



# The Lores of Handrich and Ranald the Dealer

By Dan White

# THE LORE OF HANDRICH

## Keen Dealings

**Casting Number:** 6

**Casting Time:** Full Action

**Ingredient:** A cane (+1)

**Description:** The caster benefits greatly in his trade dealings, calling upon his God's unchallenged mastery of haggling. He gains +20% to his Haggle skill for 10 minutes for each point of his magic characteristic as long as his dealings are honest and above board.

## Lightening The Load

**Casting Number:** 7

**Casting Time:** Full Action + 1 half action for each 1000 Encumbrance affected

**Ingredient:** A droplet of oil contained in a vessel of water (+1)

**Description:** With this spell, the priest of Handrich is able to reduce the bulk of his trading goods for the purpose of transport. For each point of his magic characteristic, he may reduce the bulk of each full 1000-encumbrance value of goods by 25%. In this manner, he may pack larger amount of goods into his transport medium. Alternatively, he may reduce the encumbrance value of a single non-trade good by 10%. The spell lasts for one full day for each point of the casters magic characteristic.

## Evaluating Eye Of Handrich

**Casting Number:** 8

**Casting Time:** Half Action

**Ingredient:** A magnifying glass (+1)

**Description:** Calling upon the keen senses of his God, the priest is able to better evaluate both his surroundings and any trade goods that he happens to be examining. He gains a +20% bonus to all Evaluate tests made within the spells duration. In addition to this, he is better able to pierce the illusions and misdirection of others. He gains +10% to any tests that he is required to make as a result of a Lore Of Shadows or Lore Of Ranald spell. This spell lasts for 1 minute for each point of the casters magic characteristic.

## Blessed Venture

**Casting Number:** 9

**Casting Time:** 10 Minutes

**Ingredient:** A gold crown (+1)

**Description:** If the priest of Handrich casts this spell before setting out on a trading journey, his God may smile on his venture. Once during the journey, if a trading hazard has been indicated (see Trade Hazards) it may be re-rolled to see whether Handrich has indeed smiled upon his priest. The priest must accompany the trade mission for the entire length of its journey. If the priest fails to make a profit from a Blessed Venture, then he may fall in the eyes of his God.

## Handrich's Fortress

**Casting Number:** 11

**Casting Time:** Full Action

**Ingredient:** A golden key (+2)

**Description:** When this spell is cast upon one lock or bolt within 2 yards, it cannot be picked or forced open by any means, even The Lore Of Ranald spell Open. The spell also makes the door or chest that the lock or bolt is protecting Hard (-20% Strength check) to break open or smash. Priests of Handrich usually use this spell to protect their most precious wealth or particularly rare trade goods. The caster may only have one such spell in operation at a time and the spell lasts for 1 week for each point of the casters magic characteristic.

## The Oath That Binds

**Casting Number:** 16

**Casting Time:** 2 Full Actions

**Ingredient:** An item exchanged by the trade partner (+2)

**Description:** Only senior priests who are engaged in a trade deal that is either viewed as suspicious or is of great monetary value ever cast this spell. It invokes Handrich's power to protect both trade partners in a business venture by making a written agreement between them binding in the eyes of the God of Trade. The contract is drawn up by the two parties (often over several days of negotiation) and then stamped with each merchant's seal. Once the spell has been cast, if either party diverts from the written agreement willingly, then he is struck with Handrich's curse. For seven days, the transgressor is marked with the clasped hands motif of Handrich on his check, a sign that is well known in trade circles to indicate a thief. Furthermore, all trade related activities by the transgressor will suffer a -20% modifier during this period. Handrich is not lenient with oath breakers.

# THE LORE OF RANALD THE DEALER

## Veil Of Secrecy

**Casting Number:** 7

**Casting Time:** Full Action

**Ingredient:** A blindfold (+1)

**Description:** This spell can be cast upon secret compartments to better hide them from inspection. The priest of Ranald the Dealer invokes his God's power to protect his smuggled contraband. All Search tests carried out by anyone to find the secret compartment suffer a –20% skill test modification. Some enterprising priests also cast this spell on secret doors and escape hatches that lead from their homes. The spell lasts for 1 hour for each point of the casters magic characteristic.

## Veneer Of Excellence

**Casting Number:** 8

**Casting Time:** Full Action

**Ingredient:** A silken scarf (+1)

**Description:** This glamour can be cast onto any item whose encumbrance value is fifty or less. This has the effect of making the item appear as though it is of best quality craftsmanship. The glamour lasts for 1 hour for each point of the casters magic characteristic. When handled, the buyer can attempt an Intelligence test to see through the glamour, as can any subsequent buyers who handle the piece within the spells duration.

## Gilding The Shimmy

**Casting Number:** 11

**Casting Time:** Full Action

**Ingredient:** A counterfeiting set (+2)

**Description:** This glamour allows the priest of Ranald The Dealer to make a number of Silver shillings (shimmies) equal to ten times his magic characteristic appear to be Gold Crowns. The illusion lasts for 1 hour for each point of the casters magic characteristic. Anyone who handles the coins can attempt an Intelligence check to see through the magic.

## Glamour Of Perfection

**Casting Number:** 15

**Casting Time:** 1 Full Action + 1 half action per Trade Unit of goods

**Ingredient:** A letter of commendation from a Guild Master (+2)

**Description:** With this potent glamour, the priest of Ranald the Dealer is able to make his bulk trade goods look as though they are of the best quality. He may affect one Trade Unit of goods for each point of his magic characteristic. This makes the affected goods appear to be one step scarcer on the Product Availability chart (see Trading rules, for example a trade unit of Average availability will appear to be goods of scarce availability) and also gives him a bonus of 20% to all Haggle skill test rolls when selling the affected Trade Units of good. Anyone handling the goods may make an Intelligence test to see through the glamour. The spell lasts for 1 hour for each point of the casters magic characteristic.

## Open

See the core Lore of Ranald list from the WFRP rulebook for details.

## Trap Sense

See the core Lore of Ranald list from the WFRP rulebook for details.