

WARHAMMER
FANTASY
ROLE-PLAY

SULLASARA'S SPELLS OF UNRIVALLED UTILITY



◆ 25 Useful Spells for Wizards and other Scoundrels ◆

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CONTENTS

Foreword	3
The Winds of Magic.....	3
The Lore of Beasts.....	4
Beast Made Well	4
Cruelty's Deserts	4
Wyssan's Ally.....	4
Wildercall.....	4
The Lore of Death.....	5
Stay Death's Hand.....	5
Deathsight.....	5
Presutterbuck.....	5
The Lore of Fire	6
Flashcook	6
Comfort.....	6
Ceaseless Flame.....	6
The Lore of Heavens	7
Birdspeech	7
Weathervane.....	7
Gale.....	7
The Lore of Metal	8
Tale of Metal	8
Rigor of Steel.....	8
Sense Metal.....	8
The Lore of Life	9
Ferment	9
Timbervault.....	9
Track's Tale Told.....	9
The Lore of Light.....	10
Cleansing Glow.....	10
Disgust	10
Illuminate	10
The Lore of Shadows.....	11
Eye of the Beholder.....	11
Cloak Activity	11
Pall of Darkness.....	11



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◆ SULLASARA'S SPELLS ◆ OF UNRIVALLED UTILITY



Translated most accurately from the original Elthárin by the scribe Dimhuld Vottgerstall, 2503 I.C.

FOREWORD

The recent founding of the Colleges of Magic by the esteemed Teclis — Warden of the White Tower and gentle teacher to a great many magically inclined humans — has been the cause of some progress and refinement in the practice of Magic in the Empire. However, and without casting aspersions on their teacher, much of this practice has focused on spells useful to the human militaries and the waging of war. Doubtless some would say that the minds of human wizards are suitable only for such applications of the Winds, but it is the author's studied opinion that even a species as troubled as humanity will find it useful to engage in other implementations of the magical arts.

Thus, I have compiled a grimoire of such spells as any aspiring apprentice wizard of a scant 50 years might learn in Ulthuan over the course of their instruction. I have had some correspondence with a translator from the human village of Altdorf, who has promised to create an accurate translation into Reikspiel, and it is my hope that this text be distributed to any and all interested wizards in the Empire. While some of my kin doubt that any true good can come from instructing creatures such as yourselves in this way, it is my hope that by gentle persuasion and careful instruction, even the simple-minded wizards of the Empire can elevate themselves to be more worthy of wielding the blessed art of Magic.

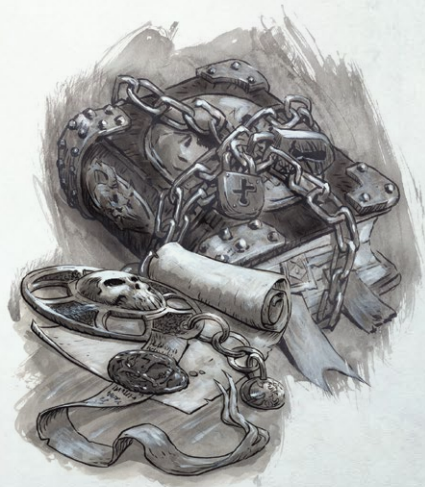
*Sullasara Wendiel,
Servant of The White Tower of Hoeth,
Tor Yvresse, XI, 339*

THE WINDS OF MAGIC

The Winds of Magic blow fierce and wild across the Old World, pouring from the Chaos Wastes at the world's poles and leaving the world by means of the Great Vortex at the heart of Ulthuan. Nothing they touch is unchanged by their passing. A practised Elf Wizard may wield the Winds in their entirety, casting spells of each of the eight lores with ease, and finding challenge only in the application of High Magic — a blended, colourless form of arcane might capable of rending reality and shaking the very halls of the gods.

Such power is not for Human wizards. When Teclis formed the Colleges of Magic at Altdorf, he deemed that the Human mind could only safely work magic of a single lore — and even then Human wizards fall prey to the taint of Chaos at a rate most Elves find alarming.

This grimoire contains spells of each of the eight lores, carefully selected by the Elf High Wizard Sullasara, that can be learned by anyone with the appropriate Arcane Magic Talent. It is our hope, as well as Sullasara's, that wizards will make good use of them. Doubtless the brightest and most canny will find uses for these spells that Sullasara herself lacked the imagination to foresee, and that would leave her thoroughly aghast.



SPELLS

The following provides eight lists of eight spells, with one list for each colour of magic.



THE LORE OF BEASTS

The Amber wind, *Ghur*, carries with it a chill, primal ferocity that is unnerving to beasts and sentient creatures alike. Whenever you successfully cast a spell from the Lore of Beasts, you may also gain the *Fear (1)* Creature Trait (see *WFRP* page 190) for the next 1d10 Rounds.

Ingredients: Shamans use animal fur, skin, bone, and pelts, wrapped in sinews and daubed with blood runes to focus the Amber wind. Often claws are scrimshawed, organs dried, and feathers dipped in rare humours, and it's not uncommon to find excrement, urine, and other excretions also used.

Beast Made Well

CN: 3

Range: Touch

Target: 1

Duration: Instant

By touching a single creature and channelling *Ghur* into their form, you heal them of their wounds. This spell works on any creature with the Bestial Trait, and heals Willpower Bonus +SL Wounds. In addition, you gain +20 to **Charm Animal** Tests involving any creature you have recently healed.

Cruelty's Deserts

CN: 2

Range: Touch

Target: 1

Duration: Willpower Bonus Days

You touch a living creature with the Bestial Trait and create a subtle brand of *Ghur* on their body, marking them as a favoured ally of an Amber Wizard. Other creatures with the Bestial Trait

instinctively avoid them unless attacked. Anyone who passes a **Hard (-20) Intuition Test** when they first see the creature gains the faint sense that it is somehow protected and not to be harmed. Anyone who injures or otherwise harms a creature marked in this way suffers a **-10 Fellowship** penalty for the spell's duration. In addition, other members of the harmed creature's species avoid the abuser and become aggressive if approached by them.

Wyssan's Ally

CN: 4

Range: Touch

Target: 1

Duration: Willpower Bonus Rounds

You touch a living creature with the Bestial Trait and infuse them with *Ghur*, urging the target to give in to their most savage instincts. Your target gains one of the following Creature Traits (see *WFRP*, page 338): Arboreal, Armour (2), Belligerent, Big, Bite (Strength Bonus +1), Clever, Fast, Fear (10), Fury, Magical, or Weapon (Strength Bonus +2). For each additional +SL, you may choose another Trait.

Wildercall

CN: 2

Range: You

Target: AoE (Willpower Bonus Miles)

Duration: Instant

You let out a howl, roar, or other appropriate call precisely tuned to a particular species of creature with the Bestial Trait. The call acts as a general summons, usually conveying a simple meaning such as 'food here'. Animals who hear it are not compelled to come to you, but any who have good reason to — such as a pack of hungry wolves responding to a call to food — are likely to do so. Creatures approach your location at a speed typical of their species. If used to summon creatures to an unusual or unnatural location, such as the middle of a city or underground, few if any beasts will respond.

This spell grants no special control over the creatures it summons. They behave as typical for a creature of their species. If you have ever previously used the *Beast Master* spell on a creature, you may use this spell to call to them alone. Other members of their species will not respond if the spell is used in this way.



SULLASARA SAYS

Spells that making dealing with animals easier are a simply excellent addition to any wizards arsenal of magic spells. I am told that the Empire is made up in the main of forests and pig farms, and thus I expect these spells to see great use among its wizards.



THE LORE OF DEATH

The purple wind of *Shyish* carries with it dry, dusty winds and the insistent rustling of sand passing through Time's hourglass. Targets afflicted by spells from the Lore of Death are drained of life, enervated, and listless. You may assign +1 *Fatigued* Condition to any living target affected by a spell from this lore. A target may only ever have a single *Fatigued* Condition gained in this manner at any one time.

Ingredients: The bones of sentient creatures feature heavily in Amethyst magic, as do the trappings of death, including wood or nails from coffins, embalming fluids, hourglasses, silver coins, and grave dirt, all carefully presented or engraved. Purple gemstones, materials, and flowers (particularly roses) are also common.

Stay Death's Hand

CN: 3

Range: Touch

Target: 1

Duration: Willpower Bonus Rounds

You touch a living creature, or a creature that has just died, and turn aside the tide of *Shyish* from their form. Your target is spared from death for the spell's duration, so long as they take no further damage. While the power of this spell is enough to end any risk of death from existing *Bleeding* Conditions, if the target is *Ablaze* it continues to burn each round unless extinguished. Once this spell ends, if the target has not received sufficient medical treatment or been magically healed, the ebb and flow of *Shyish* takes them into Morr's embrace and they immediately die.

SULLASARA SAYS

Sufficient warning must always be provided before enlightening the sight of another with *Deathsight*. A human merchant visiting Lothorn to trade in spices was, at her repeated insistence, given the benefit of this spell. As it later turned out, she had been involved in a rather bloody mutiny against the previous captain, and that angry ghast had followed her ever since. Her screams were quite something to hear, I am told, and her refusal to ever again set foot below deck led to her being washed overboard on the return trip.

Deathsight

CN: 2

Range: Touch

Target: 1

Duration: Willpower Bonus Rounds

You touch a creature and wreath their eyes in *Shyish*, granting them a limited form of the *Second Sight* Talent. For the duration of the spell, the target can sense *Shyish*, but not other Winds of Magic. Additionally, the target can see departed spirits normally invisible to those without special senses.

If they have been sufficiently warned in advance, the target may feel overwhelmed by this, but suffer no unfavourable effects. However, if the target is not expecting to be the recipient of this spell, they must immediately make a **Challenging (+0) Cool** Test or gain one *Broken* Condition. The difficulty of this test may be increased in areas with a strong presence of *Shyish*, such as a Morrspark, slaughterhouse, or recent battlefield.

Preservation

CN: 5

Range: Touch

Target: 1

Duration: Willpower Bonus Days

You touch any single object — such as a sack of food containing several days worth of rations, cask of drink, or vehicle or building up to the size of a large riverboat — warding it against decay. Food and drink remains pure and wholesome for the spell's duration, and objects are protected from environmental damage such as rain, hailstorms, the scorching sun, wracking winds, and so on. Objects are also protected from wear and tear they would receive in the normal course of their use — wagon wheels and boat hulls are protected from breakage, tents stand up to any gale, and sails do not tear even in the strongest winds. Weapons or armour retain their edge and shine without maintenance, though they do not gain the *Unbreakable* Quality.





THE LORE OF FIRE

The Lore of Fire, and the Bright wind of *Aqshy*, is anything but subtle. Its spells are bellowed with fervour and manifest themselves in bombastic fashion, with bright flame and searing heat. You may inflict +1 *Ablaze* Condition on anyone targeted by spells from the Lore of Fire, unless they also possess the *Arcane Magic (Fire)* Talent. Every *Ablaze* condition within Willpower Bonus yards adds +10 to attempts to Channel or Cast with *Aqshy*.

Ingredients: Pyromancers use a wide selection of flammable materials as ingredients, which are often immolated as the spell is cast, including coal, oils, fats, and ruddy woods. Trappings immune to fire are also common, such as iron keys, carved sections of fire-grate, and small oven stones.

Flashcook

CN: 2

Range: Touch

Target: 1

Duration: Instant

You force a sudden burst of heat into a haunch of meat, pot of stew, or similar-sized serving of food. It is instantly and thoroughly cooked to perfection, just as intended. Note that this does not apply seasoning or other additional ingredients, and a Trade (Cook) Test is still required to create a truly appealing meal.

If cast on a living creature, this spell creates a sudden, intense pain and substantial burns. Treat this as a magic missile dealing +3 Damage, which also inflicts one *Stunned* Condition on any target that can feel pain. In addition, if the location struck was an arm, the target must make a **Challenging (+0) Endurance** Test or drop whatever they were holding.

SULLASARA SAYS

Great care must be taken when using Flashcook, as inflicting harm on those nearby is quite possible. Cooking pots and similar dishes can become hot, even if the spell targets the food itself. It is recommended, and common among apprentice wizards, that one clearly and loudly shout 'Clear!' before attempting this spell. It is advised that you have an expert wizard check the resulting meal, as miscasts can and have been known to infuse the meal in such a way that it continues to heat up to even after it has been consumed.

Comfort

CN: 3

Range: Willpower Yards

Target: AoE (Willpower Bonus Yards)

Duration: Willpower Bonus Hours

You carefully weave strands of *Aqshy* into a delicate web, subtly heating the surrounding area. This spell creates a zone of comfortable warmth in an otherwise frigid environment, preventing the effects of exposure to the cold (*WFRP*, page 181). The warm air creates eddies of wind around the target area, diverting strong winds and inclement weather. By making use of this spell, the difficulty of any Outdoor Survival Tests to make camp or can be no worse than Average (+20).

SULLASARA SAYS

Comfort provides an excellent lesson in unforeseen circumstances – one tale often told to aspiring apprentices involves the casting of this spell aboard a sailing ship bound for Port Elistor. While the spell did indeed make conditions on deck much more comfortable, it also completely becalmed the ship by diverting the very wind that had filled her sails!

An additional warning: some undiscerning wizards will make use of this spell as something of a lark, warning others who sense the slowly rising temperature that this is merely the first step in some particularly terrible spell of fire and ruin. I hereby forbid any reader of this tome from engaging in such detestable fearmongering!

Ceaseless Flame

CN: 2

Range: Touch

Target: 1

Duration: Willpower Bonus Hours

You carefully infuse a flammable object with a loop of *Aqshy* designed both to fuel a small flame and to draw more of the Red Wind of Magic to the object. A flame about the size of a small candle sprouts from the target and continues to burn without consuming fuel. The flame cannot be quenched, snuffed, or otherwise put out, even if it is fully submerged in water. The flame can set other flammable objects alight given enough time and fuel. Any fires started in this way are wholly natural and can be extinguished by normal means.



THE LORE OF HEAVENS

Arcane spells cast from the Lore of Heavens are accompanied by the crackling of lightning and the smell of ozone. Spells causing Damage ignore Armour Points from metal armour, and will arc to all other targets within 2 yards, except those with the *Arcane Magic (Heavens)* Talent, inflicting hits with a Damage equal to your Willpower Bonus, handled like a magical missile.

Ingredients: Astronomical instruments, charts, lenses, and symbols dominate Celestial magic, as do ingredients associated with augury, such as animal innards, mirrors, glass balls, and bird tongues. Some wind-based spells use wings and feathers, where those involving electricity prefer slivers of carved metal.

Birdspeech

CN: 4

Range: You

Target: You

Duration: Willpower Bonus Minutes

As creatures of the sky, most birds are subject to *Azyr*, despite otherwise being beasts and falling under the domain of the Amber Wind. By casting this spell, you become able to understand and communicate with any ordinary bird. While the affairs of Humans are of little interest to the average avian, most know much of the wind and weather, the scurrying of rats and other prey, and the presence of new predators in an area. Some birds will carry out simple requests, such as taking small objects to distant individuals, though most ask for something in return.

You may make a **Challenging (+0) Gossip** Test to extract a single comprehensible rumour from a flock of birds, which is usually conveyed in a manner highlighting how the event in question is of interest to a feathered creature. Whilst the spell is in effect, you may speak only in a twittering birdspeech that is wholly uninteresting and incomprehensible to parties not similarly versed in this spell.

Weathervane

CN: 2

Range: You

Target: You

Duration: Instant

By turning your gaze skywards and breathing in *Azyr*, you glean an insight into upcoming weather conditions. You learn precisely what the weather will be like at your current location for the rest of the day, and tomorrow as well. This includes rainfall, wind, sunshine, and so on. You also learn of significant weather events, such as storms, unseasonable snowfall, or other unusual weather conditions.

For each +2 SL achieved, you may extend your foresight further into the future. +2 SL allows you to know what the weather will be like for the following week, +4 SL what the weather will be like for the following month, and at +6 you can tell what conditions will be like for the rest of the season.

TRANSLATORS NOTES

This particular spell can be of particular use to those engaged in farming and other activities that rely on the weather. As few wizards outside the Jade College enjoy mucking about in the earth, it should also be noted that accurate 'Almanacks' of weather predictions are always in demand by farmers, sailors, and the like. Unfortunately there are so many charlatans engaged in creating these pamphlets that the predictions of more qualified practitioners are often overlooked.

Gale

CN: 5

Range: Willpower Yards

Target: AoE (Willpower Bonus Yards)

Duration: Special (Willpower Bonus Rounds/Hours)

You summon a great swell of power and twist it to your will, blasting an area of your choosing with riotous gale-force winds that last for Willpower Bonus Rounds. Torches and campfires are extinguished, and targets suffering from *Ablaze* Conditions lose one at the start of each round they remain within the affected area. Small and unattended objects are sent flying, and targets must make a successful **Challenging (+0) Endurance** Test or be sent flying 1d10 yards backwards, gaining the *Prone* Condition.

Alternatively, you may summon up a gentler wind that lasts for Willpower Bonus Hours. These winds blow in a direction of your choosing. This effect is no threat to targets in the affected area, though the stiff breeze immediately clears areas of smoke, fog, or gas. If used to fill the sail of a suitable vessel, it can move at its maximum speed for the duration.





THE LORE OF METAL

The wind of *Chamon* is very dense, and quickly attaches itself to metallic substances. Spells from this lore are accompanied with golden light and heat, and are especially effective against foes foolish enough to encase themselves in metal. Spells inflicting Damage ignore Armour Points from metal armour, and inflict bonus Damage equal to the number of Armour Points of metal armour being worn on any Hit Location struck. So, if your spell hit an Arm location protected by 2 Armour Points of metal armour, it would cause an additional +2 Damage and ignore the Armour Points.

Ingredients: Heavy metals of all types, esoterically inlaid or carved, comprise the majority of Gold ingredients, though many spells also use trappings associated with a forge, including sections of a bellows marked with mathematical formulae, inscribed chunks of an anvil, or fragments of a furnace.

Tale of Metal

CN: 3

Range: Touch

Target: 1

Duration: Instant

You tease a mote of *Chamon* from the target object and have it whisper to you the tale of its being. You learn the history of the item, where and when it was forged, and any significant moments in its existence, such as if it was previously broken, reforged, modified, and so on. You also learn what uses the item was put to during the last day. This information tends to be given as it relates to the item itself — a sword can say if it was drawn, if it tasted blood, and so on. A coin knows how many times it changed hands and if it was weighed or tested, while a plough knows when it was last drawn and by what kind of beast.

Rigor of Steel

CN: 3

Range: Touch

Target: 1

Duration: Willpower Bonus Minutes

You infuse an item not normally within the domain of *Chamon* with a pulse of power, imbuing it with the properties of metal. While its appearance does not alter, the item becomes harder, heavier, and may be put to any use that a metal version of the object touched could normally be used for.

Wooden swords become sharp as steel, cloth becomes as protective as mail, and wooden or leather armour grants the same protection as plate mail. Items changed in this way gain all the Qualities and Flaws of a typical metal object of that sort. You may choose which metal's properties the item gains when you cast this spell.

Infusing *Chamon* into materials that do not typically contain it causes stress and wear on the item. At the end of the spell's duration, roll 1d10. On a roll of 2–3, the item is degraded and becomes tattered and torn. If the item is the subject of this spell again, it will work, but at the end of that duration the item is destroyed. A roll of 1 on the d10 causes the item to fall apart immediately. Rolling 4–10 has no additional effect on the item.

This spell cannot affect items already enchanted in any way.

SULLASARA SAYS

Those mastering multiple Winds beware, as clothing turned to armour by the touch of this spell is just as much a hindrance as real metals when attempting to gather power from Winds other than the Gold Wind of *Chamon*. Finding yourself suddenly weighed down by an item or two of clothing wrapped in this enchantment can prove quite the hindrance.

Of course as humans lack the refined mental dexterity that is so sadly exclusive to Elves, and so can no more than dabble in a single Wind of Magic, I should think this an unlikely hazard for my intended readership.

Sense Metal

CN: 1

Range: Willpower Yards

Target: You

Duration: Willpower Bonus Rounds

You open your senses to the sharp, bitter scent of *Chamon*, drawing its essence to you. This brings awareness of all substantial concentrations of metal within the range. You can tell the metal any nearby objects are made of, their rough shape, and precise location. This sense functions through stone or wood walls, but not through solid metal objects such as iron doors. No Test is required to simply sense the presence of metals nearby, but if you wish to learn more precise details — such as the exact alloy used in a sword's construction or the total number of silver shillings in a merchant's purse — make a **Challenging (+0) Perception Test**.



THE LORE OF LIFE

Spells cast with *Ghyran*, the Jade Wind, are suffused with life, tending to manifest with a vibrant green light, and are often accompanied by natural phenomena given supernatural qualities. Vines, undergrowth, trees, and rivers all bend to the Druids' wills.

Living creatures — e.g. those without the *Daemonic* or *Undead* Creature Traits — targeted by Arcane Spells from the Lore of Life have all *Fatigued* and *Bleeding* Conditions removed after any other effects have been applied as life magic floods through them. Creatures with the Undead Creature Trait, on the other hand, suffer additional Damage equal to your Willpower Bonus, ignoring Toughness Bonus and Armour Points, if affected by any spell cast with the Lore of Life.

Ingredients: Druids use a wide variety of naturally occurring ingredients, ranging from rare seeds and nuts, humours gathered from sentient creatures in the flush of life, uncommon tree saps, fertile loam, spring waters, and a variety of living ingredients, including plants and smaller animals.

Ferment

CN: 3

Range: Touch

Target: 1

Duration: Instant

You reach your will into the Jade Wind and focus it into a suitable object, dramatically increasing the pace of natural processes affecting it. Any suitable materials that could normally be fermented or beneficially aged — typically alcohols, cheeses, dried meats, and so on — are instantly brought to the peak of suitability for consumption. A cask of mashed grain, hops, and water turns to quite passable ale, while a dish of milk curd becomes a cheese of the caster's choice.

To create higher-quality versions of these products, make an appropriate Trade Test when casting the spell.

Timbervault

CN: 4

Range: Touch

Target: 1

Duration: Instant

It is whispered that certain Elf communities know of magics that commune with the trees themselves and thereby gain their favour. While this may simply be said to excuse the great stealth and subtlety displayed by Wood Elves, or of rumours of Dryads appearing in certain glades many leagues apart, there may yet be some truth to these whispers.

By focusing on creating a small pocket of *Ghyran* and whispering certain words in Elthárin in a supplicatory tone, one can deposit an item or tiny living creature of up to 1 Encumbrance into the foliage of any living tree.

The target vanishes into another realm of existence — one somehow associated with growing things in general, and trees in particular. A second casting of this spell can be used to reclaim any object sent to this realm from any tree of the same species anywhere else in the Old World.

The target can weigh +1 Encumbrance for each additional SL on the casting Test. Retrieving heavier targets does not require any additional successes, only the casting made to store it. Living creatures made the subject of this spell are lost, invariably never to be found again, though the Wizard may find themselves troubled by dreams of these beasts when sleeping beneath a tree.

It is not generally possible to recover items deposited in this way by another Wizard, though on occasion tree spirits have been known to have difficulty telling people apart.

SULLASARA SAYS

Our woodland cousins may protest the inclusion of a spell such as *Timbervault* in a grimoire aimed at a human readership, but as such magicks are unlikely to be abused by as honest and simple a folk as those tutored at the Colleges of Magic, I am certain that no ill can come of it.

Track's Tale Told

CN: 3

Range: You

Target: 1

Duration: Special (see below)

By infusing your senses with *Ghyran*, you become able to better tell when a natural setting has been disturbed by the passing of some creature. You may immediately make a Track Test with a bonus of +2 SL. If you succeed, you spot the tracks of any creatures that have passed within Willpower Bonus yards of your location. The spell persists for as long as you are following any one set of tracks, which seem to glow with a faint green light before you. Any further Track Tests made to follow this trail enjoy a +2 SL bonus. You can follow this trail past features that would normally obscure it, such as through running water or across featureless stone outcroppings.

This spell can only be cast in a natural, rural setting. It ends when you find your quarry, or when their trail crosses an artificial road or enters an urban or other artificial setting.



THE LORE OF LIGHT

Arcane Spells sung from the Lore of Light tend to emit dazzling rays of blinding white light, or shroud the caster in shimmering waves of radiant purity. You may inflict one *Blinded* Condition on those targeted by Lore of Light spells, unless they possess the *Arcane Magic (Light)* Talent.

If a target has the *Daemonic* or *Undead* Creature Traits, spells also inflict an additional hit with Damage equal to your Intelligence Bonus that ignores Toughness Bonus and Armour Points.

Ingredients: Hierophants of the Lore of Light use many artefacts associated with holiness and holy places, supplemented by crystals, glass, pyramidions, and small statues, all carved with sacred symbols, twisting snakes, and moral tales. White candles, silver carvings, and bleached paper are also common.

Cleansing Glow

CN: 3

Range: Touch

Target: 1

Duration: Instant

You focus your mind and imbue an object you can hold with a measure of pure *Hysb*. The object glows brightly for a moment, before being completely restored to a pristine state. Dirt and rust vanish, dull blades become sharp, torn cloth is made whole, and any other minor blemishes are removed. Missing pieces are not reformed, but as long as all of the original object is present, it will be made whole, even if it was previously shattered into many pieces.

Living creatures may also be targeted by this spell. If so, they and their clothing gain all the benefits of a quick bath. In addition, a living creature suffers one Wound for each point of Corruption they possess.

SULLASARA SAYS

A terribly useful spell for cleaning up after a session spent gathering ingredients in the wilds. I do recall once casting this spell, very much as a favour, on a human envoy whose clothing had been stained with wine. I was quite disturbed to see the flesh on their face burst into boils as they collapsed into a screaming heap on the floor. It took a week to get the stains from the carpet, even with the vigorous application of this spell. Let this be a lesson to us all — a decent tiled floor is preferably to even the finest rug.

Disgust

CN: 5

Range: Touch

Target: 1

Duration: Willpower Bonus Hours

You weave a web of lingering magic about a single object, imbuing it with no special properties save that it becomes abhorrent to creatures of Chaos and all their servants. Creatures with the *Daemonic* or *Undead* Traits, or anyone with 3 or more points of Corruption, will find the object quite disgusting. If they attempt to hide this reaction, they must make an opposed **Cool** Test resisted by the observer's **Intuition** or be visibly repulsed.

Illuminate

CN: 3

Range: Willpower Yards

Target: 1

Duration: Willpower Bonus Rounds

You infuse a source of light with *Hysb*, causing it to glow much more brightly, but without giving off any additional heat or otherwise risking a fire. A candle flame gives off as much light as a campfire, while a campfire glows as brightly as the noonday sun. This effect illuminates the surroundings like a natural source of equivalent intensity.

In a darkened environment, such as indoors or at night, anyone looking at the source of light when it is first brightened must make a **Challenging (+0) Initiative** Test to close their eyes, or receive a *Blinded* Condition unless they also possess the *Arcane Magic (Light)* Talent. This effect occurs only during the round in which the target is first lit, after which the sight of those present adapts to the new light.





THE LORE OF SHADOWS

Spells cast from the Lore of Shadows are surreptitious and sly, and so the *lingua praestantia* may be muttered stealthily. Any protective spells you may cast wreath the target in shadows and billow smoke, providing a +20 to **Stealth** Tests. Further, all spells cast from the Lore of Shadows inflicting Damage ignore all non-magical Armour Points.

Ingredients: Anything used to hide, shroud, or conceal is repurposed as Grey ingredients, including cosmetics, scents, scarfs, spectacles, mirrors, and wigs. Items drawn from professions steeped in intrigue and wisdom are also common, with diplomatic artefacts, symbols of rank, and the ultimate expression of power — a blade — prevalent.

Shadows of Splendour

CN: 4

Range: Touch

Target: 1

Duration: Willpower Bonus Minutes

You infuse an object of up to 70 Encumbrance with carefully crafted threads of Ulgu, subtly altering it to appear either immensely valuable or completely worthless. Gross details remain the same, but a swathe of small changes support the desired effect. Gold inlay appears to flow around the object, elaborate ornamentations appear, or perhaps the object takes on the style of a notable artist or accomplished artisan. The item appears to all observers to be worth as much as an item of that sort possibly could be. At the caster's discretion, it may appear to be worth up to five times the value given in the Consumer's Guide (**WFRP**, page 288).

Conversely, an object may be made to look worthless. It appears worn, broken, missing essential parts, or takes on the appearance of an obvious forgery. While its function remains unimpeded, the object looks as though it is about to fall apart at any moment.

Those with *Second Sight* who inspect the object may make a **Hard (-20) Intuition** Test to recognise that it is enchanted in some way. There is no mundane means to detect the false appearance.

TRANSLATORS NOTES

The Grey College takes a dim view of those who abuse this spell, but in all but the most blatant cases will merely direct the Wizard to exercise more discretion in the future.

Cloak Activity

CN: 6

Range: You

Target: You

Duration: Willpower Bonus Minutes

This spell weaves a cloak of shadows about you, presenting to the world an entirely false view of your actions. While you still appear to be in your actual location, each round you may describe your actions to the GM as normal, and in addition describe what it is you appear to be doing. To all observers, it looks as though you are performing whatever action you wish — carefully looking through a book, for example — while in fact you may be performing another action entirely, such as stuffing the book into your bag. Sounds you make are not affected, and your illusion does not create any additional sounds of its own.

Actions that involve interacting with another person grants them a **Challenging (+0) Intuition** Test to realise that something unnatural is happening. If the GM rules that you do something that looks entirely improbable, observers may also attempt this Test to realise that something strange is happening. If you attempt to befuddle the same individuals repeatedly, the GM may lower the difficulty of the Intuition Tests, and if you outright attack an individual they automatically pass — assuming they survive.

SULLASARA SAYS

A very useful spell for feigning attention when confronted with a tragically boring conversation. Though difficult to maintain for extended periods, I do know of one individual who successfully completed a seven-course meal in the middle of a lecture on the application of the Jade Wind in cleansing the spoor of Goblins. It was particularly impressive when one considers that the individual in question was delivering the lecture.

Pall of Darkness

CN: 5

Range: Willpower Yards

Target: AoE (Willpower Bonus Yards)

Duration: Willpower Bonus Rounds

You thicken the naturally occurring shadows in an area, causing them to deepen ominously and plunge the area into darkness. It becomes impossible to see through this unnatural darkness, and creatures inside the effect are afflicted with 3 *Blinded* Conditions until they leave the area.

BEAST MADE WELL



CN: 3
Range: Touch
Target: 1
Duration: Instant

By touching a single creature and channelling Ghur into their form, you heal them of their wounds. This spell works on any creature with the Bestial Trait, and heals Willpower Bonus +SL Wounds. In addition, you gain +20 to **Charm Animal** Tests involving any creature you have recently healed.

CRUELTY'S DESERTS



CN: 2
Range: Touch
Target: 1
Duration: Willpower bonus days

You touch a living creature with the Bestial Trait and create a subtle brand of Ghur on their body, marking them as a favoured ally of an Amber Wizard. Other creatures with the Bestial Trait instinctively avoid them unless attacked. Anyone who passes a **Hard (-20) Intuition Test** when they first see the creature gains the faint sense that it is somehow protected and not to be harmed. Anyone who injures or otherwise harms a creature marked in this way suffers a **-10 Fellowship** penalty for the spell's duration. In addition, other members of the harmed creature's species avoid the abuser and become aggressive if approached by them.

WYSSAN'S ALLY



CN: 4
Range: Touch
Target: 1
Duration: Willpower bonus rounds

You touch a living creature with the Bestial Trait and infuse them with Ghur, urging the target to give in to their most savage instincts. Your target gains one of the following Creature Traits (see **WFRP**, page 338): Arboreal, Armour (2), Belligerent, Big, Bite (Strength Bonus +1), Clever, Fast, Fear (10), Fury, Magical, or Weapon (Strength Bonus +2). For each additional +SL, you may choose another Trait.

WILDERCALL



CN: 2
Range: You
Target: AoE (Willpower Bonus Miles)
Duration: Instant

You let out a howl, roar, or other appropriate call precisely tuned to a particular species of creature with the Bestial Trait. The call acts as a general summons, usually conveying a simple meaning such as 'food here'. Animals who hear it are not compelled to come to you, but any who have good reason to — such as a pack of hungry wolves responding to a call to food — are likely to do so. Creatures approach your location at a speed typical of their species. If used to summon creatures to an unusual or unnatural location, such as the middle of a city or underground, few if any beasts will respond.

This spell grants no special control over the creatures it summons. They behave as typical for a creature of their species. If you have ever previously used the **Beast Master** spell on a creature, you may use this spell to call to them alone. Other members of their species will not respond if the spell is used in this way.



STAY DEATH'S HAND



CN: 3
Range: Touch
Target: 1
Duration: Willpower bonus rounds

You touch a living creature, or a creature that has just died, and turn aside the tide of *Shyish* from their form. Your target is spared from death for the spell's duration, so long as they take no further damage. While the power of this spell is enough to end any risk of death from existing Bleeding Conditions, if the target is *Ablaze* it continues to burn each round unless extinguished. Once this spell ends, if the target has not received sufficient medical treatment or been magically healed, the ebb and flow of *Shyish* takes them into Morr's embrace and they immediately die.

DEATHSIGHT



CN: 2
Range: Touch
Target: 1
Duration: Willpower bonus rounds

You touch a creature and wreath their eyes in *Shyish*, granting them a limited form of the Second Sight Talent. For the duration of the spell, the target can sense *Shyish*, but not other Winds of Magic. Additionally, the target can see departed spirits normally invisible to those without special senses.

If they have been sufficiently warned in advance, the target may feel overwhelmed by this, but suffer no unfavourable effects. However, if the target is not expecting to be the recipient of this spell, they must immediately make a **Challenging (+0) Cool** Test or gain one *Broken* Condition. The difficulty of this test may be increased in areas with a strong presence of *Shyish*, such as a Morrspark, slaughterhouse, or recent battlefield.

PRESERVATION



CN: 5
Range: Touch
Target: 1
Duration: Willpower bonus days

You touch any single object — such as a sack of food containing several days worth of rations, cask of drink, or vehicle or building up to the size of a large riverboat — warding it against decay. Food and drink remains pure and wholesome for the spell's duration, and objects are protected from environmental damage such as rain, hailstorms, the scorching sun, wracking winds, and so on. Objects are also protected from wear and tear they would receive in the normal course of their use — wagon wheels and boat hulls are protected from breakage, tents stand up to any gale, and sails do not tear even in the strongest winds. Weapons or armour retain their edge and shine without maintenance, though they do not gain the *Unbreakable* Quality.

FLASHCOOK



CN: 2
Range: Touch
Target: 1
Duration: Instant

You force a sudden burst of heat into a haunch of meat, pot of stew, or similar-sized serving of food. It is instantly and thoroughly cooked to perfection, just as intended. Note that this does not apply seasoning or other additional ingredients, and a Trade (Cook) Test is still required to create a truly appealing meal.

If cast on a living creature, this spell creates a sudden, intense pain and substantial burns. Treat this as a magic missile dealing +3 Damage, which also inflicts one *Stunned* Condition on any target that can feel pain. In addition, if the location struck was an arm, the target must make a **Challenging (+0) Endurance** Test or drop whatever they were holding.



COMFORT



CN: 3

Range: Willpower Yards

Target: AoE (Willpower Bonus Yards)

Duration: Willpower Bonus Hours

You carefully weave strands of *Aqshy* into a delicate web, subtly heating the surrounding area. This spell creates a zone of comfortable warmth in an otherwise frigid environment, preventing the effects of exposure to the cold (WFRP, page 181). The warm air creates eddies of wind around the target area, diverting strong winds and inclement weather. By making use of this spell, the difficulty of any Outdoor Survival Tests to make camp or can be no worse than Average (+20).

CEASELESS FLAME



CN: 2

Range: Touch

Target: 1

Duration: Willpower Bonus Hours

You carefully infuse a flammable object with a loop of *Aqshy* designed both to fuel a small flame and to draw more of the Red Wind of Magic to the object. A flame about the size of a small candle sprouts from the target and continues to burn without consuming fuel. The flame cannot be quenched, snuffed, or otherwise put out, even if it is fully submerged in water. The flame can set other flammable objects alight given enough time and fuel. Any fires started in this way are wholly natural and can be extinguished by normal means.

BIRDSPEECH



CN: 4

Range: You

Target: You

Duration: Willpower Bonus Minutes

As creatures of the sky, most birds are subject to *Azyr*, despite otherwise being beasts and falling under the domain of the Amber Wind. By casting this spell, you become able to understand and communicate with any ordinary bird. While the affairs of Humans are of little interest to the average avian, most know much of the wind and weather, the scurrying of rats and other prey, and the presence of new predators in an area. Some birds will carry out simple requests, such as taking small objects to distant individuals, though most ask for something in return.

You may make a **Challenging (+0) Gossip** Test to extract a single comprehensible rumour from a flock of birds, which is usually conveyed in a manner highlighting how the event in question is of interest to a feathered creature. Whilst the spell is in effect, you may speak only in a twittering birdspeech that is wholly uninteresting and incomprehensible to parties not similarly versed in this spell.

WEATHERVANE



CN: 2

Range: You

Target: You

Duration: Instant

By turning your gaze skywards and breathing in *Azyr*, you glean an insight into upcoming weather conditions. You learn precisely what the weather will be like at your current location for the rest of the day, and tomorrow as well. This includes rainfall, wind, sunshine, and so on. You also learn of significant weather events, such as storms, unseasonable snowfall, or other unusual weather conditions.

For each +2 SL achieved, you may extend your foresight further into the future. +2 SL allows you to know what the weather will be like for the following week, +4 SL what the weather will be like for the following month, and at +6 you can tell what conditions will be like for the rest of the season.



GALE



CN: 5

Range: Willpower Yards

Target: AoE (Willpower Bonus Yards)

Duration: Special (Willpower Bonus Rounds/Hours)

You summon a great swell of power and twist it to your will, blasting an area of your choosing with riotous gale-force winds that last for Willpower Bonus Rounds. Torches and campfires are extinguished, and targets suffering from *Ablaze* Conditions lose one at the start of each round they remain within the affected area. Small and unattended objects are sent flying, and targets must make a successful **Challenging (+0) Endurance** Test or be sent flying 1d10 yards backwards, gaining the *Prone* Condition.

Alternatively, you may summon up a gentler wind that lasts for Willpower Bonus Hours. These winds blow in a direction of your choosing. This effect is no threat to targets in the affected area, though the stiff breeze immediately clears areas of smoke, fog, or gas. If used to fill the sail of a suitable vessel, it can move at its

TALE OF METAL



CN: 3

Range: Touch

Target: 1

Duration: Instant

You tease a mote of *Chamon* from the target object and have it whisper to you the tale of its being. You learn the history of the item, where and when it was forged, and any significant moments in its existence, such as if it was previously broken, reformed, modified, and so on. You also learn what uses the item was put to during the last day. This information tends to be given as it relates to the item itself — a sword can say if it was drawn, if it tasted blood, and so on. A coin knows how many times it changed hands and if it was weighed or tested, while a plough knows when it was last drawn and by what kind of beast.

RIGOR OF STEEL



CN: 3

Range: Touch

Target: 1

Duration: Willpower Bonus Minutes

You infuse an item not normally within the domain of *Chamon* with a pulse of power, imbuing it with the properties of metal. While its appearance does not alter, the item becomes harder, heavier, and may be put to any use that a metal version of the object touched could normally be used for.

Items changed in this way gain all the Qualities and Flaws of a typical metal object of that sort. Infusing *Chamon* into materials that do not typically contain it causes stress and wear on the item. At the end of the spell's duration, roll 1d10. On a roll of 2–3, the item is degraded and becomes tattered and torn. If the item is the subject of this spell again, it will work, but at the end of that duration the item is destroyed. A roll of 1 on the d10 causes the item to fall apart immediately. Rolling 4–10 has no additional effect on the item.

This spell cannot affect items already enchanted in any way.

SENSE METAL



CN: 1

Range: Willpower Yards

Target: You

Duration: Willpower Bonus Rounds

You open your senses to the sharp, bitter scent of *Chamon*, drawing its essence to you. This brings awareness of all substantial concentrations of metal within the range. You can tell the metal any nearby objects are made of, their rough shape, and precise location. This sense functions through stone or wood walls, but not through solid metal objects such as iron doors. No Test is required to simply sense the presence of metals nearby, but if you wish to learn more precise details — such as the exact alloy used in a sword's construction or the total number of silver shillings in a merchant's purse — make a **Challenging (+0) Perception** Test.



FERMENT



CN: 3
Range: Touch
Target: 1
Duration: Instant

You reach your will into the Jade Wind and focus it into a suitable object, dramatically increasing the pace of natural processes affecting it. Any suitable materials that could normally be fermented or beneficially aged — typically alcohols, cheeses, dried meats, and so on — are instantly brought to the peak of suitability for consumption. A cask of mashed grain, hops, and water turns to quite passable ale, while a dish of milk curd becomes a cheese of the caster's choice.

To create higher-quality versions of these products, make an appropriate Trade Test when casting the spell.

TIMBERVAULT



CN: 4
Range: Touch
Target: 1
Duration: Instant

By focusing on creating a small pocket of *Ghyran* and whispering certain words in Elthárin in a supplicatory tone, one can deposit an item or tiny living creature of up to 1 Encumbrance into the foliage of any living tree. The target vanishes into another realm of existence — one somehow associated with growing things in general, and trees in particular. A second casting of this spell can be used to reclaim any object sent to this realm from any tree of the same species anywhere else in the Old World.

The target can weigh +1 Encumbrance for each additional SL on the casting Test. Retrieving heavier targets does not require any additional successes, only the casting made to store it. Living creatures made the subject of this spell are lost, invariably never to be found again, though the Wizard may find themselves troubled by dreams of these beasts when sleeping beneath a tree.

TRACK'S TALE TOLD



CN: 3
Range: You
Target: 1
Duration: Special (see below)

By infusing your senses with *Ghyran*, you become able to better tell when a natural setting has been disturbed by the passing of some creature. You may immediately make a Track Test with a bonus of +2 SL. If you succeed, you spot the tracks of any creatures that have passed within Willpower Bonus yards of your location. The spell persists for as long as you are following any one set of tracks, which seem to glow with a faint green light before you. Any further Track Tests made to follow this trail enjoy a +2 SL bonus. You can follow this trail past features that would normally obscure it, such as through running water or across featureless stone outcroppings.

This spell can only be cast in a natural, rural setting. It ends when you find your quarry, or when their trail crosses an artificial road or enters an urban or other artificial setting.

CLEANSING GLOW



CN: 3
Range: Touch
Target: 1
Duration: Instant

You focus your mind and imbue an object you can hold with a measure of pure *Hysb*. The object glows brightly for a moment, before being completely restored to a pristine state. Dirt and rust vanish, dull blades become sharp, torn cloth is made whole, and any other minor blemishes are removed. Missing pieces are not reformed, but as long as all of the original object is present, it will be made whole, even if it was previously shattered into many pieces.

Living creatures may also be targeted by this spell. If so, they and their clothing gain all the benefits of a quick bath. In addition, a living creature suffers one Wound for each point of Corruption they possess.



DISGUST



CN: 5
Range: Touch
Target: 1
Duration: Willpower Bonus Hours

You weave a web of lingering magic about a single object, imbuing it with no special properties save that it becomes abhorrent to creatures of Chaos and all their servants. Creatures with the *Daemonic* or *Undead* Traits, or anyone with 3 or more points of Corruption, will find the object quite disgusting. If they attempt to hide this reaction, they must make an opposed **Cool** Test resisted by the observer's **Intuition** or be visibly repulsed.

SHADOWS OF SPLENDOUR



CN: 4
Range: Touch
Target: 1
Duration: Willpower Bonus Minutes

You infuse an object of up to 70 Encumbrance with carefully crafted threads of Ulgu, subtly altering it to appear either immensely valuable or completely worthless. Gross details remain the same, but a swathe of small changes support the desired effect. At the caster's discretion, it may appear to be worth up to five times the value given in the Consumer's Guide (WFRP, page 288).

Conversely, an object may be made to look worthless. It appears worn, broken, missing essential parts, or takes on the appearance of an obvious forgery. While its function remains unimpeded, the object looks as though it is about to fall apart at any moment.

Those with *Second Sight* who inspect the object may make a **Hard (-20) Intuition** Test to recognise that it is enchanted in some way. There is no mundane means to detect the false appearance.

ILLUMINATE



CN: 3
Range: Willpower Yards
Target: 1
Duration: Willpower Bonus Rounds

You infuse a source of light with *Hysb*, causing it to glow much more brightly, but without giving off any additional heat or otherwise risking a fire. A candle flame gives off as much light as a campfire, while a campfire glows as brightly as the noonday sun. This effect illuminates the surroundings like a natural source of equivalent intensity.

In a darkened environment, such as indoors or at night, anyone looking at the source of light when it is first brightened must make a **Challenging (+0) Initiative** Test to close their eyes, or receive a *Blinded* Condition unless they also possess the *Arcane Magic (Light)* Talent. This effect occurs only during the round in which the target is first lit, after which the sight of those present adapts to the new light.

CLOAK ACTIVITY



CN: 6
Range: You
Target: You
Duration: Willpower Bonus Minutes

This spell weaves a cloak of shadows about you, presenting to the world an entirely false view of your actions. While you still appear to be in your actual location, each round you may describe your actions to the GM as normal, and in addition describe what it is you appear to be doing. To all observers, it looks as though you are performing whatever action you wish. Sounds you make are not affected, and your illusion does not create any additional sounds of its own.

Actions that involve interacting with another person grants them a **Challenging (+0) Intuition** Test to realise that something unnatural is happening. If the GM rules that you do something that looks entirely improbable, observers may also attempt this Test. If you attempt to befuddle the same individuals repeatedly, the GM may lower the difficulty of the Intuition Tests, and if you outright attack an individual they automatically pass — assuming they survive.



PALL OF DARKNESS



CN: 5

Range: Willpower Yards

Target: AoE (Willpower Bonus Yards)

Duration: Willpower Bonus Rounds

You thicken the naturally occurring shadows in an area, causing them to deepen ominously and plunge the area into darkness. It becomes impossible to see through this unnatural darkness, and creatures inside the effect are afflicted with 3 *Blinded* Conditions until they leave the area.






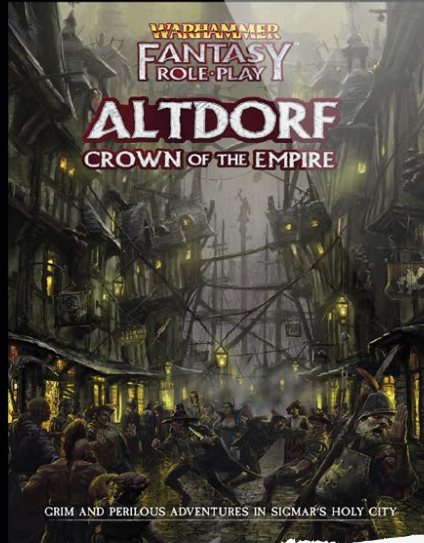


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