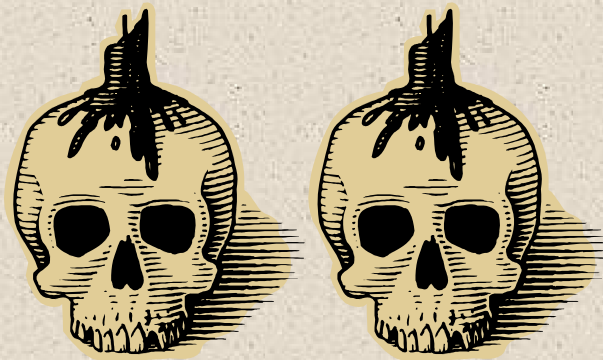




*Etceteronomicon II:  
Ye Addendonomicon*



*Being even more divers and lesser-known  
Sorceries, Rituals and Cantraps  
for the use of  
Magisters of All Colleges*

## How to Use This Book

*“Mastering your Wind is one thing. Mastering magic? That’s something else entirely”*  
- Reiner Starke, Patriarch of the Grey Order

This book contains over twenty new spells for *WFRP* – twelve new Lesser Magics, ten new Petty spells and a few rituals to boot. It can be used on its own or combined with the *Etceteronomicon* (<http://www.blackindustries.com/pdf/articles/etceteronomicon.pdf>) to add enormous variety to any Warhammer game which features magic. Lesser Magics can of course be acquired by spending 100 XP, as described in the *WFRP Rulebook* (p 99). New Petty Magic spells may be acquired by spending 50 XP per spell, and each is acquired as a new Talent, just as for Lesser Magic. You may also (with your GMs permission, swap some of the Petty spells listed here for those listed in the rulebook (p 146) to create a different catalogue of spells for each new apprentice. Rules for learning Rituals are on page 168.

### Duration and Range

To make finding all the information easier in spell descriptions, *The Etceteronomicon* adds two extra lines to the spell entries –duration and range. These will also feature in future *WFRP* products (*Night’s Dark Masters* onwards) .

#### Duration

Entries include all of the following.

**Instant:** This entry indicates that the spell does not have a duration and that its effects are resolved immediately.

**1 hour/minute/round:** The spell lasts for one hour, minute or round.

**1 hour/minute or triggered:** The spell lasts for 1 minute (6 rounds) or until the circumstances of the spell’s effect are triggered, whichever occurs first. For example, a spell might give you the ability to re-roll failed Strength Tests. At any point within the spell’s duration that you re-roll a Strength Test, the spell is discharged.

**See description:** The spell has a special duration as described in the text.

**Time/Magic:** The spell lasts a number of rounds, minutes, or hours per point of your Magic Characteristic.

**Triggered:** The spell remains in effect until a specific circumstance triggers it. You gain no benefit from casting such spells multiple times.

#### Range

**You:** The spell may be cast only on yourself.

**Touch:** You must touch a target for the spell to take effect.

**Touch (you):** As touch, but you may also cast the spell on yourself.

**Yards (squares):** The spell has a range measured in yards.

**See description:** The spell has a special range as described in the text.

Original Idea and Text: Steve Darlington

Spells Designed, Refined and Playtested By: Steve Darlington, Gareth Willcock and the marvellous guys on the Black Industries Contributor Forum

Alten the Seer and the Great Vandalla Created By Steve Darlington

Dieter Zauberlich created by Jody Macgregor

WFRP 2<sup>nd</sup> Ed by Chris Pramas

Original WFRP Design by Jim Bamba, Graeme Davis, Phil Gallagher, Richard Halliwell and Rick Priestly

Realms of Sorcery by TS Luikart, Chris Pramas, Jeff Tidball, Robert J Schwalb and Marijan von Stauffer

Check out [www.steved.org](http://www.steved.org) for more stuff by Steve.

Warhammer Fantasy Roleplay, the Warhammer Fantasy Roleplay logo, WFRP, Chaos, Tzeentch, Warhammer, and all associated marks, names, races, race insignia, characters, vehicles, locations, units, artefacts, illustrations and images from the Warhammer world are either ®, TM and/or © Copyright Games Workshop Ltd 2000-2006, variably registered in the UK and other countries around the world. Used without permission. No challenge to their status is intended. All Rights Reserved to their respective owners.

## Lesser Magics

Aethyric Armour. Blessed Weapon. Skywalk. Few are the magical colleges of the Empire where these spells are not incanted many times per day, with equal times success and failure. But there are more names among them than just these.

Although their names change from Order to Order and even from Magister to Magister, there are such spells that are seemingly always taught, whether because they are so widely useful, so ingrained in tradition or so absolutely vital to the wizardly ego. Every student is keen to embrace his Wind as much as he can, but the wise apprentice and the dutiful teacher both know that there is much more to magic than that, and a wizard without a full quiver of Lesser Spells is hardly a wizard at all.

Herein are twelve more Lesser Magic spells, to join the list included in the *WFRP Rulebook*, *Tome of Corruption*, and *Realm of the Ice Queen*. These are precisely the kind of spells that young apprentices and journeymen will be called upon to learn and master, and are also extremely likely to pop up in any spell books and study notes that wandering adventurers may find. Each costs 100 XP to acquire.

### Aethyric Might

**Casting Number:** 7

**Casting Time:** Half action

**Duration:** 1 minute

**Range:** You

**Ingredients:** A staff of oak (+1)

**Description:** You pull the power of the Winds of Magic together into a powerful pushing force. For the duration of the spell, you may add your Magic Characteristic times ten to your Strength Characteristic for the purposes of lifting, carrying or moving things (but not attacks). Due to the effort required to focus and control this bulk force, maintaining it in combat requires a Full Action each round, and it can never be combined with an Attack, or used in a Grapple.

### Aethyric Nimbus

**Casting Number:** 14

**Casting Time:** 10 minutes

**Duration:** 1 hour per Magic Characteristic

**Range:** You

**Ingredient:** A cloak worn by the ruler of a country (+2)

**Description:** The Aethyric shroud that leaps and coalesces around every wizard is expanded out from your body, reaching an extra 1d10 inches per Magic Characteristic in all directions. Anything within the nimbus is considered part of the wizard's self for the purpose of casting spells. A full 24" is required to (safely) contain another humanoid or a dog-sized creature; smaller familiars can fit within 18". Most wizards are loathe to do this without great need as there are terrible results if the 'passenger' happens to have say an arm extending from the nimbus when a spell is cast, for the fluctuating Aethyr can cut like flaming steel. However it does help to carry objects and pets and can add a handy extra few inches to the range of spells. As a minor effect, it also vastly increases the wizard's senses, as anything entering the nimbus alerts him as if his own skin was touched. This tends to make the wizard very grumpy in crowds or tight spaces, but also provides the wizard with a +20% bonus to all Perception Tests against people trying to sneak up on him or pick his pocket. The latter accounts for the most common use of this spell.

*"I prefer the term 'Universal Magic' myself. There is nothing 'lesser' about it."*  
- Alten the Seer, Celestial Magister

### Aethyric Shield

**Casting Number:** 5

**Casting Time:** Half Action

**Duration:** 1 minute (6 rounds)

**Range:** You

**Ingredient:** A metal rivet from a warrior's shield (+1)  
**Description:** You weave the Winds of Magic into a tight focus, forming a ball of force about your non-weapon hand. You may fight as if you have a shield in your off-hand. You may retain this spell after the duration by making a successful Will Power Test each round hereafter. You may combine this spell with spells such as Flaming Sword of Rhuin or Reaping Scythe; if you try to maintain both of them beyond their duration, *both* tests become Hard (-20%).



### Aethyric Surge

**Casting Number:** 18

**Casting Time:** Full Action

**Duration:** 1 minute (6 rounds) or triggered

**Range:** You

**Ingredient:** A shard of pure ithilmar (+2)

**Description:** Casting this spell is very dangerous but sometimes, it is necessary. By calling up all the Winds of Magic in the nearby area, you can increase the power of your next spell cast. Choose one (and only one) of the following effects:

- Focused Will: If the spell requires a Will Power Test to resist, this Test becomes an Opposed Test with the caster. If it was already an Opposed Test, the target suffers -20% to his Will Power.
- Increased Duration: the spell lasts twice as long.
- Increased Effect: the spell affects twice the number of targets, or double the radius of effect.
- Increased Power: if the spell is damaging, its damage rating is increased by one.
- Increased Range: the spell may target a position twice as far away (but still within sight).

This spell tends to attract the attention of the hideous things in the Aethyr. If you trigger Tzeench's Curse while attempting to cast it, you must roll on the Catastrophic Chaos Manifestation Table. Multiple castings of this spell have no effect. Neither this spell nor the Surged spell may be Dampened.

### Alacritous Acceleration

**Casting Number:** 6

**Casting Time:** Half Action

**Duration:** 1 round

**Range:** You

**Ingredient:** A bee's stinger (+1)

**Description:** The Winds of Magic gather around you, buoying you speedily away from danger. You may instantly take the Run Action as a free action. If you do so and move away from melee combat, you also count as having performed the Disengage Action that round (your opponents do not gain a free attack). However, the effect of moving so fast is quite fatiguing, and following the run, you must make a Toughness Test immediately or be stunned for a round. Each additional time this spell is cast a day, this Toughness Test becomes one step more difficult (-10% per previous casting).

*"Now they put magic into boxes and rote-learned rhymes, as if it abides by their rules. Teclis, what have you told them?"*

- Lord Adana of Hoeth

### Dampen

**Casting Number:** 14

**Casting Time:** Full Action

**Duration:** 1 minute (6 rounds) or triggered

**Range:** You

**Ingredient:** A shard of raw gromril (+2)

**Description:** The Winds of Magic are wild and unpredictable, but a truly patient wizard can use this spell to calm them for but a moment, making his spells weaker but much safer. On his next spell casting roll, the wizard must discard one of his dice before determining his casting total. This can be used to remove a matching die, thus reducing or eliminating

Tzeentch's curse. Multiple instances of this spell have no effect, nor can you Dampen the Dampen spell itself.

### **Disrupt**

*"Chaos is our enemy, but change is our ally. A wizard should always be ready to surprise his opponent with a new tactic, a new spell, a new form."*

- Balthasar Gelt, Supreme Patriarch

**Casting Number:** 15

**Casting Time:** Full Action

**Duration:** 1 round per Magic Characteristic

**Range:** 36 yards (18 squares)

**Ingredient:** A staff of oak, carved with runes, which must be broken at casting (+2)

**Description:** You cause the Winds of Magic to grow turbulent and confused around a single individual within range who may make an Opposed Willpower Test to resist it. If he fails, that person may not Channel for the duration of the spell, and suffers a penalty to all their casting rolls equal to your Magic Characteristic if they should try to cast a spell.

### **Glorious Passage**

**Casting Number:** 5

**Casting Time:** Full Action

**Duration:** 1 minute per Magic Characteristic

**Range:** You

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

**Description:** The caster blasts his presence into the Aethyr, identifying himself as a powerful wizard to all those who look upon him. Those who are attuned to such things see a bright ball of the caster's Wind burning around him, and a crack as if from sudden thunder. Those not attuned simply feel a sense of awe and humility towards the wizard, feeling deep in their water that respect must be paid. Crowds part around him, watchmen tip their hats and drop their eyes, thieves move on, shopkeepers offer discounts and even lords and kings humbly grant the wizard audience. Of course, most people do this anyway, but some wizards like to make sure. This spell also causes animals to be nervous, but more obedient. At the GM's option, these effects may translate into a +5% bonus to the use of such skills as Animal Care, Blather, Haggle, Intimidate and Ride. Those with Witchsight or Sixth Sense (and who are within sight of the wizard) automatically perceive the wizard's magical nature, whether they wish to or not

### **Hold**

*"If I have to practice Move one more time, I'm going to kill myself"*

- Konrad Messering, Wizard's Apprentice

**Casting Number:** 9

**Casting Time:** Half action

**Duration:** 1 round per Magic Characteristic

**Range:** 12 yards (6 squares)

**Ingredient:** A link of chain (+1)

**Description:** You erect an invisible magical barrier, compelling a single target to stay in one place. For the duration of the spell, the target may not leave the 2 yard square he was occupying when the spell was cast. He may move freely within that square and suffers no penalty in combat. He may make a Will Power Test each round (as a half action) to break the hold upon him.

### **The Sure-Footed Stride**

**Casting Number:** 12

**Casting Time:** Full Action

**Duration:** 10 minutes per Magic Characteristic

**Range:** You

**Ingredient:** A bronzed horseshoe (+2)

**Description:** You cause the Winds of Magic to buoy up your passing, while also holding you securely to the earth. For the duration of the spell, you may move over any kind of terrain as easily as if it were a cobbled street, and gain +20% to any Agility Tests required not to trip or fall while doing so. This confidence of step also grants you +1 to your Movement

Characteristic. Repeated castings of this spell cannot increase the distance you move over a day. This spell offers no protection from being knocked over by living things or through magical means.



### Vortex

**Casting Number:** 18

**Casting Time:** Full Action

**Duration:** 1d10 rounds

**Range:** Special

**Ingredients:** A shard from a Waystone (+3)

**Description:** Use the large template, centred around yourself. You drain the magical Winds out of that area, into yourself. Any spell-caster (apart from yourself) trying to cast a spell in the area of effect must treat their Magic Characteristic as if it were one point less. If this reduces their Characteristic to zero, they may no longer cast spells. Harnessing all that power is extremely dangerous however, and while casting this spell or any other while it is in effect any doubles rolled should be treated as triples, and any triples as quadruples.

### Witchsmeller

**Casting Number:** 8

**Casting Time:** Half Action

**Duration:** 1 minute per Magic Characteristic

**Range:** You

**Ingredients:** A pendulum made of warpstone (+2)

**Description:** Most of the time, one wizard can detect another easily through Witchsight but sometimes a wizard, witch or warlock hides away, both physically or through the use of magic. Casting this spell grants the caster +20% to all Magical Sense Tests to detect the presence or work of a wizard, witch or any user of the Winds of Magic. It also provides this bonus to tests to identify which Winds have been used, and how. Witchsmellers can even detect Aethyric traces up to an hour after they have been disturbed.

*“Hmm. Smells like...treachery!!”*  
- Verspasian Kant, Patriarch  
of the Light Order

## Petty Magic (Arcane)

*“It seems to me that most of your spells, Magister, do little else but feed you vanity”  
“You make it sound, Your Holiness, as if there could be a more worthy cause”*

- Famous conversation between Grand Theogonist Esmer and Balthasar Gelt

For the most part, Petty Magic is the realm of Apprentices, nothing more – a series of lesser magics considered safe enough to teach such infants in the Aethryic world so as they have little risk of hurting themselves or others. There are others spells however, that are so simple that they cannot be classified as true Lesser Magics, yet are rarely taught to Apprentices. They are utility spells that a Magister keeps close for those moments when he needs to make an impression. Here are five new Petty Spells, each costs 50 XP to learn. Alternatively, with your GM’s permission, you may swap any of these spells with the six Petty spells listed in the core rulebook.

### Amusements

**Casting Number:** 4

**Casting Time:** Half Action

**Duration:** 1 minute per Magic Characteristic

**Range:** You

**Ingredients:** A pair of leather gloves (worn) +1

**Description:** For the duration of this spell, you may perform any variety of magical amusements for the gratification of onlookers. Small animals appear magically from your pockets or under your hat, pennies appear behind ears, baubles vanish then re-appear and an endless flow of scarves come from your sleeves. As a result, the wizard gains the Perform (Prestidigitation) Skill and gains +5% to any Fellowship tests made with it. Nothing this spell produces remains after the duration – except the wonder it inspires in those who watch, and the relief of the wizard that he won’t be bothered again for a while.

*“Hey presto – a duck! Well, most of a duck. SOME of a duck, certainly.”*

- The Great Vandalla

### Enchant Hat

**Casting Number:** 4

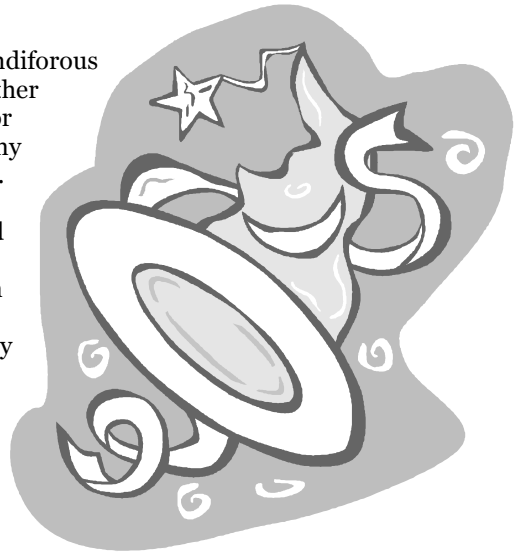
**Casting Time:** Half Action

**Duration:** 1 hour

**Range:** You

**Ingredients:** A peacock feather (+1)

**Description:** Your all-important wizards' hat becomes splendidorous in design, style and flair, catching the eye of all who see it. Other wizards encountering your hat must make a Willpower Test or suffer -10% to all their subsequent Willpower tests to resist any Blather, Charm or Intimidation Tests you make against them. If two wizards have enchanted hats, the one who rolled the highest spellcasting number has the most impressive hat, and his hat effects the lesser hat-wearer. A lesser hat wearer may immediately try to recast the spell to improve his hat; as soon as his hat is more impressive than others, he can force all lesser-hat wearers to make their Willpower Tests again. Many wizard conclaves begin with these so-called "hat-wars", sometimes escalating to dangerous extremes: more than one wizard has broken his neck from the weight of his enormously spectacular hat. Enchanted Hats have little effect on the public at large, but anyone wearing one cannot hide the fact that they are a wizard.



### Illuminate Script

**Casting Number:** 3

**Casting Time:** Two full actions

**Duration:** One hour

**Range:** Touch

**Ingredients:** A drop of ink (+1)

**Description:** When casting this spell, the wizard touches a single piece of paper (or other material) no larger than 1' square which must contain some writing. When the spell takes effect, all the script on the page glows with a silvery light, allowing it to be read easily even in pitch blackness. The spell also makes the script perfectly clear, no matter how illegible the handwriting, and allow the reader to comprehend it quickly and easily, automatically succeeding on any Read/Write Tests that might be needed. The spell will not, however, decode ciphers, translate foreign languages or fill in words that are missing or defaced. The light is Aethyric in nature and only visible to the wizard – it cannot help him find his way in the dark.

### Speedy Slumber

**Casting Number:** 5

**Casting Time:** Two full actions

**Duration:** Special

**Range:** You

**Ingredients:** A sunflower (+1)

**Description:** This spell must be cast lying down, and for it to take effect, the wizard must fall asleep within the next hour. Thereafter, every hour the wizard sleeps counts as two hours.

This has no effect on the healing of wounds (they still require a full eight hours of rest), but it may provide a Fellowship bonus in the morning – or penalty if among late risers (nobody likes an early bird). This spell is a favourite among Apprentices cramming for their exams.

*“Petty? Hardly. Quotidian, perhaps. Useful – certainly.”*

- Wanda Weltschmerz, Amethyst Magister

### Ventriloquism

**Casting Number:** 6

**Casting Time:** Half Action

**Duration:** Instant

**Range:** 24 yards (12 squares)

**Ingredients:** A pipe (+1)

**Description:** The wizard may make his voice appear to come from any location, thing or creature within 12' that he can see. He may say up to thirteen words which will be heard in the tone and volume of his normal voice.





## Petty Magic (Hedge)

*"The path is treacherous, but there is no other way to reach the well"*

- Old Hairy Hands, Forest Warlock

When it comes to the wild ways of Hedge Magic, there is not one thing that is certain or normal. Each warlock and witch teaches his students differently, each wise woman remembers different songs her mother sang. Here are five more Petty Magics for Hedge wizards to learn. Each spell costs 50XP to acquire. You may also, with your GM's permission, swap any of these spells with the six Petty spells listed in the core rulebook.

### Life Bond

**Casting Number:** 4

**Casting Time:** Full Action

**Duration:** One day per Magic Characteristic

**Range:** Touch

**Ingredient:** A piece of the subject's hair, skin or nails, or a few drops of their blood (+1)

**Description:** When you cast this spell, you touch one person. For the duration of the spell, if that person dies or suffers a Critical Hit, you know about it instantly. If the sufferer is within one mile, you also gain a sense of his rough direction.

### The Forest Provides

**Casting Number:** 6

**Casting Time:** 10 minutes

**Duration:** Special

**Range:** You

**Ingredient:** A dowsing rod (+1)

**Description:** The wizard incants this spell while spending 10 minutes searching through any area of natural landscape. A muddy village path counts but on a road or inside a building does not. If the spell is cast successfully, the wizard finds a pre-specified spell ingredient for one of his other spells. This spell can only find ingredients which provide a maximum of a +1 bonus, and only those that occur naturally (no tuning forks or daggers, but ash or coals from a fire is fine). This spell can circumvent the natural terrain however – you may find a thorn in a desert, grave dirt in a river or charcoal in a meadow. The item is consumed in casting the subsequent spell.

*"College? Who needs a college? I learns everything from me mam and the toad what lives under the privy"*

- Dieter Zauberlich, Hedge Wizard

### The Hearth Within

**Casting Number:** 8

**Casting Time:** Full action

**Duration:** 1 hour

**Range:** You

**Ingredient:** A pinch of ash (+1)

**Description:** Like its companion spell *protection from rain*, this spell keeps the caster and everything held or worn safe from the effects of cold weather for one hour. If the weather is clement, the hearth within will quickly dry out said belongings and clothing if they are wet, so the caster does not catch a chill.

### Riddlewood

**Casting Number:** 7

**Casting Time:** Half action

**Duration:** 1d10 rounds

**Range:** 12' (6 squares)

**Ingredient:** A handful of pollen (+1)

**Description:** One target within your sight, becomes confused about his location (and how he got there) for the duration of this spell. If he has the Orientation Talent, he loses it while the spell is in effect; if he does not, he suffers a -10% to all Navigation and Shadowing Tests.

*"They look down on us only because they fear us, little one. Because we know the truth. Because free from their rules, we cannot help but find it"*

- Mother Adri

If they wish to find their way somewhere they cannot currently see or do not know extremely well, they must make a successful Navigation Test or go the wrong way, and may become lost. Once the spell ends, they may need to make an unadjusted Navigation Test to regain their bearings. Combined with Ghost Step, this is a great way to lose pursuers. Although commonly known as *riddlewood*, it works just fine in cities as well.

### **Roll the Bones**

**Casting Number:** 5

**Casting Time:** Two Full Actions

**Duration:** 1 hour

**Range:** Touch (You)

**Ingredient:** The bones of an animal that has been dead at least a year (+1)

**Description:** It can take a lot of effort to force the Winds of Magic to do your bidding. Sometimes, the Hedge Wizard knows, it is better to let them decide what they want. When casting this spell, the wizard throws the bones and takes what the Winds give. Roll 1d10 and apply the appropriate result to the target. All effects end when the spell does. Nobody may ever be the subject of more than one castings of Roll the Bones, and the bones may only be rolled once a day for each target. Unwilling targets can make an Easy (+20%) Will Power Test to resist being assigned a fate – but this roll cannot be made after the random result is generated!

- 1 For the duration of the spell, target is convinced he is a toad. He crouches on all fours, goes ‘murrp’ and seeks out swamps to lie in and insects to eat.
- 2 The target becomes Stinking Drunk.
- 3 The target’s eyes flash with an eldritch light. Then nothing happens.
- 4 The target gains +5% to his Strength.
- 5 The target gains +5% to his Toughness.
- 6 The target gains +5% to his Agility
- 7 The target gains +1 Wound
- 8 The target gains +1 to his Movement
- 9 The target gains an extra Fortune Point
- 10 The target gains the Second Sight Talent

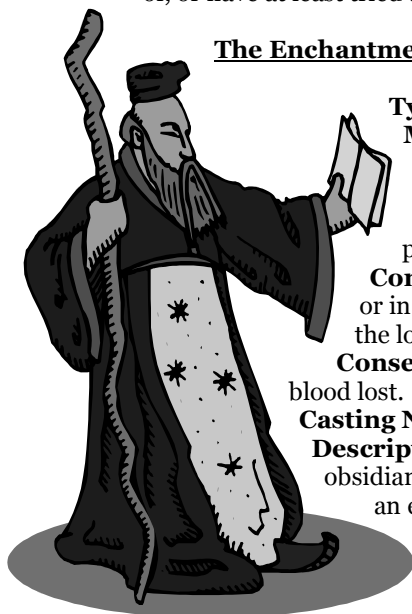


## Ritual Magic (Arcane)

*"The further one steps from the firelight, the slower one must walk"*

- Old Wizard's Saying

Rituals represent the greatest of magical power, and harnessing such power is always dangerous. However, there are some rituals which are common among wizards, particularly college wizards. In their towers and studies, they have friends on hand to help, and back-up spells ready should something go wrong. For hedge wizards, the rituals are so well-remembered they cannot be mistaken any more. Here are three rituals many wizards know of, or have at least tried to cast.



### The Enchantment of the Wizard's Staff

**Type:** Arcane

**Magic:** 3

**XP:** 300

**Ingredients:** A wooden staff from an elven forest, carved with runes; a smelter full of liquid obsidian, heated over a magical flame; a pint of blood from the caster

**Conditions:** This spell must be cast either on a leyline, near a waystone or in another such magically-rich space. The sun must be at its zenith on the longest day of the year.

**Consequences:** If the casting roll is failed, the Wizard never regains the blood lost. His Wound characteristic permanently decreases by 3.

**Casting Number:** 17

**Description:** As the spell is cast, the tips of the staff are dipped into the obsidian and the shaft rubbed with the wizard's blood. The runes glow with an eldritch light, and the staff is forever bonded to the wizard. While holding the staff, the wizard gains +20% to his Channelling test when trying to dispel the magic of others.

### The Foretelling

**Type:** Arcane

**Magic:** 2

**XP:** 200

**Ingredients:** A Nehekharan deck of cards or dice carved from dragonbone or a scrying ball made by the High Elves, something personal belonging to the target, a lamp burning a wick made of the hair of a Pegasus soaked in the blood of a wyvern

**Conditions:** This spell must be cast in a dwelling owned by the caster, or his home nation, with nobody else present/within sight except the target

**Consequences:** If the casting roll is failed, the Wizard sees something truly terrible and gains two Insanity points

**Casting Number:** 14

**Description:** This spell allows you to see clearly both the past and future of the subject reflected in the rolls of the dice or the lay of the cards. Major events in both past and future are the clearest. You gain 1d10/2 clear insights into the past, and 1d10/3 insights into the future. This spell can only be cast on the same individual once per year.

*"Magic is magic. Ritual...is everything"*

- Alten the Seer

## The Wizards' Secluded Sanctum

**Type:** Arcane

**Magic:** 2

**XP:** 200

**Ingredients:** A map of the room(s) drawn in liquid gold (costing at least 300 gp per room), wax from a candle that has burned all year long, a bone from the caster, a cask of wine per room

**Conditions:** This spell must be cast in a dwelling owned by the caster and free of any Chaotic presence. The caster must maintain concentration from dawn to dusk. As the moon rises, the casks of wine are split in each room, and allowed to soak the floor.

**Consequences:** If the casting roll is failed, the magic reverses. The wizard gains a hideous mutation reflecting the room around him (such as, in a stone-walled room, a face of stone).

**Casting Number:** 20

**Description:** This spell consecrates a space as a wizard's Aethyric sanctum, imprinting something of the wizard upon it. From then on, the wizard gains +1 to all spells cast inside the room, and anyone attempting to scry upon or cast spells upon the wizard while he is in the room suffers -1 to their casting attempts. In addition, the wizard has power equivalent to the Lesser Magic spells Move and Magic Alarm on every item and space within the room, without having to make a casting roll. Curtains and doors open at his word, candles flare into life when he clicks his fingers, brooms will tidy the floor without him holding them and the wizard is always aware if anyone is entering or leaving, no matter where he is.



If you've enjoyed this product, you might also enjoy these other titles by Steve Darlington:

**Realm of the Ice Queen (to appear)**

**Night's Dark Masters (2007)**

**The WFRP Companion (2006)**

**Children of the Horned Rat (2006)**

**Denizens of the Empire (2005)**

Lots more Steve D stuff can be found at [www.steved.org](http://www.steved.org)