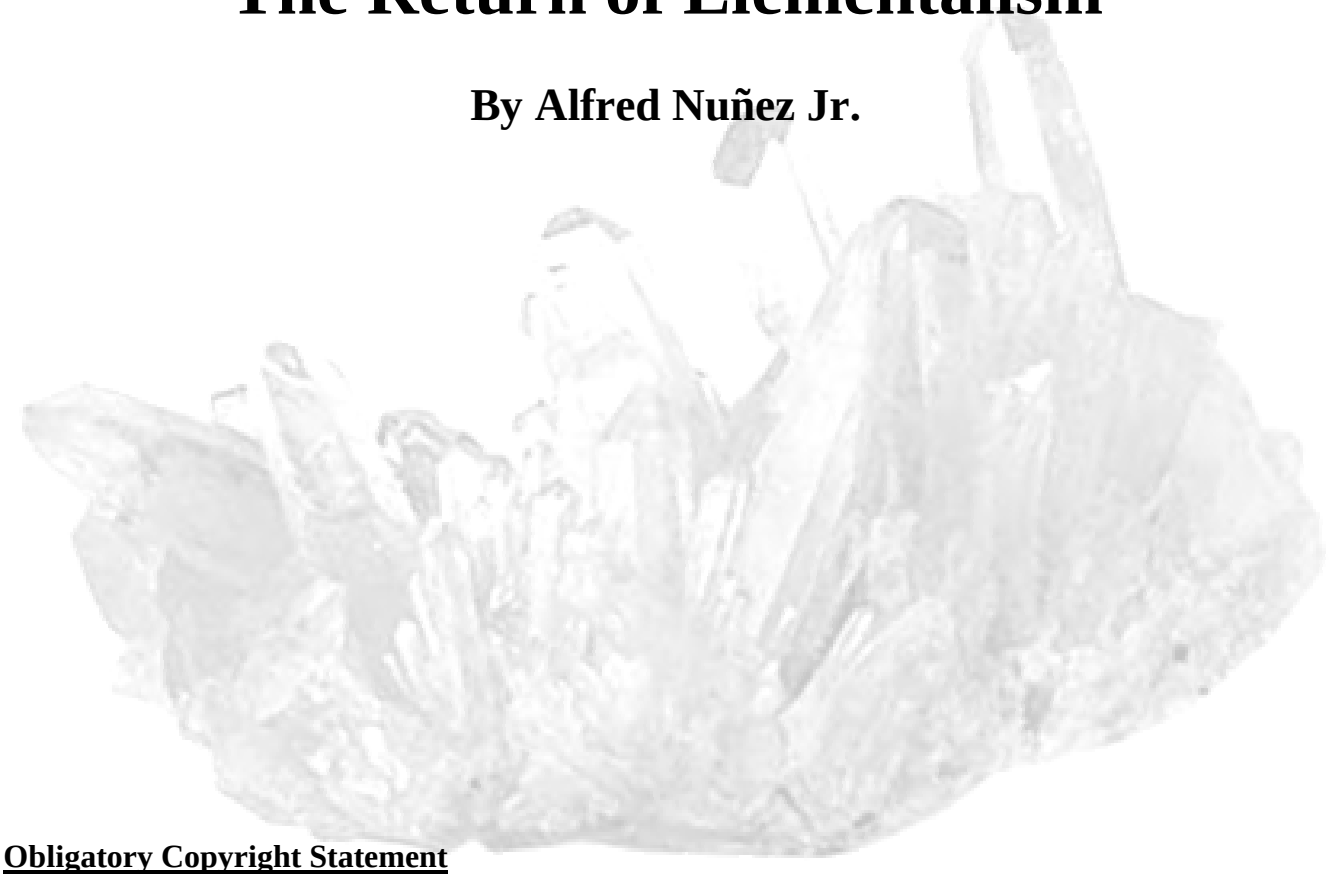
The
Collegium Historica
"Veritatem custodimus"

Presents

Lost in Translation:
The Return of Elementalism

By Alfred Nuñez Jr.



Obligatory Copyright Statement

The **Lost in Translation** (**LiT**) series is intended to be a completely unofficial addition to Warhammer Fantasy RolePlay owned by Games Workshop (GW). All relevant trademarks and copyrights are used without permission and in no way meant to challenge ownership to them by GW. **LiT** fully recognises said copyright and trademark ownership. Where possible, **LiT** conforms to the 'official' nature of the Warhammer World, and does so with the full acknowledgement of the intellectual ownership and legal copyright ownership of that material.

Introduction

Elementalism was one of the six disciplines of sorcerous magic in the 1st edition Warhammer Fantasy Roleplay (**WFRP1e**). As its name suggests, the practitioners of this mystical art were adept at manipulating the four natural elements of the world to create various magical effects. Such manipulation made the Elementalists wizards who were more at home in the rural and wilderness areas of the Empire and Old World.

Elementalism, like all sorcery, long existed with Humanity. The earliest recorded mention of Magic as an acceptable part of the Empire dates to 100 I.C. Middenheim then was considered the centre of wizardry in the Empire (**Middenheim: City of Chaos**, page 6). The only historical reference to any action against sorcery in **WFRP1e** takes place in 1983 I.C. when the growing numbers of Daemonologists and Necromancers led to the outbreak of the Wizard's War (**Middenheim: City of Chaos**, page 7; **Marienburg: Sold down the River**, page 21; and **Dwarfs: Stone and Steel**, page 109).

With the release of the 2nd edition (**WFRP2e**) and its version of Realms of Sorcery (**RoS2e**), Black Industries and Green Ronin have cast the magic system entirely in terms of the Colour Magic, which was introduced in Warhammer Fantasy Battle 4th edition (WFB4e) and refined in WFB6e. Sorcery outside the Colour system, such as Elementalism and Illusionism, was demoted to Hedgewizardry.

In addition, **WFRP2e** also accepted the WFB6 view that magic in the Empire was persecuted throughout most of its history until the Great War Against Chaos (2302 I.C.). The explanation provided in **RoS2e** describes how the Dwarf distrust of magic influenced the Empire from the time of Sigmar. This, of course, assumes that other Human lands have had little impact on Imperial society and attitudes.

After witnessing the power of sorcery in the Great War first hand, Emperor Magnus the Pious invited Teclis to teach Humanity sorcerous magic. The Elven Archmage said that the mind of would-be human sorcerers could not comprehend the complexity of the Chaos-based magic practiced by the Elves. So he broke up High Magic into its eight components (colours) and made each its own discipline. Teclis then taught a different type of colour magic to each of eight separate groups of apprentices, in theory matching the personality traits of each to the appropriate colour.

Using the background first developed for the Mordheim skirmish game, **WFRP2e** assumed Hedgewizardry had been around for most of Imperial history (over 2,300 years at least), with its wayward practitioners hunted down by the ubiquitous Witch Hunters. That position was modified in **RoS2e** where Hedgewizardry became defined as a catchall phrase used by the Magisters of the Colour Colleges to lump together all other forms of "misguided" and "dangerous" sorcery (page 125).

The purpose of this article is to re-introduce Elementalism into the world of **WFRP2e** and provide a historical context that brings more depth and complexity to sorcery in the Empire as well as the Old World. After all, if sorcery is truly the product of Chaos, then there is no reason to believe that a single theory of magic can encompass all the possibilities that Chaos brings. Given this starting point, the material in this article casts the information provided in **WFRP2e** and **RoS2e** in an entirely different light

.

"Why would you want to meet in this dreadful tavern? Erich, it's in the middle of nowhere, the ale is one step above piss and the peasants smell."

"I wanted someplace safe as well as away from the Witch-Hunters and their spies. Gretchen, I've learned something in my wandering. Something not taught at the Celestial College in Altdorf."

"What are you talking about?"

"Magic," whispered Erich. "I've discovered something about the nature of magic which differs from the Masters' teachings. There's a form of magic that has existed since before Sigmar's time. It's called Elementalism"

"Nonsense," Gretchen scoffed. "Every wizard worthy of their studies knows that Sorcery – other than Hedgewizardry, Daemonology, and Necromancy – did not exist in the Empire before the coming of Teclis. The Elf Mage from Ulthuan taught the first Magisters the true nature of Magic in this world. This 'Elementalism' is nothing more than a number of Hedgewizards coming together to feed their respective delusions of grandeur."

"Did it never occur to you that the quality of Colour Magic is unambiguous and dependable? What we were taught is inherently inconsistent with the nature of Chaos from which all magic sprang! Tell me, why are not the other forms of Sorcery in the world – especially Runic Magic – so much different?"

"You're scaring me. What are you getting at?"

"Namely this: I came across a wise, old man living near an eastern Talabecland village. I could sense his magical ability and he mine. I mistook him for a Hedgewizard, as you suggest, though he lived about a mile or so from the village. We talked for hours about my magical lore and the magic theories I was taught. When I finished, the old gent smiled. He told me there exists a magic, older than that taught by Teclis, rooted in the natural world rather than the winds of Chaos. I laughed at what I took to be his ignorance until he showed me his power. It was as if his spells weren't bound to one lore as we are," Erich explained.

"Go on," Gretchen urged.

"The old wizard – he styled himself an "Elementalist" – worked strange magic that we might associate with the Amber, Bright, Celestial, and Jade colleges. Yet, his magic was different and felt old. Very old," Erich said in wonderment, lost for the moment in memory of what he had seen.

Gretchen studied her friend for several moments, her concern evident. "Be very careful, Erich. The insight you have gained is very dangerous to those in Altdorf who believe themselves to be the heirs of Teclis' knowledge. They will not hesitate to silence you by any means necessary. Go now, and never turn back. I pray to Verena and Mórr that your newfound understanding does not kill you."

Erich looked at Gretchen, his eyes saddened by the realisation she was right and that he would never see her again. He stood up quietly and walked out the door as Gretchen suggested. She sighed in relief when the door closed behind her friend and former confidant.

Just then, a movement from the corner of her eye caught Gretchen's attention. A man dressed in black silently rose from his spot, quickly downed his pint, and stepped quickly after Erich. Cursing herself for allowing the stranger to escape her notice, the Celestial wizard knew that her life had changed for the worse. Once the stranger overcame Erich, Gretchen knew it would be only a matter of time before others of his ilk came for her. It was, after all, common knowledge that the Masters of the Colour Colleges in Altdorf would stop at nothing to protect their privileged status.

She had never killed before, but now necessity demanded it. Gretchen knew once it started, there would be no end…

History

Ancient Verenan tomes record that sorcery in the Old World existed long before the arrival of Teclis and the other Elven mages in 2302 I.C. There is no record of how different aspects of "Hedgewizardry" came into their own, but it is believed that Elementalism is one of the most ancient forms of magic practiced by Humanity.

Unproven theories abound, however, among scholars and academics who study such matters. The most common is that Necromancy (and its kin, Daemonology) arose sometime before the birth of Sigmar, most likely among Arabian mystics escaping the turmoil of ancient Nehekhara. Another type of magic is believed to have come about as a result of independent Verenan scholars exploring ancient Elven ruins in Tilea. Their study was codified and became the Study of Sorcerous Arts, which came into the Empire during the first millennium as Battle Magic (more of this form of magic will be covered in a forthcoming **Lost in Translation** article).

In contrast to other forms of sorcery, Elementalism is more attuned in the natural world and is believed to have developed from the Old Faith centuries before the birth of Sigmar. Some argue that the roots of Elementalism can be found among Dwarfen runecraft, others claim that its antecedents come from Elvish sorcery. Elementalists dispute such claims as utter nonsense, and dismiss any attempts to uncover the origins of their craft as a waste of time.

While Battle Wizardry enjoyed noble patronage and grew rich throughout the first millennium Empire, the Elementalists continued to ply their skills in rural villages and the remote reaches of the Empire far from the urban centres. Their relative isolation saved the majority of Elementalists from the fatal attention Emperor Boris Goldgatherer paid to their sorcerous brethren. Lusting for money, the Emperor needed little urging from the Empire's religious leaders to denounce sorcery as heresy, execute whatever practitioners he could find, and seize their considerable wealth for his own coffers. A small number of Elementalists also met their fate at the hands of the Witch Hunters, but many were able to evade detection long enough for the Black Plague to sweep away the Emperor and his greedy henchmen.

The Empire enjoyed a brief revival under Emperor Mandred, but his horrendous murder threw the land into turmoil, ushering in the Age of Wars. It was during this time (1260-1280 I.C.) that Gunthar the Wise, a rather eccentric Elementalist even by their standards, developed his theory of Elementalism. The premises underlying of Alchemy heavily influenced this concept. Many Elementalists dismissed Gunthar's notions, but this strange character gained a large enough following that he was able to convince the Elector in Nuln to allow him to open the Elementalist Guild.

It is believed that the Nuln Elector agreed to the establishment of this sorcerous school in order to maintain his rivalry with Middenheim. The Wizards' and Alchemists' Guild of Middenheim was the first school of its kind in the entire Empire and was already a thousand years old when the Elementalist Guild opened its doors.

For centuries, Gunthar's legacy was the public face of Elementalism. Those outside the school couldn't care less about such matters and, if they gave some thought to it, would give thanks for this small favour. Shortly after Empress Magritta's ascension forced the Grand Theogonist to abolish the Electoral College, an incident in Middenheim triggered the eight years long Wizard's War.

The action of Emperor Boris against wizards paled when compared to the violent suppression of sorcery that lasted from 1983 to 1991 I.C. Countless wizards were tracked down and slaughtered on nothing more than a suspicion that they were practicing dark magic. Those who fled the carnage found new identities and careers far away from the places they called home in the hope of escaping the relentless Witch Hunters. News and rumour spread quickly and a number of Elementalists and other wizards were able to find refuge in remote areas.

A knock on the partition caused the panel to slide back, the face on the other side still obscured by the heavy screen and the darkness of the room. "Are you Joachim Anders?" inquired the gravelled voice behind the screen.

"Yes," replied the man from Altdorf. "I understand you know something about the knowledge I seek?"

"Indeed. Word has it that you wished to learn something about the origins of Elementalism? The coins you left at the drop site indicate that you consider such knowledge valuable."

"Very. I've learnt from a Verenan scholar that there is a theory that this form of… Hedgewizardry might have some connection with the Runic Magic of Dwarfs."

The voice on the other side of the screen waited for a few moments before replying, "Would you be surprised if it were true?"

"Yes, I would. From what I've divined, Elementalism is a sorcerous art of sorts and the Dwarfs do not have the aptitude for such… activities."

"Not all Dwarfs are incapable of using magic as many scholars believe. In fact, the view that the Dwarfs found some way to bind the Winds of Magic through use of runes is quite contrary to the nature of magic Teclis taught the Magisters of the Altdorf Colleges. The effects of Runic Magic bear no resemblance to neither the magic wielded by the Magisters nor that by the Elf mages."

Shocked, Joachim nearly shouted at the Dwarf, "What do you know about what is taught at the Colour Colleges?"

"Peace," replied the gruff voice. "Like you, I am a seeker of knowledge. If what I have to tell you causes you grief…"

"My apologies," Joachim said contritely. "I shall endeavour to hear you out and not offend."

"No offence taken. Allow me to continue. During the Greenskin Invasion, the Dwarfs – contrary to common knowledge – were desperate to throw back the invaders. Given to the Dwarfs by their Ancestor Gods, Grungni and Thungni, Runic Magic gets its strength from ambient magic of the world, not from the stuff swirling from the collapsed Chaos Gates. More experimental in those by-gone years, a number of Runesmiths experimented with tapping into the Earth Magic directly, without use of runes. These were the first Dwarf Elementalists."

"No, that can't be true. The teaching of Teclis…"

The gruff voice interrupted, "… only pertains to the Elvish magic he taught. Did it ever occur to anyone at the Colour Colleges that the only Magic for which the Dwarfen race has no aptitude is Elvish magic? Granted, the Dwarfs are not a race given to such arts, but it would be foolish to believe that any Dwarf would hold back from doing what he could to defeat his enemies."

"Enough of this! I, Joachim Anders, Magister of the Light College would know the identity of him with whom I am speaking! Let the Light…"

A large explosion and a shot of pain to his right side caught Joachim by surprise. As he looked down, the Light Magister could see the smoking barrel of a pistol protruding from an opening in the wall beneath the fake panel that now slid close. The leakage of blood from his abdomen told Joachim all he needed to know about his own fate. Even through the screams and commotion from other panicked patrons in the Tavern of the Rat and Pigeon, Joachim could hear the closing of a trapdoor on the other side of the wall. In his dying thoughts he wondered what his peers would think of his pathetic end in a Nuln dive…

As in the earlier persecution, much of the knowledge of sorcery was forever lost as a result of this war against wizards. The cult of Verena scrambled to find all it could of the wizard's books and scrolls to place in its secret libraries, before the other cults of the Empire could burn them. Imperial history was re-written to a large extent in order to expunge all references to sorcery and its role in serving the Empire in its glorious past.

When Magnus called forth the power of the Empire to fight against the Chaos incursion of 2302 I.C., many of the Elementalists did not step forward, unlike the ill-prepared and self-taught Hedgewizards did. The Elementalists fought Chaos on their own terms, a secret war that was as vicious and unyielding as any fought by the Imperial army. None of these Elementalists were willing to fight in the open and expose themselves for fear that the state cults and Witch-Hunters would turn on them after the war.

Safe in their anonymity, the Elementalists missed an opportunity for official sanction when Emperor Magnus requested the services of Teclis – the High Elf Mage whose sorcery contributed to the victory of the Empire – to train the most talented Hedgewizards in the land Colour Magic. On the other hand, the lack of such status and the constraints that came with it granted the Elementalists the ability to determine their own destiny. Their only concern was the unwanted attention of the Witch-Hunters roaming the land searching for un-sanctioned wizards.

During the reign of Dieter IV, the Elementalist Amadeus Junkers petitioned the Emperor to grant him and his followers the right to re-open the Elementalist Guildhouse in Nuln. Amadeus was the leader of the small "Modernist" movement who sought official sanction for their craft. Once a considerable donation was made to the Imperial coffers, the Modernists were granted their charter, much to the chagrin of the wizards in Altdorf. Amadeus renamed the building as the Eldritch College in the hope of placing Elementalism on par with the Colour Colleges in Altdorf as well as the Wizards' Guilds in places such as Middenheim.

Unfortunately, Amadeus Junkers' ambitions were short-lived. Emperor Dieter was forced from the Imperial throne in disgrace following the secession of the Barony of Westerland and the city of Marienburg. The new Emperor, Wilhelm II of the Reikland, abolished the Eldritch College by Imperial decree (and with the consent of the Nuln Elector) in exchange for certain concessions from the Colour Colleges.

Sidebar: Rejection of Teclis' Magic

Students of Imperial History have been taught that when Emperor Magnus the Pious invited Teclis to open the Colleges of Magic, the Archmage sought out the most gifted Hedgewizards to train as the first Imperial wizards. These individuals later assumed the grand title of "Magister" to elevate themselves above the maligned Hedgewizards of the hinterlands.

There are rumours told in the eastern and southern Empire that Teclis first sought out the Elementalists whose little-known efforts against Chaos were so effective at protecting much of the Imperial frontier. The conclave of Elementalists he approached had been warned there were consequences to not joining Teclis. Some wore masks and many others adopted aliases. At the meeting, they told Teclis the magic he proposed teaching Humans was certainly an easier road to great sorcerous power than Elementalism, but also much more dangerous to the would-be practitioner of Colour Magic. The Elementalists offered to teach Teclis their form of sorcery so he could compare the two methods for himself.

Full of Elven pride, Teclis rejected their offer. He boasted there was nothing these petty wizards could teach him about sorcery. He had the ear of the Emperor and would do everything necessary to ensure that those he taught were considered the premiere sorcerers of the land. Not trusting the Elf, the Elementalists took their leave.

Their caution saved the Elementalists. Within hours of his return to Altdorf, Teclis had convinced Emperor Magnus to issue a decree. The Magisters trained by Teclis would be the only sanctioned practitioners of sorcery. Magnus directed the Witch-Hunters to protect the Empire from any wizard whose methods were other than those employed at the Colour Colleges. Teclis then provided the names of the Elementalists who rejected his offer as possible rogue wizards and enemies of the Empire. By the time the Witch-Hunters arrived at the meeting location, however, the Elementalists' trail had grown cold.

Elementalists

The role of Elementalists in Imperial society is a vital one, despite the need for caution and discretion. Unlike the Colour Wizards in Altdorf, there is no single, definitive organisation – college or guild – to represent the interests of the majority of Elementalists.

Many prefer to live apart from the urban centres and nearer to the rural communities. Not many Elementalists are found in the villages where the majority of other types of Hedgewizards reside. The practitioners of the Elemental Arts prefer to live outside the prying eyes of the villagers, but near enough to obtain provisions and news. This allows the Elementalist and nearby village some degree of safety from one another. The village gains from the arrangement as they can reasonably expect that the Elementalist to come to their aid should something dire threaten them. In return, the Elementalist can generally count on the villagers to provide provisions (at a reduced cost or through barter) and warn of nosy outsiders.

A number of local nobility – particularly in the eastern and southern areas of the Empire– have an Elementalist as a member of their courts since it is far easier and cheaper to obtain their services than petition the powerful Masters in Altdorf to send one of theirs. One of the advantages for the noble is that he may be reasonably assured that the Elementalist's loyalties are not secretly given to the Magisters, rather than his noble patron.

Elementalists are also generally less inclined than Magisters to pursue their own agendas for self-advancement. Word of the political manoeuvrings of the Magisters in Altdorf (**RoS2e**, page 29) has been shared among the nobility across the Empire with growing alarm. This, coupled with the fact that the Masters of the Colour Colleges are likely to demand some sort of compensation or concession, has made having someone like an Elementalist more desirable.

Elementalists are also found in other lands of the Old World, far from the continuing attempts by the Magisters in Altdorf to silence them and suppress their knowledge. A number of Elementalists can be found in the rural areas of the Border Princes, Tilea, Estalia, and even Bretonnia. There are reports that a few even live in Kislev, though some believe that this is nothing more than confusing Elementalists with practitioners of Ice Magic.

This reality also makes laws involving sanctioned magic and its use by licensed Magisters more difficult to enforce in practice than in theory. Many people – including the hierarchy of the Imperial cults – resent the manner in which the Magisters flaunt their role as "saviours of the Empire," particularly after the events known as the Storm of Chaos. In that war, many innocent people and soldiers defending their lands and realm lost their lives, while the losses of the Colour Colleges seem to pale in comparison. Thus, the Magisters' blatant efforts to advance their political goals since the war has galled the powerful in many parts of the Empire and a number now seek to limit the Magisters' powers by means legal and otherwise.

Looking for a Mentor

Characters wishing to pursue a career as an Elementalist must first start by finding one who will take them on as an apprentice. This could be rather tricky as Elementalists are usually wary of strangers and rarely advertise their vocation openly (most Elementalists generally select apprentices from among the children of the local villagers or peasantry). Characters must also be careful lest the Elementalist mistake them for agents of the Magisters in Altdorf (including certain orders of Witch-Hunters). Such an error in judgement could well lead to the severe injury or even the character's death.

To find a willing Elementalist, a character should conduct their search in the small settlements at the remote reaches of the Empire – generally in the northern forests or the eastern and southern borderlands – far from the urban centres where the sanctioned wizards and official cults reside. Characters should be very discreet with their inquiries. If word reaches an Elementalist that someone in the village is asking questions, the

wizard may assume that a Witch-Hunter has tracked her down and could slip away without bidding fond farewells in order to move to another, safer locale. Some may prefer to meet the suspected Witch-Hunters on grounds of their choosing.

One method for the character is to find someone who knows the Elementalist and first win his trust. This may take some time and effort with the character having to prove their honesty and intentions. Once trust has been established, the go-between will arrange for a meeting with the Elementalist, preferably in a place familiar and safe for her. Once the meeting has been set, it is up to the character to convince the Elementalist of his worthiness to be her apprentice.

Sidebar: The Reach of Imperial Law

The text of **RoS2e** gives the impression that the Emperor's decrees and Imperial Law are enforced uniformly throughout the Empire. While in theory this quaint notion may be true, the facts of life are otherwise.

Despite the theory that the Emperor is the supreme ruler of the Empire, Sigmar's Heirs is clear that rarely does a strong-willed Elector get elevated by his peers to the Imperial throne (page 23). In practice, the Emperor is at best "first among equals." Yet, even that phrase is most often misleading since few Emperors in Imperial history have been able to establish themselves as even the most powerful Elector of their time. In fact, Magnus the Pious was the first Emperor since Sigismund the Conqueror of the 6th century to command unswerving loyalty from the other Electors. Not even Karl-Franz has approached that stature.

Imperial Law requires that the Prime Estates approve any Edict promulgated by the Emperor or his Council (SH, page 24-25) before it becomes the Law of the Land. Members of this august body are chosen by their Elector Count and represent their liege lord first and foremost. Thus, many of the Imperial Laws passed are so qualified and hedged in the arcane language of lawyers that enforcement is often at the whim of the individual Electors.

It is then fair to say that the Edicts of the Emperor are not uniformly enforced outside the borders of the Reikland. Even in his role as the Grand Prince of the Reikland, Emperor Karl-Franz has difficulty getting his more powerful and headstrong vassals (such as Graf Sigismund von Jungfreud of Ubersreik, Margrave Reinhardt von Mackensen of Helmgart, and Graf Wilhelm von Saponatheim of Bögenhafen) to enforce laws that infringe upon their self-interest.

Careers

Elementalists follow the same career progression as Colour Wizards with some exceptions. In order make life simpler for the GM and would-be Elementalist player, the following are presented for completeness sake:



Elementalist Apprentice

Unlike Colour wizards, Elementalists learn their craft from their Masters during a long and dangerous apprenticeship. By becoming apprentices, aspiring Elementalists find themselves working many arduous hours at menial tasks in exchange for lodging and, on occasion, magical instructions. They also must avoid detection from zealous Witch-Hunters and agents of the Colour Colleges in Altdorf. Many apprentices tire of fetching water, scrubbing floors, carrying

heavy loads and being treating as little more than indentured servants. These leave to try to find another master or find some career that is safer. In some cases, a former apprentice decides to try their luck in the wider, dangerous world.

Elementalist Apprentic Advance Scheme:

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
				+5%	+10%	+15%	+5%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
	+2				+1		

Skills: Academic Knowledge (Magic), Channelling (Elemental Magic), Magical Sense, Outdoor Survival, Read/Write, Search, Speak Arcane Language (Elemental Magick)

Talents: Aethyric Attunement (Elemental Magic) or Fast Hands, Petty Magic (Elemental- up to four), Rover or Very Resilient

Trappings: Quarter Staff, Backpack, Leather Flask

Career Entries: Alchemist Apprentice [to be described in a forthcoming article], Apprentice Wizard, Hedge Wizard, Peasant, Scribe, Student

Career Exits: Alchemist Apprentice, Apprentice Wizard, Elementalist, Initiate (of Taal), Scholar

Note: Dwarfs may enter this career, but they are limited to earth- and fire-based spells.

Elementalist

Having completed their apprenticeship, Elementalists leave their former Masters to wander the wilderness and parts of the Old World not frequented by the Colour Magisters and their agents. Many look for a place to settle down in rural or uninhabited areas to further their studies while others seek out Daemonologists and Necromancers to destroy.

Elementalist Advance Scheme:

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	-	+5%	+10%	+20%	+25%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+3	-	-	-	+2	-	-

Skills: Academic Knowledge (Elemental Magic), Academic Knowledge (any one), Channelling, Charm or Intimidate, Common Knowledge (any two), Gossip, Magical Sense, Read/Write, Ride or Swim, Speak Arcane Language (Elemental Magick), Speak Language (any two)

Talents: Aethyric Attunement (Elemental Magic) or Acute Hearing, Elemental Magic (any two), Fast Hands or Very Resilient, Heal or Mighty Missile, Meditation or Orientation

Trappings: Quarter Staff, Healing Poultice

Career Entries: Elementalist Apprentice

Career Exits: Alchemist [to be described in a forthcoming article], Charlatan, Master Elementalist, Scholar

Master Elementalist

Master Elementalists are practitioners who have risen to the top of their craft. They often seek apprentices to train, while keeping vigilant against the enemies of their kind, whether demented Dark Magic spellcasters or narrow-minded Magisters from Altdorf. Some Master Elementalists even succeed at become respectable members of a local noble's court.

Master Elementalist Advance Scheme:

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	-	+10%	+15%	+30%	+35%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	+3	-	-

Skills: Academic Knowledge (Elemental Magic), Academic Knowledge (any two), Channelling, Charm or Intimidate, Common Knowledge (any two), Gossip, Magical Sense, Read/Write, Ride or Swim, Speak Arcane Language (Arcane Old Faith), Speak Arcane Language (Elemental Magick), Speak Language (any three)

Talents: Aethyric Attunement (Elemental Magic) or Acute Hearing, Elemental Magic, Fast Hands or Very Resilient, Heal or Mighty Missile, Meditation or Orientation

Trappings: Quarter Staff, Healing Poultice, Antitoxin Kit

Career Entries: Elementalist

Career Exits: Alchemist, Elemental Sage, Scholar

Elemental Sage

Elemental Sages are the most powerful and eccentric of their kind and many have retired to their rural homes to further their studies and live out their lives in peace. Or so they hope. Because of their skill and knowledge, Elemental Sages have many enemies who seek their destruction. Their recourse is to erect many defences to protect themselves, even though some innocents seeking the Elemental Sage's wisdom may meet a fatal end.

Elemental Sage Advance Scheme:

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	+5%	+15%	+20%	+35%	+40%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+5	-	-	-	+4	-	-

Skills: Academic Knowledge (Elemental Magic), Academic Knowledge (any three), Channelling, Charm or Intimidate, Common Knowledge (any three), Magical Sense, Read/Write, Speak Arcane Language (Arcane Old Faith), Speak Arcane Language (Elemental Magick), Speak Language (any four)

Talents: Aethyric Attunement (Elemental Magic) or Acute Hearing, Elemental Magic, Fast Hands or Hardy, Heal or Mighty Missile, Meditation or Orientation

Trappings: Quarter Staff, Healing Poultice, Antitoxin Kit

Career Entries: Master Elementalist

Career Exits: Alchemist

Sidebar: The Dwarf Clan of Nornharaz

Traditional Dwarf society organizes its member clans by craftguilds (**D:SaS**, pages 17-19). The small craftguild of Runesmiths is actually made up of a single clan who claim descent from Grungni, the chief Ancestor God, through his son Thungni. Thus, all Runesmiths across the various Dwarfholds and settlements (including a few Expatriates) are related to one another.

During the genocidal wars against the greenskins and the Skaven, survival itself required the Dwarfs had to radically change their approach to warfare. The Dwarfs gave up the massive pike formations that allowed them to prevail on the surface of the world in order to perfect fighting in the close quarters of the world beneath the mountains. Similarly, a small number of Karak Eight Peak Runesmiths keenly attuned to Rune Magic laboured to channel this type of earthen magic through themselves.

Working in secret, these Runesmiths uncovered a ritual that allowed them to inscribe a special rune onto their own flesh. The process required that they heat a long metal stylus as the instrument of inscription in a searing stream of lava before cutting the symbol into their skin. These Dwarfs required several weeks to recover from the unimaginable pain of the ritual. When they gained their strength (though not all of their senses), the former Runesmiths found themselves able to wield magic effects similar to the earth- and fire-based Elemental spells.

The Clan of Nornharaz, as these Dwarf Elementalists styled themselves, fought with distinction against the Shamans of the Orcs and Goblins and the Skaven Grey Seers. Karak Eight Peaks was able to hold out for a thousand years, but in the end, the presence of the Dwarf wizards alongside the other defenders was not enough to prevent the Dwarfhold's fall.

The remnants of the Nornharaz clan attempted to find refuge at other Dwarfholds, but their suspicious brethren turned them away. Even resident Runesmiths, who were related to the Nornharaz, would not speak out for them. The clan, whose members now have a birthmark that includes some part of the ancient rune of spellcrafting signifying their talent, were no longer welcome in the Dwarfholds of Karaz Ankor. The clan dispersed with a number finding shelter among the Dwarfs of the Vaults, Black and Grey Mountains. Others preferred to make a life among Humanity, where they came in contact with those who had similar abilities to weave Elemental spells.

The dispersed Nornharaz clan still exists today, though many have hidden themselves by taking other livelihoods such as blacksmith, stonemason, and any other occupation that allows them to practice their true craft without calling attention to themselves. Many have thus escaped the attention of the Witch-Hunters and the agents of the Colour Colleges (the latter of which do not even know of the Dwarf clan's existence). Due to their affinity to Elemental Magic of Earth and Fire, the Nornharaz have lost the resistance to magic normal to other Dwarfs.

Skills

Magical Sense

Known as *Witchsight*, the manner in which this skill operates differs depending upon the type of magic to which a wizard is attune. Colour Magisters are able to perceive the various colours that Chaos magic diffuses when outside the Chaos Wastes. This ability to discern Chaos Magic "blinds" the Magister to other types of magic, especially much of those utilised by Elementalists. The only exception is spells based on the fire element, which Magisters often confuse with *Asquy*. Since magic based on the other elements do not directly correlate with the colours as taught by Teclis, Magisters are not able to "see" the magic being channelled through they can "feel" the existence, but not the nature, of magic.

Likewise, Elementalists cannot perceive the Chaos magic used by Magisters by "sight." They do perceive the existence of magic as the skill suggests through intuition, but Elementalists can only discern the nature of their own magical source.

Talents

Aethyric Attunement (Elemental Magic)

This talent differs from that which is detailed on page 96 of **WFRP2e** in that the individual with this talent can only detect Elemental Magic and not the Winds of Magic perceived by Magisters. By the same reasoning, Magisters cannot perceive Elemental Magic, which further explains why the Colour Colleges have blindly accepted the teachings of Teclis regarding the nature of magic.

Elemental Magic

Elemental Magic has a number of elements common with other forms of sorcery: the acquisition of spells through rigorous study; the requisite skills to utilise, rather than be consumed by, magic; and the ability to wield a powerful and mysterious force that both awes and invokes fear in the common folk. The talents needed by characters to wield such sorcery are "Elemental Magic" and "Petty (Elemental) Magic."

Elementalism differs from Colour Magic in that it does not quite fit into the theory of magic taught to the Human wizards by Teclis. In this regard, Elementalism is not much different than Dwarf Rune Magic and Orcish Magic (despite what is taught at the Colour Colleges).

A Elementalist can learn as many Petty spells as he chooses. These do not count against the maximum number a Elementalist can know (see below).

Petty Elemental

As with other wizard apprentices, those learning at the feet of their respective Masters must wait for the day when the Elementalist decides that they are ready to learn one or two low-level spells. Once this day arrives, the would-be Elementalist has taken her first steps towards a career more dangerous than rewarding.

In theory, an Apprentice is allowed to leave his Master's oversight for a limited time once he masters four petty spells. Of course, this being Warhammer, the conditions under which an Apprentice leaves his Master are generally less than ideal. The GM should determine the number of petty spells (not to exceed four) that the Apprentice knows before the character sets out into the cruel world.

Should the Apprentice wish to gain new petty spells, he must return to his Master (unless circumstances prevent this, in which case he may have to search for a new Master). The Apprentice must practice for four weeks and, at the end of that time, take an **Int**+20% test (each additional week increases the modifier by a cumulative +10% to a maximum of +40%). Should the test be successful, the character can purchase one *Petty (Elemental) Magic* talent for that petty spell at the cost of 50 ep. If the test is failed, the character did not learn the spell properly and must wait until they have become an Elementalist to try again.

Petty Elemental Spell List

Dampen (Water)
Casting Number: 3
Casting Time: Half Action
Ingredient: A drop of water (+1)
Description: The Elementalist is able to dampen a 16-foot square area within 10 yards of his for 1D10 rounds. The moisture is enough to cause stone floor to become slippery (requiring an Ag test to avoid slipping if pursuing or fleeing) or the ink on a parchment to run.

Detect Foul Air (Air)
Casting Number: 3
Casting Time: Half Action
Ingredient: A fan (+1)
Description: Once cast, the Elementalist is able to perceive foul air within 10 yards along her line of sight (even if she cannot be beyond a light source such as a torch) for 1D10 rounds. This is particularly handy in dark places where methane and other such dangerous gases collect. In addition, the Elementalist can detect poisonous gases even if some (such as carbon monoxide) are otherwise odourless.

Glowing Light (Fire)
Casting Number: 3
Casting Time: Half Action
Ingredient: Piece of flint (+1)
Description: Similar to the Arcane Petty Spell of the same name (**WFRP2e**, page 146). The Elementalist causes any item in her grasp to glow with the light of a lantern for up to two hours. The spell ends sooner if the Elementalist releases the item.

Gust (Air)
Casting Number: 3
Casting Time: Half Action
Ingredient: A feather or leaf (+1)
Description: Similar to the Hedgewizard Petty Spell of the same name (**WFRP2e**, page 147). An Elementalist is able to cause an instant gust of wind that is strong enough to scatter paper or blow out a candle within a 10-yard range.

Magic Flame (Fire)
Casting Number: 3
Casting Time: Half Action
Ingredient: Piece of Charcoal or wood chip (+1)
Description: Similar to the Hedgewizard Petty Spell of the same name (**WFRP2e**, page 147). Elementalist brings forth a flame of any colour the caster chooses in his open palm. The spell remains active until either the Elementalist closes his hand or casts another spell. The flame can be used to light torches or set thatch aflame, but is too small to cause damage in combat.

Pebbles (Earth)
Casting Number: 3
Casting Time: Half Action
Ingredient: Three pebbles (+1)
Description: With this spell, the Elementalist is able to multiply the number of pebbles she tosses from her hand twenty-fold. The pebbles do little harm if tossed at an opponent (1**W** irrespective of opponent's **TB**), but are more effective if tossed at the feet of a pursuing or fleeing opponent. The opponent would need to pass an **Ag** test to avoid slipping on the loose pebbles.

Protection from Rain (Water)
Casting Number: 3
Casting Time: Half Action
Ingredient: Feather from a waterfowl (+1)
Description: Similar to the Hedgewizard Petty Spell of the same name (**WFRP2e**, page 147). By utilising this spell, the Elementalist can protect himself from precipitation of any kind for up to one hour.

Candlelight (Fire)
Casting Number: 4
Casting Time: Half Action
Ingredient: A candle (+1)
Description: The Elementalist may light up to six candles, lanterns, or torches within 10 yards of him. Once lit, these sources of illumination will burn normally.

Detect Treacherous Ground (Earth)
Casting Number: 4
Casting Time: Half Action
Ingredient: Small stone (+1)
Description: Once cast, the Elementalist is able to perceive treacherous ground within 10 yards along his line of sight (even if he cannot be beyond a light source such as a torch) for 1D10 rounds. This is particularly handy in places where thick mud and quicksand might not otherwise be seen. Moreover, the Elementalist can detect camouflaged traps such as pitfalls and loose stones that could trigger a trap when depressed.

Earthear (Earth)
Casting Number: 4
Casting Time: Half Action
Ingredient: None
Description: The Elementalist is able to put her ear to the ground or stone and hear the sounds of objects moving within 50 yards for 1D10 rounds. The Elementalists will not be able to determine what creature is moving other than its general size (man-size, larger than man-size, smaller than man-size, huge), number or creatures and direction of movement (towards, away, to the right, etc.).

Float (Air)
Casting Number: 4
Casting Time: Half Action
Ingredient: A feather (+1)
Description: An Elementalist is able to float up to 12 feet above the ground for 1D5 rounds (half a D10 result rounded up). The Elementalist will not be able to propel himself without help (such as someone guiding him with a rope tied to his ankle).

Land Gently (Air)
Casting Number: 4
Casting Time: Half Action
Ingredient: A piece of down (+1)
Description: This spell allows an Elementalist to step off a height of up to 15 feet and land on a solid surface as if she was stepping off a one-foot high step.

Hide Tracks (Earth)
Casting Number: 5
Casting Time: Half Action
Ingredient: Flat stone (+1)
Description: With this spell, the point at which the Elementalist touches the ground hardens long enough for the wizard to pass without leaving a track. The effects of the spell lasts 10 rounds and even allows the Elementalist cross mud flats and soggy ground that is more ground than water (the GM must rule decide whether a particular stretch of marshland or bog qualifies as such).

Marsh Lights (Fire)
Casting Number: 6
Casting Time: Full Action
Ingredient: A firefly (+1)
Description: Similar to the Arcane Petty Spell of the same name (**WFRP2e**, page 146). The Elementalist creates a number of lights that gives the appearance the distant torches or lanterns within 100 yards of her. The Elementalist can set the lights to head off in any direction though these typically follow corridors or paths at whatever speed she chooses (from a slow walk to a quick pace). The effects of the spell lasts an hour, if not ended by the Elementalist beforehand, at which time the lights fades out.

Reflecting Pool (Water)
Casting Number: 6
Casting Time: Half Action
Ingredient: None
Description: Through use of this spell on a still body of water (puddle, pond, or small lake), an Elementalist can see in the pool a reflection of any creature or character that passed within 6 feet of this spot in the past two hours. The reflection will give no indication of the time of the occurrence or any other information.

Swim (Water)
Casting Number: 6
Casting Time: Half Action
Ingredient: Tuft of hair from an otter, fisher, or beaver (+1)
Description: This spell not only allows the Elementalist to swim for 10 rounds as if born to it, but also keeps her and her possessions dry. The Elementalist will still have to deal with such things as currents and submerged obstacles when crossing rivers and other bodies of water.

Elemental Spells

There are several ways for an Elementalist character to gain a new spell. The one most commonly used involves finding another Elementalist who knows the spell being sought and come to an arrangement in order to learn that spell. The time involved is roughly eight weeks of uninterrupted study and, at the end of that time, requires the character to pass an **Int**+10% test (each additional month increases the modifier by a cumulative +10% to a maximum of +40%). Should the test be successful, the character can purchase one *Elemental Magic* talent for that spell at the cost of 100 ep. If the test is failed, the character did not learn the spell properly and must another Elementalist to be their mentor.

Another means of learning the spell is to find a tome or a set of parchments detailing the spell in Arcane Language (Elementalism). The Elementalist character must spend three months of continuous study and practice to hone their skill and knowledge. At the conclusion of this time, the character must pass an **Int** test. Each additional month of study and practice increases the modifier by a cumulative +10% to a maximum of +40%. Should the test be successful, the character can purchase one *Sorcerous Lore* (Elementalist) talent for that spell at the cost of 100 ep. If the test is failed, the character did not learn the spell properly and must find another means to learn this spell.

There is also an upper to the number of spells an Elementalist can know. The number can be calculated by multiplying one tenth of an Elementalist's **Int** characteristic (as a real number, rounded down) and multiply it by the Elementalist's **Mag** characteristic. For example, a Master Elementalist with an **Int** of 66% can know as many as 18 spells (6.6 rounded down to 6, which multiplied by 3 yields the aforementioned result).

The higher cost of obtaining Elemental spells is offset by the fact that the Elementalist needs only to test on the "Elemental Fury" table below rather than various "Tzeentch's Curse" tables (**WFRP2e**, page 143 or **RoS2e**, pages 179-181) whenever they roll doubles, triples, or quadruples on their casting roll. For each triple rolled by the Elementalist, a modifier of +10% is added to their roll on the table below. A quadruple adds a +20% modifier. Elementalists are still penalised with an Automatic Failure whenever they roll a 1 on all the dice in their casting roll (**WFRP2e**, page 142).



Elemental Fury Table	
D100 Roll	**Effect**
01-10	The ingredient used to cast the spell becomes mysteriously inert. The spell's effects will still take place only if the Elementalist's casting roll would have exceeded the casting number without the use of the ingredient.
11-16	The Elementalist's nose begins to bleed and continues to do so for 1D10 unless the Elementalist successfully passes a **T** test.
17-23	A weird warm wind blows in the vicinity of the Elementalist (within 15 yards) for 1D10 rounds, kicking up dirt, water, or any other nearby surface material.
24-30	The Elementalist breaks out in a cold sweat for 1D10 rounds.
31-36	An uncontrollable twitch occurs at a random part of the Elementalist's body for 1D10 rounds.
37-42	The Elementalist suffers from bloating, cramps, and uncontrollable flatulence for 1D10 rounds. During this time, the Elementalist must successfully test against their **WP**-5% to cast a spell.
43-48	A sharp jolt of pain causes the Elementalist to drop anything held in his hands unless he passes an **Ag**–10% test.
49-54	The Elementalist suffers from an excruciating headache and nosebleed for one round, causing him to lose 1 **W** irrespective of **TB**.
55-60	Drawing on Elemental Magic, the Elementalist loses control after casting the spell. His **Mag** characteristic is reduced by 1 for the next 1D10 minutes.
61-65	The Elementalist is covered in hives for the next 2D10 rounds as if suffering from an allergic reaction. During this time, the Elementalist must successfully test against their **WP**-10% to cast a spell.
66-70	After successfully casting his spell, the Elementalist is overcome with fatigue. For the next 1D10 rounds, the Elementalist must pass both a **T**-5% and a **WP**-10% to cast a spell.
71-75	The Elementalist is stunned for one round after casting the spell. He may do nothing for that time and counts as a prone target.
76-80	The Elementalist is overcome by an uncontrollable urge to laugh hysterically for the 1D10 rounds. He is unable to do anything during this time other then defend himself using mundane means (parrying with a sword or running away from danger), all the while laughing like a madman.
81-85	The Elementalist becomes suddenly and extremely agitated for 1D10+5 rounds, thereby losing –15% to both his **Int** and **WP** for the duration. In addition, the Elementalist must test against his reduced **WP** in order to cast a spell.
86-90	Overwhelm by melancholia, the miserable Elementalist loudly cries for the next 2D10 rounds. He will have to pass a **WP**-15% test in order to gather himself long enough to cast a spell during this time.
91-95	The Elementalist is wracked with pain after casting his spell and loses 1D10 **W** irrespective of **TB**.
96-99	The Elementalist has a disturbing vision that stuns him for 1D10 rounds. In addition, the Elementalist receives a number of **W** equal to his **TB** and is rendered as a prone target. Once recovered, the Elementalist may not cast another spell for four hours.
00	The Elementalist's spell is tainted by the local Winds of Chaos and the effects can be determined by a roll on the **Major Chaos Manifestation** table (**WFRP2e**, page 143 or **RoS2e**, page 180)

Specialization

One major difference between Colour and Elemental Magic is that the nature of the latter is not so onerous on the Human psyche that it requires rigid specialization. If she chooses to do so, a character limiting themselves to one form of Elemental Magic gains a +1 on their casting roll to represent such specialization. This modifier is only good so long as the Elementalist specialises in one Element, such as Water.

Elemental Spell List

Blinding Flash (Fire)
Casting Number: 7
Casting Time: Half Action
Ingredient: A sliver of brimstone (+1)
Description: The effect of this spell temporarily blinds all creatures within 12 yards of the Elementalist immediately and lasts one round. Blinded characters may still move, but slowly and in a random direction. They also cannot shoot, fight, or use magic for that round.

Assault of Stone (Earth)
Casting Number: 8
Casting Time: Half Action
Ingredient: Handful of Pebbles (+1)
Description: The Elementalist causes an assault of stones to burst upon an individual or group within 50 yards. This is a magic missile attack, and causes one automatic **SB**4 hit on up to 1D10 individuals (if cast into a group).

Cloak of Air (Air)
Casting Number: 8
Casting Time: Half Action
Ingredient: Dragonfly wing (+1)
Description: Though use of this spell, the Elementalist surrounds herself with a field of thickly packed air that protects her from ranged non-magical attacks such as arrows or bolts, reducing their respective SB to 0. Cloak of air lasts a number of minutes equal to the Elementalist's **Mag** characteristic.

Cloud of Smoke (Fire)
Casting Number: 8
Casting Time: Full Action
Ingredient: An oil-soaked rag (+1)
Description: The Elementalist creates a 6-yard radius cloud of smoke centred on any point (even on a character), which lasts 1D10+3 rounds and then disperses. The cloud remains stationary throughout the spell's duration and those within its confines cannot see out of or through it. Likewise those outside of the cloud cannot see in or past it. Characters or creatures inside the cloud can only move at **Hampered** speed or wander about randomly.

Create Spring (Water)
Casting Number: 8
Casting Time: Two rounds
Ingredient: A freshwater pearl (+1)
Description: By touching the point where it is intended to appear, an Elementalist can create a spring where one did not exist before. Fresh and clean water bubble up from the earth, no matter what the terrain. The water will run downhill or into pools if created in a dip or hollow. It flows at a rate of 10 pints/round and lasts for 1D10 hours before drying up. Any water created will last beyond the ending of the spell until it naturally dries out.

Find Mineral (Earth)
Casting Number: 9
Casting Time: Two rounds
Ingredient: A small miner's pick (+1)
Description: The spell allows the Elemetalist to determine the direction and approximate distance of the nearest specified mineral within 200 yards for 1D10 rounds. The mineral type can be any naturally occurring rock type, such as granite, iron ore or gold. As the Elementalist travels towards the spot he needs to make **Int** test every round to judge when the site is reached.

Breathe Underwater (Water)
Casting Number: 10
Casting Time: Full Action
Ingredient: Fish eggs (+1)
Description: Through touch, the Elementalist may place this spell of another character or herself. The spell allows the recipient to breathe in any environment – thin or poisonous atmosphere, under water, or in a vacuum. The spell lasts until dawn of the next day.

Fire Ball (Fire)
Casting Number: 12
Casting Time: Half Action
Ingredient: A ball of sulphur (+2)
Description: Similar to the Lore of Fire Spell of the same name (**WFRP2e**, page 152). The Elementalist can hurl a number of fireballs equal to his **Mag** characteristic at one or more enemies within 50 yards. This is a *magic missile* attack with a **SB**3.

Flight (Air)
Casting Number: 12
Casting Time: Full Action
Ingredient: Wing feather of a bird of prey (+2)
Description: With this spell, the Elementalist is capable of flight for 1D10 rounds and reaching a distance of 50 yards per round. At the end of the spell, the Elementalist drifts to the ground rather than crash. This spell only works if the Elementalist is carrying half her allowed encumbrance. For example, an Elementalist with a **Strength** characteristic of 35% can fly if she is carrying 175 points of encumbrance (**S**x5) or less.

Walk on Water (Water)
Casting Number: 13
Casting Time: Full Action
Ingredient: A water beetle (+1)
Description: The effect of this spell allows the Elementalist to walk on water as soon as he steps onto the water and lasts until he steps onto dry land. In effect, the Elementalist can cross marshes, pools and so on without difficulty.

Burning Head (Fire)
Casting Number: 14
Casting Time: Full Action
Ingredient: Rag dipped in lamp oil (+1)
Description: A fireball with the appearance of a flaming head manifests before the Elementalist. It then shoots forward burning a trail of fiery destruction in its path as it laughs maniacally. The burning head flies in a straight line for 50 yards, causing 1D5 (1D10/2) hits at **SB**4 of flaming damage to anything it hits. Flammable targets (such as mummies and treemen) suffer an additional 1D10 **Wounds**. Any character suffering 1 or more **Wounds** must make a **Fear** test or flee. Burning head is a *magic missile* attack.

Meld into Stone (Earth)
Casting Number: 14
Casting Time: Full Action
Ingredient: Fistful of stone dust
Description: This spell allows the Elementalist the ability to meld herself into stone objects (including most tunnel walls). The Elementalist can even use the spell to pass through stone objects at her **Hampered** rate. The effects of the spell lasts 1D10+4 rounds. Should the Elementalist be in a stone object at the spell's expiration, she is ejected from the stone at the point she entered.

Wind Blast (Air)
Casting Number: 14
Casting Time: Half Action
Ingredient: An animal bladder
Description: Similar to the Lore of the Heavens Spell of the same name (**WFRP2e**, page 153). The Elementalist causes a blast of wind that can be aimed at a single character or group within 50 yards, knocking those so

targeted immediately off balance for the number of rounds equal to her **Mag** characteristic. Victims cannot fire missiles and can only move at **Hampered** rate if a **S** test was passed. Melee combat when engulfed by Wind Blast is with a modifier of –20 to **WS**.

Extinguish Fire (Water)
Casting Number: 15
Casting Time: Full Action
Ingredient: A drop of water (+1)
Description: The Elementalist is able to instantly put out fires – whether a section of a building or a burning character – within 200 yards.

Icy Ground (Water)
Casting Number: 15
Casting Time: Full Action
Ingredient: A drop of water (+1)
Description: Using this spell, an Elementalist can cause a patch of ground (up to 10 by 10 yards) within 25 yards to be covered by a thin layer of ice. Those who fail to pass an **Ag** test while crossing it will slip and fall. A falling character must pass a second **Ag** test to avoid dropping any hand-held object.. In addition, the character must spend the whole next round regaining their feet and count as prone until they do so. They character can do nothing else during this time. Any vegetation in the area will be withered by the heavy frost.

Move Object (Air)
Casting Number: 15
Casting Time: Full Action
Ingredient: A feather (+1)
Description: Calling forth aerial drafts, the Elementalist is able to instantly open or slam unlocked doors shut within 25 yards. In addition, she can move any unsecured lightweight item of 10 encumbrance points or less a distance of up to 15 yards.

Cause Fire (Fire)
Casting Number: 16
Casting Time: Full Action
Ingredient: Flint and steel (+1)
Description: The Elementalist can cause one source of flammable material within 50 yards to instantly burst into flames, taking 1D10+10 **Wounds**. This spell can also be cast on flammable creatures such as mummies and treemen. In this case, such intended victims are allows a **WP** test to resist the spell's effects.

Navigate Underground (Earth)
Casting Number: 16
Casting Time: Full Action
Ingredient: A lump of iron ore (+1)
Description: In casting this spell, the Elementalist can determine the quickest route out of any natural or construct underground system of passages and caverns. This spell doesn't provide the direction of the exit, but rather allows the Elementalist to accurately chose which passage to take when entering a junction so long as the exit is within 1 mile of where the spell was originally cast. The spell lasts 24 hours.

Part Water (Water)
Casting Number: 16
Casting Time: 2 rounds
Ingredient: A small wooden paddle (+2)
Description: Through the use of this spell, the Elementalist can instantly part any river or body of water up to 8 yards width within 50 yards, thereby allowing her and her companions to cross it on foot. The water remains parted for 1D10+4 minutes or until the Elementalist ends it.

Creatures caught by the collapsing wall of water rushing to fill the gap must successfully make an **Ag** test of be swept away 1D10 x 10 yards downstream, suffering 1D10 **Wounds** from buffeting (modified by **TB**, irrespective of armour). Characters wearing metal armour or unable to Swim will begin to drown in a number of rounds equal to their **TB**. After this, Characters lose 2 **Wounds** per round and die once they reach 0 **Wounds**.

Shards of Air (Air)
Casting Number: 16
Casting Time: Half Action
Ingredient: The sting of a bee or wasp (+1)
Description: The Elementalist shoots shards of magical energy up to 50 yards, embedding in the first character or group in its path causing 1D10+2 hits at **SB**4. Shards of air is a *magic missile* attack.

Summon Elemental Sprite
Casting Number: 16
Casting Time: 5 minutes
Ingredient: The wing of a bat for an air elemental, claws of a badger for an earth elemental, heart of a fire newt for a fire elemental, or pelt of an otter for a water elemental (+1)
Description: The casting time of this spell does not include the time to properly prepare a protective pentagram, which usually takes about 15 minutes and protects the Elementalist (and any companion within) should she fail to control the summoned Elemental Sprite.

Once the casting is complete, the Elemental Sprite in one of the following desired forms (based on the ingredient used) appears within 6 yards of the Elementalist and outside the pentagram:

Air	Crow, Dust Devil
Earth	Badger, Wolverine
Fire	Fire Newt, Wildfire
Water	Octopus, Otter

The Elementalist must then attempt to control the Elemental Sprite by making a **WP** test. If successful, the Elemental Sprite will obey simple instructions. Should the test fail, then the Elemental Sprite behaves in a completely random manner. The Elemental Sprite remains for the 2 hour duration of the spell, even if the Elementalist is slain. Once the spell ends, the Elemental Sprite dissipates.

Banish Elemental
Casting Number: 18
Casting Time: Full Action
Ingredient: Water for a fire elemental, sulphur for a water elemental, small rock for an air elemental, or a kite for an earth elemental (+1)
Description: The Elementalist is able to instantly dispel a single Elemental within 25 yards if that Elemental fails a **WP** test.

Dust Storm (Air)
Casting Number: 18
Casting Time: Full Action
Ingredient: A fan (+1)
Description: The casting of the spell enables the Elementalist to create a dust storm with a 6-yard radius centred anywhere within 25 yards of him. The dust storm can be moved by the Elementalist at the rate of 12 yards a round in any direction, including over other creatures and unimpeded by difficult terrain. After the round it was created, the dust storm causes 1D10 **Wounds** at **SB**4 on every creature within it, with the usual modifiers for the victim's **TB** and armour (count only body armour). The dust storm only lasts 1 hour, but may be dispelled earlier by the Elementalist.

Piercing Bolts of Burning (Fire)
Casting Number: 18
Casting Time: Full Action
Ingredient: An arrow (+1)
Description: The Elementalist fills the air with arrows of orange flame, which fly in a straight line in a swathe 6 yards wide until they hit an individual or group within 36 yards. Each target struck by these magical arrows suffers 1D10+2 hits at **SB**3. Flammable targets suffer an additional 1D10 **Wounds**. The piercing bolts is a *magic missile*attack.

Resist Fire (Fire)
Casting Number: 18
Casting Time: Full Action
Ingredient: A fire opal gem of 50GC value (+2)
Description: The effects of this spell protects the Elementalist from being damaged by fire or flaming weapons for one hour per **Mag** characteristic. Thus, any fire-based attack – such as fire balls and magic weapons with flame attack – have no effect.

Walk Earthquake (Earth)
Casting Number: 18
Casting Time: Full Action
Ingredient: A miniature silver balance scale (+2)
Description: This spell makes the person the Elementalist touches immune to the psychological and physical effects of an earthquake or any similarly violent ground movement. The recipient of this spell needs not take any related **WP** tests for fear and can move normally despite the ground's movements. The recipient of the spell is not immune to falling buildings or any other side-effects of the tremor.

Create Geyser (Water)
Casting Number: 20
Casting Time: Full Action
Ingredient: Small cooking pot (+1)
Description: Through use of this spell, the Elementalist causes a jet of boiling water and steam to erupt from the ground within 100 yards and 50 feet into the air. Anyone directly over the geyser takes a **SB**6 hit and is knocked 2D10 yards in a random direction. Anyone within five yards takes one **SB**2 hit from spray and intense heat. The geyser dies away after 10 minutes.

Create Quicksand (Water)
Casting Number: 20
Casting Time: Full Action
Ingredient: An eye from a Bog Octopus (+3)
Description: The Elementalist can create an area of quicksand with a 6-yard radius anywhere within 50 yards – even underneath the feet of opponents—that will last for one hour for each **Mag** characteristic of the Elementalist. The edges of the quicksand is so treacherous that it halves a character's **Hampered** rate. In addition, any character within the area must pass an **Ag** test to avoid being sucked down the quicksand. Should the test fails, the character is sucked beneath the surface and will suffocate in a number of rounds equals to its **TB**. Creatures that do not need air – such as Undead – are trapped below and unable to move at all.

Flame Sheet (Fire)
Casting Number: 20
Casting Time: Full Action
Ingredient: A burning ribbon (+1)
Description: Travelling on foot, an Elementalist can use this spell to lay a wall of flame behind him as he walks. The flame is two yards wide and follows his course during the next four rounds. Lasting an additional 1D10+2 rounds, the flames causes 1D10 **Wounds** irrespective of armour (and an additional 1D10 **Wounds** to flammable targets). The flames are high enough to affect any creatures flying 8 yards or less above the ground.

Foul Air (Air)
Casting Number: 20
Casting Time: Full Action
Ingredient: A rotten egg (+1)
Description: The Elementalist can create a 12-yard radius pocket of poisonous air centred anywhere within 50 yards for 1D10+2 rounds. All non-magical creatures must make a successful **Toughness** test each round they are within this pocket or be paralysed for 1D10+4 hours (less one hour for each point of their respective **TB**). The pocket of Foul Air can be dispelled by spells such as Dust Storm and Wind Blast.

Swell River (Water)
Casting Number: 20
Casting Time: Two Full Actions
Ingredient: Four drops of water caught in a jar (+1)
Description: The Elementalist can cause the level of a one-mile stretch of river to temporarily rise or fall by up to three feet for one hour. The effects of rising water differs depending on the surrounding terrain. If caused on a river in a narrow gorge, the rising water turns the river into a raging torrent, washing away anyone standing on its banks and destroying bridges and water mills. If the river is slow-moving in a broad floodplain, then the water spreads over the area flooding homes and fields. After an hour, the water level in the river returns to its normal state.

Crumble Stone (Earth)
Casting Number: 22
Casting Time: Full Action
Ingredient: Jawbone of a Troll (+3)
Description: Through use of this spell, the Elementalist can crush stone bare-handed for one hour for each her **Mag** characteristic. In addition, she can destroy a statue of up to 10 feet in height with a single touch. Moreover, the Elementalist can inflict 1D10 damage points irrespective of its **TB** on any 8-yard section of wall she touches.

Drop (Air)
Casting Number: 22
Casting Time: Full Action
Ingredient: A projectile firework (+2)
Description: The Elementalist can use this spell to lift any individual within 50 yards in an outside environment straight into the air to a height of 25 yards. The victim hangs in the air for 2 additional rounds before plummeting back to the earth, incurring 1D10+20 **Wounds** less the victim's **TB**. Moreover, if the victim wears armour, the number of armour points on the body adds to the **Wounds**. If the victim has any sort of flight spell, he may cast it while aloft, provided he first passes a **Fear** test.

Should the victim have companions, then any attempt to catch the victim results in the companion receiving a number of **Wounds** equal to 75% of what the victim suffers.

Fire Breath (Fire)
Casting Number: 22
Casting Time: Full Action
Ingredient: A dragon's scale (+3)
Description: This spell gives the Elementalist the ability to breathe fire up to three times before dawn of the following day. The cone-shaped fire breath can be used at targets up to 24 yards away, with the fire 4 yards wide at its widest. All targets within this area automatically receives one **SB**4 hit (flammable targets suffer an additional 1D10 **Wounds**).

Tornado (Air)
Casting Number: 24
Casting Time: Full Action
Ingredient: A handful of gold dust (+3)
Description: The Elementalist causes a tornado to suddenly appear from the sky. The whirling winds pick up groups of individuals, spins them 1D10 +10 yards into the sky, carries them 2D100 yards in a random direction and drop them. Victims suffer from normal falling damage (**WFRP2e**, page 138).

Extended Flight (Air)
Casting Number: 26
Casting Time: Full Action
Ingredient: The heart of an eagle (+2)
Description: Using this spell enables the Elementalist to fly up to twice his normal **M** rate for 1D10 minutes per **Mag** characteristic. He must keep moving at a minimum speed equal to his **Hampered** movement rate or risk falling. In addition, the Elementalist can fly at any height, although problems with high winds and low temperatures may occur at high altitudes. Within three rounds of the spell ending, the Elementalist begins to descend to the ground. The Elementalist can attack others in the air or on the ground. In doing so, he must make an **Ag** test or lose their "balance" in the air and fall 1D5 yards before recovering. The Elementalist cannot cast any further spell while flying.

Flame Storm (Fire)
Casting Number: 26
Casting Time: Full Action
Ingredient: Flint and steel (+1)
Description: The Elementalist causes a huge pillar of flame to erupt from the ground centred within 50 yards. This 10-yard high flaming column lasts 1D10+5 rounds and engulfs everything within a 6-yard diameter in a searing, swirling storm of flame. Characters caught in the area of effect suffers 1D5 hits at **SB**7 and is flung backwards out of the circle of flame. Anything flammable within the flame storm suffers an addition 2D10 **Wounds** of fire damage.

Summon Elemental
Casting Number: 26
Casting Time: 10 minutes
Ingredient: The wing of a griffon for an air elemental, claws of a basilisk for an earth elemental, heart of a dragon for a fire elemental, or eye of a bog octopus for a water elemental (+3)
Description: The casting time of this spell does not include the time to properly prepare a protective pentagram, which usually takes about 15 minutes and protects the Elementalist (and any companion within) should she fail to control the summoned Elemental.

Once the casting is complete, the Elemental in the desired form (based on the ingredient used) appears within 6 yards of the Elementalist and outside the pentagram. The Elementalist must then attempt to control the Elemental by making a **WP** test. If successful, the Elemental will obey simple instructions. Should the test fail, then the Elemental behaves in a completely random manner. The Elemental remains for the 2 hour duration of the spell, even if the Elementalist is slain. Once the spell ends, the Elemental dissipates.

Tunnel through Stone (Earth)
Casting Number: 26
Casting Time: Full Action
Ingredient: A troll's stomach (+3)
Description: Though this touch spell, the Elementalist can tunnel through the ground – including soft sand or mud – or stone walls without use of tools for 1D10+2 rounds at the rate of her **Hampered** movement. These tunnels are wide enough for the Elementalist to pass through and magically stabilised so they will neither collapse or cause damage to buildings during its duration. The tunnel lasts for one hour per point of the Elementalist's **Mag** characteristic or until the Elementalist dispels it, whereupon it instantly collapses, killing everyone within.

Animate Water (Water)
Casting Number: 28
Casting Time: Two Full Actions
Ingredient: None
Description: From a body of water of at least 12 yards diameter, the Elementalist can animate an area of water equal to a sphere with a 6-yard radius. The body of water must be within 50 yards of the Elementalist. If the animated water is from a larger body of water – such as a lake or river – the bulk of the water remains unaffected by the spell. The animated water manifests up to 12 pseudopods, each up to 24 yards long with 1 **Attack** and 4 **Wounds**. Armour offers no protection from the attacks, although creatures with the ability be breathe underwater reduce any damage by 3. Moreover, only magical weapons or spells can damage the pseudopods. The animate water has the following profile:
Profile:

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
73%	-	60%	60%	60%	-	-	-

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
12	12 x 4	6	6	-	+1	-	-

The Elementalist must remain within 50 yards of the water to maintain the spell for its 1 hour duration. Movement is restricted to the **Hampered** rate and the Elementalist cannot engage in any other action.

Field of Lava (Fire)
Casting Number: 28
Casting Time: Two Full Action
Ingredient: A piece of rock from a volcano that erupted in the past decade (+2)
Description: This spells enables the Elementalist to cause a piece of ground covering an area of 10 x 10 yards centred within 50 yards to turn into hot molten lava for 2D10+10 minutes. Anyone caught in the effected area must pass an **Ag** test to avoid falling and taking 1D10 **Wounds** at **SB**4 to the body (flammable targets take an additional 2D10 **Wounds**). Those who fell down must make a **WP** test each round to overcome the pain to get up. Anyone standing in the area takes the same fire damage to their feet. Leather armour touching the lava burn away in 1 round and metal armour becomes too hot, thus negating any armour point protection for that hit location. The affected characters must take an **Ag** test for each round they remain within the field of lava.

Wall Shaker (Earth)
Casting Number: 28
Casting Time: Full Action
Ingredient: The thyroid gland of a giant (+3)
Description: The effects of this spell allows the Elementalist to instantly collapse all building sections within 25 yards. Characters or creatures inside or on top of a collapsing 10-foot high building receives 1D10+6 **Wounds** with normal modifiers for **TB** and armour (head or body only).

Create Chasm (Earth)
Casting Number: 30
Casting Time: Two Full Actions
Ingredient: The foot bones of a giant (+3)
Description: Powered by this spell, the Elementalist can create a chasm 5 yards wide, 10 yards long, and 20 yards deep centred within 25 yards in any outdoor location. The chasm opens suddenly, and any character standing where the chasm appears falls in unless they make a successful **Ag**-10 test. Those falling into the depth take half normal falling damage (**WFRP**, page 138) as they bounce off the sides of the chasm. Anyone falling the **Ag**-10 test by more than 30 points take full damage. The chasm is permanent, and flood slowly if it reaches beyond the water table.

Dispel Elementals
Casting Number: 30
Casting Time: Full Action
Ingredient: Water for a fire elemental, sulphur for a water elemental, small rock for an air elemental, or a kite for an earth elemental (+1)
Description: The Elementalist is able to dispel all Elementals within 50 yards. Each affected Elemental must pass a **WP** test to resist the spells. If cast against a single Elemental, the creature must pass a **WP**-30 test to avoid being dispelled

Fountain of Life (Water)
Casting Number: 30
Casting Time: Two Full Actions
Ingredient: A vial of dew collected at sunrise on a mountain top (+2)
Description: With this touch spell, an Elementalist brings water from the depths of the earth into a small, unimpressive fountain of bubbling water. Anyone drinking the water immediately feels invigorated and refreshed. They regain 1D10 **Wounds** and are relieved of all current psychological effects until dawn of the next day (the duration of the spell). This does not prevent characters from receiving further psychological effects or wounds. While it lasts, the area within 12 yards of the fountain cannot be entered by Daemonic, Ethereal, or Undead creatures. These creature can not even fire missiles or cast spells into the area. Once a character has imbibed of this water, subsequent drinks have no effect. The Elementalist can neither create more than one of these fountains at a time nor dispel it at well.

Scourging Wind (Air)
Casting Number: 30
Casting Time: Two Full Actions
Ingredient: A whip with three griffon feathers tied to the end (+3)
Description: Through use of this spell, the Elementalist brings forth a fierce wind, wreaking havoc all around her and leaving her only dishevelled. Within a 48 yards radius, loose objects up to the approximate size and weight of children are thrown 2D10

yards, crashing into each other, the floor, and anything else in their way. Each of these small objects takes 3 hits at **SB**5. Larger objects are tossed over and rolled around by the strong winds taking a single hit at **SB**8 from the battering. Characters caught in the strong wind are so battered that they must make an **Ag** test or drop whatever they have in their hands and are left prone once the wind stops. Buildings, trees, and plants suffer 1D5 hits at **SB**5 as debris pounds them. The spell can only be cast outside and lasts 3 rounds.

Walls of Rock (Earth)
Casting Number: 30
Casting Time: 5 minutes
Ingredient: A clay model of the structure to be created (+2)
Description: The Elementalist can cause earth and bedrock to shatter their current bonds within 25 yards and reform into a solid stone structure with a maximum height of 8 yards and radius of 10 yards. The types of stone structures created by this spell includes wall, bridges, arches, and even ceilings. The only restrictions to these structures is that they cannot create spaces such as windows, rooms with both ceiling and floor, and so on. Characters caught in the area where the structures are being raised must make an **Ag** test to avoid falling off.

This spell cannot be cast indoors or in any area where tunnels, caves, or underground constructions run within 25 yards of the surface.

Erupt (Earth)
Casting Number: 32
Casting Time: 5 minutes
Ingredient: 1 pound of dried sunworm flesh (+3)
Description: This powerful spell causes a dormant volcano to erupt catastrophically, blowing hot ash and smoke in the air, and lava to flow. The exact effects depend on the size of the volcano and the GM's judgment. The casting Elementalist needs to be careful since he needs to stand within 100 yards as the crow flies from the volcano, thereby exposing himself to instant incineration. Dormant volcanoes in the Old World are only found in the Worlds Edge Mountains bordering the Badlands and in the Dark Lands.

Earthquake (Earth)
Casting Number: 34
Casting Time: 10 minutes
Ingredient: A pint of dragon's blood (+3)
Description: In addition to a successful Casting Roll, the Elementalist must pass a **WP**-10 in order to create a severe earthquake with a diameter of five miles centred on her. All man-made structures in the area have a 10-60% chance (higher percentage closer to epicentre) of falling down completely. Natural caverns and underground tunnels have a 10-30% chance of collapsing. Every creature and character within the earthquake zone – including the Elementalist, who gets a +20 modifier – must pass a **Fear** test to appropriately react to the situation and may move at the **Hampered** rate. Any within collapsing buildings and underground spaces suffer 1D10 hits with **SB**3.

Inferno (Fire)
Casting Number: 34
Casting Time: 2 Full Action
Ingredient: A dragon's tooth (+3)
Description: A huge fireball explodes and rains death in a 20 yard radius area centred within 60 yards of the Elementalist for 4 rounds. Characters and structures within the area of effect suffer 1D5 hits at **SB**6 each round. Flammable creatures suffer an additional 2D10 **Wounds** from fire damage.

Summon Elemental Horde
Casting Number: 34
Casting Time: 15 minutes
Ingredient: The wing of a griffon for an air elemental, claws of a basilisk for an earth elemental, heart of a dragon for a fire elemental, or eye of a bog octopus for a water elemental (+3)
Description: The casting time of this spell does not include the time to properly prepare a protective pentagram, which usually takes about 15 minutes and protects the Elementalist (and any companion within) should she fail to control the summoned Elemental.

Once the casting is complete, the D5+1 Elementals of a particular form (based on the ingredient used) appear within 6 yards of the Elementalist and outside the pentagram. The Elementalist must then attempt to control the Elemental by making a **WP** test for each Elemental that appears. If successful, the Elementals will obey simple instructions. Should the test fail, then the Elementals behaves in a completely random manner. The Elementals remains for the 2 hour duration of the spell, even if the Elementalist is slain. Once the spell ends, the Elementals dissipates. There is a chance that the Elementalist will control some Elementals and not the others.

Tempest (Air)
Casting Number:34
Casting Time: 5 minutes
Ingredient: Three wing feathers from a giant eagle (+3)
Description: Through use of this spell, the Elementalist raises a huge storm covering an area with 1 mile radius for an hour. Winds reach 100 miles an hour and circulate in a circular pattern much like a small hurricane. Low level areas may be flooded where the wind blows in from a large body of water. The winds pick up and throw objects, including characters. Small homes of waddle and mud are automatically destroyed. Characters and other, studier structures suffer a total of 1D5 hits at **SB**6 over the course of the hour.

Wave of Destruction (Water)
Casting Number: 34
Casting Time: 5 minutes
Ingredient: The beak of a dragon turtle or tooth of a sea drake (+3)
Description: The Elementalist can cast this spell on any large body of water within 25 yards. The size of the body of water is important since the larger it is the more powerful the effect. As the Elementalist is conjuring this spell, the water collects itself into a large churning wave. The direction of the wave is chosen by Elementalist, though other observers making a successful **Int** test can guess this direction by the shape of the forming wave. The following provides the distance the wave will travel inland:

Oceans, seas, etc.	250 yards
Major rivers, estuaries	100 yards
Large lakes, large rivers	50 yards
Small lakes, average rivers	25 yards

When the wave breaks on the shore it travels inland with its force ebbing the further it goes. Everything at the point it breaks and in the first 10% of the distance the wave travels takes a **SB**10 hit, the next 10% of the distance is hit at **SB**9, the next 10% at **SB**8, and so on. The length of the wave when created is twice the distance it will travel inland, so a wave created from an ocean is 300 yards long.



Elemental Ritual

Bind Elemental Ritual

Type: Arcane

Arcane Language: Elemental Magick

Magic: 4

XP: 400

Ingredients: A binding magical circle etched with the symbols of the four elements, four lit six-hour candles (one for each colour: white, blue, red, and brown), a mixture or dirt, ash, and water air-dried within an hour glass, a bowl containing the Elementalist's blood (equivalent to 2 **Wounds**) and one of the following combinations:

- The wing of a griffon for an air elemental and a moonstone worth 500 GCs
- Claws of a basilisk for an earth elemental and an emerald worth 500 GCs
- The heart of a dragon for a fire elemental and a fire topaz worth 500 GCs
- The eye of a bog octopus for a water elemental and an aquamarine worth 500 GCs

Conditions: The ritual must be conducted within 10 yards of where the Elemental is to be bound.

Consequences: If the casting roll is failed, the summoned Elemental is not bound by the ritual and the Elementalist must make a **WP**-20 test to at least control the Elemental. If failed, the Elementalist becomes the target of the Elemental's rage. If the test is successful, then the Elemental vanishes without the need to extract revenge.

Casting Number: 25 (+1 for every additional 100 years of binding, up to a maximum of 34)

Casting Number: 6 hours

Description: Once the casting is complete, the Elemental in the desired form (based on the ingredients used) appears within the binding circle. The Elemental is then bound to a specific site (though it can range within 10 yards of that site if need be) with simple instructions to guard the location or react (such as attack) in a given situation for the duration desired. The Elemental does not always remain visible, but characters with the Magical Sense skill can sense its presence before the Elemental appears to carry out its task.

The minimum casting number allows for the Elemental to remain bound for up to 100 years. Should the Elementalist succeed in binding the Elemental for the longest period possible (1,000 years), there is a 10% chance that the Elemental remains bound longer than the time required. Once the duration ends, the Elemental dissipates.



Bestiary

It is believed that one of the major reasons the Magisters of Altdorf continue to agitate that Elementalists are nothing more than heretical and dangerous Hedgewizards comes from the failing of Teclis' theories to explain Elementals. Some have argued that these magical creatures are some sort of Chaotic daemon. Yet the summoning of such does not involve any sort of blood sacrifice or unholy agreement. In fact, rumours have circulated among the Colour Colleges that certain Magisters, most notably those of the Gold College, are trying to develop such a summoning ritual within their own lore.

Elementals

Elementals have no "true" forms other than the type and form called forth by the summoning Elementalist and, in part, by whatever ingredients are used in the summoning. Most of the forms assume a humanoid shape as that is the one most familiar and desired by the summoner.

Elementals seem to have no independent intelligence, or at least one that the sapient races would understand. Still, they are able to comprehend the simple instructions asked of them no matter the language used and seem to be able to distinguish from one individual being to another. Thus, an Elemental can follow a simple instruction like "allow only myself and my two henchmen here to pass through this door, attack all others."

Elementals can attack in any direction, no matter which way they may be "facing." This aspect will come as a surprise to opponents who have rarely, if ever, face an Elemental in battle. In many ways, Elementals are as difficult to face in combat as the mightiest of Greater Daemons or Daemonic Princes.

Profile:

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
90%	90%	90%	90%	90%	90%	90%	-

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
9	90	9	9 (11)	9	-	-	-

Skills: Perception, Speak Arcane Language (Elemental Magick)

Talents: Ambidextrous, Daemonic Aura, Elemental Magic, Frightening, Natural Weapons, Night Vision, Will of Iron

Special Rules:

- Elementals can cast any Elemental spell of the same variety as themselves with a Casting number of 16 or less.
- When summoned, an Elemental stands no less than 10 feet in height and no more than 20. For every 9 **Wounds** lost, the Elemental is diminished by 10% of its original height.
- Bound Elementals "heal" at a rate of 1 **Wound** per round.
- If reduced to 0 **Wounds** as a result of combat, a Bound Elemental disappears for 90 minutes. After that time, the Elemental will reappear at full strength if the circumstances that triggers it remains.

Armour: None

Armour Points: Head 0, Body 0, Arms 0, Legs 0

Weapons: Whatever is appropriate to the form of the summoned Elemental.

Slaughter Margin: Impossible

Elemental Sprites

Like Elementals, Elemental Sprites have no real form other than what the summoner desires. Using Elemental Sprites do not take a humanoid form, but one of the following:

Air	Crow, Dust Devil
Earth	Badger, Wolverine
Fire	Fire Newt, Wildfire
Water	Octopus, Otter

Profile:

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35%	-	35%	35%	35%	35%	35%	35%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	30	3	3 (5)	5	-	-	-

Skills: Dodge Blow, Perception, Speak Arcane Language (Elemental Magick)

Talents: Ambidextrous, Daemonic Aura, Natural Weapons, Night Vision, Will of Iron

Special Rules:

- Elemental Sprites will only converse in the Elemental Magick tongue with the Elementalist who summoned them.
- Elemental Sprites are of the same size of the animal shapes that undertake.

The Elemental Sprite can react with its environment in the manner of whatever shape it takes and has some of the abilities one would expect from that type of creature or form. For example, a Fire Sprite in the form of a wildfire will burn objects in its path in the same way a wildfire would do while a Water Sprite in the same of an otter would act like a blue-furred otter swimming and darting about in a river.

Despite the forms it takes, all Elemental Sprites have the following profile.

- Elemental Sprites in the shape of wildfires or dust devils are only eight feet in height and are as unsubstantial as their shape suggests.
- The size of the Elemental Sprite does not diminish with loss of **Wounds** like an Elemental.
- When reduced to 0 **Wounds**, the Elemental Sprite dissipates.

Armour: None

Armour Points: Head 0, Body 0, Arms 0, Legs 0

Weapons: Whatever is appropriate to the form of the summoned Elemental Sprite

Slaughter Margin: Hard

Elementalists in the 26th Century

Since the ascension of Grand Prince Matthias Holswig-Schliestein (grandfather of Karl-Franz) to the Imperial throne in the late 25th century, the fortunes of Elementalists have been slowly improving in many parts of the Empire. A number have come under the protection of those nobles who scoff at anything that can be viewed as dictates from an over-reaching Reikland. Still, these patrons tread carefully so as not to call undo attention to themselves.

The recent Chaos invasion highlighted the great need for the Empire to be able to battle the sorcerous minions of the Ruinous Powers at their level. Like the much more heralded Magisters of the Colour Colleges, a great many Elementalists did their share battling the invaders. In fact, many lost their lives in combat well before the magic-wielding Altdorfers reached the battlefield.

In the war's aftermath, Witch-Hunters have re-focussed to searching and destroying nests of Chaos worshippers and sympathizers, especially those involved with black sorcery. Through various channels – some of which involve the established Imperial religions – the Witch-Hunters have been advised to not waste their resources pursuing Elementalists. The need for these wizards have increased given that the threat of Chaos still exists in the north and east, as well as the persistent rumours of the return of the von Carsteins to Sylvania.

Even with protection of the rural noblity, Elementalists must remain careful and vigilant. Their enemies still abound, whether they be Magisters from Altdorf, undeterred Witch-Hunters convinced that Elementalists still pose a threat to the established order, and the various enemies of Humanity.

Relationship with the Colour Colleges

Relationship with the Colour Colleges remain contentious. The Magisters of the Colour Colleges have grown politically ambitious due to the Emperor's patronage since the time of Magnus the Pious and their successful (mostly self-reported) efforts in the recent war. They also recognise that their advancement in Imperial society is only as strong as the need for them continues to outweigh the fear and loathing they instil in the population at large.

The Magisters continue to perceive Elementalists as threats to their hard-fought positions, especially since the nobility sees the latter as useful counterweights to the former. In fact, it is rumoured that the wealthy Gold Colour has a standing offer to pay a considerable sum to any member of the Grey Colour who successfully partakes in the assassination of Elemetalists. For their part, Elementalists tend to err on their side of their own safety and undertake precautionary measure such as setting traps.

The covert strife between the two types of wizards has not yet broken into open warfare, but those in the know believe it's only a matter of time.

Secret Societies

Since the oppression of wizardry under Emperor Boris Goldgatherer in the late 11th century, a number of surviving wizards of all types have banded together into various secret societies. Given their general remoteness from the urban centres, most Elementalists were able to get by without having to join such organizations.

Still, there are a few that could be used in some capacity by GMs wishing to add some more layers of mystery and intrigue to their campaigns.

The Brotherhood of the Grey Lady

The Brotherhood of the Grey Lady is a charitable club of gentlemen scholars from southern Reikland who meet every Mitterherbst (Autumn Equinox) in a hunting lodge outside the town of Ubersreik to discuss their intellectual pursuits.

The Inner Circle of the Brotherhood include several Master Elementalists who use the organization to secretly promote their craft and identify potential candidates for apprenticeships. The Inner Circle also believes that it is only a matter of time before the Magisters reveal themselves to be agents or pawns – however unwitting some of them might be – of the Ruinous Powers. To this end, the Inner Circle has its own network of spies keeping an eye on the activities of the Colour Colleges in the large towns of the Reikland, as well as in Altdorf and Nuln.

Baron Edmund von Jungfreud, son and heir of Graf Sigismund, is an honorary and knowing member of the Inner Circle, as well as an Elementalist in his own right. He uses his considerable prestige to protect the group from the Magisters of Altdorf and their agents. Like the identities of the other members of the Inner

Circle, Baron Edmund's role in the organisation is a closely held secret.

Amadeus' Pride

Amadeus Junkers died a bitter man in a decrepit alehouse in the Shantytown (officially known as Fischerhafen) district of Nuln in 2433 after his dream of a college for Elementalists was crushed by the politicking of the Colour Colleges and Emperor Wilhelm II.

Christoph Adler, a distant relation twice removed and an Elementalist in his own right, learned of Amadeus' efforts from his master. Christoph vowed to fight for the legitimacy of Elementalism and re-establish the "Modernist" movement, but he knew that he needed to find a powerful patron far from the influence of the wizards in Altdorf.

In 2512, Christoph found a patron in Feldmarschall Marius Leitdorf of Streissen. The Master Elementalist and a few of his followers were allowed to establish a guildhouse in that Averlander town under the guise of Alchemists (not to be confused with Gold Magisters). The New Modernists enjoyed Marius' support when he came to power as Elector in 2514 I.C. Unfortunately, the movement was dealt a blow when Marius was brutally killed in 2520 I.C. in a battle near Black Fire Pass against an Orc army.

Count Kastor Leitdorf succeed his uncle as ruler in Streissen, though he is often an absentee lord having to spend his time in Averheim vying with Marlene Alptraum for the Electorship of Averland. Ever the political creature, Count Leitdorf dissolved the charter his brother gave to Christoph late 2521 and ordered the New Modernist movement out of Streissen.

The chore of providing the less than cheery news fell to Count Leitdorf's new aide, Feodor Bergius, who also happened to be a Grey Wizard. Feodor seemed to take great pleasure of extending his authority beyond the simple eviction of the Elementalists. Perhaps the Grey Wizard did not realise he was bullying more than a gathering of country Hedgewizards. In any event, a magical battle broke out and Feodor was killed, his skull crushed. Christoph and his followers fled into the night with their prized possessions, somehow escaping at a time when the city gates were locked for the night.

The invasion to the north and the threat of a second one to the east interrupted the hunt for the fugitives. By the time the hunt could be resumed, the trail of the New Modernists was cold. No-one knew where they went with any certainty. Rumours have the group retreating into Sylvania, eastern Wissenland, and even the Border Princes.

Adventure Hooks

Witch Hunt

Having gained some notoriety in their unorthodox methods of investigation, the PCs are approached by Kaspar Diels – a representative of a Magister from one of the Colour Colleges in Altdorf (not Amber or Jade) – to investigate rumours of a witch holding a small village in thrall near the Sylvanian border (or some other, remote location). The envoy provides the name of Goeppert Hahn and describes the witch as being a large-built man over 6 foot tall with shaggy brown hair and dark eyes.

When asked why he doesn't hire Witch-Hunters to remove the witch or inform the local lord of his presence, Kaspar tells the PCs that the witch has cast his spell on Baroness Käthe von Hutten, thereby gaining her protection. As for Witch-Hunters, the recent war reduced greatly reduced their numbers, leaving the few to concentrate their efforts on uncovering hidden cultists within and near the large cities.

Kaspar tells the PCs that his master has authorised him to advance them each 20 GCs

with the promise of returning with the witch's head within two weeks time to collect the balance of 80 GCs each. If the PCs agree to perform the task, Kaspar also provides them with a sealed warrant signed by the Patriarch of the Colour College chosen in case their activities come into question.

What the PCs do not suspect is that the warrant is a forgery as is the seal. The person who wants the "witch" killed is indeed a Colour Magister, one Justus Loeb. His motives are far more petty than what has been presented to the PCs. Justus had his advanced spurned by the Baroness, an offence with which the Magister simply cannot come to terms. So, Justus hatched a scheme with his servant to have a group of transients murder the half-brother of his intended, Goeppert Hahn, in revenge for her refusal to marry him.

This plot could take several additional twists. One possibility could be that the Baroness had a spy watching her rejected suitor and, by chance, stumbled upon the PCs making a deal with the Magister's servant. The PCs' intent would thus be brought to the noblewoman's attention and she could bring whatever means she had at her disposal to stop the PCs. Another surprise for the PCs is when they find out that Goeppert Hahn is not a Witch, but a cautious Master Elementalist more than capable of defending himself. Moreover, Goeppert is popular with the folk in the nearby village who would not think twice about coming to his defence. Even if the PCs succeed in killing the Elementalist and bringing his head to collect the rest of their bounty, there is no guarantee that Kaspar would not show up with an armed guard to arrest the murderers (assuming he even shows up to the meeting). Essentially, the job to kill an "evil witch" could wind up with the PCs becoming wanted for murder by a vengeful Baroness and a mob of villagers.

Reversal of Fortune

The above scenario can be twisted yet another way. Instead of being hired to the envoy of a Colour Magister, the PCs could be approached by the Baroness' steward. He is seeking a group of courageous and discreet individuals willing to protect her half-brother from an influential and vengeful spurned suitor. Konstantin Mommsen, steward to Baroness von Hutten, tells the PCs that her ladyship worries that the man she rejected would seek revenge on her half-brother, a kindly Priest of Taal living near one of the villages in her domain (the lie about Goeppert being a priest is essential as she and her steward would be uncertain how the PCs would react if they knew Hahn was a unsanctioned wizard. Luckily, the worship of Taal is highly localized as it is not a centralized religion like that of Sigmar or Ulric).

The job is not expected to take more than several months as the jilted suitor is expected to act within that time or return to his faraway home (if this scenario takes place near Sylvania, this home could be in Nuln or Averheim). The Baroness is willing to pay each PC 2 GCs a day to guard Goeppert with an advance of up to 1 week (16 GCs each). Of course, Goeppert may not take too kindly to being guarded, so the steward will suggest that the PCs keep a low profile and a reasonable distance.

If the PCs agree to the task, it will not take the snubbed Magister to act. Within two weeks of undertaking their mission, a group of ragged individuals (essentially other self-styled adventurers) will arrive in the village with the goal of dispatching the Elementalist.

Not only must the PCs deal with these "mercenaries," but they must also learned who is behind the hiring of such would-be murderers. The Baroness will be willing to offer the PCs a comparatively large sum (up to 300 GCs for the group) to end the threat of the Magister. In this situation, the PCs would be caught between a rock and a hard place. Do they reject the Baroness' offer and risk making her an enemy? Or, do they deal harshly with the Magister and risk adding another name to their list of enemies? There is always the fall-out that comes with killing a Magister. No matter how loathsome the individual might be, the Colour Colleges can hardly allow transients (the common view of "adventurers") to kill one of their own Magisters with impunity.

Code of Dishonour

One popular theme for scenarios is the quest. Sometimes these take on theme of rescuing a beautiful maiden or village of peasants from the depredations of some evil being or creature. Other stories involve finding a lost item of some power for a patron. This adventure hook is more of the latter type of plotline, but with a twist.

Assuming the PCs have developed a reputation of sorts, they may well find their services in great demand. Rumours have begun to circulate among academia of the rediscovery of a magical item from the Empire's first millennium in some remote area of the Empire. Local representatives from one of the Colour College and cult of Verena individually approach the PCs with an offer of employment. Their task is to follow-up on the fragmented rumours and learn whether the items actually exists and, if so, recover it for the College or Cult. The monetary reward should be about the same, thereby forcing the PCs to pick one side or the other. Of course, the PCs might opt to turn down both and then use their own initiative to find the item with the intent to auction it off to the highest bidder.

The problem for the PCs is that the spurned side will not take its rejection idly. In fact, the organisation turned down will quickly find another group to take up their cause. The PCs will learn nothing of this other group until the rival decides to act to impede or sabotage the PCs' efforts. This activity could range from minor incidences to slow the PCs down to ambushes to kill or wound them. The PCs will no doubt respond in kind and a running battle could commence until the PCs and their rivals end up in the vicinity of the long-lost magic item.

The problem for both groups is that the magic item actually exists, but it has found its way into the possession of a powerful Master Elementalist (or Elementalist Sage if the two groups still represent a powerful threat). To make matters more interesting, the Master Elementalist is one of those who prefer to live in a daunting environment that is easily defended, such as a swamp or mountain fastness.

In the end, only one group (or Elementalist) will have possession of the item. Will it be the PCs, their rival, or the powerful wizard? Moreover, what will the Colour College or Verena cult do with the item should it come into their possession?

Conclusion

While **WFRP2e** redesigned the magic system to be more consistent with the current Warhammer imagery (with some differences), there is no particularly compelling reason why the game isn't big enough to incorporate systems of magic that differ from the standard Winds of Chaos. Moreover, it is hard to image how Humanity in Warhammer could have survived for thousands of years without powerful magic when their numerous non-Human enemies (Chaos, Undead, Greenskins, and Skaven) have an abundance of such spells and magical devices.

In conclusion, the inclusion of Elementalism to one's game would certainly add depth and complexity to the background. For one thing, it would create a counterbalance to the apparent heavy-handedness and political aspirations of the Colour Colleges (as detailed in **RoS2e**). Another consideration is the inclusion of Elementalism creates uncertainty to the PCs' understanding of the world as it provides further evidence (along with the Dwarfs' Runic Magic and the Greenskins "Waagh" Magic) that Teclis' teachings aren't as complete as the Magisters would have people believe. More to the point, the blurring of the manner in which magic works adds to its mysteries more than having a "Unified Theory of Magic." In actuality, having more varied sources of magic better represents its Chaotic nature.