



LORES OF MAGIC

SUPPLEMENT

UNOFFICIAL
GRIMDARK FANTASY LARP

END TIMES LARP: LORES OF MAGIC

SUPPLEMENT

ver. 0.8


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WHAT IS END TIMES LARP?

End Times is a live action role-playing game, run as a non-profit, charitable venture by a community of enthusiasts. For more information, including free access to our core rulebooks and supplements, check out our website at endtimeslarp.ca.

HOW TO USE THIS SUPPLEMENT

Welcome, learned practitioner of the arcane arts! In this weighty tome you will find a detailed description of the various lores of magic and spells available for use at End Times LARP events. While a valuable resource for any spellcaster, be aware that this document does not contain all the information required to use magic in the game. You can learn more about how the magic system works at an End Times game in its *Core Rulebook*. For any non-spellcaster characters, fear not, for there is no information contained in this document that you will require to play the game, so feel free to either peruse this grimoire or not, at your discretion.

Please note that this document is a work in progress, designed to make available a few arcane lores (Fire and Metal) and divine lores (Sigmar and Ulric) for players to explore during our first season. A significant expansion is planned before next season, making a far wider range of lores available. If there are any particular lores that you would like to wield as a player character at one of our events and you don't see it in this document, please let us know and we'll do our best to make it a priority.

SPELLS DESCRIPTIONS

Characters can learn spells from the lore(s) they are trained in. The details of every spell in the game are described in its own entry, organized by lore. Each spell entry includes the following information:

LORE

A lore is a method of practicing magic of a very specific type. Though magic as a whole is able to produce incredibly diverse effects, practitioners are forced to concentrate their studies on a small, particular area. It is rare for an Elf to learn more than a single lore of magic and practically unheard of for a Human.

Each spell is from a particular lore, and only casters with that lore may learn the spell. If a spell is listed as Universal (Arcane), then it can be learned by a caster with any Arcane Lore or Dark Lore. If a spell is listed as Universal (Divine) then it can be learned by a caster with any Divine Lore.

WIND

Arcane spellcasters must channel one or more of the Winds of Magic in order to power their spells. Each spell will indicate which wind of magic an arcane spellcaster must channel in order to meet the Casting Value. Though some Dark Lores may draw upon certain winds more than others, they are all primarily fueled by dark magic and must use Dhar when channeling. Divine Lores do not require the caster to channel a wind of magic at all and so do not have this element in their spells' entries.

SPELL LEVEL

This is an indication of how difficult a particular spell is to learn and cast, and consequently a measure of how powerful it is. A spell ranges from level 0 (minor cantrips) to 5 (incantations of great power). Note that not all Divine Lores grant spells up to level 5. The more powerful and directly-involved the divine patron, the greater the level of spells that are available to their followers.

SPELL TYPE

This indicates what general category the spell falls under. Some spell types include additional special rules, and certain skills or effects can also affect spells of only a particular type. Possible spell types include:

- **General:** A miscellaneous category for spells that have no additional special rules.
- **Augment:** Spells that grant a beneficial effect to an ally.
- **Hex:** Spells that grant a baleful effect to an opponent.
- **Circle:** A circle of magical energy is maintained by the caster at its centre. This should be phys-repped by a rope that is the same colour as the packets required for the wind of magic that cast the spell. If cast in areas of low light (such as at night), then the rope must have

lights of the same colour added to it so that the boundary is clearly visible. The circle is always positioned around where the caster themselves is standing at the time, and may not be moved once cast. If the caster's torso leaves the boundary of the circle after it has been cast, for any reason, then the spell immediately ends. Unless stated otherwise, the circle has a diameter of 1 meter (formed by a rope 314 cm long that has been joined at the ends). Circle spells with a larger diameter will be indicated in parentheses.

- **Magic Missiles:** A hurled bolt, blast or ray of arcane energy, designed to harm a target. Magic Missile spells are always delivered with a thrown packet.
- **Summoning:** Spells that either summon a creature from elsewhere, conjure one from nothing or animate objects to do your bidding. Unless noted otherwise, summoned creatures will follow the spoken directives of their summoner to the best of their ability, regardless of what language is spoken. A player must make arrangements with a Plot Marshal prior to casting this spell, as it requires costumed Cast to play the roles of the creatures. Willing Players may temporarily take on the Cast role to play summoned creatures, but their characters must be Away from Game and they still require appropriate costuming (that should be approved by a Plot Marshal before being used). If the spell has a duration of Concentration, then the summoned creatures disappear or become inanimate if any of the following conditions are met:
 - The caster loses concentration (as per the Concentration duration), voluntarily or otherwise. In this case, the caster should make the OOG call: "Radius: Dismiss [summoned creature]"
 - The summoned creature loses line of sight to the caster for longer than a minute.
 - The summoned creature is reduced to 0 or fewer Wounds.
- **Vortex:** If magic can be likened to winds, then vortex spells are small, localized storms of a particular wind of magic. Though difficult to conjure such tempests, these spells are usually fairly basic in their intent, often just the raw, destructive potential of that wind of magic. Once conjured, they are also uncontrollable, continuing to unleash devastation to all around them, regardless of the caster's wishes. A player must make

arrangements with a Plot Marshal prior to casting this spell, as it requires costumed Cast to play the role of the vortex. Willing Players may temporarily take on the Cast role to play a vortex rep, but their characters must be Away from Game and they still require appropriate costuming (that should be approved by a Plot Marshal before being used). Most Vortex spells require a single vortex rep, though some can be upcast to employ multiple vortex reps. Unless stated otherwise, each vortex rep is equipped with two unarmed boffers. They will appear adjacent to the caster and begin walking in the direction that the caster designates by pointing at the time of casting. They represent the energies of the spell and are not sentient creatures. Vortex reps will thus flail randomly with their fist boffers, attacking the space around them (not targeted attacks against specific creatures). However, many vortices are attracted to like energies and will be drawn towards them (and the more of that thing there is in an area, the faster the vortex rep will be drawn towards it). Sometimes this will be tangible things that the Cast member playing the vortex rep can see for themselves. Other times, a spell may allow vortex reps to make a Radius Detect call at will. The vortex reps themselves cannot be harmed or affected by attack calls in any way (reaction call: "No Effect"), except by Dispel, which will immediately dissipate a single vortex rep if successful.

PREREQUISITES

Each spell has prerequisite skills that must be acquired before the spell can be learned. All spells have the following prerequisites, even if not stated:

- Arcane/Dark/Divine Lore [spell's lore] or Hedge Magic, at a rank equal to the spell's level.
- Speak [any arcane language]. This prerequisite is omitted for spells without incants, such as cantrips. Note that the Eschew Incant skill does not remove this prerequisite (the caster must still speak an arcane language to learn such spells with incants, even if they are capable of casting them without the incant).
- Arcane Reservoir at a rank equal to the spell's casting value (arcane spells only).
- Devotion [deity], at a rank equal to the spell's level (divine spells only).

If a spell has additional prerequisites beyond this, it will be stated in the spell's entry.

CASTING VALUE

This indicates how many Magic Points or Devotion Points are required to cast the spell. Simple cantrips generally require less energy than more powerful or complex spells. For arcane spells, this is typically 5 times the spell level, but can be modified by other factors. For Divine spells, this is simply equal to the spell level and thus this information is not included in the spell's description.

MATERIAL COMPONENTS

Material components are special objects that act as a necessary ingredient in completing the arcane formulae of certain spells. If a spell requires a material component, it will be stated in the spell's entry. In order to cast such a spell, a character must have in their hand at the time of its casting, a material component matching that spell's lore at an equal or higher level to the spell level being cast. A more detailed description of material components can be found in the Magic chapter of the game's *Core Rulebook*.

INCANT

An incant is the in-game words that an arcane caster must speak in order to form the spell that they will channel magic into, or the ritual prayer that must be offered by a divine caster to gain the aid of their patron. If this is not spoken correctly, the spell will not be cast but any Magic Points, Devotion Points and material components are still used up as if it had, and an arcane caster may risk a miscast.

In order to create a very specific effect from the chaotic potential of raw magic, a caster must use incredibly detailed formulae. Divine casters must be very specific in their wording when beseeching their patron, though they may do so in any language they know. Arcane casters, who must shape the raw winds of magic entirely on their own, have learned that the common languages of their everyday speech were neither specific enough nor possessed sufficient vocabularies in order to accomplish this task, and thus they must utilize one of the Arcane Languages when speaking a spell's incant (and thus the spell's incant must be prefaced with "Described Action: I Speak [language]", as normal for the Speak [Language] skill).

ATTACK CALL

This is the out-of-game attack call that immediately follows the incant and lets the target know what mechanical effect the spell has on them. An attack call from a spell always includes the effect prefix "Spell" so that there is no confusion between it and a physical attack delivered with a packet or unarmed boffer. In an arcane spell's attack call, "R" refers to the caster's rank in the relevant Arcane Lore, Dark Lore or Hedge Magic skill. In a divine spell's attack call,

"F" refers to the caster's rank in the relevant Faithful skill. Certain spells, such as those that impact only the caster in some way other than standard effects, may only have the Spell prefix followed by the word "Personal" to indicate that a spell has been cast on them with an unclear effect.

DELIVERY

This indicates how the spell may be delivered to the target(s). If a spell lists more than one option (e.g. "Touch or Packet"), then the caster has a choice of which to use with each casting. Possible methods of delivery include:

- **Caster:** The spell only effects the caster themselves. They are automatically affected if the spell is successfully cast without needing to touch themselves.
- **Touch:** The spell must be delivered through the caster's hand. If cast on another creature or an item in the possession of another creature, then this should be done using an unarmed boffer. If cast on themselves, an object in the caster's possession or an unattended object, then the caster may choose to instead do this using their actual hand.
- **Packet:** The spell must be delivered by throwing a packet. For arcane casters this must match the channeled wind of magic.
- **Radius:** The spell affects all within earshot of the attack call. Unless mentioned otherwise in the spell's description, this includes the caster. The attack call will always have the Radius effect prefix.
- **Gaze:** The spell affects a single target that the caster looks at. The attack call will always have the Gaze effect prefix.
- **Area:** The spell effects a particular area, which will be clearly indicated in the spell's description. For area effects on the ground, the border of the area must be clearly demarked by a rope or the like, prior to casting the spell. Though the rope itself remains OOG until the casting of the spell, laying it down is an in-game action representing the caster examining or preparing the area (feel free to roleplay this by having the caster make arcane gestures, chant, etc. as they walk to path to be demarked by the spell). Unless indicated otherwise, in order to cast the spell, the caster must either touch the area or hit it with a packet. For spells where the caster is not required to remain in the marked area, an OOG sign must be placed within this area to explain the effects of the spell to any who enter. These signs can be downloaded from the End Times website and printed by a player prior to an event.
- **Special:** The spell's delivery has additional special rules. See the description of the spell for full details.

DURATION

This indicates how long the spell lasts. Unless indicated otherwise, a spell cannot be ended prematurely, even if the caster is incapacitated, slain or wishes to end it. To end a spell before its duration expires, the spell must be dispelled. Possible spell durations include:

- **Instantaneous:** The spell has an instantaneous effect upon its target and then immediately ends. However, the effects that the spell had on its target may still persist (e.g. lost Wounds from a spell that deals damage). Although these cannot be dispelled after the spell takes effect, they can be dealt with in the same manner as if it had occurred through mundane means (e.g. lost Wounds can be healed).
- **Permanent:** Once successfully cast, the spell will last indefinitely. The Dispel effect can stop such a spell from being cast, but is insufficient to end such spells after the fact.
- **Concentration:** The spell requires continued concentration from the caster in order to maintain. It will last indefinitely until the caster uses an active skill, attempts to cast another spell, loses one or more Wounds or chooses to end it.
- **Encounter:** The spell will last for the duration of the encounter. If cast outside of an encounter, it lasts for 5 minutes.
- **Event:** The spell will last for the duration of the event. If cast outside of a live event, it lasts for 24 hours.
- **Set [duration]:** The spell has a set duration, as indicated in parentheses. The casting player should note the time when the spell is cast or otherwise start a count.
- **Conditional:** The spell persists until a certain condition is met. Sometimes this may be combined with a different duration, in which case the spell will end prematurely if this condition is met first. Such conditions will be described in the spell's description.
- **Special:** The spell's duration has additional special rules. See the description of the spell for full details.

DESCRIPTION

This is an explanation of what the spell is doing in-game, including a description of what can be seen with regular vision and/or Witchsight. This has no effect on game mechanics, it is simply a roleplay tool to help the caster and targets respond dramatically to what is happening. If the situation allows, a caster may choose to provide a physical description of what is happening when a particular spell is cast to help facilitate such roleplay, but this is not required.

SPECIAL

This indicates any additional rules, restrictions, or options not covered by the spell's attack call. It can also include clarifications or recommendations for using the spell.

UPCAST

Some spells allow the caster the option of funneling additional magic into the spell in order to have an increased or alternate effect. Known as upcasting the spell, this effectively raises the spell's level by one or more, which has the following effects:

- **Prerequisites:** The character must possess a sufficient rank in the appropriate Arcane/Dark/Divine Lore in order to cast spells of the increased level (to a maximum of that lore's normal highest rank).
- **Magical Saturation:** There must be sufficient magical saturation to be able to cast a spell of the increased level, to a maximum of that required for a level 5 spell.
- **Casting Value:** +5 CV for each level an arcane spell is increased by. There is no cap on this.
- **Material Components:** There is no change in any required material component, unless specifically indicated otherwise in the spell's description.
- **Spell Prefix:** The increased spell level is used for the effect strength of the Spell effect prefix, making it more difficult to dispel.

The change in the spell's effect for upcasting will be clearly described in this section. Most commonly this will change the attack call for the spell, but it could also impact other features.

Note: In addition to options to upcast certain spells within their own descriptions, many spells also can have increased effect through the use of certain skills, such as Mighty Spell, and Eschew Incant. However, these skills generally only increase the Casting Value of the spell and do not otherwise affect the spell's effective level (see a skill's description in the game's *Core Rulebook* for full details).

LORE OF FIRE

The Lore of Fire, also known as the Seventh Lore, Pyromantic Thaumaturgy or simply Pyromancy, is the most aggressive of the eight collegiate lores of magic. As its name suggests, the lore focuses on fire in all forms. This includes everything from the conjuration and manipulation of physical conflagrations to stoking the more figurative flames of courage, brashness and passion within the hearts of living beings.

Spells of this lore draw upon Aqshy, the least subtle of the Winds of Magic. The searing Red Wind is drawn most to significant sources of heat, such as open flame, but also is also found densely in areas of great passion or excitement.

Often referred to as Bright Wizards or Pyromancers, practitioners of this lore are found fighting alongside armies on the battlefield more often than the practitioners of any other lore, for their spells specialize in the destruction of enemies and instilling courage in allies. Much like the wind they yield, Pyromancers tend to be ruled by intense passion. On the whole, such wizards are typically excitable, self-confident, bold, impulsive and restless. Unfortunately, their

hot-blooded nature makes them also fairly volatile and quick to lose their temper. This not only leads to many heated arguments with allies, but also sees Bright Wizards fighting opponents in melee combat more frequently than most arcane spellcasters would typically choose to.

The most common practitioners of the Lore of Fire in the Old World can be found in the Bright Order of the Empire, and Patriarch Thyrus Gormann was the previous Supreme Patriarch of the colleges prior to Gelt. Further to the east, the lore is also employed by Ogre Firebellies and the Daemonsmiths of the Chaos Dwarfs. Among the High Elves, this lore is most often employed by the Dragon Mages of Caledor. These brash and impetuous mages are rare amongst Asur spellcasters, both for their ability to rouse a Dragon from its slumber and the choice to spurn formal tutelage at the White Tower of Hoeth. Unsurprisingly, the practice of this lore is almost unheard of by the Wood Elves. While many spells employed by sorcerers of Tzeentch visibly manifest as multi-hued fires, these flames are fueled by dark magic and do not conform to the dictates of the Lore of Fire.

LORE OVERVIEW

WIND OF MAGIC

Unless noted otherwise, spells from the Lore of Fire must be cast using the wind of Aqshy.

ARCANE LORE PREREQUISITES

The Arcane Lore [Fire] skill has the prerequisites listed below in addition to those listed for Arcane Lore in general. Where mentioned below, R refers to the character's rank in Arcane Lore [Fire].

- Speak [any arcane language] 1
- Channeling [Aqshy] R
- Knowledge [Aqshy] 1

PERSISTENT MAGICAL SATURATION MODIFIERS

Practitioners of the Lore of Fire, use the following Persistent Magical Saturation Modifiers for the wind of Aqshy:

- +1 while within a packet's throw distance of a large fire (campfire or larger); or while within an area of great immediate excitement or passion.
- -1 while within a packet's throw of a large concentration of water, such as a river, pond or the like.

CLASS SKILLS

The following classes gain the skills stated below as additional class skills when selecting this lore.

APPRENTICE WIZARD [FIRE]

- Knowledge [Aqshy]
- Knowledge [Bright Order] 1
- Craftsman [Smith] 2
- Craftsman [Tattooist] 1
- Weapon Proficiency [Staff, Longsword]
- Frenzied Stance

MAGISTER/MAGISTRIX [FIRE]

- Knowledge [Aqshy]
- Knowledge [Bright Order] 2
- Craftsman [Smith] 4
- Craftsman [Tattooist] 2
- Weapon Proficiency [Staff, Longsword]
- Frenzied Stance

BATTLE WIZARD [FIRE]

- Knowledge [Bright Order] 2
- Weapon Proficiency [Staff, Longsword]
- Weapon Expertise [Staff, Longsword]
- Weapon Mastery [Staff, Longsword]
- Frenzied Stance
- Fury
- Berserk

MASTER WIZARD [FIRE]

- Knowledge [Aqshy]
- Knowledge [Bright Order] 2
- Craftsman [Smith] 6
- Craftsman [Tattooist] 3
- Weapon Proficiency [Staff, Longsword]
- Weapon Expertise [Staff, Longsword]
- Frenzied Stance
- Fury
- Stubborn

WIZARD LORD/LADY [FIRE]

- Knowledge [Aqshy]
- Knowledge [Bright Order] 3
- Craftsman [Smith] 8
- Craftsman [Tattooist] 4
- Weapon Proficiency [Staff, Longsword]
- Weapon Expertise [Staff, Longsword]
- Frenzied Stance
- Fury
- Stubborn
- Fearless

LORE SKILLS

The following skills are only available to practitioners of the Lore of Fire.

CONTROLLED BURN

Skill Category: Physical

Passive XP: R+2 Self-Trained: – Max Ranks: 5

Prerequisites: Wp R+3, Arcane Lore [Fire] R, Frenzied Stance

Effect: Through a perplexing paradox of both enhanced mental control and a surrendering of that control, the character's hot-headed impulses can actually aid them in

channeling Aqshy towards a purpose, rather than disrupting their concentration altogether. The character does not lose the ability to cast spells from the Lore of Fire of level R or less when they enter a Frenzied Stance. Note that this spell does not protect the character from losing spellcasting ability from any other source, including the Rage effect.

ARCANE CORRUPTIONS

Every time a character gains a Corruption Point from taking a rank in Arcane Lore [Fire], they must select the physical or spiritual corruption gained from the following list. If the character gains a Corruption Point from a different source, they may choose to take physical or spiritual corruptions from this list, or can generate them as normal.

MINOR SPIRITUAL CORRUPTIONS

IRE

This corruption intensifies the character's anger and frustrations to the point of excess. They are not well known for their patience and easily lose their cool, with irate reactions that are disproportionate to what caused them. The effects of this minor spiritual corruption are explained in the End Times core rulebook.

RESTLESS

This corruption intensifies the character's restlessness to the point of excess. By wizard standards, they are exceedingly impatient and have difficulty just sitting still and doing nothing. Whenever the character is presented with a situation that would require them to wait patiently or remain still for a prolonged period of time, they are compelled towards quickly ending it. This does not mean that they can never sit down and relax for a few moments (although they certainly can choose not to), but they are more likely to keep such breaks short or fill them with some kind of action (e.g. engaging in arm wrestling, instead of watching a play). The longer the period of inaction, the greater the discomfort the character feels and the more they begin to fidget or squirm. A character with the Indolency corruption may not select this corruption, and vice versa.

MAJOR SPIRITUAL CORRUPTIONS

RAGING TEMPER

Nearly all practitioners of Aqshy are hot-blooded and prone to passionate outbursts, but this corruption intensifies those traits to the point of excess. Even among other pyromancers, the character is considered volatile and quick-tempered, flying off the handle at the slightest provocation and as difficult to calm as a raging inferno. The character does not need to surrender to mindless rage and bloodshed entirely, but must now amplify the effects of the Ire corruption. They are not forced to physically strike their allies when frustrated, but are almost always certain to raise their voice. They are far likelier to be assertive about their thoughts and argue belligerently with those who disagree. Very rarely will they ever be found to be entirely calm or level-headed. Beyond these generalities, it is up to the character to decide how to roleplay this corruption. Oddly enough, the character is now better able to funnel this aggression into their spellcasting and manage complex arcane formula despite the apparent lack of mental focus.

The character may cast spells from the Lore of Fire while in a Frenzied Stance. However, as long as they have sufficient SP remaining, they must enter a Frenzied Stance any time that they lose one or more Wounds. This urge can be resisted through the Iron Will skill. Furthermore, the character's Charisma characteristic can never be higher than their Willpower characteristic (they do not lose the Characteristic value if it already is, but count it as being capped at their Willpower characteristic for all intents and purposes). A character may only select this corruption if they already have the Ire corruption.

MINOR PHYSICAL CORRUPTIONS

BURNING GAZE

The character's irises take on a fiery hue. This corruption should be phys-repped with fiery or red-coloured contact lenses.

FIERY MANE

The character's hair turns the colour of fire. This corruption should be phys-repped with a wig and/or hair dye, and should colour all hair on the player's head (including eyebrows, beard, etc.). Colour can range from a dark reddish-orange to an orange-tinted blonde. This must be phys-repped with some change, even if the player's natural hair colour matches these requirements.

MAJOR PHYSICAL CORRUPTIONS

FLESH OF THE FURNACE

The character's skin constantly looks like it is coated in patches of ash and soot, even if it is thoroughly cleaned. While this flesh gains a slight resistance to the heat of the forge, the character also becomes much more susceptible to the effects of extreme cold. Any time that the character is affected by Fire damage, if the damage of the attack call is less than the character's rank in Arcane Lore [Fire], then they make the Minimize reaction call. However, they also gain the Vulnerable to Ice trait. This corruption should be phys-repped with dustings of black or dark grey powder make-up applied to all visible skin. While this must be immediately obvious to anyone examining the character, the make-up application must be done in such a way that the natural skin tone still shows through, and may not be solid or opaque.

GLYPHS OF AQSHY

The wind of Aqshy begins to spread too readily within the caster, as if a raging inferno that threatens to burn them up from within. To prevent such a fate, the caster has themselves tattooed with warding glyphs designed to contain and safely expel this arcane heat. This corruption (or more accurately, the glyphs containing the corruption) should be phys-repped with black arcane script that covers either the caster's face or both of their arms (from shoulder to wrist). The skin with the tattoos may never be covered with clothing (e.g. sleeves or a face covering), as the escaping heat will quickly burn such garments away.

The character generates one extra Magic Point every time they use the Channeling [Aqshy] skill. However, without the protective tattoos this extra energy will slowly immolate their body. The caster's Wounds characteristic will be permanently decreased by 1 at the start of each event in which they do not yet have their tattoos completed. This loss of Wounds cannot be recovered in any way. To represent the unique markings that are required to properly protect each individual caster, the character requires 10 tattoos. The rules for producing such tattoos can be found in the Equipment chapter of the End Times core rulebook, except that the tattooist also requires the prerequisite skill: Knowledge [Aqshy] 2. Many pyromancers begin this process well in advance, to protect themselves against this fate that takes hold in so many of their kind.

CANTRIPS

FIRE DART OF U'ZHUL

Lore: Fire Level: 0 CV: 2 Component: –
Type: Magic Missile Duration: Instantaneous Delivery: Packet
Incant: "Fire Dart of U'Zhul."
Attack Call: "Spell 0. [X] Fire."
Description: The caster throws a small bolt of fire at their foe.
Special: The base damage done by this spell depends upon the caster's rank in Arcane Lore [Fire], as follows: Rank 1-2: "1 Fire", Rank 3-4: "2 Fire", Rank 5: "3 Fire".

FLAME REPELLANT

Lore: Fire Level: 0 CV: 3 Component: –
Type: Augment Duration: Event Delivery: Touch
Incant: "Flame Repellant."
Attack Call: "Spell 0. Suppress Vulnerable to Fire, 1 event."
Description: With nothing more than a brief shimmer, the caster establishes a ward that lightly repels the wind of Aqshy from an object. This spell is typically used to protect the caster's clothing, books and other flammable items from the ever-present dangers of their craft.
Special: This spell may only be cast upon an object that is presently being held or worn by the caster (though this object may be later given to another character). It may not be cast on a creature, living or otherwise.
Upcast: By increasing the spell's level by 1, the caster can instead make the attack call: "Spell 1. Burn Resistance 1, 1 event."

LEVEL 1 SPELLS

CAUTERIZE

Lore: Fire Level: 1 CV: 5 Component: –
Type: Augment Duration: Instantaneous Delivery: Touch
Incant: "I cauterize this wound with the fires of Aqshy."
Attack Call: "Spell 1. Stun 3, Remove Bleed."
Description: Laying their hands on an open wound, the caster channels the heat of Aqshy to sear it shut. While

IGNITE

Lore: Fire Level: 0 CV: 2 Component: –
Type: General Duration: Encounter Delivery: Touch
Incant: "Ignite."
Attack Call: "Spell 0: 1 Fire Padded"
Description: The tip of the caster's finger momentarily bursts into a candle-sized flame, which they can use to ignite an object.
Special: Though unlikely to cause real damage to anything but the smallest of creatures, this spell is typically used to ignite flammable objects in place of using flint and steel, a match or the like.

TASTE OF FIRE

Lore: Fire Level: 0 CV: 2 Component: –
Type: General Duration: Encounter Delivery: Touch
Incant: "Taste of Fire."
Attack Call: "Spell 0. Imbue Food Stun [R]." or "Spell 0. Imbue Drink Alcohol."
Description: Sprinkling traces of Aqshy over food or drink, the caster adds a fiery potency to it, making food spicy and drink strong.
Special: This spell may only be cast upon a single serving of food or drink (the contents of a bowl, plate, cup, etc.). If cast upon food, it makes it incredibly spicy. Anyone consuming the food takes the attack call "Stun [R]". If cast upon a drink, that drink now counts as Alcohol (or an additional Alcohol, if it was already alcoholic). In either case, the caster should either notify the eater OOG or place a note under the plate/cup. There is no additional effect if this spell is cast upon the same food or drink more than once.

incredibly painful and likely to leave scarred flesh, it will stop the bleeding and prevent the wound from becoming infected.

Special: The caster must carefully lay their hand across the wound to be seared, requiring a silent 5-count of roleplayed action that can be interrupted by the target. For this reason, this spell is difficult to wield offensively.

FIREBALL

Lore: Fire Level: 1 CV: 5 Component: –

Type: Magic Missile Duration: Instantaneous Delivery: Packet

Prerequisites: Learn Spell (Fire Dart of U'Zhul)

Incant: "I conjure this fireball."

Attack Call: "Spell 1. Splash: 4 Fire."

Description: The caster conjures a ball of flame to throw at their enemy. By pouring greater amounts of Aqshy into the spell, the caster can increase the size of the fireball to encompass tightly-clustered group.

Upcast: By increasing the spell's level by 1, the caster can instead make the attack call: "Spell 2. Blast: 4 Fire".

FIRE WEAPON

Lore: Fire Level: 1 CV: 5 Component: –

Type: Augment Duration: Special Delivery: Special

Incant: "I create this fire weapon with the flames of Aqshy."

Attack Call: "Spell 1. Imbue Weapon: Magic Fire Damage."

Description: The caster wreaths the touched weapon in Aqshy, causing the weapon's striking surface to temporarily transform into semi-solid flames.

Special: The caster must be holding the targeted weapon at the time of casting and the spell ends immediately if the caster stops holding it for any reason.

Upcast: By increasing the spell's level by 1, the duration changes to Encounter and it no longer ends if the caster lets go of the weapon. This effectively allows the caster to enchant the weapons of their allies instead of just their own.

FIRE SHIELD

Lore: Fire Level: 1 CV: 5 Component: –

Type: Augment Duration: Encounter Delivery: Self

Prerequisites: Learn Spell (Flame Repellent)

Incant: "I create this fire shield to ward off the worst of the flame's embrace."

Attack Call: "Spell 1. Protection from Fire"

Description: The caster creates an invisible barrier of Aqshy around themselves to draw like magic to it, reducing the intensity of the heat passing through.

Upcast: By increasing the spell's level by 1, the caster can instead make the attack call: "Spell 2. Protection from Fire, Burn Resistance 1". By increasing the spell's level by 1, the caster can change the spell's delivery method to Touch or

Packet. Both options may be combined to increase the spell's level by 2.

INEXTINGUISHABLE FLAME

Lore: Fire Level: 1 CV: 5 Component: –

Type: General Duration: Encounter Delivery: Touch or Packet

Incant: "I bind the Red Wind to this fire to create an inextinguishable flame."

Attack Call: "Spell 1. Immunity to Remove Burn."

Description: The targeted flame continues to burn, producing light and heat without consuming fuel, despite any attempt to extinguish it, even if placed under water.

Special: This spell can only be cast on an object that is already burning with non-magical flame (such as a candle, torch, etc.), up to the size of a campfire. It can be cast upon a mundane flame that was lit using magic, but not on a purely magical flame (one that could be dispelled). It may not be cast on a living/animate creature. The targeted object cannot have its fire extinguished by any means, while this spell remains in effect. The flame continues to burn, but does not consume any additional fuel (if the item burns for a set duration, essentially pause this duration during the spell). A caster should take caution with what items they cast this spell on without appropriate preparation. For instance, if this spell is cast on a torch, it cannot be put out, making it difficult to put down without setting what it touches aflame.

Upcast: By increasing the spell's level by 1, the caster can instead make the attack call: "Spell 1. Immunity to Remove Burn, 1 event.", changing the duration to Event.

KINDLE BRAVERY

Lore: Fire Level: 1 CV: 5 Component: –

Type: Augment Duration: Instantaneous Delivery: Touch or Packet

Incant: "I kindle bravery in the hearts of my allies."

Attack Call: "Spell 1. Remove [Fear or Panic]."

Description: Warming the hearts and mind of their ally with the courage of Aqshy's flame, the caster re-emboldens them when their will has faltered.

Special: The caster may decide to either Remove Fear or Remove Panic with each casting of the spell.

Upcast: By increasing the spell's level by 2, the caster can change the spell's delivery method to Radius and add the Radius effect prefix to the attack call. The caster is also affected.

KINDLEFLAME

Lore: Fire Level: 1 CV: 5 Component: Aqshy
Type: Hex Duration: Encounter Delivery: Touch or Packet
Incant: "All can burn, as I harness the kindleflame within."
Attack Call: "Spell 1. Suppress Burn Resistance."

Description: The object or creature is anchored to the Wind of Aqshy, drawing more of the Red Wind into itself. This allows even objects that are not normally flammable, such as water or stone, to easily catch fire.

Upcast: Each time the spell's level is increased by the indicated amount below, the caster can modify the spell by doing any of the following:

- +1 Level: Change the attack call to: "Spell 2. Suppress Fire Resistance".
- +2 Levels: Change the attack call to: "Spell 3. Suppress Protection from Fire".

LEVEL 2 SPELLS

AQSHY'S AEGIS

Lore: Fire Level: 2 CV: 10 Component: –
Type: Augment Duration: Encounter Delivery: Self
Prerequisite: Learn Spell (Fire Shield)
Incant: "I guard this flesh with Aqshy's aegis to repel those flames that would seek to take hold of it."

Attack Call: "Spell 2. Fire Resistance [R]"

Description: Further permeating their flesh with the Red Wind, the caster renders it better able to repel flames that would flicker out to set them ablaze.

Upcast: By increasing the spell's level by 1, the caster can instead make the attack call: "Spell 3. Fire Resistance [R], Immunity to Burn". By increasing the spell's level by 2, the caster can instead make the attack call: "Spell 4. Immunity to Fire, Immunity to Burn".

BURNING VENGEANCE

Lore: Fire Level: 2 CV: 10 Component: –
Type: Hex Duration: Encounter Delivery: Touch or Packet
Incant: "I stoke the fires of wrath to ignite a burning vengeance within this mind."
Attack Call: "Spell 2. Rage [R]."

Description: The caster magnifies the anger already present in the target's mind. Minor irritations are fueled into an

- +3 Levels: Change the attack call to: "Spell 4. Suppress Immunity to Burn".
- +3 Levels: Change the attack call to: "Spell 4. Suppress Immunity to Fire".
- +4 Levels: Change the attack call to: "Spell 5. Suppress Healed by Fire".

RAZE

Lore: Fire Level: 1 CV: 5 Component: –
Type: General Duration: Instantaneous Delivery: Touch
Prerequisites: Learn Spell (Ignite)
Incant: "Let my hand raze by fire."
Attack Call: "Spell 1. Burn."

Description: At the caster's touch, a creature or object bursts into flame, starting at the point of contact and quickly spreading.

intense hatred that can no longer be avoided as they slip into a mindless rage.

Upcast: By increasing the spell's level by 1, the spell's delivery method changes to Gaze and the caster instead makes the attack call: "Spell 3. Gaze: Rage [R+1]".

CAPTIVATING FLAME

Lore: Fire Level: 2 CV: 10 Component: Aqshy
Type: Hex Duration: Concentration Delivery: Gaze
Incant: "I entrance you as your mind is drawn to this captivating flame."
Attack Call: "Spell 2. Gaze: Command [R]: Do nothing but watch this flame."

Description: The flame held high begins to flicker and dance in a manner that mesmerizes those whose vision it has drawn.

Special: The caster must hold a flame (candle, torch, etc.) aloft for the target to see, prior to casting the spell. If a target loses sight of it (e.g. the flame goes out, they are blinded, etc.) for longer than a 5-count, then the Command effect on them ends immediately.

Upcast: By increasing the spell's level by 3, the caster can instead make the attack call: "Spell 5. Radius: Command [R]: Do nothing but watch this flame." The caster is not affected.

CIRCLE OF FIRE

Lore: Fire Level: 2 CV: 10 Component: –

Type: Circle Duration: Encounter Delivery: Area

Incant: “I ward myself with this circle of fire, to burn those who would strike me with claw or blade.”

Attack Call: “Spell 2. Summon Circle of Fire.”

Description: A ring of fire springs into existence around the caster’s feet. Weapons striking the caster quickly find these flames drawn along them to burn their wielders. This spell is also known as the Cascading Fire-Cloak of Tarnus.

Special: While the spell remains active, any time that the caster is successfully hit by an attack call from a melee weapon or unarmed attack, they must make the reaction call: “Reaction: [R] Magic Fire”. This is added to any other reaction call the character may otherwise make, with the exception of Dodge, Blind Dodge, Luck and Miscall (all of which prevent the blow from actually landing). Against ranged weapons, this will only affect the actual weapon striking the character (a thrown weapon or ammunition, but not the projectile weapon used to fire ammunition).

CLEANSING FLAME

Lore: Fire Level: 2 CV: 10 Component: Aqshy

Type: General Duration: Instantaneous Delivery: Touch

Prerequisites: Learn Spell (Cauterize)

Incant: “I call upon the cleansing flame of Aqshy to purge the taint that lurks within.”

Attack Call: “Spell 2. 3 Fire Piercing, Remove Poison”

Description: In stark contrast to the more tender ministrations of Shallyans, the flames of Aqshy are unloosed on the target to burn away any taint that might lurk within.

While few corrupting influences can survive the full onslaught of the Red Wind, the same is true for the creatures in which that corruption has taken hold.

Upcast: Each time the spell’s level is increased by the indicated amount below, the caster can modify the spell by doing any of the following:

- +2 Levels: Change the spell’s target to Radius and add the Radius effect prefix to the attack call. The caster is also affected. This upcast can be combined with any of the below.
- +1 Level: Change the attack call to: “Spell 3. 5 Light Fire Piercing, Remove Disease”.
- +2 Levels: Change the attack call to: “Spell 4. 10 Light Fire Piercing, Remove Plague”.
- +3 Levels: Change the attack call to: “Spell 5. 20 Light Fire Piercing, Remove Possession”.

- +3 Levels: Change the attack call to: “Spell 5. 20 Light Fire Piercing, Remove Corruption”. The target’s Corruption Point characteristic is permanently decreased by 1. If they had gained a Corruption during their last CP increase, then this Corruption is also permanently removed, but at the cost of permanent damage to the character. The exact effect will depend upon the nature of the corruption and is at the discretion of a Plot Marshal or the Logistics Manager (if possible, it is best to work this out with them in advance of casting). For instance, a mutated arm may be immolated (Irresistible Sever), scaly skin burned away (Wounds permanently decreased by 3), their brain partially boiled in their skull (Intelligence permanently decreased by 1), etc. The effects of this version of the spell should be carefully explained to the target OOG. If cast upon a corrupted object, the effects of the spell are at the discretion of a Plot Marshal (though most commonly, such items will take a Destroy effect).

CONSUMING WRATH

Lore: Fire Level: 2 CV: 10 Component: –

Type: Hex Duration: special Delivery: Touch

Prerequisites: Learn Spell (Burning Vengeance)

Incant: “I create the consuming wrath of Aqshy’s fire within you, to leave destruction in your wake.”

Attack Call: “Spell 2. Haste, Rage [R]. Delay: Burn.”

Description: The caster funnels Aqshy into the target’s body and mind, causing them to lash out at all around them with the speed of a flickering flame. However, such power can only be contained within mortal flesh for so long before it threatens to burn it up, consuming the target from within.

HEARTS OF FIRE

Lore: Fire Level: 2 CV: 10 Component: –

Type: Augment Duration: Encounter Delivery: Touch or Packet

Prerequisite: Learn Spell (Kindle Bravery)

Incant: “Let Aqshy’s caress stoke the courage in these hearts of fire.”

Attack Call: “Spell 2. [Fear or Panic] Resistance 1.”

Description: By sparking the flame of Aqshy in the hearts and minds of their allies, the caster stokes their courage to guard against that which would seek to undermine their nerve.

Special: The caster may decide to either grant Fear Resistance or Panic Resistance with each casting of the spell.

Upcast: By increasing the spell’s level by 2, the caster can change the spell’s delivery method to Radius and change the attack call to: “Spell 2. Radius, Target Allies: [Fear or Panic] Resistance 1”. The caster is also affected.

LEVEL 3 SPELLS

BURNING HEAD

Lore: Fire Level: 3 CV: 15 Component: Aqshy
Type: General Duration: Instantaneous Delivery: Special
Incant: "From the pits of dread consumed by Aqshy's flames,
I conjure forth this burning head to scatter my foes."
Attack Call: "Spell 3. Summon Burning Head."

Description: The caster forms a large, skull-like face from Aqshy's flames and sends it hurtling forward. The burning head cackles manically as it burns a trail of destruction.

Special: When the spell is cast, the casting player should immediately call a Zebra. Placing any items in their hands on the ground to mark their location, the player should draw two unarmed boffers and stretch out their hands to either side before walking ten paces forward in the direction they were facing. Any creature that would be touched (i.e. those who have any part of them within reach of the unarmed boffers of the casting player walking this line) should be informed that they will take the attack call: "Splash: 4 Magic Fire, Panic [R]". The casting player should return to their initial position before calling the Lay On.

Upcast: For each increase of 1 in the spell's level, the caster walks and additional 10 paces and both the damage and effect strength of Panic increase by 1.

CROWN OF FIRE

Lore: Fire Level: 3 CV: 15 Component: –
Type: Augment Duration: Encounter Delivery: Self
Incant: "I create this crown of fire atop my brow to strike
fear into the hearts of my foes and embolden my
allies with words of power."
Attack Call: "Spell 3. Summon Crown of Fire."

Description: A crown of flame appears on the caster's head, making it appear as if their hair has transformed into a flickering fire. Not only is such a sight clearly unnerving to the caster's enemies, but the crown emanates and aura of Aqshy that lends them a greater air of authority and command.

Special: The caster gains the Frightening [R] trait. In addition, for the duration of the spell, all active Leadership skills cost the character [R] fewer SP to use, to a minimum of 1 SP. The casting player must provide a suitable phys-rep for the fiery crown. If cast in the dark, it is recommended that the phys-rep provide illumination equivalent to a torch.

Upcast: By increasing the spell's level by 1, the caster may also reduce the SP cost of the Channeling [Aqshy] skill by 1 for the duration of the spell.

FIERY BLAST

Lore: Fire Level: 3 CV: 15 Component: –
Type: Magic Missile Duration: Instantaneous Delivery: Packet
Incant: "I summon forth great torrents of Aqshy to engulf my
foes in this fiery blast."
Attack Call: "Spell 3. Flurry: Blast 4 Fire, Blast 4 Fire, Blast 4 Fire."

Description: A gout of flame erupts from the caster's outstretched hand to engulf whole swathes of their foes. For theatrical purposes, some casters instead manifest the flames from their mouths, imitating the breath of a dragon.

FLAMING SWORD OF RHUIN

Lore: Fire Level: 3 CV: 15 Component: Aqshy
Type: Augment Duration: Concentration/Special Delivery: Self
Incant: "I forge the strands of Aqshy into this flaming sword
of Rhuin to immolate my foes."
Attack Call: "Spell 3. Summon Flaming Sword."

Description: A blade of magical flame is conjured in the caster's hand, radiating an intense heat without harming them.

Special: Except where noted, the weapon counts as a longsword with a base damage of S+3 and damage type of Magic Fire. Since enemy weapons pass through the blade as they would fire, the conjured weapon is immune to the Disarm, Corrode and Shatter effects (reaction call "No Effect"). The spell ends immediately if the caster stops holding the conjured blade for any reason. In order to cast this spell, the player must provide a suitable phys-rep of a longsword with a blade made from flame.

Upcast: For each increase of 1 in the spell's level, the base damage of the conjured blade is increased by 1.

MAGMA PIT

Lore: Fire Level: 3 CV: 15 Component: –
Type: General Duration: Encounter Delivery: Area
Incant: "I call forth the burning lifeblood of the world to
envelop my foes in this magma pit."
Attack Call: "Spell 3. Summon Magma Pit."
Description: Veins of Aqshy that run deep underground are

drawn to the surface, melting the very rock and engulfing those atop it in a fiery prison of magma.

Special: Prior to casting the spell, the casting player must place a 5-metre rope along the ground, with its ends joined together to form an enclosed area of any shape, and attach this spell's OOG sign. Once cast, those entering the area take the attack call: "Pin 3, Burn". Due to the continued heat, it is not possible to remove the Burn effect on a creature or object while it remains within the area of effect.

Upcast: For each increase of 1 in the spell's level, the caster may extend the perimeter of the area of effect by 5 metres and increase the effect strength of the Pin effect by 1.

PENETRATING FLAME OF U'ZHUL

Lore: Fire Level: 3 CV: 15 Component: –

Type: Magic Missile Duration: Instantaneous Delivery: Gaze

Prerequisites: Learn Spell (Fire Dart of U'Zhud)

Incant: "All shall succumb to the fire, for resistance is futile against the penetrating flame of U'Zhud."

Attack Call: "Spell 3. Gaze: Irresistible 4 Fire."

Description: The caster conjures a flaming arrow that darts unerringly towards its target, piercing any resistance it encounters to scorch the caster's foe.

RUIN AND DESTRUCTION

Lore: Fire Level: 3 CV: 15 Component: Aqshy

Type: General Duration: Instantaneous Delivery: Touch

Incant: "With the all-consuming fires of Aqshy, I bring utter ruin and destruction to this form."

Attack Call: "Spell 3. Immolating 1, Immolating 2... Immolating 5. Destroy."

Description: Though no flames are visible to those without witchsight, the object touched by the caster is slowly

LEVEL 4 SPELLS

BOILING BLOOD

Lore: Fire Level: 4 CV: 20 Component: –

Type: Hex Duration: Special Delivery: Touch

Incant: "I stoke the fires of Aqshy within my foe, such that boiling blood flows through their veins and cooks them from within."

Attack Call: "Spell 4. Paralyze. Delay: Killing Blow [R]."

Description: The target is wracked by terrible, incapacitating pain as their blood begins to boil within them. If not

destroyed as if it were consumed by fire, leaving nothing but ash and charred remains.

Special: The caster must be touching the targeted object with both hands for the entire 5-count. As per the Destroy effect, this spell may require multiple castings to destroy larger items. Objects that have the Immune to Fire or Immune to Burn traits are not affected by this spell.

WALL OF FIRE

Lore: Fire Level: 3 CV: 15 Component: –

Type: General Duration: Encounter Delivery: Area

Incant: "Let this boundary be established through the raising of this wall of fire to char the flesh of those that would dare cross it."

Attack Call: "Spell 3. Summon Wall of Fire."

Description: A curtain of flame bursts from the ground, burning all those who venture too close with an intense heat.

Special: Prior to casting the spell, the casting player must place a 5-metre rope along the ground and attach this spell's OOG sign. The rope need not be placed in a straight line, and can even have its ends joined together to form an enclosed area (often referred to as a Fulminating Flame Cage by the Bright Order). Once cast, the flaming wall doesn't block movement, but any creature that crosses the wall or makes a melee attack across it is struck by the attack call: "5 Magic Fire". The Parry and Dodge reaction calls (including their Blind versions) cannot be used to negate this hit. While the flames are roughly the height of an adult Human, they flicker enough to not block line of sight and ranged attacks may be made across the wall as normal (though any flammable objects are likely to be burned in the process).

Upcast: By increasing the spell's level by 1, the caster can extend the length of the wall to 10 metres and replace its attack call with: "5 Magic Fire, Burn".

stopped, their body will eventually explode, showering all nearby with the superheated gore.

Special: If the casting player has an opportunity to do so, they may inform the target to make the attack call "Blast: 3 Fire Piercing" when the Killing Blow takes effect, to represent the scalding caused to those nearby by their boiling blood. A target that survives this spell automatically increases their Insanity Points characteristic by 1.

Upcast: For each increase of 1 in the spell's level, the effect strength of Killing Blow increases by 1.

FLAME STORM

Lore: Fire Level: 4 CV: 20 Component: Aqshy
Type: Vortex Duration: Encounter Delivery: Special
Incant: "Let the burning wind be drawn forth to form this cyclonic flame storm, to sweep away all before it in the undiluted fires of Aqshy."

Attack Call: "Spell 4. Summon Flame Storm Vortex."

Description: The caster calls forth a towering inferno that sweeps across the field, immolating anything caught in its wake.

Special: A single vortex rep is conjured adjacent to the caster. It is drawn towards fire (physical fires, magic fire, fire damage, channeling Aqshy, etc.) and makes attack calls of either "Splash: 5 Magic Fire" or "Splash: Burn".

Upcast: For each increase of 1 in the spell's level, the caster conjures an additional vortex rep.

KINDRED OF THE HEARTH

Lore: Fire Level: 4 CV: 20 Component: Aqshy
Type: Summoning Duration: Concentration Delivery: Special
Incant: "I harness the Red Wind and conjure this kindred of the hearth to do my will."

Attack Call: "Spell 4. Summon Fire Elemental."

Description: The caster draws even more Aqshy into a nearby fire in order to give it life. At the caster's command, the flame begins to move and grow, taking on vaguely humanoid form.

Special: This spell summons a small fire elemental from a nearby fire (this can be of any size, but the flame must already exist before the spell is cast and is not extinguished with its casting). Once summoned, the elemental will follow any verbal commands of the caster spoken in an arcane language. The elemental has the following stats:

FIRE ELEMENTAL:

M	WS	BS	S	T	Ag	Aw	Int	Wp	Cha	W
4	3	-	4	3	4	3	1	-	-	15

Passive Attack Call Options: "4 Magic Fire" or "2 Magic Fire" (packet)

Active Attack Call Options: "Burn" (2 times per encounter)

Traits & Special Abilities: Small size, Immune to Mind Effects, Immune to Fire, Vulnerable to Ice, Resistant to [all except Fire, Ice and Magic]

Upcast: For each increase of 1 in the spell's level, the summoned fire elemental gains the following benefits:

- increase Wounds characteristic by 5
- increase damage of passive attacks by 1
- gain additional use of all active attack calls
- increase size by one step (Small, normal, Large, Giant, Titanic)
- gain Frightening 1 trait (if already have it, instead increase value by 1)

SANGUINE SWORDS

Lore: Fire Level: 4 CV: 20 Component: Aqshy
Type: Summoning Duration: Encounter Delivery: -
Incant: "I call forth these sanguine swords to defend me from foes and strike down those who mean me harm."

Attack Call: "Spell 5. Summon Sanguine Swords."

Description: A pair of fiery red swords manifest and hover around the caster. They act with a will of their own, defending their summoner from harm and attacking those who would seek to cause such.

Special: This spell summons two sanguine swords, represented by a single Cast member with a yellow OOG headband wielding two large, red boffers. The swords move with the caster, staying about a stride away, and circling around them, doing their best to protect the caster from harm and attacking any who strike at them. They are not capable of following any commands from the caster and will continue their purpose, regardless of the caster's wishes. The sanguine sword has the following stats:

SANGUINE SWORD:

Passive Attack Call Options: "4 Magic Fire"

Active Reaction Call Options: "Blind Parry" (see below)

Traits & Special Abilities: A sanguine sword counts as an object with a Hardness Value of 6, rather than as a creature with characteristics. Only effects that affect objects have any impact on a sanguine sword. Its Blind Parry reaction call can only be used against eligible attacks that strike the caster, as if the caster themselves had parried them. Once an attack has been parried in such a manner, the sword shatters and quickly dissolves back into the Red Wind.

Upcast: For each increase of 1 in the spell's level, the caster summons two additional sanguine swords (wielded by another Cast member) and all summoned swords increase their Hardness Value and passive attack call damage by 1.

U'ZHUL'S PIERCING BOLTS OF BURNING

Lore: Fire Level: 4 CV: 20 Component: –

Type: Magic Missile Duration: Concentration Delivery: Packet

Incant: "I unleash the Red Wind on my foes in a torrent of U'Zhul's piercing bolts of burning."

Attack Call: "Spell 4. Special Effect."

Description: Planting their feet firmly on the ground, the caster unleashes a barrage of incandescent missiles.

Special: While the spell remains in play, the caster may continue to throw packets, making the attack call "4 Magic Fire Piercing" for each. The spell ends instantly if the caster makes any other attack call or if they move either foot.

LEVEL 5 SPELLS

CONFLAGRATION OF DOOM

Lore: Fire Level: 5 CV: 25 Component: –

Type: General Duration: Instantaneous Delivery: Radius

Incant: "I unleash the unchecked fury of Aqshy upon these lands to immolate all before me in this conflagration of doom."

Attack Call: "Spell 5. Radius: 5 Fire, Burn".

Description: A fiery inferno engulfs the entire area, quickly rendering everything in it to ash.

Special: The caster is not affected by the attack call, but should be careful where they cast the spell, as it will set alight every flammable object in the area and can easily spread out of control. The caster should expect a sharp reprimand from their order if found to be using this spell in a careless or frivolous manner.

Upcast: By increasing the spell's level by 1, the caster can instead make the attack call: "Spell, Radius: 10 Fire, Burn".

RISE FROM THE ASHES

Lore: Fire Level: 5 CV: 25 Component: Aqshy

Type: Augment Duration: Event Delivery: Touch

Incant: "To create, one must first destroy. For there to be life, one must first die. But through the birthing fires of Aqshy, they shall be reborn and rise from the ashes."

Attack Call: "Spell 5. Special Effect."

Description: If the creature dies, its body spontaneous

combusts and is quickly burned to ash, along with its possessions. Trails of Aqshy continue to be drawn into it from the surrounding area, and a short while later the remains burst into flame and the creature emerges, alive and unscathed.

Special: This spell can only be cast on a creature that is not in the Dead condition. Should the creature enter the Dead condition before the spell ends, the player should make the call: "Physical Description: Body and possessions spontaneously combust" and then begin a silent 5-count. If any other character touches them during this time, they should make the reaction call: "Reaction: Burn". At the end of the count, they make the call: "Physical Description: The flames die out and nothing but a pile of ash remains." All items worn or held by the character take the Destroy effect. They then begin a silent 5-minute count. At the end of this count, they make the call: "Physical Description: The remains burst into a pillar of flame." The character is restored to full Wounds and Stamina Points, and is able to act normally (albeit without any of their equipment, including clothing). Any effects active on the character before combusting are removed. The target automatically gains an Insanity Point from the traumatic experience of being born again in fire. The casting player should explain the effects of this spell to the target OOG, either before or immediately after casting the spell. Note that the powers of life and death are no trivial matter, and when mortals toy with them there can sometimes be unexpected consequences.

LORE OF METAL

Known more formally as Alchemical Thaumaturgy or the Second Lore, the Lore of Metal primarily focuses on the art of transmutation, the process of changing the fundamental properties of matter to turn one substance into something different. Spells of this lore draw upon Chamon, the densest of the Winds of Magic. The Yellow Wind tends to sink into the ground and is particularly attracted to metallic minerals, giving the lore its name.

Often referred to as Gold Wizards or Magister Alchemists, practitioners of this lore tend to be devoted students of the scientific arts. The study of alchemy in particular is universally practiced by such wizards, for such learning is an integral part of understanding the lore's fundamental principals to the point where it becomes difficult at times to discern what is ritual spellcraft and what is simple chemistry.

LORE OVERVIEW

WIND OF MAGIC

Unless noted otherwise, spells from the Lore of Metal must be cast using the wind of Chamon.

ARCANE LORE PREREQUISITES

The Arcane Lore [Metal] skill has the prerequisites listed below in addition to those listed for Arcane Lore in general. Where mentioned below, R refers to the character's rank in Arcane Lore [Metal].

- Speak [any arcane language] 1
- Channeling [Chamon] R
- Knowledge [Chamon] 1
- Knowledge [Alchemy] 1
- Craftsman [Alchemist] R
- Craftsman [Smith] R-1

PERSISTENT MAGICAL SATURATION MODIFIERS

Practitioners of the Lore of Metal, use the following Persistent Magical Saturation Modifiers for the wind of Chamon:

- +1 while within a mine or other area of comparable mineral wealth
- -1 while not holding in their hand an item that requires at least 3 units of metal to create.

In personality, such wizards tend to be studious, inquisitive, analytical, logical and steadfastly rational in temperament. Younger practitioners more often exhibit a great thirst and curiosity for knowledge and are often found zealously conducting a wide variety of experiments. With time, many gradually become somewhat more reserved, dealing more often with empirical and practical matters of their craft rather than chasing theoretical logic and other fanciful abstract concepts.

By far the most common practitioners of the Lore of Metal in the Old World can be found in the Gold Order, which commonly takes in apprentices from many lands outside the Empire. In fact, the current Supreme Patriarch of the Colleges of Magic, Balthasar Gelt, is himself a member of the Gold Order and is said to have been raised in the Border Princes.

CLASS SKILLS

The following classes gain the skills stated below as additional class skills when selecting this lore.

APPRENTICE WIZARD [METAL]

- Knowledge [Chamon]
- Knowledge [Alchemy]
- Knowledge [Gold Order] 1
- Craftsman [Alchemist]
- Craftsman [Apothecary] 1
- Craftsman [Smith]
- Harvest Creature 1
- Trainer 1

MAGISTER/MAGISTRIX [METAL]

- Knowledge [Chamon]
- Knowledge [Alchemy]
- Knowledge [Gold Order] 2
- Craftsman [Alchemist]
- Craftsman [Apothecary] 2
- Craftsman [Smith]
- Harvest Creature 2
- Trainer 2

BATTLE WIZARD [METAL]

- Knowledge [Gold Order] 2
- Craftsman [Alchemist]
- Craftsman [Smith]

MASTER WIZARD [METAL]

- Knowledge [Chamon]
- Knowledge [Alchemy]
- Knowledge [Gold Order] 2
- Craftsman [Alchemist]
- Craftsman [Apothecary] 3
- Craftsman [Smith]
- Harvest Creature 3
- Trainer 3

WIZARD LORD/LADY [METAL]

- Exceptional [Intelligence]
- Knowledge [Chamon]
- Knowledge [Alchemy]
- Knowledge [Gold Order] 3
- Craftsman [Alchemist]
- Craftsman [Apothecary] 4
- Craftsman [Smith]
- Harvest Creature 4
- Trainer 4

ARCANE CORRUPTIONS

Every time a character gains a Corruption Point from taking a rank in Arcane Lore [Metal], they must select the physical or spiritual corruption gained from the following list. If the character gains a Corruption Point from a different source, they may choose to take physical or spiritual corruptions from this list, or can generate them as normal.

MINOR SPIRITUAL CORRUPTIONS

CALCULATING

Contrary to many other spiritual corruptions, this corruption actually diminishes the character's more intense emotions, leaving their outward behaviour very analytical, logical and rational. This does not mean that the character has to become a completely unfeeling automaton quite yet, just that they will tend to analyze most situations using logic first, tending to view most problems as an equation that can be solved academically, and may seem cold or even distant to those attempting to socialize with them.

CURIOSITY

This corruption intensifies the character's scientific curiosity to the point of excess. This does not mean that a character must conduct the most dangerous, illegal or vile experiments imaginable just to find out what will happen, but they are more inclined to pursue such scientific inquiries further than they otherwise would. This could involve spending greater levels of time or resources on such pursuits, stretching their ethical boundaries a little more in the pursuit of knowledge or simply finding it easier to justify experiments that may involve some personal risk. Regardless, the character is quite likely to document both their procedure and findings in a formal written report, such as: *The Findings of Magister Sigfried Ludenflorf on the Effects of Applying a Diluted Solution of Citric Acid to the Iris of Unwilling Orc Aggressor.*

MAJOR SPIRITUAL CORRUPTIONS

DEUS EX LOGICA

Nearly all practitioners of Chamon are rational, logical, analytical, studious, and scientifically curious, but this corruption intensifies those traits to the point of excess. The character does not have to abandon their morals entirely,

but tends to now think in terms of the greater good, often reducing individuals to little more than variables in an equation and would find it perfectly logical to sacrifice one to save two. Though the desire to satisfy their scientific curiosity may at times lead them to conduct experiments that may be dangerous or would otherwise strain their ethical boundaries. They may still find their actions constrained by various laws, so long as those laws appear grounded in logic or the character calculates the cost of being caught to be greater than the likely gain from bending such rules. Beyond these generalities, it is up to the character to decide how to roleplay this corruption. For instance, the character may become distracted by those not acting in a rational (or at least predictable) manner, as the character seeks to understand what is happening and apply logic to it.

The character increases their Intelligence characteristic by 1, but reduces their Charisma characteristic by 2. The character may not benefit from any Leadership skills used by others and any Leadership skills they possessed become dead skills. Finally, the character gains the Resistant to [effect] 1 trait for all mental effects. A character may only select this corruption if they already have either the Calculating or Curiosity corruptions.

MINOR PHYSICAL CORRUPTIONS

GOLDEN EYE

Either one or both of the character's irises take on a golden hue. This corruption should be phys-repped with gold-coloured contact lenses.

AURIC SHEEN

The character's skin takes on a slight golden sheen. This corruption should be phys-repped with metallic golden make-up applied to all visible skin. The make-up doesn't need to be bright yellow or opaque, but the faint sheen should be obvious enough to anyone examining the character for more than a passing glance within melee range.

MAGNETIC AURA

The character's body generates a slight magnetic field that attracts magnetic metals (most typically iron/steel). This makes it slightly harder to forcibly remove such objects from the character. They receive the Resistant to Disarm 1 trait when they are holding an item that is predominantly steel (e.g. a spear would not count, unless its haft was made from steel). Unfortunately, this also attracts the steel weapons of their enemies, and any attack call made against the character that includes the Steel damage type has its damage value increased by 1. Instead of being phys-repped, this corruption should be roleplayed by the character sometimes getting small steel objects stuck to them and having to pull them off.

MAJOR PHYSICAL CORRUPTIONS

IRON SKIN

The character's skin transmutes into a semi-flexible metal (despite the name, this may appear as a metal of any colour). The character gains the Natural Armour 2 trait, but permanently decreases their Agility characteristic by 2 and their Movement characteristic by 1. If the character already has the Auric Sheen corruption, then their Agility and Movement characteristics each decrease by a further 1. This corruption should be phys-repped with opaque metallic make-up applied to all visible skin, that is immediately obvious to anyone examining the character, even at a short distance.

QUICKSILVER BLOOD

When the character sustains serious harm, their blood takes on the appearance and some of the properties of liquid metal. The character gains the Resistant to Disease 1, Resistant to Plague 1, Resistant to Poison 1 traits. However, while the character's current Wounds characteristic is below 2, the amount of roleplay time required to use the abilities of the Physician skill on the character is doubled (the character should inform the physician OOG when they begin using an ability). This corruption should be phys-repped with metallic paint/pigment/etc. on their injured flesh any time that their current Wounds characteristic is below 2.

CANTRIPS

COMMANDMENT OF IRON

Lore: Metal Level: 0 CV: 3 Component: –
Type: Augment Duration: Encounter Delivery: Touch or Packet
Incant: “Commandment of Iron.”
Attack Call: “Spell 0. Imbue Item +[R] Hardness Value.”

Description: A faint shimmer briefly flashes across the object as it is infused with Chamon, strengthening the material and making it more resistant.

Upcast: By increasing the spell’s level by 1, the caster can instead make the attack call: “Spell: Imbue Item +[R] Hardness Value, Suppress Vulnerable to Fire.”

INSCRIBE METAL

Lore: Metal Level: 0 CV: 2 Component: –
Type: General Duration: Instantaneous Delivery: Touch
Incant: “Inscribe Metal.”
Attack Call: “Spell 0. Special Effect.” (plus physical description)

LEVEL 1 SPELLS

DISTILLATION OF MOLTEN SILVER

Lore: Metal Level: 1 CV: 5 Component: –
Type: Magic Missile Duration: Instantaneous Delivery: Packet
Incant: “I conjure this distillation of molten silver.”
Attack Call: “Spell 1. [R] Silver Piercing.”
Description: The silver in the caster’s hand melts as it is hurled at their target, expanding in size to splash their foe in molten silver before it quickly hardens and crumbles to dust.

ENCHANTED BLADE OF AIBAN

Lore: Metal Level: 1 CV: 5 Component: –
Type: Augment Duration: Encounter/Special Delivery: Special
Incant: “I strike my foe with the enchanted blade of Aiban.”
Attack Call: “Spell 1. Special Effect.”
Description: By channeling Chamon through their weapon, the caster is able to render it far deadlier for a single blow.
Special: The caster must be holding a weapon whose striking surface is predominantly metal at the time of casting. The next time the caster makes a passive attack call with that weapon before the end of the encounter, they make the

Description: The caster traces their finger over an object, leaving an engraved inscription behind in the metal.

Special: The caster should use a physical description to describe what is happening to others, including what text appears for any who are in a position to read it. They may then add the inscription OOG themselves using an appropriate writing implement, either during the casting or at a convenient time afterward. The inscription may consist of up to 20 words, or an equivalent diagram or image. This spell can instead be used to erase a previous inscription in the metal.

METAL SENSE

Lore: Metal Level: 0 CV: 2 Component: –
Type: Divination Duration: Instantaneous Delivery: Radius
Incant: “Metal Sense.”
Attack Call: “Spell 0. Radius: Detect Metal.”
Description: The caster sends out a faint pulse of Chamon and carefully watches where it is being drawn to.

attack call: “[X+R] Magic”, where X is the amount of damage the character normally inflicts with a passive attack call from that weapon. The benefit of this spell is immediately lost if the caster stops holding the weapon before making a passive attack call.

Upcast: By increasing the spell’s level by 1, the caster can instead make the attack call: “[X+R] Magic Piercing.”

HENKEL’S KINETIC MAGNETISM

Lore: Metal Level: 1 CV: 5 Component: –
Type: General Duration: Instantaneous Delivery: Touch or Packet
Incant: “I move this metal with Henkel’s Kinetic Magnetism.”
Attack Call: see below
Description: The caster reaches out with invisible strands of Chamon to grab a metal object and move it with a gesture.
Special: The caster may make one of the following attack calls, with the accompanying restrictions:

- “Spell 1. Pull [R].” The target must be clearly wearing at least 1 full location of metal armour.



- “Spell 1. Push [R].” The target must be clearly wearing at least 1 full location of metal armour.
- “Spell 1. Disarm [item] [R].” The named item must clearly contain a sizeable portion of metal (e.g. a sword or spear, but not a wooden club, etc.)

Upcast: By increasing the spell’s level by 1, the caster can increase of effect strength in the attack call to [2×R].

IDENTIFY METAL

Lore: Metal Level: 1 CV: 5 Component: –
 Type: General Duration: Instantaneous Delivery: Touch
 Incant: “I beseech Chamon to identify metal.”
 Attack Call: “Spell 1. Investigate [question].” (see below)
 Description: The caster conducts a series of minor experiments with how the wind of Chamon interacts with the object in order to identify its exact properties.

LEVEL 2 SPELLS

BETRAYAL OF IRON

Lore: Metal Level: 2 CV: 10 Component: –
 Type: Augment Duration: Encounter Delivery: Self
 Incant: “I command my enemies’ blades to turn upon them in a betrayal of iron.”
 Attack Call: “Spell 2. Special Effect.”
 Description: The caster weaves the strands of Chamon tightly around them. The next time a metal weapon is used to strike a blow against them, the blade comes to life, twisting around to strike back at its wielder.
 Special: The next time that the caster is successfully hit by an attack call from a melee weapon with either the Steel or Silver damage type, they must make the reaction call: “Reflect”.

CHAMON’S CLEANSING

Lore: Metal Level: 2 CV: 10 Component: Chamon
 Type: Augment Duration: Instantaneous Delivery: Touch/Package
 Incant: “I sweep away this plague of rust with Chamon’s cleaning.”
 Attack Call: “Spell 2. Remove Corrode.”
 Description: As the wind of Chamon sweeps over the item, it lifts away rust and fills in deep pitting, leaving the item fully restored, with no trace of corrosion.

Special: The caster can ask one of the following questions for the Investigate effect for each casting of this spell.

- “What types of metal are present in this object.”
- “How many units of [metal type] are present in this object.”

If no player in the area has the OOG answer to the question being asked, then a Plot Marshal should be consulted.

MYSTIC ARMOUR OF FAMKE

Lore: Metal Level: 1 CV: 5 Component: –
 Type: Augment Duration: Encounter Delivery: Self
 Incant: “I protect my flesh with the mystic armour of Famke.”
 Attack Call: “Spell 1. Imbue Creature: Natural Armour [R].”
 Description: The caster conjures forth plates of invisible arcane energy to ward their body as sure as steel.

COMMANDMENT OF BRASS

Lore: Metal Level: 2 CV: 10 Component: –
 Type: Hex Duration: Instantaneous Delivery: Touch or Packet
 Incant: “I speak the commandment of brass to unmake this form.”
 Attack Call: “Spell 2. Shatter [R].”
 Description: At the spoken arcane words of power, the targeted device is unmade: hardware snaps, poles splinter, and the like, rendering the object unusable.
 Upcast: By increasing the spell’s level by 1, the caster can instead make the attack call: “Spell 3. Shatter [2×R].” By increasing the spell’s level by 2, the caster can instead make the attack call: “Spell 4. Shatter [3×R].”

CURSE OF RUST

Lore: Metal Level: 2 CV: 10 Component: –
 Type: Hex Duration: Instantaneous Delivery: Touch or Packet
 Incant: “I invoke the curse of rust to sap this metal of its strength.”
 Attack Call: “Spell 2. Corrode.”
 Description: As an auburn nimbus of energy engulfs the object, its metal begins to quickly rust, becoming pitted and weakened by corrosion.

Upcast: By increasing the spell's level by 2, the caster can instead make the attack call: "Spell 4. Splash: Corrode". By increasing the spell's level by 4, the caster can instead make the attack call: "Spell 6. Radius: Corrode" (any objects held or worn by the caster are unaffected).

ENCHANT ARMOUR

Lore: Metal Level: 2 CV: 10 Component: –

Type: Augment Duration: Encounter Delivery: Touch

Incant: "I enchant this armour with the hardness of Chamon to protect its wearer."

Attack Call: "Spell 2. Imbue Armour +1 AP."

Description: The caster infuses the metal of a suit of armour with tendrils of Chamon, rendering it better able to deflect blows.

Special: For the spell's duration, the armour grants its wearer an additional +1 AP. The armour to be enchanted must be already worn by a creature, and consist of at least 3 locations of primarily-metal armour (maille, scale, plate or formed plate). The benefit of this spell is immediately lost if the armour is removed.

Upcast: By increasing the spell's level by 1, the caster can instead make the attack call: "Spell 3. Imbue Armour +2 AP." This requires the target to be wearing at least 5 locations of primarily-metal armour.

ENCHANT WEAPON

Lore: Metal Level: 2 CV: 10 Component: –

Type: Augment Duration: Encounter Delivery: Touch

Incant: "I enchant this weapon with the might of Chamon to harm its foes."

Attack Call: "Spell 2. Imbue Weapon +1 Damage."

Description: The caster infuses the metal of a weapon with tendrils of Chamon, rendering it sharper, harder or otherwise more effective.

Special: For the spell's duration, all attacks made with the weapon increase their damage value by 1. The striking surface of the enchanted weapon must be predominantly metal (e.g. a spear or arrow could be enchanted with this spell, but not a wooden staff or bow).

Upcast: By increasing the spell's level by 1, the caster can instead make the attack call: "Spell 3. Imbue Weapon +1 Magic Damage", changing the damage type of the enchanted weapon for the duration of the spell.

FAULT OF FORM

Lore: Metal Wind: Chamon Level: 2 CV: 10

Type: Hex Duration: Encounter Delivery: Touch or Packet

Incant: "I cause this item to self-destruct as I find its fault of form."

Attack Call: "Spell 2. Imbue Item Unreliable 10."

Description: Threads of Chamon weave themselves through the device, seeking out the weakest points and enfeebling them just enough to cause them to fail.

Special: This spell will effectively cause the weapon to jam the next time it is fired in this encounter (a 10 out of 10 chance of doing so). Recall that the owner of the weapon does not know it will Misfire before the attack is attempted. Normally this spell can only be cast on an item that already possesses the Unreliable or Misfire weapon qualities. At the discretion of a Plot Marshal it may instead be cast on another mechanical device with intricate metal parts, such as a lock (in these cases no damage is dealt to the activator, but the item may either shatter or jam when used).

Upcast: By increasing the spell's level by 2, the caster can instead make the attack call: "Spell 4. Imbue Item Misfire 10.", causing the weapon to explode the next time it is fired this encounter.

FLAWLESS FORM

Lore: Metal Level: 2 CV: 10 Component: –

Type: Augment Duration: Encounter Delivery: Touch or Packet

Incant: "I cause this item to function without fault as I find its flawless form."

Attack Call: "Spell 2. Suppress Unreliable."

Description: Threads of Chamon carefully weave themselves through the device, clearing it of looming faults and lending temporary reinforcement to weak points.

Upcast: By increasing the spell's level by 2, the caster can instead make the attack call: "Spell 4. Suppress Misfire."

HABERMAS' REMAKING

Lore: Metal Level: 2 CV: 10 Component: Chamo

Type: Augment Duration: Instantaneous Delivery: Touch or Packet

Incant: "In Chamon's forge, I repair what is broken with Habermas' remaking."

Attack Call: "Spell 2. Remove Shatter."

Description: The metal fragments of a broken item are

brought together and fuse with a golden light, leaving the item fully repaired with no trace of the original damage.

Special: This spell can only be used to repair an object that is primarily metal (e.g. a sword may be repaired, but not a spear with a wooden haft). Before casting, the pieces of the shattered item must be gathered and placed roughly in contact with each other in the manner that they are to be rejoined. This should take a minimum of a described action 5-count, but a Plot Marshal may deem that particular items will take a greater amount of time or may provide a phys-rep to be physically arranged. Note that this spell can remove a single Shatter effect. Repairing larger objects that required multiple Shatter effects to break, may be accomplished through multiple castings of this spell, at the discretion of a Plot Marshal.

Upcast: By increasing the spell's level by 1, the caster can forgo the need to assemble the pieces together first. The pieces must still be gathered together roughly within a 1-metre radius, but do not need to be pre-assembled in the correct order first.

HENKEL'S BINDING MAGNETISM

Lore: Metal **Level:** 2 **CV:** 10 **Component:** –
Type: Hex **Duration:** Encounter **Delivery:** Touch or Packet
Incant: "I hold this metal fast in place with Henkel's binding magnetism."

LEVEL 3 SPELLS

BREACH THE UNKNOWN

Lore: Metal **Level:** 3 **CV:** 15 **Component:** Chamon
Type: Divination **Duration:** Concentration **Delivery:** Touch
Incant: "I breach the unknown to gain a deeper understanding of this object."

Attack Call: "Spell 3. Special Effect."

Description: To learn its secrets, the caster reads the tendrils of Chamon that weave their way through an object in much the same way that one might read a book.

Special: This spell must be cast on an object (there is no effect if cast upon a creature, even if they are not living). While the spell remains in play, the caster may make the call "Investigate [question]" to ask any questions related to the production requirements of the item touched (i.e. production materials, equipment, production hours and

Attack Call: see below

Description: The caster reaches out with invisible strands of Chamon to grab the metal on a creature and hold it in place.

Special: The caster may make one of the following attack calls, with the accompanying restrictions:

- "Spell 2. Pin [R]." The target must be clearly wearing metal armour on at least one leg.
- "Spell 2. Constrict [R]." The target must be clearly wearing metal armour on both arms and their torso.

Upcast: By increasing the spell's level by 2, the caster can increase of effect strength in the attack call to [2×R].

SILVER ARROWS OF ARHA

Lore: Metal **Level:** 2 **CV:** 10 **Component:** –
Type: Magic Missile **Duration:** Instantaneous **Delivery:** Packet
Incant: "I form these silver arrows of Arha to pierce my enemy."

Attack Call: "Spell 2. Flurry: 3 Silver Piercing, 3 Silver Piercing..."

Description: A number of glowing silvery arrows leap from the caster's outstretched fingers and speed towards their target, passing through armour as if it weren't there at all.

Special: The caster can conjure a number of arrows equal to their rank in Arcane Lore [Metal], throwing a separate packet for each arrow using the Flurry effect.

prerequisite skills). If the item's owning player does not have access to this information OOG, then a Plot Marshal is required in order to obtain this information during the casting. The spell immediately ends if the caster breaks contact with the item.

Upcast: By increasing the spell's level by 1, the caster may also ask questions about the non-magical game mechanic effects for the item (including identifying a non-magical Identification Required item). By increasing the spell's level by 2, the caster may also ask questions about all game mechanic effects for the item, magical or otherwise (including identifying any Identification Required item). By increasing the spell's level by 3, then in addition to the previous benefits, the caster will also witness the circumstances of the item's forging reflected on the wind of

Chamon, as if they themselves were there. This option works only on an item that is predominantly metal and puts the character into a trance for a 5-minute count during the casting, during which time they are considered Helpless. This option always requires a Plot Marshal, who will provide all information to relevant questions during the trance. The trance generally lasts for however long it takes to ask and answer questions and relay any information about the item's forging. If the spell ends before the trance is completed for any reason (including the caster breaking contact with the item), then the trance instantly ends. In all cases, Plot Marshals may make individual exceptions for what is learned about particular items in unique circumstances.

CRUCIBLE OF CHAMON

Lore: Metal Level: 3 CV: 15 Component: Chamon
Type: General Duration: Instantaneous Delivery: Touch
Incant: "In the crucible of Chamon, I unmake this form into its constituent metals."
Attack Call: "Spell 3. Unmaking 1, Unmaking 2... Unmaking 5. Destroy."

Description: Also known as Haberman's Unmaking, this spell causes the metallic elements of an item to drip to the ground as molten metal, before forming into ingots. All other traces of the item are swept away on the wind of Chamon, leaving no trace.

Special: The caster must be touching the targeted object with both hands for the entire 5-count. As per the Destroy effect, this spell may require multiple castings to unmake larger items. This spell should be cast in the presence of a Plot Marshal, to whom the item's tag must be surrendered in exchange for temp tags for its metal components.

GLITTERING ROBE

Lore: Metal Level: 3 CV: 15 Component: –
Type: Augment Duration: Encounter Delivery: Self
Incant: "As a ward against the harm rendered unto my form, I cloak myself in this glittering robe."
Attack Call: "Spell 3. Ward 1."

Description: Emanating from a sigil drawn in the air, golden threads of Chamon weave their way around the caster in an arcane ward.

Upcast: By increasing the spell's level by 2, the caster can instead make the attack call: "Spell: Ward 2".

SPIRIT OF THE FORGE

Lore: Metal Level: 3 CV: 15 Component: Chamon
Type: General Duration: Instantaneous Delivery: Radius
Incant: "I entreat these creations to recall their making in the spirit of the forge."

Attack Call: "Spell 3. Radius: Disarm [R], AP Fire Piercing."

Description: Armour and weapons in the area momentarily pulse with an intense heat, as if metal just pulled from the forge.

Special: The damage value of this spell is equal to the current Armour Points value of each individual target. The caster is not affected by either effect, and a target with 0 AP takes no damage. It is recommended that the first time this spell is cast during an encounter, the casting player call a Zebra in order to quickly explain the effects.

TRANSFORMATION OF METAL

Lore: Metal Level: 3 CV: 15 Component: Chamon
Type: General Duration: Event Delivery: Touch
Incant: "I begin this transformation of metal to reforge what once was [original item(s)] into its new form as [new item]."

Attack Call: "Spell 3. Special Effect."

Description: One or more existing items are disassembled into their constituent parts. With a series of arcane gestures, the caster then reshapes the metal components before binding the pieces together with strands of Chamon. Though this magic now holds the item together, it will eventually consume it from within.

Special: The caster must be holding the targeted item(s) at the time of casting. This spell will change these item(s) into a different item, with the following restrictions:

- The item to be created must be predominantly metal.
- The item to be created must be one that the caster has the prerequisite skill(s) to create normally during their downtime.
- All materials required for the item to be created must be found in the targeted items (any extra unused materials in the targeted items are lost during the casting).
- The quality of the item to be created cannot be higher than the quality of any of the items it is created from.

The amount of time required for this spell to take effect after the attack call is spoken is the time needed by the

casting player to do the following (all of which must be done after the spell is cast):

- Remove the tag(s) from the phys-rep(s) for the previous item(s) and hand to a Plot Marshal.
- Receive a temp tag from a Plot Marshal for the created item (expiry date on tag is for the end of the event).
- Apply the temp tag to the phys-rep for the created item.

If the caster is interrupted during this time, the spell will fail (the fate of the targeted items is at the discretion of the Plot Marshal). When this spell ends (either dispelled or at the end of its duration), the created item takes the Destroy

LEVEL 4 SPELLS

CIRCLE OF RUST

Lore: Metal Level: 4 CV: 20 Component: Chamon

Type: Circle Duration: Encounter Delivery: Area

Incant: "I ward myself with this circle of rust, to weaken those blades that are turned upon me."

Attack Call: "Spell 4. Special Effect." (and see below)

Description: A deep yellow-orange aura emanates from the caster. Weapons striking the caster find this magic drawn to them, quickly pitting the metal components and badly rusting their surfaces.

Special: While the spell remains active, any time that the caster is successfully hit by an attack call from a weapon, they must make the reaction call: "Reaction: Corrode Weapon". This is added to any other reaction call the character may otherwise make, with the exception of Dodge, Blind Dodge, Luck and Miscall (all of which prevent the blow from actually landing). Against ranged weapons, this will only affect the actual weapon striking the character (a thrown weapon or ammunition, but not the projectile weapon used to fire ammunition).

FOOL'S GOLD

Lore: Metal Level: 4 CV: 20 Component: Chamon

Type: General Duration: Encounter Delivery: Touch

Incant: "I rewrite the inner being of these base materials for a time to form an auric splendor of fool's gold."

Attack Call: "Spell 4. Special Effect."

Description: Increasing amounts of Chamon are drawn into

effect as the magic holding it together finally consumes the materials.

TRANSMUTATION OF LEAD

Lore: Metal Level: 3 CV: 15 Component: –

Type: Hex Duration: Encounter Delivery: Touch or Packet

Incant: "My enemies feel their movements slow as they undergo this transmutation of lead."

Attack Call: "Spell 3. Slow."

Description: With an arcane gesture, the caster causes their target to become slow and cumbersome, as their limbs, weapons and armour begin to feel as heavy as lead.

the object, gradually causing it to take on a golden hue and altering its physical properties.

Special: The caster must be holding the targeted item at the time of casting. For the duration of the spell, the item is transformed into pure gold for all intents and purposes. This is not an illusion. The item actually takes on the physical properties of gold, changing its hardness value to 6 and detecting as gold for those using the Detect effect. Affected weapons with a metal striking surface decrease their damage by 2. If the caster wishes another player character to interact with the item, then this spell requires a temp tag from a Plot Marshal to be placed over top of the item's regular tag (if any). The back of the tag should be labeled as Fool's Gold and a Plot Marshal must be informed to whom the item is given. This spell cannot be cast on a creature of any sort, only an inanimate object. It should be noted that this spell is highly regulated by the Golden Order, and its use is not often authorized lest the reputation of the college suffer from those who might swindle others.

Upcast: By increasing the spell's level by 2, the caster can instead extend the duration to event.

GEHANNA'S GOLDEN HOUNDS

Lore: Metal Level: 4 CV: 20 Component: Chamon

Type: Summoning Duration: Concentration Delivery: Special

Incant: "I summon Gehanna's golden hounds to hunt my foe and drag them to their doom."

Attack Call: "Spell 4. Summon two Golden Hounds."

Description: Blowing a shimmering auric whistle, the caster

summons a pair of large, mechanical hounds to attack a chosen target.

Special: This spell summons two mechanical hounds. Once summoned, the caster must point at a single target and give the command: "Hunt". This may be followed by a quick verbal description of the target, at the discretion of the caster. This is the only directive that can be given to the summoned hounds. They will pursue and attack that creature relentlessly, ignoring all others. If their target enters the Dead condition, then the spell ends and any remaining hounds immediately disappear. The hounds have the following stats:

GEHANNA'S GOLDEN HOUND:

M	WS	BS	S	T	Ag	Aw	Int	Wp	Cha	W
8	3	-	5	5	3	4	1	-	-	15

Passive Attack Call Options: "5 Magic" or "Trip 5"

Traits & Special Abilities: Immune to Mind Effects

Upcast: For each increase of 1 in the spell's level, the caster summons one additional hound and all summoned hounds increase their Wounds characteristic by 5.

LAW OF GOLD

Lore: Metal **Level:** 4 **CV:** 20 **Component:** Chamon
Type: Hex **Duration:** Encounter **Delivery:** Touch or Gaze
Incant: "I enshroud this arcane item with the law of gold, to suppress its aethyric connections and render it inert."
Attack Call: "Spell 4. Target [description]: Suppress Magic."

LEVEL 5 SPELLS

FINAL TRANSMUTATION

Lore: Metal **Level:** 5 **CV:** 25 **Component:** Chamon
Type: Hex **Duration:** Encounter **Delivery:** Touch or Packet
Incant: "I call upon the wind of Chamon to change the very matter of this form to auric splendor as I enact this final transmutation."
Attack Call: "Spell 5. Paralyze."

Description: A golden beam bursts from the caster's hand, cocooning the target in a bright glow. When it fades, an exquisite statue of pure gold stands in their place, capturing every minute detail of the creature they once were.

Description: With a touch or glance, the caster enshrouds a magical item in strands of Chamon, suppressing its arcane abilities.

Special: The caster may only target an item with this spell, and they must be able to see it (either with regular vision or the Witchsight skill).

Upcast: By increasing the spell's level by 1, the caster can instead make the attack call: "Spell 5. Gaze, Target [description]: Suppress Magic".

MERCURIAL BLADE

Lore: Metal **Level:** 4 **CV:** 20 **Component:** –
Type: Augment **Duration:** Encounter **Delivery:** Self/Special
Incant: "I call upon Chamon to give life to this mercurial blade, to bypass the defences of my foes."

Attack Call: "Spell 4. Special Effect."

Description: The caster's weapon flows like liquid metal, bending and splitting to quickly dart around an opponent's defences.

Special: The caster must be holding a weapon whose striking surface is predominantly metal at the time of casting. For the duration of the spell, any passive attack call that the caster makes with that weapon uses the attack call: "Splash: [X] [Damage Type]", where X is the amount of damage the character normally inflicts with a passive attack call from that weapon. This spell immediately ends if the caster stops holding the weapon for any reason.

Special: This spell can only affect a living (or at least animated) creature. There is no effect if cast on an inanimate object. While transmuted, the creature and its equipment counts as a single object with a Hardness Value of 8 for all intents and purpose (e.g. don't need to breathe, immune to the Sever effect, etc.). At the end of the encounter, the statue transmutes back to its original form. Damage done to the statue will carry over to the creature (e.g. shattering a limb will result in a severed limb, etc.). This information should be communicated by the caster's player OOG when it is convenient to do so.

Upcast: By increasing the spell's level by 2, the caster can instead make the attack call: "Spell 7. Paralyze –

Permanent” and the spell’s duration is changed to Permanent. After a single unit of gold is recovered from the statue, the remainder disintegrates into dust, killing the creature. If the spell is not undone by the end of the event, Logistics should be notified to create a relevant tag for the item.

TRANSMOGRIFICATION OF THE UNSTABLE MIND

Lore: Metal Level: 5 CV: 25 Component: Chamon

Type: Augment Duration: Special Delivery: Touch

Incant: “I enter the labyrinth of thought to make sense of what is confused and restore order to the disordered, in this transmutation of the unstable mind.”

Attack Call: “Spell 5. Special Effect.”

Description: Far more difficult than balancing an alchemical equation or metallurgical alloy ratios, the caster enters a section of a creature’s mind, attempting to restore order within by reinforcing weakened areas with strands of Chamon.

Special: As soon as the spell is cast, both the caster and target take the ‘Irresistible Sleep’ and ‘Immunity to Remove Sleep’ effects, such that no attempt to wake them is successful until the spell is resolved. Both players should mark where their bodies and possessions are according to the Away from Game rule and then go find a Plot Marshal OOG.

The caster must select any insanity that they are aware the target possesses and inform the Plot Marshal of their selection (either naming the insanity or describing its effects). If the caster is not able to successfully identify one of the target’s insanities, the spell automatically fails, as they get lost in the vast depths of the target’s mind without anything to guide them.


The Plot Marshal will run an encounter for the two players, set within the portion of the target’s mind related to the selected insanity. For this reason, it is recommended that the casting player make arrangements with a Plot Marshal

in advance of casting the spell if at all possible. The exact nature of the encounter is at the discretion of the Plot Marshal but it will include an objective for the players to achieve that either relates to the selected insanity or is hindered by it. As they are not in their physical bodies, the characters may not make use of any expendable items they had on them, but are otherwise generally affected by what they see in the same way they would be in the real world. The effects of the spell depend upon the results of the encounter:

- If both players survive the encounter and are successful in completing their objective, then they both wake up and the target immediately loses the targeted insanity and decreases their Insanity Points characteristic by 1. However, the effect of Chamon in their mind causes the target to increase their Corruption Points characteristic by 1. If this causes them to gain a corruption, then they must select from the list of arcane corruptions for the Lore of Metal.
- If the spell is unsuccessful (either the spell miscasts, is interrupted, either are slain or they are unable to complete their objective), then both the caster and target increase their Insanity Points characteristic by 1, gaining a new insanity.

In either case, the casting player should explain the full effects of the spell OOG to the target player before the characters wake up. As this spell is so fragile that a conscious mind will automatically succeed at ejecting the caster, it can only be cast on either a willing or unconscious target. An unwilling target who is unconscious may also resist the caster’s efforts, making their chance of success far less likely.

Upcast: For each increase of 1 in the spell’s level, the caster can bring one additional willing mind into the encounter. They must similarly apply the Away from Game rule and are affected by anything that happens to them in the encounter, but the success of the spell does not depend upon their survival.



LORE OF SIGMAR

Born a mortal, Sigmar was the great Unberogen king who united many of the warring Human tribes into what is now the Empire, and his crowning as its first Emperor marks year 1 of the Imperial Calendar. It was not until twenty years after his departure that he was declared by some to be a god. This new cult, preaching imperial unity and unswerving loyalty to the Emperor and Elector Counts, quickly gained the backing of the state and soon became the dominant faith of the Empire.

Unquestionably, it still remains the most culturally and politically influential cult within the Empire, even holding three of the fifteen electoral votes. Shrines and temples dedicated to Sigmar can be found in virtually all Imperial settlements, often acting as focal points for local communities, where citizens go for a weekly service, confession, advice, purification and even martial training in the local militia. Such temples have slightly less influence in many of the northern provinces, where the Ulrican faith still holds greater sway.

Sigmar is worshipped as a stern, vengeful warrior god, but also a benevolent one that cares for his people. His followers do not view him as a saviour that will fight their enemies for them, but as a warrior leader, a beacon to encourage mankind to stand united against the myriad threats that assail it. As such, the cult sees itself as the self-appointed defenders of Sigmar's Empire, defending the lives, minds and souls of its people through both their faith and strength of arms. Some may claim that this constant vigil leads Sigmarites to paranoia, but in truth many insidious threats lurk in the shadows, seeking to undermine the strength of Sigmar's folk, and who is to say how many times the Empire has been saved from utter annihilation by such measures. To this purpose, the Lore of Sigmar teaches prayers that smite the foes of mankind, cleanse Chaos corruption, and protect the body, mind and soul of the faithful.

Despite the faith's calls for unity, however, the cult itself is marked by significant division in purpose, practice and belief. Moreover, given its overwhelmingly complex structure and hierarchy, outsiders tend to have only a loose understanding

of the cult's workings. The largest orders within the cult of Sigmar are as follows:

- **The Order of the Torch:** The cult's ruling order, and larger than all the other orders combined. They run nearly all the temples and shrines across the Empire and are also responsible for the cult's foreign presence. Each temple has a high priest, who is appointed by the local Lector or High Capitular and is responsible for all Sigmarite worship in the area, appointing priests below them to various duties to this end. The Grand Theogonist is not only the head of this order, but the undisputed leader of the cult of Sigmar as a whole.
- **The Order of the Silver Hammer:** An order of warrior priests with no temples of their own, for they travel from place to place, going where they are needed to do the cult's work. They have no ruling body, but instead theoretically take directives from the Order of the Torch.
- **The Order of the Anvil:** This monastic order lives in worldly isolation, dedicating their lives to preserving knowledge of the faith. They are the undisputed masters of Sigmarite and imperial law. From the Helstrum Monastery in Altdorf, the monks are led by the Keeper of the Word, the ultimate authority of the Word of Sigmar.
- **The Order of the Cleansing Flame:** While this secretive order maintains only a single chapterhouse in Altdorf, they hold a manner of authority over all Sigmarites. The Inquisitor General directs the efforts of the order's high inquisitors and inquisitor priests in rooting out corruption, wherever it may be found.

Alongside (or sometimes within) these orders, exist a multitude of smaller sects, groups or factions, such as the Witch Hunters, the Ascetics, the Unifiers, the Malleuns, the Sisters of Sigmar and several knightly orders.

Although a great many differences exist between these various divisions in the cult when it comes to the appearance of its members, it is very common for novitiates to have their heads completely shaved when they are ordained as full priests. Such grooming practices are far less common among lay followers. Wide, high-necked collars or gorgets are also common, as are a variety of holy symbols, purity seals or even religious texts strapped to the waist, back or head.

LORE OVERVIEW

HOLY SYMBOLS

The following may be employed as holy symbols of Sigmar:

- Ghal Maraz (Sigmar's Warhammer)
- Twin-tailed comet
- Griffon

DIVINE LORE PREREQUISITES

The Divine Lore [Sigmar] skill has the prerequisites listed below in addition to those listed for the Divine Lore skill in general. Where mentioned below, R refers to the character's rank in Divine Lore [Sigmar].

- Race: Human
- Knowledge [Sigmar] R
- Weapon Proficiency [any hammer]

PERSISTENT MAGICAL SATURATION MODIFIERS

Divine casters using spells from the Lore of Sigmar use the following Persistent Magical Saturation Modifiers:

- +1 while within any church, temple or other site that is specifically consecrated to Sigmar
- -1 while within any temple or unholy site that is consecrated to an evil deity

CLASS SKILLS

The following classes gain the skills stated below as additional class skills when selecting this lore.

INITIATE [SIGMAR]

- Knowledge [Empire, Dwarfs]
- Weapon Proficiency [any hammer]
- Hatred [Greenskins]
- Iron Will 1

PRIEST/PRIESTESS [SIGMAR]

- Knowledge [Empire, Dwarfs, Karaz Ankor]
- Weapon Proficiency [any hammer]
- Weapon Expertise [any hammer]
- Hatred [Greenskins]
- Hold the Line!
- Steel Your Nerves!
- Iron Will 2

EXALTED PRIEST/PRIESTESS [SIGMAR]

- Knowledge [Empire, Dwarfs, Karaz Ankor]
- Weapon Proficiency [any hammer]
- Weapon Expertise [any hammer]
- Speak Language [Khazalid] 1
- Hatred [Greenskins]
- War Cry
- Commander
- Hold the Line!
- Steel Your Nerves!
- Kill them All!
- Iron Will

HIGH PRIEST/PRIESTESS [SIGMAR]

- Knowledge [Empire, Dwarfs, Karaz Ankor]
- Weapon Proficiency [any hammer]
- Weapon Expertise [any hammer]
- Speak Language [Khazalid] 2
- Hatred [Greenskins]
- War Cry
- Commander
- Hold the Line!
- Steel Your Nerves!
- Kill them All!
- Iron Will
- Supreme Will

LORE-SPECIFIC CLASSES

The following advanced classes are only available to those with ranks in Divine Lore [Sigmar].

WARRIOR PRIEST/PRIESTESS [SIGMAR]

The warrior priests of the Order of the Silver Hammer travel from place to place, going where they are needed to do Sigmar's work. In comparison to the other orders, these warrior priests tend to devote less of their time to academic pursuits, administering temples and working miraculous signs, but make up for such shortcomings in practical battlefield experience and the ability to inspire the Empire's soldiers on the front line.

PREREQUISITES:

- Human
- Ex-Initiate [Sigmar]
- 150 XP



- WS 4, Wp 4
- Divine Lore [Sigmar] 1
- membership in the Order of the Silver Hammer

CLASS SKILLS:

- Faithful [Sigmar]
- Enhanced [Weapon Skill]
- Enhanced [Strength]
- Parry
- Weapon Proficiency [any hammer]
- Weapon Expertise [any hammer]
- Armour Proficiency [Light, Medium, or Heavy]
- Shield Proficiency [Medium]
- Mighty Blow 2
- Hatred [Greenskins, Undead, Daemons, Beastmen, Mutants, or Mortal Servants of Chaos]
- War Cry
- Hold the Line!
- Steel Your Nerves!
- Kill them All!
- Iron Will 2
- Stubborn
- Defensive Stance

PROHIBITED CLASS SKILLS:

- all Magic skills of the Arcane tree

LORE-SPECIFIC SKILLS

The following skills are only available to practitioners of the Lore of Sigmar.

SHIELD OF FAITH

Skill Category: Physical

Passive XP: 5 Self-Trained: – Max Ranks: 1

Prerequisites: Wp 4, Divine Lore [Sigmar] 1

Effect: Through strength of will, the priest guards their body and mind from the corrupting influence of Chaos. A character with this skill can choose to instead use their Willpower characteristic in order to resist the Warp effect. Normally, the Warp effect can be resisted only by the Toughness or Corruption Points characteristics.

TENETS OF FAITH

Though the various factions within the cult of Sigmar each hold to slightly different doctrines, the four virtues espoused by the Sigmarite faith as a whole are strength, wisdom, pride and contempt.

STRICTURES

Though not an exhaustive list, the following are some of the more common tenets of the cult of Sigmar. If a character with Divine Lore [Sigmar] fails to uphold these strictures, they may be subject to Divine Sanction.

- Never disobey the command of a superior in the cult
- Never refuse aid to a Dwarf
- Promote the unity of the Empire
- Bear true allegiance to the Emperor
- Seek out and destroy Greenskins, the servants of Chaos and those corrupted by magic

PENANCES

Sigmarites seeking to atone after receiving a divine sanction often attempt one or more of the following. The extent to which the character must go to obtain redemption through these means depends upon the severity of the act that led to the divine sanction. While these are suggestions of the most common practices, they are not an exhaustive list of everything that an atoning character might try.

DESTRUCTION

Sigmar is a warrior god, and many of his followers seek his favour by achieving a great victory in battle against his enemies, particularly Greenskins and the servants of Chaos. The atoning character should expect to play a significant role in the battle, likely fighting a worthy adversary in single combat.

IMPERIAL SERVICE

Sigmar worked towards a unified Empire, and his followers carry on this great ambition. Completing a great undertaking that will strengthen the Empire (such as rebuilding a community or preventing a war between provinces) is believed by some to earn the approval of the god-king.

FLAGELLATION

Self-flagellation continues to be employed as a means of atonement by particularly zealous Sigmarites. These painful wounds cannot be healed during the event without undoing the act of penance.

LEVEL 1 SPELLS

ARMOUR OF RIGHTEOUSNESS

Lore: Sigmar Level: 1 Component: –
Type: Augment Duration: Encounter Delivery: Self
Incant: "I call upon Sigmar to protect me with the armour of righteousness."

Attack Call: "Spell 1. Imbue Creature: Natural Armour 1."
Description: The caster's existing armour flash with a nimbus of power, as they harden to better protect the caster from the blows of their enemies.

Special: The caster must be wearing physical armour that grants them 1 or more Armour Points at the time of casting. This spell immediately ends if the caster removes the armour or it is destroyed.

HAMMER OF SIGMAR

Lore: Sigmar Level: 1 Component: –
Type: Augment Duration: Encounter Delivery: Touch
Incant: "I call upon Sigmar to bless this hammer of Sigmar with his holy wrath."

Attack Call: "Spell 1. Imbue Weapon: Magic Damage."
Description: The caster's hammer momentarily glows with a faint sheen, and thereafter strikes true even against those foes that are resistant to physical attack.

Special: The caster must be holding a hammer (of any type) at the time of casting. This spell immediately ends if the caster stops holding the weapon. A caster with 3 or more ranks in Divine Lore [Sigmar] may instead make the attack call: "Spell 1. Imbue Weapon: +1 Magic Damage."

HEART OF THE GRYPHON

Lore: Sigmar Level: 1 Component: –
Type: Augment Duration: Instantaneous Delivery: Touch or Packet
Incant: "I call upon Sigmar to grant you the heart of the gryphon."

Attack Call: "Spell 1. Remove Fear, Remove Panic."
Description: The caster's prayers embolden the hearts of the faithful and instill them with the courage needed to face their foes.

Special: In addition, if the target has 1 or more ranks in Faithful [Sigmar], then they also receive the Fear Resistance [X] effect, where X is equal to their ranks in Faithful [Sigmar].

UNIFICATION ENDURES

Lore: Sigmar Level: 1 Component: Aqshy
Type: Hex Duration: Encounter Delivery: Touch or Packet
Incant: "I call upon Sigmar to remind this soul that your great unification endures in our hearts."

Attack Call: "Spell 1. Gaze: Suggestion [F], You do not want to harm any loyal Imperial citizen or Dwarf."
Description: The caster's prayers stir ancestral memories of patriotism, fraternity and cooperation among Sigmar's heirs.
Special: The caster may only target a creature that they believe to be an Imperial-born Human.

VANQUISH ANCESTRAL FOE

Lore: Sigmar Level: 1 Component: –
Type: Augment Duration: Encounter Delivery: Touch
Incant: "I call upon Sigmar to imbue this weapon with the strength to vanquish the ancestral foe."

Attack Call: "Spell 1. Imbue Weapon: Orc Bane."
Description: The caster entreats Sigmar for a measure of the strength he used to defeat the Orcs at Blackfire Pass.
Special: This spell may only be cast upon a melee weapon.

LEVEL 2 SPELLS

DENY THE HERETIC

Lore: Sigmar Level: 2 Component: –
Type: Hex Duration: Encounter Delivery: Touch
Incant: "I call upon Sigmar to deny the heretic their dark sorcery."

Attack Call: "Spell 2. Magical Saturation Dhar – 1."

Description: The caster's prayers make it temporarily more difficult for the target to channel dark magic.

HEED NOT THE WITCH

Lore: Sigmar Level: 2 Component: Hysh
Type: Augment Duration: Encounter Delivery: Touch
Incant: "I call upon Sigmar to protect his devoted from vile sorcery as we heed not the witch."

Attack Call: "Spell 2. Target Sigmarite: Spell Resistance 1."

Description: The caster's prayers offer the target a modicum of protection against spells.

Special: If the target has 3 or more ranks in Faithful [Sigmar], they are instead granted Spell Resistance 2.

REPEL CORRUPTION

Lore: Sigmar Level: 2 Component: –
Type: Augment Duration: Concentration Delivery: Self
Incant: "I call upon Sigmar to repel corruption from his servant."

Attack Call: "Spell 2. Warp Resistance [F]."

Description: The caster's faith and fervent prayers wards them from the warping influence of Chaos.

SHIELD OF FAITH

Lore: Sigmar Level: 2 Component: –
Type: Augment Duration: Encounter Delivery: Touch or Packet
Incant: "I call upon Sigmar to ward his devoted with a shield of faith."

Attack Call: "Spell 2. Target Sigmarite: Ward 1."

Description: A ward fueled by the target's faith offers them a measure of protection against physical harm.

Special: If the target has 3 or more ranks in Faithful [Sigmar], they are instead granted Ward 2.

WORD OF DAMNATION

Lore: Sigmar Level: 2 Component: –
Type: Hex Duration: Instantaneous Delivery: Gaze
Incant: "I call upon Sigmar to show the vile and corrupt their fate, as I denounce them with this word of damnation."

Attack Call: "Spell 2. Gaze: Stun Corruption Points"

Description: A powerful word of righteousness temporarily disorientates the target as their mind is filled with visions of their own damnation.

Special: A target need not be able to understand the caster's language in order to be affected by this spell. The effect strength of the Stun effect is determined by the target's own Corruption Point total.

LEVEL 3 SPELLS

BEACON OF COURAGE

Lore: Sigmar Level: 3 Component: –
Type: Augment Duration: Concentration Delivery: Special
Prerequisite: Learn Spell (Heart of the Gryphon)
Incant: “I call upon Sigmar to inspire his people as I act as a beacon of courage.”
Attack Call: “Spell 3. Special Effect” (and see below)
Description: Sigmar’s majesty shines out from the caster like a beacon of hope, inspiring all those who can witness them smiting the foe to carry on the fight.
Special: While this spell remains in effect, every time the caster successfully damages a non-Helpless enemy with a melee attack call, they may immediately make the call: “Radius, Target Allies: Remove Fear, Remove Panic.”

SMITE THE CORRUPT

Lore: Sigmar Level: 3 Component: –
Type: Augment Duration: Concentration Delivery: Self
Incant: “I call upon Sigmar to grant me his holy light to smite the corrupt.”
Attack Call: “Spell 3. Imbue Creature: Light Damage”
Description: Those with witchsight can see the caster’s weapons glowing with a bright light. For as long as they maintain an unrelenting assault upon a chosen foe, their touch burns the corrupted flesh of daemons and undead.
Special: The next passive attack call that the caster makes with a hammer (or any sort) has its damage type changed to Light. The caster continues to do Light damage with their passive attack calls from hammers until immediately before one of the following occurs:

- The caster makes an attack call using an active skill.
- The caster makes an attack call against a new target.
- The spell ends (for any reason).

SOULFIRE

Lore: Sigmar Level: 3 Component: Hysh
Type: General Duration: Instantaneous Delivery: Radius
Incant: “I call upon Sigmar to burn the corrupt away with your cleansing soulfire.”
Attack Call: “Spell 3. Radius: [F] Light Fire Piercing.”
Description: A wave of purifying flame bursts from the caster, burning even hotter when it encounters corrupted flesh.
Special: The caster is not affected by the radius attack call. However, after making the attack call, the caster immediately takes the attack call: “Irresistible [CP] Light Fire”, as the purifying flame burns them from within.

TWIN-TAILED COMET

Lore: Sigmar Level: 3 Component: Azyr
Type: Magic Missile Duration: Instantaneous Delivery: Packet
Incant: “I call upon Sigmar to smite these foes with the sign of your twin-tailed comet.”
Attack Call: “Spell 3. Blast: [F] Fire, Trip [F].”
Description: A fiery missile with twin tails is hurled down from the heavens. Its forceful impact throws those nearby to the ground, while its fire burns them.



LORE OF ULRIC

The Teutogen tribe is said to have been led to the Old World millennia ago by Ulric, and swiftly conquered all before them in one brutal victory after another. Over time, worship of their god spread throughout the other Human tribes, quickly becoming the dominant faith in the Old World. Despite Sigmar himself being a devout Ulrican and crowned by the Ar-Ulric, the Cult of Sigmar was quickly brought into conflict with Ulric's faithful, many of whom refused to acknowledge Sigmar's divinity. Despite this, the fledgling cult quickly grew, eventually surpassing that of Ulric, particularly in the south.

Today, the Cult of Ulric is second in power and influence only to that of Sigmar and is still the dominant faith in the northern provinces of Middenland, Nordland and Ostland. Though palling to the three Sigmarite votes, the Ar-Ulric even holds power as an imperial elector. While today most Ulricans are willing to admit that Sigmar is a god, there still exists a continued rivalry between the two cults, as they vie for both political influence and the hearts of the Empire's martial class.

The god of winter, war and wolves, Ulric is the most aggressive of the Old World's deities, embodying humanity's physical strength and courage in the face of overwhelming odds. Much like their god, Ulricans are straightforward and direct, despising trickery and cowardice above all else. They are widely known as brash and boisterous warriors, who can often be found amongst the Empire's soldiery, proving themselves in battle with the blood of their foes and retreating only under direct order from a superior. As such, the Lore of Ulric teaches prayers that awaken the battle lust within, in addition to those that call upon winter's icy bite to cut down the weak.

The cult of the Wolf-King is centred on the holy site of the Fauschlag at Middenheim, where the Eternal Flame still burns in the great temple. As a result, the cult's power still largely rests with the Teutogen people, who continue to view Ulric as their god. In comparison to their Sigmarite counterparts, the Cult of Ulric has a distinct lack of organised factionalism within its ranks, as its faithful follow a strict, formal hierarchy and tend to sneer upon internal politics. However, beyond the major orders, there are a few exceptions that are worth mention:

- **The Order of the Howling Wolf:** The major priestly order and governing body of the cult. Under the cult's leader, the Ar-Ulric, various High Priests and Defathers run the fortified temples of Ulric. These invested followers guide the faithful and lead through example, as every priest is an accomplished warrior, well-versed in battle. However, after a millennium of celibacy, the order has become largely male-dominated and gradually declined in number, no longer able to boast nearly as many priests as they once did. Somewhat of an anomaly, the Sudfast Temple in Nordland is known for having been maintained solely by priestesses of Ulric for over two millennia.
- **The Order of the White Wolves:** This templar order of lay followers is the largest knightly order in the Empire and the oldest templar order in the world. Easily identifiable by their great hammers and white wolf pelts, a company of these knights are attached to nearly every major temple. Each year, the bravest and most skilled of these knights are selected to join the Teutogen Guard, the Ar-Ulric's personal bodyguard.
- **The Order of the Winter Throne:** Also known as Ragnarites, members of this Ulrican sect live in secluded, northern monasteries and profess that these harsh, frigid climates are the perfect training ground for the prophesied Evernacht, an eternal winter that will choke the life from Ulric's greatest foes, the Chaos gods. Some fanatics of this order believe it is their duty to prepare the world for this imminent cleansing, even going so far as to attack food stores to force others to survive the harsh winter with few supplies.
- **The Sons of Ulric:** An outlawed, extremist sect who believe that they are the blood descendants of Ulric himself and thus should control the cult.
- **The Wolf Kin:** Wild, berserk fanatics, who are little better than the depraved followers of the Blood God. The cult maintains no formal relationship with them.

Ulric's devoted followers can often be recognised by their long hair and unkempt beards, worn in imitation of their deity and unrestrained by hat or helmet. Wolf pelts are also quite common, though Ulricans are limited to wearing only those they have personally slain with weapons made by their hand. The cult's ordained priests of the Order of the Howling Wolf wear black vestments with the head of a howling, white wolf emblazoned on the centre of the chest.

LORE OVERVIEW

HOLY SYMBOLS

The following may be employed as holy symbols of Ulric:

- the white wolf
- a stylized 'U'
- claws

DIVINE LORE PREREQUISITES

The Divine Lore [Ulric] skill has the prerequisites listed below in addition to those listed for the Divine Lore skill in general. Where mentioned below, R refers to the character's rank in Divine Lore [Ulric].

- Race: Human
- Knowledge [Ulric] R
- Weapon Proficiency [bastard axe, great axe, bastard hammer or great hammer]

PERSISTENT MAGICAL SATURATION MODIFIERS

Divine casters using spells from the Lore of Ulric use the following Persistent Magical Saturation Modifiers:

- +1 while within any church, temple or other site that is specifically consecrated to Ulric
- -1 while within any temple or unholy site that is consecrated to an evil deity

CLASS SKILLS

The following classes gain the skills stated below as additional class skills when selecting this lore.

INITIATE [ULRIC]

- Weapon Proficiency [bastard axe, great axe]
- Weapon Expertise [bastard axe, great axe]
- Armour Proficiency [Light]
- Enhanced [Weapon Skill] 1
- Mighty Blow 1
- Frenzied Stance
- Intimidating Presence 1
- Extractor [Hunter] 1

PRIEST/PRIESTESS [ULRIC]

- Weapon Expertise [bastard axe, great axe]
- Armour Proficiency [Light, Medium]
- War Cry
- Kill them All!
- Enhanced [Weapon Skill] 2
- Mighty Blow 2
- Frenzied Stance
- Fury
- Intimidating Presence 2
- Extractor [Hunter] 2
- Track

EXALTED PRIEST/PRIESTESS [ULRIC]

- Weapon Expertise [bastard axe, great axe]
- Armour Proficiency [Light, Medium, Heavy]
- War Cry
- Kill them All!
- Enhanced [Weapon Skill] 3
- Mighty Blow 3
- Frenzied Stance
- Fury
- Berserk 1
- Intimidating Presence 3
- Extractor [Hunter] 3
- Track

HIGH PRIEST/PRIESTESS [ULRIC]

- Weapon Expertise [bastard axe, great axe]
- Armour Proficiency [Light, Medium, Heavy]
- War Cry
- Kill them All!
- Enhanced [Weapon Skill] 3
- Mighty Blow 4
- Frenzied Stance
- Fury
- Berserk 2
- Blood Frenzy 1
- Intimidating Presence 4
- Extractor [Hunter] 4
- Track



LORE-SPECIFIC SKILLS

The following skills are only available to practitioners of the Lore of Ulric.

HOLY WRATH

Skill Category: Physical

Passive XP: 12 Self-Trained: ×5 Max Ranks: 1

Prerequisites: Fury, Divine Lore [Ulric] 1

Effect: Although the character's judgement may still be clouded in other ways when they give themselves over to the bestial frenzy of the wolf, they have little trouble calling upon Ulric to deliver their divine wrath and judgement onto their foes in this state. The character retains the ability to cast spells while in a Frenzied Stance. Note that this skill does not protect the character from losing spellcasting ability from any other source, including the Rage effect.

TENETS OF FAITH

"Ulric give me the fangs of the wolf, Ulric give me the claws of the wolf, Ulric give me the coat of the wolf, And I will show your enemies the mercy of the wolf." – Ulrican Prayer.

STRICTURES

Though not an exhaustive list, the following are some of the more common tenets of the cult of Ulric. If a character with Divine Lore [Ulric] fails to uphold these strictures, they may be subject to Divine Sanction.

- Be courageous in all things, for Ulric disdains a coward
- Never back down unless ordered by a superior
- Defend your honour and never refuse a challenge
- Be honest and straightforward, without deception or trickery
- Only wear the pelt of a wolf that you have killed yourself with weapons you personally crafted
- Avoid helmets or any other head covering that conceals your wolf mane
- Do not employ crossbows or blackpowder, for they are the weapons of cowards
- Never allow a sacred fire of Ulric to go out in his holy places

PENANCES

Ulricans seeking to atone after receiving a divine sanction will need to perform a trial that tests their courage or martial prowess (and often both). Such actions frequently involve the destruction of a powerful enemy that has a very real chance of killing the character in turn. Just how dangerous the trial must be will depend upon the severity of the act that led to the divine sanction. While this is a suggestion of the most common method of atonement, it is not an exhaustive list of everything that an atoning character might try.

LEVEL 1 SPELLS

BATTLE FURY

Lore: Ulric Level: 1 Component: –

Type: Augment Duration: Encounter Delivery: Self
Incant: “I call upon Ulric to instill a battle fury within me.”

Attack Call: “Spell 1. Special Effect.”

Description: Filled with Ulric’s fury, the caster unleashes the beast within on their enemies, with little thought to their own safety.

Special: This spell can only be cast while one or more enemies are in line of sight of the caster. The caster immediately enters a Frenzied Stance, as per the skill, for no SP cost. In addition, they take a modified version of the Irresistible Rage effect, where they are only compelled to attack creatures they classify as enemies, instead of all non-Helpless creatures. While the Rage effect persists, the caster counts their Strength characteristic as being one point higher, for all purposes. If the caster becomes subject to another Rage effect during the spell, they must attack all non-Helpless creatures, as normal.

HOARFROST THEWS

Lore: Ulric Level: 1 Component: –

Type: Augment Duration: Encounter Delivery: Self
Incant: “I call upon Ulric to guard my flesh with the hoarfrost thews.”

Attack Call: “Spell 1. Imbue Creature: Protection from Ice.”

Description: The thin layer of frost that forms on the caster’s flesh doesn’t chill them, but instead wards them against winter’s bite.

SMITE COWARDICE

Lore: Ulric Level: 1 Component: –

Type: Augment Duration: Encounter Delivery: Touch
Incant: “I call upon Ulric to bless this weapon to smite cowardice.”

Attack Call: “Spell 1. Imbue Weapon: Psychic Damage.”

Description: The caster’s weapon begins to unsettle all who look upon it, and it cuts deeper into the flesh of those whose will falters as they attack the cowards with contempt.

Special: The caster must be holding a hammer or axe (of any type) at the time of casting. This spell immediately ends if the caster either stops holding the weapon or chooses to use it as part of an active skill, either offensively or defensively (the spell ends before the active skill is used).

THE WOLF HUNTS

Lore: Ulric Level: 1 Component: –

Type: Augment Duration: Encounter Delivery: Self
Incant: “I call upon Ulric to swiften my stride as the wolf hunts.”

Attack Call: “Spell 1. Special Effect.”

Description: The caster moves with a wild vigor as they give chase to their cowardly prey.

Special: When making a Pursue Move, the caster adds their rank in Faithful [Ulric] to their Movement characteristic. In addition, the Pursue Move expends only a single SP.

WINTER’S FANG

Lore: Ulric Level: 1 Component: –

Type: Augment Duration: Encounter Delivery: Touch

Incant: “I call upon Ulric to transform this weapon into winter’s fang.”

Attack Call: “Spell 1. Imbue Weapon: Ice Damage.”

Description: The caster’s weapon is coated with a thin layer of hoarfrost, and its touch drains the warmth from those it strikes.

Special: The caster must be holding a hammer or axe (of any type) at the time of casting. This spell immediately ends if the caster stops holding the weapon.

LEVEL 2 SPELLS

HOWL OF THE WOLF

Lore: Ulric Level: 2 Component: –

Type: Augment Duration: Encounter Delivery: Self

Incant: "I call upon Ulric to let the howl of the wolf strike fear into the hearts of my foes. [loud wolf howl]."

Attack Call: "Spell 2. Radius: Fear [F]."

Description: The caster gives a loud, lupine howl that chills all who hear it, filling their hearts with fear.

Special: Targets with the Faithful [Ulric] skill do not take the usual effects of this spell. Instead, if they possess the Frenzied Stance skill, then they may choose to immediately enter a Frenzied Stance without expending any SP.

HEART OF THE WOLF

Lore: Ulric Level: 2 Component: –

Type: Augment Duration: Encounter Delivery: Touch

Incant: "I call upon Ulric to grant us the heart of the wolf for the courage to face our foes."

Attack Call: "Spell 2. Fear Resistance [F]"

Description: Instilled with the martial essence of Ulric, the target gains the courage to face the most terrifying of foes.

Special: Targeted characters with the Faithful [Ulric] skill may instead use their own rank in that skill as the effect strength, if it is higher than the caster's.

LEVEL 3 SPELLS

CRUSH THE WEAK

Lore: Ulric Level: 3 Component: –

Type: Augment Duration: Encounter Delivery: Self

Incant: "I call upon Ulric to lend me vigor to crush the weak, for such pitiful warriors have no place in glorious battle."

Attack Call: "Spell 3. Special Effect."

Description: The prayer fills the caster with Ulric's scorn for the weak, lending them strength to crush unworthy foes.

Special: While the spell remains active, any time that the caster is successfully hit by a physical attack with a Damage Value less than the caster's own base Strength characteristic, the caster's next passive melee attack against that target increases its Damage Value by the caster's rank in Faithful [Ulric]. There is no effect from attack calls from spells, attack calls without a Damage Value or attacks that are completely negated through the following reaction calls: Parry, Blind Parry, Dodge, Blind Dodge, or Luck.

WILD PACK

Lore: Ulric Level: 2 Component: –

Type: Augment Duration: Encounter Delivery: Touch

Incant: "I call upon Ulric to fill his devoted with the energy of the wild pack."

Attack Call: "Spell 2. Radius: Target Ulricans: Boost [F] Stamina."

Description: The faithful of Ulric feel their fatigue lessen as they regain a measure of energy to carry on the hunt.

WINTER'S CHILL

Lore: Ulric Level: 2 Component: –

Type: Augment Duration: Encounter Delivery: Touch

Incant: "I call upon Ulric to send forth winter's chill from me."

Attack Call: "Spell 2. Special Effect."

Description: Despite the season, the caster radiates the bitter chill of deep winter, chilling those who draw near and freezing those who touch them.

Special: While the spell remains active, any time that the caster is touched or successfully hit by a physical melee attack, they must make the reaction call: "Reaction: 1 Ice". This is added to any other reaction call the character may otherwise make, with the exception of Dodge, Blind Dodge, Luck and Miscall (all of which prevent the blow from actually landing). There is no effect against ranged attacks of any sort.

FROST'S BITE

Lore: Ulric Level: 3 Component: –

Type: Magic Missile Duration: Instantaneous/Encounter
Delivery: Packet

Incant: "I call upon Ulric to deliver frost's bite to my quarry, letting the chill of winter's bite cut to their core."

Attack Call: "Spell 3. [F] Ice Piercing, Slow."

Description: The caster's foe finds all warmth desert them, freezing their flesh and stiffening their limbs.

ICE STORM

Lore: Ulric Level: 3 Component: –

Type: General Duration: Instantaneous Delivery: Radius

Incant: "I call upon Ulric to unleash winter's fury, for the weak to perish under its unrelenting fury."

Attack Call: "Spell 3. Radius: [F] Ice, Piercing."

Description: A howl to the heavens brings forth a chill wind that lashes all in the area with a biting cold and shards of ice.