warmth places a 10 yard diameter region centred on the caster that lasts a number of hours equal to the caster's Magic Characteristic, or until the caster leaves the zone or casts another spell. Within the zone the temperature is raised by 10 degrees centigrade. The zone persist even if the caster falls asleep, so that this spell may be used to provide temporary comfort during inhospitable climates.

Healing Hearth

Casting Number: 8

Casting Time: Full action

Ingredient: A fruit pie (+1)

Description:

The caster is able to heal one character, including herself, within touch range. A number of wounds equal to the casters Magic Characteristic + 1 are healed.

Restful Sleep

Casting Number: 10

Casting Time: Full action

Ingredient: A mug of alcohol (+1)

Description:

This is a touch spell. The caster may force one character to enter a deep sleep on a successful touch. Characters may resist falling asleep, if they wish, by making a successful WP test. The target will fall asleep for a number of hours equal to the casters Magic Characteristic, however, the sleep is otherwise normal; loud noises or injury will wake the sleeping character as normal. Sleeping characters recover lost Wounds at the rate of 1 per hour of sleep.

Abundance

Casting Number: 12

Casting Time: 1 minute

Ingredient: Grain seeds (+1)

Description:

The caster can cause one farmers field sized area to enjoy increased fertility. A field will literally burst with life and the next harvest is guaranteed to be abundant.

Pacify

Casting Number: 14

Casting Time: Full action

Ingredient: A strip of black cloth (+2)

Description:

This spell calms all allies within a 10 yard diameter circle. Calmed creatures feel at ease and gain +20 to Fear and Terror Tests for a number of minutes equal to the casters Magic Characteristic.

Additionally, all hostile creatures within the 10 yard diameter of affect must make a WP Test or become neutral to the caster for the next round; though any hostile actions will cancel this calming effect.



Hearth and Home

Casting Number: 18

Casting Time: Two full actions

Ingredient: A normal meal (+2)

Description:

All characters within a 10 yard diameter circle feel refreshed as if they had just woken from a full nights sleep and receive three day's worth of natural healing (3 Wounds for Lightly Injured).

Elven Gods

Khaine, Lord of War and Murder

Khaine is the dread Lord of Murder – the patron of assassins and murders. It is said that he is jealous of his elder brother Morr's rulership over the world of the dead, being cast out by his father Taal and denied the status of god. In revenge, Khaine steals the souls of those murdered and sacrificed in his name.

Khaine is depicted as a huge, grotesque, squat Demonic being with a horned head, great-fanged jaws, and four arms, bearing a bloody dagger in each hand, wearing a necklace of innumerable skulls. Khaine is an extravagantly insane god worshipped either by madmen or opportunistic men eager to exploit the magical powers that Khaine offers in return for service. Khaine is generous to those who swell his spiritual reservoirs with offerings of blood and damned souls. The dark elves of Naggaroth have elevated Khaine to be their patron.

In the Old World the cult is mostly worshipped in secret. In hidden ceremonies, and in areas where Khaine is worshipped openly, initiates, priests, and fanatics wear black robes and outer garments with red and gold trim, elaborate masks depicting the horned, fang-jawed countenance of Khaine, and ornaments and staves carved from human bone featuring Khaine's skull motif. These garments are worn for rituals and ceremonies and on the battlefield where Khaine's Legions are commanded.

Church Skills and Talents

Initiates of Khaine gain the Street Fighting Talent. Priests of Khaine may

additionally purchase Concealment, Silent Move and Lightning Parry.

Holy Days

In the Old World the worship of Khaine is pursued in secret shrines hidden in basements, caves, remote retreats, etc. Rituals consist primarily in consecrating the souls of ritual sacrifices to Khaine. Drugs are made available by priests for the use of private worship where ritual murders are usually preceded by private worship dedicating the souls of the slain to Khaine. The priest class is served by the Red Harvest, a fanatic class of holy assassins who select victims at random and slay them, dedicating their blood and souls to Khaine. In the Old World, the Red Harvest are little more than drug-crazed murderers, but in regions where Khaine is worshipped openly, the Red Harvest elite are skilled terrorists and political assassins.

Khaine does not observe formal Judgment Days, though it is typical to devote sacrifices to Khaine with regularity.

Liadriel, God of Song and Wine

Liadriel is the major deity of the Wood Elves and the patron of music, poetry, dancing, and wine. Liadriel is androgynous, combining traits both male and female, and appears as an Elf of surpassing beauty with a slight smile. Liadriel always carries a lute and a wineskin.



Liadriel is worshipped throughout the Old World by Wood Elven musicians, troubadours, and the like. Many of the Wood Elves living outside their forest homes (i.e. in the world of Humans) tend to worship Liadriel, as do some of the Human Minstrels.

Initiates and Priests identify themselves with the following symbols: lute and wineskin, cup, and vine leaves with grapes. Priests wear green hooded robes which are richly embroidered in gold thread in symbols of vine leaves, musical instruments, fruit, and so on.



There are no shrines or temple organization for the cult of Liadriel. Such things are foreign to the Elven mind. Instead, areas of natural beauty, such as forest clearings, waterfalls, or the shade of a mighty oak, serve as a place for peaceful contemplation.

Church Skills and Talents

Initiates of Liadriel gain Performer (Sing). Priests of Liadriel may also gain Performer (Dancer and Musicianship) and Charm. Being a predominantly rural God, Priests of Liadriel may also select the Outdoor Survival Talent.

Holy Days

Conventional holy days in the Human sense have no meaning to the cult of Liadriel. The deity is worshipped whenever Wood Elves sing or drink, which is quite frequently. Great feasts and wild celebrations are held on the night of every new moon in

honour of Liadriel (the largest of these take place on Hexenstag and Geheimnstag). It is debatable whether these constitute anything more than a feast in which Liadriel is honoured as oppose to a holy day.

Elven Divine Lores

The Lore of Khaine

Khaine is the patrol Lord of assassins and murders throughout the Old World and beyond. Khainite priests are able to distort not only the senses of their prey, but to distort the natural passing of the dead. Stolen souls of the murdered are often controlled and animated by Khainite magic.

Initiates and Priests of Khaine may control undead in a similar manner to Necromancers (WFRP page 161) though with a much reduced potency. Khainite priests may control a number of undead equal to their WP characteristic divided by 10 (rounding up).



Shadowmeld

Casting Number: 5

Casting Time: Full action

Ingredient: A strip of black cloth (+1)

Description:

The caster gains +20% to Concealment and Silent Move tests for a number of minutes equal to the casters Magic Characteristic.

Murder

Casting Number: 7

Casting Time: Half action

Ingredient: A small knife (+1)

Description:

This is a touch spell. Any character or creature with 0 Wounds who has already taken a critical hit is instantly killed by this spell.

Blind Enemy

Casting Number: 10

Casting Time: Half action

Ingredient: A pinch of pepper (+1)

Description:

This spell affects a single target within 12 yards. The target must make a successful WP Test or be blind for a number of rounds equal to 1-5 + the casters Magic Characteristic. Blinded creatures have their Agility, Movement and WS reduced to half (rounding down) and their BS reduced to 0. They automatically fail perception tests and attacking creatures gain +20 to hit.

Soul Bind

Casting Number: 12

Casting Time: Full action

Ingredient: A piece of shroud from a freshly buried corpse (+2)

Description:

The caster may re-animate a number of skeletons or zombies equal to their WP Characteristic divided by 10 (rounding up). The caster must be within 12 yards of either fresh corpses (zombies) or skeletal remains (skeletons). The animated corpses fall to dust at the following dawn.

Shroud of Shadows

Casting Number: 17

Casting Time: Full action

Ingredient: A ball of pitch (+2)

Description:

The caster is able to disappear completely from sight for 1d10 rounds. The spell behaves exactly like Shroud of Invisibility (WFRP page 158).

Soul Steal

Casting Number: 20

Casting Time: Two Actions

Ingredient: A piece of wood from a used coffin (+2)

Description:

The caster is able to steal a soul from the gates of Morr, bringing into existence a Wight within 12 yards of the caster. The Wight must stay within sight of its initial summoning location and disappears at the following dawn.

The Lore of Liadriel

Liadriel is the major deity of the Wood Elves and the patron of music, poetry, dancing, and wine. Priests of Liadriel are able to use nature's gifts to aid them in the protection of Wood Elf communities.



Animal Mastery

Casting Number: 5

Casting Time: Full action

Ingredient: A lock of animal fur (+1)

Description:

This spell will enable the caster to communicate freely via telepathy with any animal within 6 yards. The caster can communicate freely with the animal, though the knowledge available to animals is often restricted to the passing of intruders within a forest etc. The caster may additionally suggest simple tasks to domestic or non-monstrous animals, e.g. a guard dog could be made non-hostile, while an eagle may act as a lookout. The spell lasts for a number of minutes equal to the casters Magic Characteristic.

Grace

Casting Number: 7

Casting Time: Half action

Ingredient: A freshly cut flower (+1)

Description:

The caster takes on a radiant beauty and sense of calm. For a number of

minutes equal to the casters Magic Characteristic he gains a +20% bonus to Fellowship which will benefit all Fellowship based tests such as Perform and Charm.

Tanglethorn

Casting Number: 10

Casting Time: Full and half action

Ingredient: Briars or brambles (+1)

Description:

The caster can cause an area of plants or bushes within 24 yards up to 4 times the casters Magic Characteristic in square yards to animate. The plants will lash out and try to entangle anything trying to move through them. Any creatures in the area of effect must make a Strength Test each round in order to move or attack. Regardless, creatures within the lashing briars receive a single Damage 0 attack at their legs each round. Tanglethorn lasts for 6 rounds.

Heal Vegetation

Casting Number: 14

Casting Time: Two Full actions

Ingredient: An Oak leaf (+2)

Description:

This spell can be used to repair an area of damaged vegetation of roughly 10 yard diameter within 48 yards. The damaged vegetation is instantly healed; a cut down tree or butchered thicket would quickly re-grow. The spell can also be used to magically work living wood into elaborate shapes. Simple organic / curved shapes are possible, including the creation of improvised but simple living tree dwellings.

Liadriel's Communication

Casting Number: 16

Casting Time: 5 minutes

Ingredient: A cup of spiced wine (+2)

Description:

This spell allows the caster to commune with a living object, such as a tree or bush, and ask about anything that has happened over the past 48 hours. The spell represents a tapping into the energy of the living vegetation; the tree itself does not actually talk, any answers the caster receives are therefore entirely factual, though the available knowledge will be very restricted due to immobility of the vegetation. The spell could be used to determine if a band of raiders had passed through a wood for example.

Illusion

Casting Number: 20

Casting Time: 2 Full actions

Ingredient: A small model of the illusion (+2)

Description:

The caster can create an illusion anywhere within sight. The illusion can be of any inanimate object, such as a wood or group of buildings, though the illusion is visual only – sounds and smells are not reproduced. The illusion lasts as long as the caster can view the illusion, though casting additional spells will instantly dispel the illusion. Viewers may be allowed an Intelligence Test to see through the illusion, especially when approaching within about 48 yards. This spell is often used to magically camouflage wood elf settlements from enemy raiding parties or nosy bands of adventurers.

Chaos Gods

Khorne, The Blood God



Khorne, known universally as the Blood God or The Harvester of Souls, is the most violent of all Chaos Gods, epitomising anger, hate, violence and wanton destruction.

To Khorne, whether they be friend or foe, all must be slain so that he may consume their souls and have more bones for his brass throne of blood. All blood that is split by his followers make Khorne more powerful, but Khorne is never satisfied, until all the bones of mortals lie beneath his brass throne.

Khorne is depicted as muscular bestial-faced humanoid, hundreds of feet tall, seated on a vast brass throne, which in turn rests on a mountain of blood-stained bones. He is clad in elaborate plate armour, adorned with skull motif patterns, wearing a great winged helm with only a portion of his snarling face visible beneath.

The symbol of Khorne is a skull, but the most popular symbol is an X-shaped rune with a bar across the bottom. His followers favour red, black and brass in their dress and armour, the hues of blood, death, and Khorne's own armour respectively. The number of Khorne is eight, or multiples of it, and this is reflected in cult meetings and the size of battlefield units.

The worship of Khorne is most popular with warriors. Most beastmen and Chaos Warriors follow the Blood God and these are some of the only Khornites to be found in the Old

World because the god is not given over to subtlety and has no interest in politics. There are no temples to Khorne, the battlefield is where he is worshipped and where the most blood can be split. He is also popular among the goblinoid race, including Half-orcs, because his thirst for blood and wanton violence particularly appeals to their mentality.

Khorne looks in favour upon those who kill their friends and allies, and those who wreak the most havoc and destruction. All deaths increase the Blood God's strength. He is displeased if one day goes by without one of his followers taking a life, as such something terrible might befall the indolent disciple.

But there is another side to Khorne. He also epitomises the warrior's sense of honour and martial virtue. A Khornate Champion may not always be a frenzied berserker; he may just as easily be a proud warrior eager to prove himself to his god. In time, however, he will gradually see his comrades as pawns to use as he pleases as the last vestiges of his humanity begin to ebb away.

Unusually for a Chaos God, Khorne despises all forms of magic. He is a visceral god, the Chaos Power that embodies action, not thought. Slaughter in all its forms is the way of Khorne. Spellcasting is a process of the mind, not the sword's edge. The harvest of blood for the Blood God is of paramount importance, and those rituals and spells that would seek to quantify and control the forces of Chaos are an anathema to him. Khorne is a practical god of battle, not a god of effete intellectual pursuits. His 'magic', such as it is, reflects this character. Khorne followers use magical swords and Daemon Weapons to kill in Khorne's name. Khorne's

unnatural marvels are his gifts to his followers; the use of such weapons is his followers' delight. Spellcasters that are found by Khorne's followers most of the time are slaughtered, but some are not and instead are taken to the Forges of Khorne where they become slaves for as long as they shall live, enchanting weapons and armour. Their eventual deaths temper the Khornate blades as they require blood for the quenching, and souls to stoke for the furnaces.

Followers of Khorne despise those of Slaanesh. Slaanesh has very little, if any, interest in martial power, and the subtle manipulations and constant quests for pleasure and oppose Khorne's direct approach for harvesting the souls of the living.

Church Skills and Talents

Followers of Khorne despise magic, and are not granted any divine magic to use. They will however gladly use magical armour and weapons to increase their ferocity in battle. Followers of Khorne may still follow Initiate and Priest careers however, though with the following amendments: spell casting talents such as Petty, Lesser and Divine need not be learned. Meditation and Arcane languages may be learned, as ritual blood magic is allowed for the summoning of Khornate demons. Khornite priests do purchase the Mag Characteristic as usual (for ritual magic), though the A characteristic is increased by +1 to account for the warlike nature of Khorne.

Initiates of Khorne gain Strike Mighty Blow. Priests of Khorne can purchase the following skills and Talents: Intimidate, Specialist Weapon (any 1), Frenzy, Resistance to Magic, and Speak Arcane Language (Demonic).

Holy Days and Worship

Followers of Khorne are all warriors and there are few organised cults in the Old World dedicated to the Blood

God's religion. He is worshipped only in the act of killing, and his followers often fight as individuals, ignoring bonds of alliance and common faith when it suits them to do so. Temples or shrines to Khorne will normally be private areas, adorned with bloody chalices or piles of skulls.

Nurgle, God of Pestilence and Decay



Nurgle, the God of pestilence and decay, is also the Lord of All because all things, no matter how solid and permanent they seem, are liable to physical corruption. Indeed, the very process of construction and creation foreshadow destruction and decay. The palace of today is tomorrow's ruin, the maiden of the morning is the crone of the night, and the hope of a moment is but the foundation stone of everlasting regret.

Nurgle is the Great Lord of Decay and the Master of Plague and Pestilence, his carcass is riddled with disease and infestation. He is a gigantic figure bloated with decay, disease and all imaginable kinds of physical corruption. His skin is greenish, necrose and leathery, its surface is covered with pockmarks, sores, and other signs of infestation. The inner organs, rank with decay, spill through the ruptured skin and hang like drapes about his girth. From these organs burst tiny demons called Nurglings which chew and suck upon the nauseous juices within. Such foulness represents the truth of the universe, of decay and the end of all things. Yet in character Nurgle is neither deathlike nor morbid. Like his Demons, Nurgle is motivated by all the trivial human enthusiasm which drive the living.

Nurgle's colours are sickly greens, yellows and browns - usually worn in simple, geometric patterns. Worshippers often find it expedient to wear neither a symbol or nor the alternative badge of the silhouette of a fly, but most go hooded - either to disguise the deformities caused by Nurgle's Rot, or to inspire dread and doubt. The number of Nurgle is seven and his cultists will gather in this number or multiples of it.

Nurgle is the eternal enemy of Tzeentch, the Lord of Change. Nurgle and Tzeentch draw their energy from opposing beliefs. While the energy of Tzeentch comes from hope and changing fortune, that of Nurgle comes from defiance born of despair and hopelessness. The two Great Powers fight each other on the battle grounds of the Chaos Wastes and they oppose each other in more subtle ways, the complex politics and intrigues among mortal men.

Church Skills and Talents

Initiates of Nurgle gain Resistance to Disease. Priests of Nurgle may additionally purchase Hardy, Very Resilient, and Speak Arcane Language (Demonic).

Holy Days and Worship

Like Khorne, followers of the Plague God are relatively rare in The Empire, but a few do exist, practicing their filthy rites within the depths of the sewer systems of the major cities. Such groups rarely number more than fifty, and are largely isolated from groups in other cities. From time to time, the city or provincial authorities will mount an expedition to exterminate the depraved worshippers of Nurgle, but since such efforts must stop short of burning down their cities there are always a few who escape to replenish their numbers. Notable Nurgle cults include the Plague Chalice, The Foetid Fly, and The Maw. Shrines and Temples are therefore

hidden deeply inside Churchyard catacombs or in the depths of sewers.

Slaanesh, Lord of Pleasure



Slaanesh is the Lord of Pleasure and the Chaos God dedicated to all manners of perversions and sexual debauchery. He smiles upon hedonistic pleasure, the overthrow of all codes of decent behaviour and all forms of perverse pleasures of the flesh. He is pleased when his followers explore all their fantasies and joyous when it is particularly perverse. All sensations must be explored, including pain, agony, fear and terror.

Physically Slaanesh is portrayed as a bisexual humanoid, being male on the left side and female on the right, with an unerring and unnatural beauty not present in any of the other great Chaos Gods. Golden hair flows from his head like a cascading waterfall and from this mane of gold sprout two pairs of shiny horns, decorated in many fantastic and elaborate jewels and precious stones. In his right hand he holds the magical jade sceptre, which is his greatest and most prized treasure, and he wears a beautiful mail shirt fringed with velvet and this is usually encrusted with some of the most amazing jewels that a mortal could desire.

Followers of Slaanesh wear somewhere about their person the symbol of Slaanesh, though not openly in the towns and cities of the Old World. However, they will openly wear elaborate jewellery bearing erotic motifs. Cultists will wear robes which are often opened to leave the right side of the chest uncovered, a requirement of many of the rituals involved in Slaanesh's worship. Pastel and electric shades are the chief colours with white used occasionally. The number of Slaanesh is six and

cult meetings are always this number or in multiples of it.

Church Skills and Talents

Initiates of Slaanesh gain the Schemer Talent. Priests of Slaanesh may also purchase the following: Perform (Dancer), Torture, and Speak Arcane Language (Demoniac).

Holy Days and Worship

The worship of Slaanesh is especially popular among the nobility of the Old World, notably in the cities of Bretonnia, the Empire, and parts of Estalia and Tilea. How many people of the upper classes have alters to the Lord of Pleasure hidden somewhere in their homes? How many merchants conduct business before an orgy, where every vice and whim is explored? How many moral upstanding people have been murdered during these acts of debauchery? Whatever the case, the worship of the Lord of Pleasure is the most widespread of all the Chaos Gods and many cults exist throughout large cities. They are also popular with university students and there are many potential recruits there for any cultist or Chaos Champion.

The aims of the Slaaneshi cults are not like those of most other Chaos Gods. They do not especially have an interest in political power - although the sheer size of some cults, including many important politicians, merchants and nobles, makes this a matter of opinion - and certainly very little, if any, interest in martial power. That isn't what the worship of Slaanesh is about and it certainly is not a cult of warriors. Indeed, some followers of Slaanesh will even finance, or own, orphanages or mental institutions in order to prey upon the vulnerable members of society and abuse them as is their sadistic way.

The followers of Slaanesh maybe seen as a comical bunch of sexual deviants, but in truth they are a lot of

sadistic, masochistic, hedonistic, self-indulging, perverted torturers. Few outsiders survive a cult meeting as they are typically tortured in unspeakable ways, with their last vestiges of life dedicated to the Lord of Pleasure before they are gleefully put to death.

Tzeentch, The Lord of Change



Tzeentch is the greatest magician of the Chaos Powers and is the most enigmatic of the Chaos Gods. Magic is one of the most potent of all agents of change, and those who use it are amongst the most ambitious and the hungry for power. His sympathies lie directly with the Forces of Chaos as demonstrated by the distortion of natural law through the forces of mutation and magic. Tzeentch feeds upon the need and desire for change that is an essential part of human nature. All men dream of wealth, freedom and a better tomorrow. All these dreams create a powerful impetus for change, and the ambitions of nations create a force which can change history. Tzeentch is the embodiment of that force.

The skin of Tzeentch crawls with constantly changing faces, leering and mocking the onlooker. As he speaks, these faces sometimes repeat what he says with subtle but important differences, or provide commentary which throws doubt upon his words. This makes it very hard to interpret exactly what Tzeentch is saying. These lesser faces appear and disappear quite quickly, but the actual head of Tzeentch does not change. His puckered face sits low down and has no neck, so that it is hard to distinguish his head from his chest. His curving horns appear to spring from his shoulders rather than from

his head. The firmament surrounding Tzeentch is heavy with brooding magic. It weaves like liquid smoke about his head, forming subtle and interwoven patterns. Forms of places and people appear in the smoke as Tzeentch's mind contemplates their fate.

The colours of Tzeentch are pink, puce, and/or purple and are often used in subtle combinations, in everyday clothing. For more formal rituals and meetings, however, the robes are usually most garish and strident in both pattern and colour. The number of Tzeentch is nine and his cultists will gather in this number or multiples of it.

The eternal enemy of Tzeentch is the Chaos God Nurgle. Tzeentch stands for change and the creation of new things and life, which is in stark contrast to what Nurgle stands for - decay and the defiance of despair and hopelessness.

Church Skills and Talents

Initiates of Tzeentch gain the Channelling skill, and are therefore more adept at magic when becoming a priest. Priests may additionally learn the Aethyric Attunement and Speak Arcane Language (Demonic). They may also learn the Dark Magic Talent which may be used as normal with greater chance of invoking the Wrath of the fickle chaos god Tzeentch.

Holy Days and Worship

The Cult of Tzeentch is easily the most widespread in The Empire. He is particularly popular with mutants, but his cults are just as likely to be found in the towns and cities as they are in the forests. These groups are all committed to the subversion and overthrow of The Empire, and have an extensive network of informants and spies - some of whom occupy very high places indeed. The activities of this cult are shielded by its hostility towards the cult of Nurgle. The size of

any particular group of cultists varies from place to place, the largest ones being located in the great cities or deep in the forests. They meet wherever and whenever is expedient, being much more organised and circumspect than the followers of Slaanesh. Notable Tzeentchian cults are the Purple Hand, the Red Crown, the Withering Eye, and the Fire Grail.

Chaos Divine Lore Ritual Magic

Rituals of chaos priests are primarily concerned with the long term summoning of demonic guardians or the harnessing of chaotic energies for power.



Summon Guardian

Type: Divine (Chaos Lore Any)

Arcane Language: Demonic

Magic: 1

XP: 100

Ingredients: A humanoid heart, from a victim sacrificed during the ritual.

Conditions: Besides the head cultist spell caster, a number of additional spell casters equivalent to the Chaos god's divine number must also participate in the ritual. A victim must be ritually sacrificed near the end of the 1 hour period and the heart burnt over an open fire.

Consequences: If the Casting Roll is failed, the caster and all others involved in the ritual must make a WP test or gain 1-2 insanity points each.

Casting Number: 11

Casting Time: 1 hour

Description:

The caster may summon one Lesser Demon of their patron god (Daemonette, Bloodletter etc), which will appear in any unoccupied location with 6 yards or inside the Protective Circle if one was used in the summoning, and must be controlled as usual. The Demon remains for a number of days equal to the head cultist's Magic Characteristic, or until banished by instability etc. If controlled, the Demon will grudgingly obey the commands of the caster. Summoned Guardian Demons are usually used as a defence in a more involved ritual to follow, or as an initial contact to bargain for demonic allies for use in the Summon Demon Horde Ritual.

The CN for this ritual is 11, which means a simple Priest needs to have favourable winds of magic to be successful, although a re-roll is allowed for the use of a protective circle as usual.

Summon Great Power

Type: Divine (Chaos Lore Any)

Arcane Language: Demonic

Magic: 2

XP: 200

Ingredients: A heart of a lesser demon

Conditions: The ritual must be performed at a shrine or temple dedicated to the casters chaos god.

Consequences: If the Casting Roll is failed, the caster instantly gains 1-5 Insanity points. Additionally on a failed WP test the caster suffers from a Chaos Side Effect in a similar manner to an Arcane Dark Lore caster.

Casting Number: 18

Casting Time: Half an hour

Description:

The caster may use this ritual to summon pure power of a demonic origin. The energy appears as a writhing mist, and the caster must make a successful Channelling Test to

absorb it successfully. Failure means that the caster is struck stupid for 2d10 rounds, during which time he must make a successful Int test at the start each round or count as Stunned, and is unable to communicate or cast spells.

If the channelling test is successful the caster receives +20 to every Primary Characteristic, and +1 to W, M, Mag and Fortune Points for his number of days equal to their original Magic Characteristic.

Summon Demon Horde

Type: Divine (Chaos Lore Any)

Arcane Language: Demonic

Magic: 3

XP: 300

Ingredients: A number of humanoid hearts equal to the gods divine number from victims sacrificed during the ritual.

Conditions: Besides the head cultist spell caster, a number of additional spell casters equivalent to the Chaos god's divine number must also participate in the ritual. A number of victims must be ritually sacrificed near the end of the 2 hour period and the heart burnt over an open fire.

In order to cast this spell the caster must have already made contact with one of the lesser Demons by means of some summoning spell, e.g. Summon Guardian, successfully controlled the Demon and made a bargain with the Demon. From then on the Demon can act as a negotiator between the caster and the vast horde of Demons to be summoned.

Consequences: If the Casting Roll is failed, the caster and all others involved in the ritual must make a WP test or gain 1-10 insanity points each.

Casting Number: 25

Casting Time: 2 hours

Description:

The caster may summon a number of Lesser Demons of their patron god (Daemonette, Bloodletter etc) equal to

their Chaos god's divine number. The demons will appear in any unoccupied location with 6 yards or inside the Protective Circle if one was used in the summoning.

The original Demon that the caster has contacted must be controlled as usual. Failure means that the Demon is unsatisfied with the casters behaviour; the Demon vanishes back to the abyss, and all the remaining demons must be individually controlled as usual. Success means that the contact Demon is acting as negotiator on behalf of the caster, and all Demons are instantly controlled and ready to do their master's bidding. The Demons remain for a number of hours equal to the head cultist's Magic Characteristic, or until banished by instability etc.

Summon Greater Demon

Type: Divine (Chaos Lore Any)

Arcane Language: Demonic

Magic: 4

XP: 400

Ingredients: The pure heart of a good priest, slain in ritual sacrifice

Conditions: Besides the head cultist spell caster, a number of additional spell casters equivalent to the Chaos gods divine number multiplied by 4 must also participate in the ritual. The priest must be ritually sacrificed near the end of the 4 hour period and the heart burnt over an open fire.

Consequences: If the Casting Roll is failed, the caster is instantly slain and is drawn into the warp to act as servant to the greater demon for eternity. All others involved in the ritual must make a WP test or die, their soul torn from their bodies, success still means they gain 1-10 insanity points each.

Casting Number: 35

Casting Time: 4 hours

Description:

The caster summons a single Greater Demon of their chaos power. The creature appears within 6 yards of the

caster. Once the demon has been summoned, and successfully controlled by the caster, the caster may assign the Demon *one* task. The Demon will remain until the task is completed, it is dispelled, suffers from instability or the caster is slain. If the Demon judges the task particularly manipulative, e.g. "Demon, protect me forever", the Demon may take offence, vanish back into the void, or attack the caster outright.

The Lore of Nurgle

Nurgle is the Lord of Decay and Disease. Priests of Nurgle are adept at spreading death and using the recuperative powers of Nurgle to heal themselves.

Stench of Nurgle

Casting Number: 5

Casting Time: Half action

Ingredient: A strip of rotten meat (+1)

Description:

This spell is a touch spell and can be used on the caster, or another creature within touch range. The creature emits a foul and powerful stench for the next 6 rounds. Creatures in hand-to-hand combat with the vile character suffer a -10 WS penalty. The caster and the target are not affected by the stench.

Writhing Cloak

Casting Number: 7

Casting Time: Half action

Ingredient: Live maggots (+1)

Description:

The caster's body is covered with a thick layer of writhing maggots, forming a living shroud that adds +2 to his TB for the next 6 rounds.

Infestation

Casting Number: 9

Casting Time: Half action

Ingredient: A boring beetle (+1)

Description:

This spell acts in a similar manner to a Magic Missile and has a range of 24

yards. The target is infested with beetles and maggots that exist just under the skin. The infestation tunnels around the targets body for a number of rounds (including the round the spell is cast) equal to the Magic Characteristic of the caster, inflicting a Damage 3 hit each round.

Regenerate

Casting Number: 12

Casting Time: Full action

Ingredient: The blood of a troll (+2)

Description:

The casters wounds fester and bubble, the skin around the wounds taking on a greenish tinge. Despite this his outward appearance, the casters body is healed at a rate of the casters Magic Characteristic in Wounds for the next 6 rounds.

Stream of Corruption

Casting Number: 15

Casting Time: Half action

Ingredient: A vial of infected blood or pus (+2)

Description:

A stinking jet of putrid blood, pus, maggots, slime and other foulness is projected from the caster in the shape of a 16 yard cone. This disgusting mixture inflicts a Damage 3 hit, though successful use of the Dodge Skill will allow a target to leap from the filth unharmed. Additionally, anyone struck by this attack must make a Toughness Test or contract Neiglish Rot.

Hand of Decay

Casting Number: 17

Casting Time: Half action

Ingredient: The spleen of a toad (+2)

Description:

This is a Touch spell. The touched target instantly loses 1d10 Wounds from a hideous wasting disease irrespective of TB or AP, while the caster regenerates the number of wounds inflicted. The caster cannot increase their W beyond their maximum with this spell.

Plague Wind

Casting Number: 21

Casting Time: Full action

Ingredient: Powdered skin of a Plaguebearer (+3)

Description:

A lethal stinking wind is called down within 48 yards, causing a swirling mist of flies and diseased dust of 10 yards in diameter. Anyone caught in the wind must make a Toughness Test or contract Neiglish Rot, and must make a successful WP Test or become helpless for 1 round.

The Lore of Slaanesh

Slaanesh is the lord of hedonism and manipulation. Divine spells of Slaanesh aid the lewd abandonment of ideals.

Acquiescence

Casting Number: 6

Casting Time: Half action

Ingredient: Powdered makeup (+1)

Description:

The caster needs to touch the victim for this spell to take affect. The victim make a successful WP test or otherwise is surrounded by a glamour that hides the reality of his situation for a number of rounds equal to the casters Magic Characteristic. Submissive characters will do nothing but sit and admire their hallucinations, counting as Stunned. The victim also gains 1 Insanity point if a separate WP test is failed.

Disillusionment

Casting Number: 11

Casting Time: Half action

Ingredient: A snail soaked in spirits (+1)

Description:

The caster's opponents begin to doubt their cause and are thoroughly disheartened. This spell introduces lethargy in all enemies of the caster within 24 yards for a number of rounds equal to the casters Magic

Characteristic, unless a successful WP test is passed. Affected characters suffer -20 to WS, BS and Ag and -10 SB for the duration of the spell.

Alter Allegiance

Casting Number: 13

Casting Time: Full action

Ingredient: Concentrated Musk (+2)

Description:

The caster is able to manipulate one character with 12 yards. Unless the target makes a successful WP test the caster can control the victim's actions on the following round.

Terror

Casting Number: 17

Casting Time: Half action

Ingredient: Daemonette Blood (+2)

Description:

All characters see the caster as a creature from their greatest nightmares, and suffer from Terror of the caster for the next minute (6 rounds).

Charm

Casting Number: 21

Casting Time: One and a Half actions

Ingredient: An item of jewellery worth at least 150 gc (+3)

Description:

The caster can dominate the mind of one character that is touched unless a successful WP test is made. Affected individuals treat the caster as a friend and will follow the caster's orders to the fullest of their abilities; though the victims' intelligence is unaffected and they cannot be made to harm themselves (unless they were already predisposed towards suicide for example). The victim is allowed a WP test to break the spell if made to do something that is contrary to their natural behaviour, such as attacking allies or assassinating a ranking judge. Otherwise the victim is enslaved for a number of days equal to the casters Magic Characteristic, after which time the slave is allowed a

new WP test upon waking each morning.

Fleshy Curse

Casting Number: 24

Casting Time: Half action

Ingredient: The heart of a mutant (+3)

Description:

The caster channels pure chaotic energy into a single target that they can touch. The victim is allowed a WP test, failure meaning that their body is wracked with paralysing pain as their body buckles and breaks under chaotic mutations. The victim suffers a number of Chaotic Mutations and d10 damage rolls irrespective of T or AP equal to the Magic Characteristic of the caster. E.g. A caster with Mag = 2 causes 2d10 damage and 2 chaos mutations.

The Lore of Tzeentch

Tzeentch is the greatest magician of the Chaos Powers and a priest may bring forth the raging fires and destructive powers of Change.

Pink Fire of Tzeentch

Casting Number: 6

Casting Time: Half action

Ingredient: A shot of gunpowder (+1)

Description:

A ball of shimmering pink fire flies at one target within 48 yards inflicting a single Damage 4 attack. Anyone struck by the magic missile must also make a WP Test or be Stunned for 1 round as the magic courses through them.

Favour of Tzeentch

Casting Number: 11

Casting Time: Half action

Ingredient: Religious symbol of Tzeentch (+1)

Description:

If this spell is successfully cast the user may cast any other spell he knows instantly as a Free Action. Any bonus from Channelling is added to

the Casting Roll for this bonus spell, but any benefits from using Ingredients (either from the Favour of Tzeentch or the other spell) are not. The spell therefore allows the quick casting of some of the more advanced spells of Tzeentch.

Tzeentch's Shroud

Casting Number: 13

Casting Time: Full action

Ingredient: Powdered ruby (+2)

Description:

The caster is surrounded with swirling Blue and Pink flames and almost entirely hidden from view. The spell lasts for 1d10 minutes during which time the caster gains a +20% TB from flame based attacks, and all WS and BS attack rolls to hit the caster suffer a -10 penalty.

Dismiss

Casting Number: 15

Casting Time: Full action

Ingredient: Religious symbol of Tzeentch (+2)

Description:

This spell is identical to the Lesser Magic Spell "Dispel" (WFPR 149) except that the range is increased to 48 yards and no penalty is imposed on the caster's Channelling Test.

Transformation of Tzeentch

Casting Number: 16

Casting Time: Half action

Ingredient: Powdered Warpstone (+2)

Description:

The caster's body undergoes horrific transformations, skin turning unnatural colours, eyes burning with unholy light, limbs elongating and twisting in unnatural ways, and more bizarre changes still. The caster causes Fear for the next 1d10 rounds. The caster is also "gifted" with a number of random Chaos Mutations equal to their Magic Characteristic for the duration of the spell.

Boon of Flight

Casting Number: 18

Casting Time: Two actions

Ingredient: A feather from a Great Eagle (+2)

Description:

With a cracking of bone and rending of flesh, a pair of wings of a greater Demon of Tzeentch sprout from the Chaos Priest's back. The caster immediately suffers 1-5 Wounds irrespective of T and AP. The caster can fly for the next 1d10 minutes with a Flying Movement of 6.

Bolt of Change

Casting Number: 20

Casting Time: Two actions

Ingredient: Blood of a Demon of Tzeentch (+2)

Description:

The caster hurls a bolt of chaos energy at any target within 24 yards. The target must make a WP Test or suffer 1d10 Wounds irrespective of T and AP in addition to gaining a single Chaos Mutation.

Herald of Change

Casting Number: 22

Casting Time: Two actions

Ingredient: A humanoid heart, soaked in a solution of Warpstone (+2)

Description:

A number of lesser Demons of Tzeentch equal to the Caster's Magic Characteristic are summoned anywhere within 12 yards of the caster. They remain for 1d10 minutes and must be controlled as usual.

Tzeentch's Fire Storm

Casting Number: 25

Casting Time: Two actions

Ingredient: The tongue of a fire breathing creature (+3)

Description:

This devastating spell sends forth 1d10 pink and blue balls of crackling fire that strike any targets within 48 yards. The balls of fire cause attacks with Damage 1d10 which is rolled once for the entire group. The minimum number of fireballs is equal to the casters Magic Characteristic.

Skaven

Beneath the bustling cities of the Old World, under the markets and the homes of the poor and wealthy alike, deeply rooted below civilization itself, is a world full of teeming chittering darkness...few people know of the cancer that had spread itself, attached like a parasite to men's cities...

Skaven are amongst the foulest servants of Chaos. From whence they came none truly knows, although there are numerous legends that make contradictory claims. What scholars can claim to know is that the Skaven rely heavily upon Warpstone, essentially the solidified manifestation of chaos that appears like a jet-black hard glassy rock, strange to the touch, seeming to absorb light and radiate darkness. Warpstone emanates the raw energy of Chaos, often poisoning, warping, and altering everything in the immediate area. Why the Skaven are unaffected to any great degree by the constant exposure, and why they are so reliant upon it, no human scholars can answer.

The Skaven are the blessed servants of the Horned Rat. According to Skaven legends, they were shaped in the form of their creator, and are the Horned Rats most beloved minions. The Grey Seers, the Skaven closest to the Horned Rat, wait and plot against their enemies, biding their time till the Horned Rat returns and delivers the world to the Skaven hordes. The Skaven resemble large bipedal rats, often marked in some subtle way by their god. They live under the Earth in tunnels and warrens, caverns and other hidden subterranean sights, where their growing Empire cannot be seen.

They are often incorrectly lumped together with Beastmen. While Beastmen are the ever changing and varied servants of the many foul Chaos gods, Skaven are different in that they seem less varied and more

stable. It is believed by many that the Horned Rat permits this stability in his servants to allow them to fulfil some nefarious purpose.

Nearly all Skaven worship the Horned Rat, and within the Underground Empire this worship is universal. Isolated Clans may turn to worshipping other Chaos gods, normally either Nurgle or Tzeentch, though worship of Khorne or Slaanesh is almost unheard of. It is quite common to find small bands and Clans following Chaos armies or serving in Chaos warbands under Chaos Champions. A few Skaven Clans, and a very small and secretive faction seeking power in Clan Eshin, worship Khaine.

Cult of the Horned Rat



The Horned Rat is the greater god of the Skaven, and the only God they officially recognise. Also known as the Gnawer of the Fabric of the Universe, the Horned Rat is worshipped throughout Skavendom, and by a few small cults of humans, led or deceived by servants of the Council of Thirteen and the Grey Seers. The Grey Seers are the priesthood of the Horned Rat, and the Council of Thirteen is the Horned Rats ordained governing body over Skavendom.

The symbol of the Horned Rat is a roughly equilateral triangle, consisting of three overlapping lines, with one of the points facing down, and the

sacred number of the Cult is thirteen. Other symbols of the Horned Rat are stylised Horned Rat heads in pentagrams. The Grey Seers are recognized by their Grey Robes, and their Sacred Tokens, which are often concealed.

The greatest temple to the Horned Rat is at the sight of an old Bell Tower reaching into the heavens in Skavenblight. It is here that the Grey Seers and the Council of Thirteen meet, and it is the location of the physical manifestation of the Horned Rat; where the Horned Rat placed the Pillar of Commandments. There are smaller shrines wherever there are Grey Seers working publicly, and there are a few small shrines in secret locations where humans worship the Horned Rat.

Church Skills and Talents

Initiates of the Horned Rat gain the Tunnel Rat Talent, though if the Initiate already possesses this Talent (as most skaven will) the Initiate may Take Charm Animal instead. Priests of the Horned Rat may also purchase three of the following: Resistance to Disease, Resistance to Poison, Set Trap, Charm Animal and Streetwise.

Holy Days and Worship

The Cults holy day is to celebrate the arrival of the Horned Rat during Vermintide. On this occasion, hundreds of slaves are sacrificed in terrible and foul rituals to the Horned Rat. A few observances and rituals are also done when Morrslieb is full, and during Morrslieb's unpredictable equinoxes.

Arcane Lore (Skaven)

Besides religious spell casters of the Horned Rat, many insidious sorcerers are powerful leaders in Skaven society. Skaven wizards follow the Wizard career path as normal except that they normally cast Dark Lore (Chaos) as usual. The Dark Lore is

treated as usual except that *lightning bolt* is substituted for *summon lesser daemon* and *lightning storm* is substituted for *summon daemon pack*. Skaven Grey Seers often hold positions of great religious importance, and are often both Priests and Arcane Spell Casters, gaining the spell casting range from both disciplines. Regardless, the Lore Skill for Skaven Arcane magic users is also changed to Academic Knowledge (Theology).



Horned Rat Divine Lore

Priests of the Horned Rat spread corruption and unease, assassinate wayward Clan Chieftains or meddling human authorities, and recover forgotten artefacts. The magics of the Horned Rat aid them in these tasks. Skaven who worship Gods besides the Horned Rat will instead have access to their God's Divine Magic as normal.

Assume Rat Form

Casting Number: 5

Casting Time: Full Action

Ingredient: Teeth from a rat (+1)

Description:

The caster can transform themselves (and equipment etc.) into a rat for up to 1 hour. This spell otherwise behaves exactly like *Form of the Soaring Raven* (WFRP 149).



Agility of the Rat

Casting Number: 7

Casting Time: Full Action

Ingredient: Tail from a rat (+1)

Description:

This is a touch spell and can be also used on the caster. The target receives +1 M and a +2 bonus to leaping and falling damage for the next 1 hour.

Musk of Courage

Casting Number: 7

Casting Time: Full action

Ingredient: Dried heart of a dwarf (+1)

Description:

The spell caster exudes a musk that inspires all *Skaven* within 24 yards including the caster. This spell emboldens the *Skaven* to a degree of courage they rarely attain. These *Skaven* are immune to Fear and take Terror Tests with a +10 bonus. The spell lasts for a number of minutes equal to the caster's Magic Characteristic.

Resilience of the Rat

Casting Number: 8

Casting Time: Full action

Ingredient: A rat pelt (+1)

Description:

This is a touch spell and can be also used on the caster. The target receives a +10% bonus to Toughness for the next hour. The bonus to Toughness will influence disease and poison tests and also provide +1 TB for damage resistance as usual.

Cloak Nature

Casting Number: 10

Casting Time: Half action

Ingredient: The eyes of the humanoid to resemble (+2)

Description:

This spell exactly resembles the *Doppleganger* spell (WFRP 158) except that the range is extended to Touch.

Wither

Casting Number: 12

Casting Time: Half action

Ingredient: Dried skin of a human (+2)

Description:

This is a touch spell and lasts a number of rounds equal to the casters Magic Characteristic. Every opponent struck by the spell casting *Skaven* is afflicted by the hideous green vapours emanating from the *Skaven's* hand. Each affected victim suffers the loss of 1 Wound per round, regardless of TB or armour, for the next 1-10 rounds as their skin dries and decays. Additional castings of Wither on a target suffering wound loss are ignored until the duration has elapsed. The casting of any healing spell or Dispel spell will cancel the decay.

Pestilent Breath

Casting Number: 13

Casting Time: Half actions

Ingredient: A rotting tongue (+2)

Description:

The caster emits a rank and poisonous gas in the shape of a 16 yard cone that sickens all those that breathe in the foul vapours. A successful Will Power Test will negate the effects. Failure means that the target is hit for a Damage 3 attack irrespective of armour.

Warp Lightning

Casting Number: 14

Casting Time: Half actions

Ingredient: A copper wire twisted into the symbol of the Horned Rat (+2)

Description:

Bolts of blue-green electricity fly from the caster's hands, striking targets within 36 yards as a *magic missile* with Damage 5. The maximum number of different targets struck is equal to the caster's Magic Characteristic.

Excavate

Casting Number: 15

Casting Time: Full action

Ingredient: A vial of acid (+2)

Description:

This spell allows the caster to tunnel through stone or hard dirt at normal pace, creating a tunnel wide enough for one person, though soft sand or mud etc. will collapse as normal as the tunnel is not magically stabilised. The spell lasts for a number of minutes equal to the casters Magic Characteristic.

Enshrouding Mist

Casting Number: 17

Casting Time: Half action

Ingredient: The knotted short intestine of a grave digger (+2)

Description:

The Skaven spell caster manipulates the energy of the warp to weave a thick mist about the spell caster of *radius* 10 yards. This mist does not obscure the vision of the Skaven spell caster, but all others have difficulty in seeing through the mist. Excluding the spell caster, all within the mist suffer a -20 to WS and Ag for dodging and initiative. The mist is too dense to permit effective missile fire and can be used to mask the caster from missile fire or to aid retreat. It is difficult to move through the mist, running and Charging into combat are difficult and should normally be restricted at the GMs discretion. Additionally, the mist is slightly poisonous, all creatures,

except the caster, must make a standard Poison Test each round or suffer 1 Wound regardless of TB or armour.

The mist lasts for 1-10 rounds, with a minimum duration equal to the caster's Magic Characteristic.

Plague

Casting Number: 18

Casting Time: Full action

Ingredient: Diseased organ from a humanoid (+2)

Description:

A single target within 48 yards is suddenly ravaged by nearly every conceivable disease on a failed WP Test. This process takes a single round, and may very well result in the instantaneous death of its target. Glands and joints swell up with fluid, eyes bleed, and boils erupt and burst out all over the body. A Toughness test is then made.

If this test is passed the character suffers a Damage 4 hit modified by TB only and is stunned for the next round from the pain. If the test is failed the target suffers a Damage 8 hit modified by TB only, is stunned for the next round and contracts Green Pox (WFRP 136). Roll as usual for duration. Regardless, a character receives 1-5 Insanity points from the pain.

Dissent

Casting Number: 19

Casting Time: Full and half actions

Ingredient: A damaged religious symbol (+2)

Description:

This spell affects a 10 yard diameter within 48 yards. Enemies of the caster that fail a Will Power Test suffer from Animosity towards their allies in a similar manner to Orcs and are forced to attack their allies in the following round.

Burning Within

Casting Number: 21

Casting Time: Half action

Ingredient: Copper coiled around a small piece of Warpstone (+2)

Description:

This spell is one of the most powerful of Skaven spells. A target within 48 yards is immersed in greenish-black coils of lightning. The first effect of this spell is that the target suffers a Damage 8 hit that is not modified by armour. The target must make a WP Test or faint for 1-10 rounds, counting as Stunned. Anyone touching a fainted target will receive a Damage 4 hit, with no modifiers for armour as the electricity continues to course through the target's body.

Gods of Law

Solkan,

God of Vengeance and Retribution

Solkan is a Lesser God of Law. The brother of Alluminas (God of heavenly illumination) and brother/consort of Arianka (Goddess of the Moon and the Chaos Hunt), Solkan is the angry god of vengeance and retribution. He is most often depicted as a tall, intense man on the edge of fury. Solkan is usually attired either in shiny armour or in black clothing with a wide brim black hat. In either appearance, Solkan is always armed with his flaming sword of vengeance, Flammendrung.

The cult believes that Solkan was the foremost of the Law Gods who allied themselves with the Earth Mother and the Young Gods in the first Gods War against the Chaos powers. The alliance was more one of convenience than of convergent beliefs, and it was the Law Gods who advocated total war with the goal of eradication of Chaos,

even at the risk of destroying all. When the war ended in stalemate, the Law Gods broke from the alliance. In conjunction with Arianka, Solkan became the most unrelenting foe of Chaos. Sometime later, the complex machinations of Tzeentch, the Changer of the Ways, resulted in the capture and imprisonment of Arianka. Deprived of his sister/consort (and receiving no help from his esoteric brother Alluminas), Solkan intensified his campaign against Chaos while searching for Arianka.

Solkan is worshipped throughout the Old World, though currently the followers of Solkan are few compared to those of the Young Gods. The cults of Sigmar and Ulric, seen as the forefront of the weak Young Gods' struggle against Chaos, are afforded minimal respect.

Initiates, Priests, Templars, and Witch Hunters of Solkan identify themselves with the symbol of the flame. Priests wear black hooded robes trimmed with the colours of fire (reds, oranges, and yellows). Cult tokens are blackened iron with a fire opal embedded into its centre which usually represents a cleansing flame. Templars of Solkan often wear the symbol of the flame on plate armour, shield, and barding. In addition to black, wide-brimmed hats, Witch Hunters also wear black clothing and black armour in the visage of Solkan.

Church Skills and Talents

Initiates of Solkan gain Intimidate. Priests of Solkan may also purchase the following: Academic Knowledge (Necromancy), Search, Menacing, and Stout-Hearted.

Holy Days and Worship

Once there were great temples dedicated to Solkan. The two largest were located in Spartius (ruins of which are buried beneath the soil in the land of Border Princes) and the Tilean city-state of Remas. These

temples were solidly built structures with outer columns surrounding the exterior walls. The columns and walls were austere in design, lacking ornamentation of any sort. The interior of the temples were unfurnished except for an altar and podium upon which stood the Solkan "Book of Laws" (lost in some past disaster). What remains of the temple in Remas is largely ruins with only a small portion still in use.

The temples' decline can be traced to increasing intolerance, fear, and distrust of Old Worlders towards the narrow perceptions and rigidity of the Solkanites. In accord with this decline was the rise of the Solkan shrines where cultists meet in small, highly cohesive groups. These shrines are generally located adjacent to homes of a priest, near courtrooms, or housed at a location purchased by cultists. Outwardly, these shrines can not be distinguished from the surrounding buildings; the interiors, however, resemble the old temple interiors with only an altar and podium as furnishings.

There are no specific holy days dedicated to Solkan as the threat of Chaos is unrelenting and cultists must be ever vigilant.

The Lore of Solkan

Priests of Solkan receive Divine gifts so that they may smite Solkan's enemies.

Vigilance

Casting Number: 8

Casting Time: Full action

Ingredient: A black steel gauntlet (+1)

Description:

The spell lasts for 6 rounds. During this time the user's armour takes on a shiny black hue. All armour gains +1 AP, though locations without armour provide no bonus. The caster is also more vigilant and aware of hostilities around them. All attacks towards the

caster count as having the Slow quality, and are more easily dodged and parried. The caster also cannot be Surprised in combat, and the caster may act as normal during the first round of Surprised combat.

Sword of Cleansing Flame

Casting Number: 10

Casting Time: Half action

Ingredient: A live flame, e.g. a torch (+1)

Description:

The priest is granted the ability to cause one touched sword to become a magical flaming weapon for the next 6 rounds. The flaming sword counts as being magical and inflicts +1 SB from fire. The sword of cleansing flame is especially ruinous to Demons, Chaotic beings and undead, giving the wielder +10 WS and possessing the Impact quality against these abominations.

Banish Demon

Casting Number: 13

Casting Time: Full action

Ingredient: A symbol of Solkan (+2)

Description:

The caster is locked in a mental battle with a single Demon within 24 yards and may attempt to banish it back to the void. This spell is otherwise identical to *Banish* (WFRP 156).

Protection from Chaos Taint

Casting Number: 16

Casting Time: Half Action

Ingredient: The heart of a dwarf (+2)

Description:

The priest is granted the power to protect himself or another character within Touch range from the Taint of Chaos for the next 1-10 rounds. The target is afforded complete immunity to Chaos Mutation, including from Warpstone and from arcane, dark and chaos divine lores, for the duration of the spell.

Sacred Circle

Casting Number: 19

Casting Time: Full action

Ingredient: A bottle of blessed water (+2)

Description:

This spell affects a 10 yard diameter around the caster. All undead are instantly hit by searing flames for a Damage 6 attack and must make a WP Test or be blinded for the following round.



Divine Inquisition

Casting Number: 21

Casting Time: Full and half action

Ingredient: A symbol of Solkan made from crystal (+2)

Description:

For a number of rounds equal to the caster's Magic Characteristic the Priest can see through all magical illusions, darkness and invisibility within 48 yards. The spell however does not allow vision into mundane darkness or disguise.

During the spell's duration the caster may also ask one question per round that must be answered truthfully unless the interrogated character makes a successful WP Test. You can only ask the same character the same question once.

Acknowledgments

The following is a list of sources that I pillaged in order to make this document; sorry for anyone that I have forgot:

The Realm of Divine Magic article compiled and edited by Paul Slevin; quite a lot of the god descriptions where lifted straight from this document with a little alteration. Most of the Chaos god introductions where partly stolen from Critical Hit, while a lot of the names and definitely most of the inspiration for the Chaos spells came from Advanced Hero Quest descriptions – however vague. The information on Skaven came mostly from The Book of the Rat by Garrett Lepper.

The original WFRP1 rulebook has been used extensively for spell inspiration and to also flesh out the non-human Gods.

