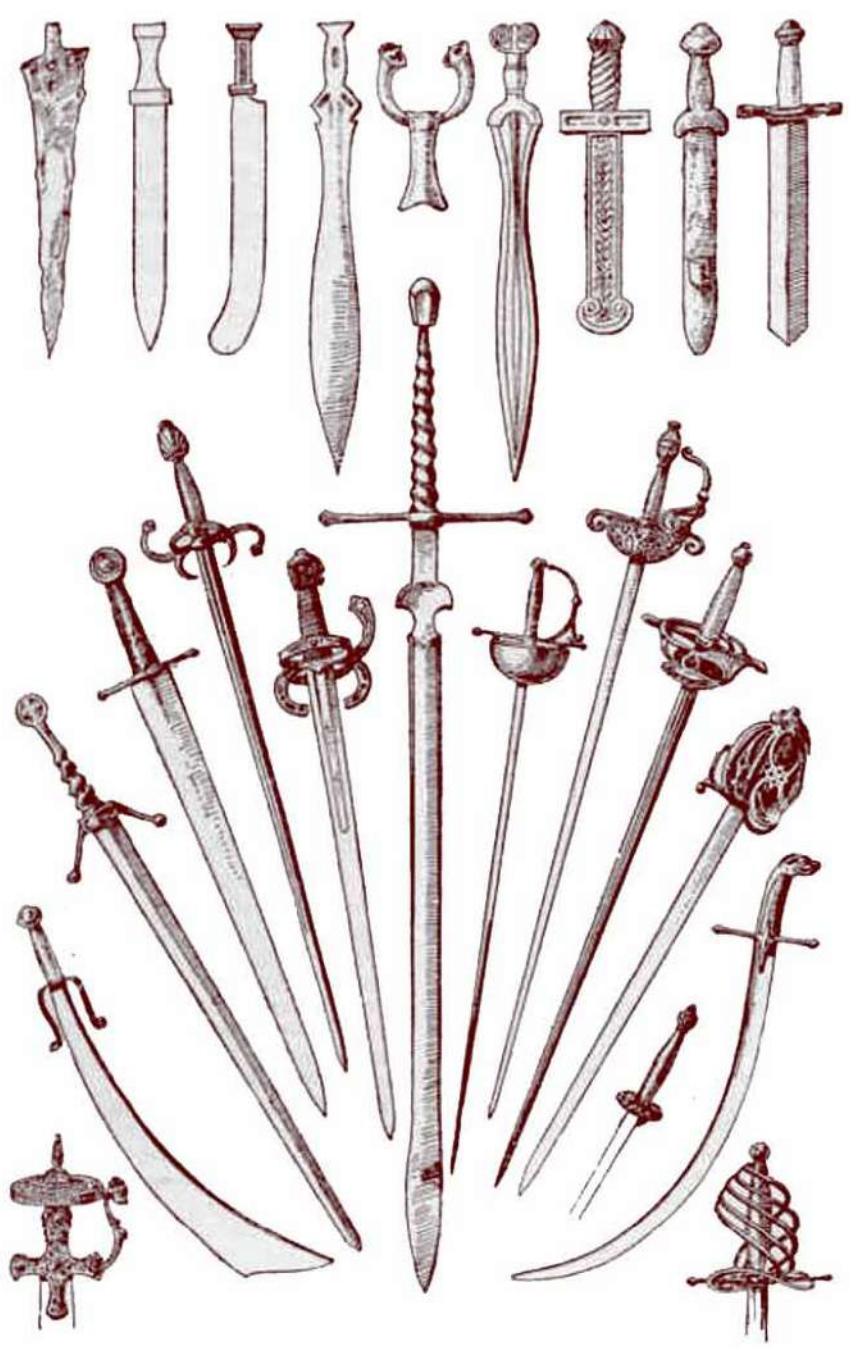


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Volume II The Perilous Arts



Being a supplement for Warhammer Fantasy Roleplay, second edition

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Table of Contents

Chapter 1 : Way of the Warrior	
Narrative Combat	3
by Wim van Gruisen	
Alternative Combat Rules.....	5
by James Walkerdine	
Damage and Healing	11
By James Walkerdine	
Chapter 2 : Way of the Mage	
Corruption.....	14
by Wim van Gruisen	
Alternative Magic Rules	15
by Wim van Gruisen	
Using WFRP1 Spells within WFRP2.....	17
by James Walkerdine	

Introduction

Welcome to *Liber Fanatica - Volume II : The Perilous Arts*. This volume collects together a selection of articles that tackle two of the more dangerous arts within the Warhammer world – combat and magic.

Within *Way of the Warrior* you will find two articles that provide advice and mechanics for running more freeform combat within your WFRP2 games. A third article also presents options for those who prefer damage and healing to possess a more realistic (some may say deadlier!) element.

Within *Way of the Mage* you will find optional mechanics for representing corruption within your game. Additional rules are also provided for the magic system, including the incorporation of corruption, as well as rules for spell learning. Finally the chapter ends with a conversion of the bulk of WFRP1 spells for use within WFRP2.

Throughout, the intent has been to make these articles as compatible with the official rules as possible and they are in no way official. Hopefully, however, some of you will find the additional ideas presented here to be useful to your games.

James Walkerdine
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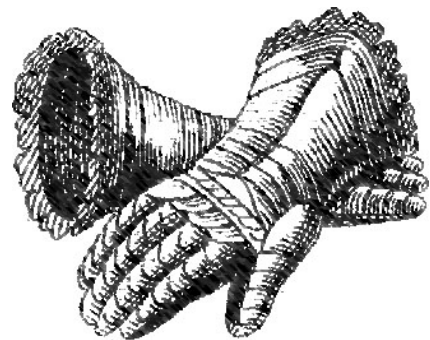
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Chapter 1

Way of the Warrior



Narrative Combat

by Wim van Gruisen

There are different ways to approach combat in RPGs. The WFRP rules describe a combat that is very tactical, with mechanics telling the players what they can do, when they can do it and which precise effect their choices have. This style of combat is suited to the use of miniatures, which can be moved around like chess-pieces. However, when playing combat in such a way, roleplaying takes a step backwards as you play the game-in-a-game. This is not always wanted, or necessary. This article examines a way to keep the focus on roleplaying, even in combat.

Roleplaying combat

The rules for a more roleplaying style of combat are quite simple: when it is your turn, say what you want to do, then roll the dice to see if you succeed. The base mechanics are not much different from the standard combat mechanism in WFRP – it is just that the focus has shifted. In the rulebook there are some twenty actions that you can perform, and everything you want to do has to fit one of those actions. When the focus is on roleplaying, however, you do not consider how your actions fit in the given ones, but how they contribute to the story. In order to do so, you must do a few things:

Imagine the environment

Take the initiative, fill in some of the scenery yourself instead of asking the GM. You know the general setting in which you fight; use your imagination to think of what can be found there. If the combat is in an inn, you don't have to ask the GM if you can see a mug of beer. Just assume that there is one, and state: "I grab a mug of ale from the table and throw the drink in my opponent's face – then try to crack his skull with the mug." This keeps the action going, and your GM, who has his hands full thinking of what every NPC is doing, will be glad that you're not bothering him with more questions.

If the GM says that you cannot do something, or that an object you want to use isn't available, his word is law.

Describe your actions

If, in a non-combat situation, your character wants to seduce a serving girl, you play it out; you don't just say "I attempt to seduce the serving girl" and roll against your Fel. That would be no fun. Likewise, in combat you're expected to say more explicitly what you do. "I hit." "I dodge." "I hit again" doesn't suffice. Instead, describe your actions. "I sidestep his thrust, and now that he's wide open, I slash at his face" sounds a lot better. Use your imagination. "I jump on the table

and kick a candle toward my opponent" makes for a vibrant action scene.

Don't be repetitive. If you've just kicked a candle in opponent's face, then, on your next turn, don't kick another candle. Try to think of something else instead.

The RPG *Over the Edge* mentions that if the player says: "I hit", it shows that the character has no clear idea of what he's going to do. Such actions fail, usually – so the GM should give a penalty to the roll. If a character repeats an action he took the previous round, his opponent will see it coming and be prepared – again a reason to apply a penalty. The main idea here is that not describing your action or repeating a previous one is boring, and boring actions get a penalty on the die roll. This line of thought works well in Warhammer too.

The GM is excused from making thrilling descriptions each round for every NPC he controls, by the way. The man has enough on his mind already, so he is allowed to make rather boring calls. The stars of the story are the PCs, after all, so they should shine in the narrative – their opponents don't have to stand in the limelight.

Don't bother with too many rolls, penalties and bonuses

The idea is to keep the story going, and that won't work if you have to stop the narrative every time to roll in order to see if you can do what you want to do. If you jump over the table, grab a tin plate and parry your opponent's blow, then don't test against Ag to see if you can make the jump, roll again to see if you can take the plate and finally make a WS test to see if the parry succeeds. Generally, one roll per action is enough (multiple attacks are the exception), and the whole jumping over the table, grabbing the plate and parrying should be seen as one action.

Likewise, it isn't very interesting to stop every round to go over the whole situation to see what bonuses and penalties to the roll you get. It mainly slows down the narrative, and that's what we're trying to avoid in this narrative style of combat. Giving both players a -20 to hit because it's dark just lengthens combat, as the characters are much more likely to miss each other all the time. And that's boring.

Chuck rules that hinder the storytelling

The most important rule to be chucked is the one regarding hit locations. Somehow it doesn't help the story forward if you say: "I smash the hand with which opponent supports himself on the table ... [sound of rolling dice] ... and I manage to

hit him in the left leg.” Let the story determine where you hit, not the hit location table – and use basic armour rules too.

If you don’t remember right away how much damage you’d get from being hit on the head with a stuffed chicken, don’t stop the game to look things up in the equipment chapter; just make a decision on the fly and go on with the story.

This article does not give a detailed list of which rules to disregard and which to keep. There is not one true way of narrative combat situations; each group has its own preferences. Decide amongst yourself what rules help and what rules hinder – and in which situations they do so.

Preparing for battle

Usually, when preparing a session, the GM has a good idea when and where fights will take place. In order to make those fights interesting in a roleplaying kind of way, there are a few things that he can do. First, think of interesting locations. If during the last twelve sessions there was a fight at the inn, it would be interesting to move combat somewhere else. A ladies’ boudoir, perhaps, or on the rooftops of the city. If that isn’t possible, then the GM should at least try to make the inn come alive a bit – describe what the place looks like, the atmosphere, the NPCs in there... every inn is unique and leaves a different impression on the players. Likewise, not every forest combat with goblins does have to be the same. One time there’s a clearing where the opponents meet, while another time a brook flows right through a swampy battleground, and a third time some large boulders are hindering the fighters’ view and movement. Descriptions make all the difference in narrative combat.

Something the GM should avoid is to copy a well-drawn map and put it on the table. Such a map takes the players out of roleplaying mode and right into tactical battle mode. A quickly sketched map, with room to add things on the go, works better. Still better would be to show pictures of what the place looks like. That gives the players a good idea of the setting.

Once a good place is chosen, it’s time to fill in the details. Are there any people around, and how will they react to a fight breaking out? What sort of objects might be lying around, and what can happen to them or what can characters do with them during combat? The GM should make a list

of things that can happen during the fight, and use that list when describing GMing it. For instance, if combat is breaking out in the harbour, a GM could make a list like the one below:

- Someone will be pushed and falls in the water
 - Fishing nets will be lying around – these could be used to throw over a fighter
 - There will be crates – someone could smash into them, breaking them
- It would be interesting if those crates contain smuggled guns – that would bring another party of combatants into the fight
- Or the crates could contain fish – when they spill over the ground, that ground will become slippery
 - A barrel could be rolled toward the PCs
 - Another empty barrel could be placed over a PC, eliminating him from the fight for a round

These things don’t have to occur. The GM should not feel obliged to play out every item on his list. It merely serves as preparation so that the GM will be better able to use those actions in the story. It will have an effect on the players too; they will quickly pick up the habit of describing their actions in other terms than “I take my sword and I hit”, instead coming up with more interesting actions, using all sorts of odds and ends that one can expect to be lying about.

Finding your place

Narrative combat is fun. It’s a step away from the traditional tactical combat of many RPGs, but fits better with the narrative structure of most other parts of roleplaying. Mechanically it doesn’t have to be that different from tactical combat, it’s just that the stress of the action is less on mechanics and more about trying to imagine the situation and responding to it. There is a line with pure tactical combat at one end and completely narrative action at the other, and a group can choose what place on that line works for them. It’s even possible that there is not one fixed such place, but that the players sometimes want to get into a more tactical way of combat, perhaps complete with miniatures, while another time a stress on narration fits the situation better. By allowing this kind of variation you can keep your combat scenes fresh and interesting.

on the fly and go on with the story.

Alternative Combat Rules

by James Walkerdine

This article presents an alternative set of combat rules that seek to provide a more flexible approach to combat. It focuses on the actions a character may perform within a round and what effects these might have. Calculating how an attack is made, damage is determined, etc. remain the same and the rules presented here should be used in conjunction with those in the WFRP2 combat chapter.

A key inspiration for this alternative combat approach has been WFRP1, where flexibility within combat was more readily apparent. Many of the actions and their corresponding descriptions stem from the original edition and have been adapted for use within WFRP2.

Combat Round and Determining Order

A combat round is a basic time unit used in combat. During a round a character can roughly accomplish what a real person would be able to do in ten seconds. The order in which characters can act in a round is determined by their Agility. The resulting value is referred to as the characters initiative.

Example: *Clem has an Agility of 50, the Orc has an Agility of 30. This means that Clem has the highest initiative and so will act first.*

In the official WFRP 2 rules a D10 roll is also added to a characters Agility score to determine initiative. To make things simpler and to minimise the length of a combat round, in these rules we suggest that you do not do this. Such an approach also makes it easier to support staggered actions (described later).

Where initiative scores are equal, then actions carried out at this time happen simultaneously.

Acting in a combat round

What a character does in a combat round is referred to as an action. This may involve carrying out a single task that takes an entire combat round, or it may involve many small ones. By its very nature combat in a role-playing game is likely to be incredibly variable and what a character does will depend on many factors including their behaviour and the environment they are in.

However, it is not practical to provide rules to govern every

situation. Instead players should describe to the GM what they wish for their character to do. The GM should then decide what is feasible and what types of tests will be involved. In coming to a decision, GM's should think about a number of issues:

- Can the task or tasks be performed within 10 seconds?
- What skills will be needed?
- What aspects of the task(s) require tests?
- What modifiers apply?

Example: *Clem is standing on a balcony that is on fire. Clem's player wants him to run along the balcony, leap off the end and grab hold of a chandelier as his action for this round. The GM determines that this is feasible in 10 seconds, and will involve two Agility tests - one to perform the leap and the other to catch hold of the chandelier. Given that the place is on fire, the GM also decides to impose a -10 penalty to these tests.*

However, a lot of players and GM's like to have an underlying rule system to support them. It can bring a sense of fairness and balance to a combat, or the GM may simply not feel comfortable in handling a more narrative styled combat. As previously mentioned, it's not feasible to provide rules for everything but it is possible to provide rules for a set of basic actions.

The following section describes such a set of basic actions. Essentially these can be viewed as providing restrictions to certain types of task - laying down a set of ground rules that your own style of combat can be built upon. Depending on what a player wants his character to do in a combat round multiple actions may be carried out. Guidance for combining actions is provided later in this article.

Basic Actions

Ready (*Duration: Varies*)

represents retrieving an item from you belt, backpack, etc, or drawing a weapon. The amount of time this activity will take varies. As a guide:

- Unstrung bows take a whole combat round to ready
- Readyng two-handed weapons, strung bows, shields and bucklers results in a -30 penalty to the characters initiative for actions carried out in the rest of that round.



- Hand weapons also result in an initiative penalty. For a sword or equivalent this would be -20, for a knife or dagger this would be -10.
- Pack items would typically take at least a round to retrieve. For larger/more fiddly items it could take many rounds and should be determined by the GM.

As well as for readying an item, these rules can also be used for putting an item away. Discarding or dropping an item has no penalty.

Example: *Clem wants to sneak up behind an Orc and slash his throat with his dagger. Clem currently has his sword out and needs to put this away and then draw his dagger. His initiative is 50, so putting his sword away gives a -20 penalty, and then drawing his dagger would add another -10 penalty. Clem will therefore be able to attack the Orc on 20. Unless the Orc hears him first of course...*

Cast (*Duration: Varies*) represents a magic user casting a spell. For casting, a combat round is broken down into two half-actions. Some spells only require one half-action to cast, others require more than two – in which case the casting carries on into the next round (the spell description indicates the casting time required). Channelling before casting a spell also requires one half-action. A spell comes into affect after the last required half-action has taken place. No more than one spell can be cast in a round.

Example: *Clem is casting a spell that has a casting duration of 3. Clem also intends to channel before hand adding an extra one to the duration (total of 4). Given that there are 2 half-actions in a combat round, it will take 2 whole rounds for Clem to channel and cast the spell. The spell comes into affect at the end of the 2nd round.*

Move (*Duration: Varies*) represents the character moving in some fashion (walking, running, sneaking, leaping, etc). As a general rule, in a round sneaking characters cannot move more than their Movement in yards; walking characters cannot move more than their Movement x 3 in yards; running characters cannot move more than their Movement x 6 in yards. These assume that the character is doing nothing else but moving in that round.

For running characters ranged attacks against you are taken at a -20% BS penalty, but melee attacks against you gain a +20% WS bonus. GMs may also impose Agility tests for characters running over difficult terrain. In addition, depending on the environment, the faster you move the more noise the character makes.

Attempting to leave close combat means there is a chance your opponent(s) will get a free attack on you. The character should make a test against

his or her Agility for each opponent, penalised by -10 for every opponent greater than one. Failure means that the opponent can have a free attack. Characters that possess the Dodge Blow skill get a +10 bonus to these rolls (per mastery level).

Example: *Clem is in combat with two Orcs, but it is not going well. He turns and flees. In the process he tries to avoid any final blows the Orcs may deliver. He makes two Agility tests, one for each Orc at -10 because he faces two opponents. He succeeds in one but fails the other and one Orc is able to get a free attack on him.*

In all likelihood characters will combine movement with other actions, for example to move 3 yards and then begin spell casting, to move whilst drawing a sword, or to run and leap. Guidance on how to handle combined actions is provided later.

Charge (*Duration: Whole round*) represents the character running at an opponent and delivering a single powerful attack. For a charge to be effective the target should be at least 4 yards away but within the character's charge range (Movement x 2 yards). The charging character gains a +10 Weapon Skill bonus *and* causes additional damage equal to the characters Strength Bonus (SB), for that attack. As an option, the GM may wish to impose a -10 penalty on all actions performed by the character in the following round, to represent the character regaining their fighting composure.

For charging on horseback the additional damage caused is equal to the combined horse and riders SB. Due to the speed of the charge, the GM may wish to rule that by the end of the combat round the horse and rider are no longer engaged in combat with the opponent(s).

In general it is deemed that the charge action would take a whole combat round. However the action of charging itself could involve other activities (see Combining Actions). For example, a charge could involve running along a dining table and jumping off the end in an attempt to grapple a fleeing opponent.

However the character must spend the whole of the combat round focused on the charge action. They can not first parry a blow and then charge, for instance. They could however take the blow and still charge.

Using one or more skills (*Duration: Varies*) represents the character using one (or possibly more) of his skills. The duration of using a skill and how many can be used in a combat round will depend on the skills involved and the situation they are to be used in. For example, picking a lock may take a couple of combat rounds, whereas concealing a key up your sleeve may only take half a combat round.

Combat (*Duration: Whole round*) as an action that takes a whole round means that the character is entirely focused on fighting the opponents around him and does not have time to do anything else. In this situation the character receives a number of Attack Actions equal to their Attack score.

Example: *Clem has an Attack score of 2. He therefore is able to perform 2 Attack Actions in a combat round.*

In situations where combat isn't the only activity performed by the character in that round, then the number of Attack Actions they have may be reduced. Generally, if a character has the time to perform an attack then they will always have at least one Attack Action (see Combining Actions).

As with standard actions what constitutes an Attack Action is fairly flexible. A set of common ones is provided here.

Basic Attack Actions

- **Aim** - The character spends time preparing a melee or missile attack, increasing the chance to hit by +10. You cannot perform multiple aim actions for a single attack.
- **Attack** – The character can perform one melee or ranged attack. You can't make more attacks than your Attacks characteristic in one combat round.
- **Change Opponent** – The character can turn to face another opponent. This can also include movement of up to half the characters Movement characteristic in yards.
- **Dodge Blow** – The character can try and dodge an opponent's attack (he is aware of). In order to do this you **must** possess the Dodge Blow skill. A Dodge Blow test should be performed – success means the attack has been successfully dodged. You cannot attempt to dodge and parry the same attack. You can't take more Dodge Blow actions than your Attacks characteristic in one round – this includes the free Dodge Blow action that the skill automatically gives you. The Dodge Blow action can be used reactively (see Reactive Actions).
- **Parry** – The character uses their weapon or shield to deflect a single melee attack. The character must make a Weapons Skill Test to parry the blow. On a success the attack is beat back and no damage is suffered. You cannot attempt to parry and dodge the same attack. You can't take more Parry actions than your Attacks characteristic in one round. The Parry action can be used reactively (see Reactive Actions).
- **Reload** – The character reloads a missile weapon. See **Chapter 5: Equipment** for the number of Attack Actions it would take to reload ranged weapons (1 Half Action = 1 Attack Action). Some may require more than a whole combat round. The Rapid Reload

Roll order within combat

What has so far not been discussed, either here or in the official rules, is the order in which rolls are made during combat. This is particularly relevant when determining whether your character intends to dodge or parry a blow. Although you could probably think of other approaches, we present three options here.

The Realistic Approach

The attacker announces they are going to make an attack. The defender then announces whether they are going to attempt to dodge or parry the attack. Relevant rolls are then made and the results are determined accordingly.

This approach is arguably the most realistic but could also be considered the most unkind to the players. They could use up an Attack Action to parry a blow which does not hit them anyway.

The Player Friendly Approach

The attacker announces they are going to make an attack. Relevant rolls are then made (including damage, if applicable). The defender then announces whether or not they are going to attempt to dodge or parry the attack. If so, relevant rolls are made and the results are determined accordingly.

With this approach you are sacrificing realism by allowing the player to determine what they want to do after the attacker has made all his rolls. This means that they might decide not to use up an Attack Action because they know their armour and Toughness will absorb the damage.

The Middle Ground

The attacker announces they are going to make an attack. Relevant rolls are then made, but **not** including the damage roll (if applicable). The defender then announces whether or not they are going to attempt to dodge or parry the attack. If so, relevant rolls (including the damage roll) are made and the results determined accordingly.

This approach takes a middle ground allowing the player to see whether the attack hits but not what damage is caused. This still leaves the risk that a player may expend an Attack Action for no reason, as their armour and Toughness could still absorb the resulting damage.

talent reduces the number of Attack Actions it takes to reload a missile weapon making it possible for some characters to fire a bow 3 times in a combat round.

The Combat action also allows for a small degree of *reasonable* movement whilst in melee combat. This represents the general closing in on an opponent and the small movements that are

made as blows are exchanged. A general guideline is that the character cannot move more than half their Movement characteristic in yards. This is separate from any movement that might be performed whilst Changing Opponent.

Combining actions

So far a number of common actions have been presented. However in all likelihood a character will perform many of these actions in combination, during a combat round. There are too many possibilities to provide rules for all, and often what the character will want to do does not directly map onto one of the actions presented above. Often, therefore, the GM will have to use his own judgement to determine what can be done and what tests, etc, need to be made.

To deal with combined actions the GM should consider a number of issues:

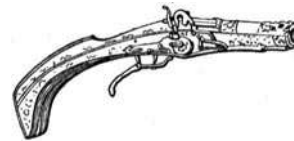
- **Can the combination of actions be performed in 10 seconds?** Get an understanding of what the player wants their character to do and then assess whether this is reasonable for 10 seconds. In a combat situation 10 seconds is actually quite a long time, so this does provide a fair leeway for many types of complex action.
- **Are they concurrent or sequential?** Do the actions happen one after the other, or do they happen at the same time. Generally it is harder to do two actions at exactly the same time, than to do them one after the other. Performing concurrent actions should therefore result in a penalty of some form. A basic penalty would be -10, but for particularly complex actions this should be increased.
- **Do they affect each other?** Does the performing of one action reduce the amount of time that can be spent on the other(s)? Does one need to be completed before the other? Can the failing of one action have a negative affect on the other? If there is an affect, then the outcome of one may impose a modifier on the other action(s).
- **What tests are involved?** What skills and characteristics are required to perform the actions? Does each action warrant a test? Generally a set of sequential actions would require individual tests. Concurrent actions can more often than not be compiled into a single test, especially if they involve similar skills. For compiling tests into one, a simple and balanced solution is just to take the average of the target test scores.
- **What modifiers are required?** As well as possible modifiers for the issues presented above, modifiers may also be applied as a result of the environment, the actions of others and the general difficulty level of the tasks. An easy task may result in modifiers of +10, +20, etc. Alternatively a difficult task may result in modifiers of -10, -20, etc. The

important thing is that the difficulty of the roll reflects the difficulty of the task.

These issues may seem daunting, but the majority of GMs have to deal with on the spot decisions like these at various points during a session. Generally the more practice you have at making such decisions, the easier it becomes. The key is to identify what tests are required and what modifiers apply to them.

Example: *Clem is involved in a rooftop chase. The thief who stole Clem's purse has jumped across onto another rooftop and Clem intends to give chase. In this combat round Clem intends to run across the slippery roof he is currently on and leap across to the other building.*

This action can be broken down into two stages. Running on the slippery roof and then making the leap. As a result the GM decides that two tests are required. The first is an Agility test to see whether Clem can safely run across the roof without slipping and falling. Because the roof is slippery, and because Clem is running at full pelt, the GM imposes a -10 penalty. The dice are rolled and Clem succeeds! He now needs to make a test for the leap to the other rooftop. Again the GM feels that the conditions warrant a -10 penalty. Again the dice are rolled, and he just makes it.



Example: *The chase progresses and Clem sees the thief climbing up a rope that is dangling from an open tower window. Clem intends to run to the rope but at the same time draw his dagger and throw it at the thief.*

This action can be broken down into three aspects. One aspect, running along the slippery roof is prevalent for the whole round. The other two, drawing the dagger and then throwing it, are sequential. Again the GM decides that an Agility roll is needed to see whether Clem can safely run across the roof. However, failure of this roll will affect the other parts of his action - namely he won't be able to throw the dagger because he will be too busy trying to avoid falling off the roof!

However, the dice are rolled and Clem succeeds! Clem draws his dagger (giving him a -10 to his initiative) and then throws it at the thief. The GM decides that because Clem is also concentrating on running along the roof, the throw will have a -10 penalty. Again the dice are rolled. The dagger clatters into the tower wall, just to the left of the thief who climbs through the window and out of sight...

Combining some actions together could have has an effect on how much can be achieved with

those actions. This is particularly true for movement and combat. For example, a character who first has to run 10 yards to engage an opponent is unlikely to be able to unleash as many blows as someone who is already there fighting them. To handle such situations the GM should assess how long each action would take and then determine how much of the full action can be done in that time.

Example: *Clem's friend was taken prisoner by the Orcs. Clem has sneaked into the Orc's lair and the cell area where his friend is being held. Clem's player intends that in the combat round Clem will sneak over to a bucket of smelly Orc waste, pick it up and then swing it at the Orc jailer's head. The GM decides that this will comprise of two actions: first, sneaking to the bucket and picking it up and, second, attacking the jailer with it. The GM also decides that by spending part of the round getting the bucket, Clem will lose two of his three Attack Actions. Clem's player accepts this and Clem tiptoes towards the bucket...*

Delaying actions

Characters may wish to delay an action until later in the round. The general rule for this is that a character can delay an action up until the point they are next due to act (even if this crosses over to the next combat round). If the action is not used by then, it is lost. You cannot delay more than one action at a time.

Example: *Clem has initiative of 50 and wants to wait to see if his opponent surrenders before he kills him. Clem's opponent has an initiative of 25, and at this point he tries to stab Clem with his dagger but misses. Clem therefore runs him through.*

If characters wish to act at the same time, then the person with the highest Agility would act first. Agility tests should be made in the event of a tie.

Reactive actions

Sometimes a player may want his character to react to another's actions and in some circumstance even *before* it is their own turn. Reacting before your go should generally not be allowed, however it is unreasonable to rule this for Attack Actions such as Parry and Dodge Blow. A character is unlikely to just stand there whilst being hit by their opponent!

The general rules for handling such situations are as follows:

- If the character has purposely delayed his action then the character can react accordingly.
- If the character has not purposely delayed his action then the character is still able to perform the reactive action. However, whether or not the reactive action succeeds, an Attack Action is lost. Some GM's may also wish to impose a -10 penalty for performing

Why is Dodge Blow a skill but Parry is not?

Good question. The most likely explanation is that it has been carried over from the 1st Edition combat rules. In the 1st Edition, possession of the Dodge Blow skill allowed the character to have a 'free' dodge blow action per combat round.

Obviously the idea that everyone automatically knows how to parry but has to learn how to dodge is a bit strange – but is something we have live with. Consequently, to justify the cost of learning Dodge Blow, within these alternate combat rules a character that possesses the skill is also entitled to one free Dodge Blow Attack Action in a round. In essence the character is gaining an **extra** Attack Action each combat round, which can **only** be used for dodging.

This free Dodge Blow Attack Action is *special* in that it can be used in conjunction with non-combat actions as long as the character is *aware* of what needs to be dodged.

Example: *Clem spends his entire combat round running away from danger. A nasty Orc, who is in front of Clem, tries to grab him and succeeds in his attack. If Clem didn't have the Dodge Blow skill then there would be nothing he could do about it. If, however, he did possess the skill and because he is aware of the Orc in front, then he could attempt to make a **free** dodge.*

Ultimately the GM has final say in whether attempting to dodge in the given situation is feasible or not. Whether the free Dodge Blow is used or not, the character **cannot** dodge more times than his Attack characteristic.

the reactive action to reflect the fact that the character is reacting before his initiative allows.

- If a staggered action approach is used to determine combat round order (see below) the character intending to do the reactive action must have at least 1 unused Attack Action left for that turn.

Example: *Clem is in combat with an Orc chief. The Orc having the higher initiative, swings his scimitar and hits. Clem's player decides to do a reactive parry as the Orc looks like he could cause a lot of damage! Because it is before Clem's natural go in the combat round, the parry will be made with a -10 penalty. He attempts the parry, but misses! As well as his arm, Clem also loses one of his Attack Actions for that turn.*

Staggering actions

Although some players and GMs may prefer a system in which all their actions are carried out on their turn, others prefer an approach that provides a more simultaneous feel in which their actions and those performed by others are spread

over the combat round. A simple, but fairly effective mechanism to achieve this is to divide your characters initiative by the number of actions you are performing and then perform each action at the beginning of each segment.

Example: Clem has an initiative of 60 and intends to perform 3 Attack Actions. Using a staggered action approach, Clem's first attack action would happen at 60, his second at 40 and his final one at 20.

Generally a staggered approach will probably only be used with Attack Actions (as illustrated in the above example), and the GM can quickly jot down how each characters Attack Actions would be staggered before a session begins. There is no reason, however, why you could not use something similar for other types of action.

Example: Clem intends to run and leap over a chasm. The GM decides this is comprised of two actions of equal time. He therefore starts running at 60 and starts the leap at 30.

The use of staggered actions may also be useful if other characters want to do something at the same time.

Example: As Clem runs towards the chasm (Initiative 60) an Orc attempts to trip him with his spear (Initiative 40). The Orc gets a chance to send Clem sprawling because he has not yet reached the jump point (Initiative 30).

The rules for delaying actions still work the same way. Using the first example, Clem can delay his first Attack Action (from 60) up until the initiative order reaches 40. At this point he loses his attack action.

Extra Rules

The above represent essential rules for running combat. This section provides some additional rules that GMs and players may wish to use.

Additional Attack Actions

It is fairly straightforward to add to the number of Attack Actions that can be carried out. Three from the WFRP 2 rulebook are:

- **Feint** - The character attempts to throw the opponent off guard by making a pretend attack. An opposed WS test should be performed. If the character wins, his opponent cannot dodge or parry the characters next attack. Feint can also be used as a body-feint (Ag vs. Ag) to avoid melee-attacks directed at you while running, or getting past blocking enemies etc
- **Manoeuvre** - The character attempts to force his opponent up to 2 yards in any direction (as chosen by the player). If desired the character can advance 2 yards as well. Manoeuvre is resolved as an Opposed Weapon Skill Test. A success means the character can move the opponent as desired.
- **Trip** - A trip action must always be directed at the opponent's legs, in which case the normal -20 to WS apply. After a successful hit with an appropriate weapon or object an Opposed roll is made, the attacker roll against Strength, and the defender roll against either Strength or Agility, at his choice. If the defender fails, he is knocked to the ground and must spend time getting on his feet again.

Stances

Stances can also be used in combat. Stances should be declared on the characters first action in a combat round and stay in place until the characters first action in the next combat round. Example stances:

Aggressive: The character puts more power into his fighting, thus taking risks getting his enemy to the ground as quickly as possible. The character fights with +20 Ws or +2 damage during the round of battle. He may *not* use Attack Actions to parry or dodge incoming blows (including the free Dodge Blow). The benefits of the Aggressive stance do not apply when performing the Charge action

Guarded: The character stays on his guard against incoming blows, sacrificing some offensive capacity for his safety. During the Guarded round, the character has +10 Ws to parry, but suffers a -10 Ws for all strikes.

Defensive: The character sacrifices *all* offensive capacity for the ability to defend himself better. During a defensive round the character get a +20 to all parry and Dodge Blow tests, but is *not* allowed to do *anything* except parry or dodge.

Faster Reload?

With these alternate combat rules reloading a missile weapon can be a slow process (in theory a whole combat round to reload a bow if you only have 1 Attack and do not possess the Rapid Reload talent). For some GMs/Players this might be too slow. A simple solution is just to reduce the reload time for all missile weapons by 1.

Damage and Healing

by James Walkerdine

This brief article provides some optional rules that extend those that are found in the WFRP 2nd edition rulebook. In some cases they have been influenced by already published rules from the first edition supplements. As with the other rules presented within this compendium, you should only pick and use the additional rules that suit your style of game.

Damage

Dazed and Falling Unconscious

Some players and GMs may find that it makes sense for characters to be dazed or even pass out when they have taken excessive damage. The official rules, as they stand, do not directly support this; however there are a number of simple ways in which this could be included.

- *Losing more Wounds than your TB* – if a single blow causes a character to lose more Wounds than their Toughness Bonus value, there is a chance that they become dazed. The character should make a Toughness test. Failure results in the character being dazed for the next combat round. All activities performed whilst dazed are at a -20 penalty.
- *Losing over half your Wounds* – if a single blow causes a character to lose half or more of their remaining Wounds, there is a chance that the shock of the blow may cause them to pass out. The character should make a Toughness test. Failure results in the character passing out for 1D10 combat rounds, or until revived by receiving healing. Unconscious characters count as being prone within combat situations.
- *Receiving a critical hit* – whenever you character receives a critical hit, there is again the chance the shock may cause them to pass out. A Toughness test should be made, with failure resulting in the character passing out for 1D10 combat rounds. If the rules for accumulating critical hits (see below) are used then negative modifiers may also be imposed to these tests.

Clearly, using all these options would make combat incredibly deadly, and so it is advisable to pick and use only one or two of them.

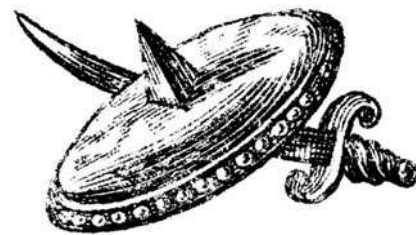
Accumulating Critical Hits

As it stands it is possible for a character, during a single combat, to receive many 'light' critical hits that aren't really that critical! For example, within a combat a character may easily receive

four low level critical hits in a row. Often the descriptions for such critical hits do not really reflect the fact that the character is being gradually worn down by the enemy. It would be sensible, therefore, to incorporate a mechanism to reflect this. A very simple solution is to say that each time a character receives a critical hit of level 3 or more, they receive a 5% penalty to all future actions (until at least the end of the combat). This penalty is cumulative so each additional high-level critical hit further increases the penalty by 5%.

Example:

Clem is in combat with an Orc. The Orc hits him and causes a level 4 critical hit. Clem, therefore, now possesses a 5% penalty to all his future actions. In the next round Clem receives another level 2 critical hit – this is below the level 3 threshold so the penalty remains at 5%. In the third round Clem received yet another critical hit of level 5. This increases the penalty to 10%. Clem's sword is starting to get really heavy...



Healing

Using the Heal Wounds skill

Within the official rules the Heal Wounds skill can restore up to 1D10 Wounds to a lightly injured character. Given that an average character would typically have around 11 Wounds, this can mean that even a badly injured character (for example, one reduced to 4 Wounds), can receive a quick spot of first aid and be back up to full strength. Furthermore, the Heal Wounds skill can be used on a wounded character every day. This makes it very likely a character will be fully healed of their injuries within only a couple of days.

Some players and GM's may not like this rapid healing of characters, and feel that it doesn't fit in with the grim and gritty feel of the Warhammer world, where wounds can take a while to heal. There are a number of ways to accommodate this:

- *Reducing the effectiveness of the skill* – instead of healing 1D10 Wounds, Heal

Wounds can only restore 1D5 Wounds (1D10 divided by 2, rounded up). In addition, the Heal Wounds skill should never be able to heal more Wounds than were actually lost in that encounter. For example, if a character loses 2 Wounds from falling, Heal Wounds should only be able to restore a maximum of 2 back.

- *Reducing the number of times it can be used* – instead of being able to use the skill every day, Heal Wounds can only be used once a week (the patient should still receive daily treatment for this to be the case). However, this is on top of Wounds that are restored from natural healing.

Obviously using both of these approaches would result in a game where characters can take quite a while to heal from their injuries. This may not be suitable if combat is a frequent event in your adventures.

Modifying Healing rolls

Some GM's may wish to impose additional modifiers to healing rolls based on the surrounding environment, the severity of the patient's injuries, available equipment and medicines, etc.

Generally, the GM should consider the situation where the healing is taking place and ask questions such as:

- *How badly injured is the character? Will these injuries impede any attempts at first aid or surgery?*
- *What is the environment like? How clean is it? Is there a good chance of getting an infection? Is the medical equipment clean?*
- *What facilities are available? Does the healer possess medical equipment? Herbs? Medicines?*

The GM should then determine a modifier for the healing roll based on the answers. As a guide, if healing is taking place in a fairly dry and clean environment, with only basic first aid gear, and the patient is not too heavily wounded, then no modifiers should be applied. If the situation happens to be better or worse than this, then a bonus or penalty should be given (within the range of +20 to -20 would be most suitable).

As an example, we provide two ways in which modifiers could be used:

- *Severity of wounds* - when healing is being performed on an injured character who has taken critical damage, a penalty can be applied that reflects the level of the highest critical hit they have received.

Critical Hit Level	Penalty
1-2	0
3-4	-5
5-6	-15
7-8	-25

Example:

In a recent combat Clem sustained level 2 and level 5 critical hits. When he receives treatment the healer will be at a -15 penalty to their healing roll. The penalty is based on the highest critical hit Clem has received, which in this case is level 5.

- *Treatment environment* - the conditions that the healer is working in can also result in a modifier to the healing roll.

Environment	Bonus/Penalty
Well-cleaned room	+10
Indoors/Under cover	+5
Dry open/Wilderness	+0
Poorly cleaned room	-5
Damp/Muddy/Dirty	-10
Sewer/Marsh	-15
Medical equipment	+10

Critical Successes and Failures

Critical successes or failures denote a more spectacular effect than a normal success or failure. A good way to determine their occurrence is to let a critical be scored when rolling doubles (like 11, 33 or 88). A double under target number is a critical success, one over target number is a critical failure.

The nice thing about this mechanic is that no matter how good a character is, there's always a roughly 10% chance that if he fails, it will be a critical failure and that when he succeeds, it will be a critical success.

In order to do this completely correct, a roll of 00 should indicate zero, not hundred – that gives a range from 00 to 99, and a better distribution of criticals along that range. With the normal range from 01 to 100, doubles concentrate on the upper end of that range, with 99 and 00. This leads to more critical failures. Many people are used to a range from 01 to 100, though, and changing this will only have an impact once on every hundred rolls.

Chapter 2

Way of the Mage



Corruption

by Wim van Gruisen

Any person involved with Chaos will eventually get corrupted by it. Magic is derived from the forces of Chaos, and is therefore dangerous to use – even the weak magic variant that Humans were taught by the Elves.

This article introduces Corruption Points to represent the creeping, increasing influence Chaos has on people. Characters can get Corruption Points in many ways. The main ones are:

- Casting spells (see the text on magic, below)
- Being in contact with warpstone
- Participating in a Chaos ritual
- Using dark magic

Casting Spells: The magic chapter describes how a character can become tainted with corruption when casting spells, and how many Corruption Points he gets.

Warpstone: The number of Corruption Points obtained varies dependent on the size of the stone and the length of exposure. As a rule of thumb, a character would get six Corruption Points if he has been in contact with a fist-sized piece of warpstone for a full day.

Chaos Ritual: How many Corruption Points one gets depends on which ritual is performed. As a rule of thumb, a character gets one point for every hour (rounding up) the ritual lasts.

Dark Magic: A character gets one Corruption Point every time he casts a Dark spell. This is in addition to the other effects of using magic.

As long as the character has fewer Corruption Points than twice his WP bonus (see the Magic section) there is no danger yet. When the character receives more Corruption Points, however, he has to make a Corruption test every time one or more Corruption Points are gained. He rolls a d100, trying to roll higher than his

Corruption Point total. If the player fails that test, check the table on the next page to see the effect of the corruption on the character. Alternatively, the GM may choose a corruption (from the list or one made up) that fits the character or the situation.

Next to physical corruption, the character can become mentally corrupted as well. Usually, a corrupted character grows ever more extreme in his motivations, the pursuit of which tends to take over his life. For more on this, check the Motivation chapter in the Character Compendium.

When a character's Corruption Point total exceeds his WP score, that character is lost to Chaos. It becomes an NPC; the player must create a new character. Corruption Points normally cannot be reduced, although stories are told about a cleansing fire in a temple somewhere in far away Kislev that burns away any mark of Chaos ...

Roll	Effect
01-10	Allergy
11-20	Aversion
21-25	Debilitation
26-35	Disfigurement
36-45	Disturbing Presence
46-50	Madness
51-60	Palsy
61-70	Stench
71-75	Weakness
76-100	Aggravation *

The description of these effects is given in Chapter 7 (Magic) of the rulebook, in the section on Dark Magic.

* When Aggravation is rolled, roll again if the character has not suffered any Corruption effect yet. Otherwise, the last gained effect becomes stronger – take that effect another time.

Degrees of Success

In the case of contested rolls where both contestants succeed, the rulebook suggests to determine the winner by using Degrees of Success. According to the book "for each full 10% you beat your chance by, you receive one degree of success."

An easier way to do this is to look at the "tens" die of your roll. If you have a skill of 38, and you roll 26, you have two degrees of success, since your "tens" die rolled a 2. It is a little simpler but still gives the same probability distribution.

Under the Degrees of Success method (whichever method you choose), there is still always a 10% chance that the task ends in a draw. A better approach is that the contestant who rolled the higher number, while still passing the test, wins.

Alternative Magic Rules

by Wim van Gruisen

With the addition of a Corruption mechanic in the last chapter, the process of casting magic needs some modification. This article provides that, and adds some extra elements in order to give magic more variety.

Using magic consists of three steps:

1. Make a channelling roll. This is obligatory.
2. If the roll succeeds, roll a number of d10s and try to roll over Target Number.
3. If that roll succeeds, apply effects.

Each magician has a Will Power Bonus. This is computed just like the Strength and Toughness Bonuses, by dividing the WP attribute by 10, rounding down. A wizard with a WP of 58 has a WP bonus of 5.

Example: *Adelbert Teugen is a wizard of the Bright College. He has a WP of 41, and thus a WP bonus of 4.*

Hedge wizards do not have the knowledge and training that shields other magicians (if only partly) from getting corrupted when using magic. Their WP bonus is two points lower than that of other magicians.

Example: *Bruno Didzen is a Hedge Wizard with a WP of 47. His WP bonus is only 2.*

The Channelling roll

Before a magician can cast a spell, he has to gather the required magical energy. This process is called 'Channelling' and takes one half action. Declare which spell you're going to cast, then make a Channelling test – roll against WP. If the roll doesn't succeed, you failed to control the required winds and cannot cast your spell.

Corruption

If a character rolls doubles (like 55, 99 or 00), he gets Corruption Points. He gets as many points as the result of your roll divided by 11 (with a roll of 88 you get 8 CP), minus the magician's Will Power bonus. On a roll of 00, treat the result as 10 (minus Will Power bonus).

Example: *Adelbert declares that he wants to cast a Fireball (Casting Number 12). He rolls against his WP, but his roll of 77 is a miss. Since his WP bonus is 4, he gains 3 Corruption Points.*

Example: *Bruno wants to cast Shock (Casting Number 6). He rolls 11 – a success! While he did roll a double, his*

WP bonus is high enough to protect him from gaining CP.

Adding effects

The player can decide to have extra effects with his spell. By lowering the target number (the number to beat) by 10, he can do one of the following:

- Halve the Casting Time (round up)
- Double or halve the distance of the spell
- Double or halve (round up) the duration of the spell
- Double or halve (round up) the damage of the spell
- If the spell can be resisted, lower the WP of the target by 10 – only for the purposes of resisting the spell.
- Halve the casting number, only for purposes of determining Tzeentch' Curse when rolling doubles or worse and only for this spell.
- If the spell is an automatic failure, get +10 on your WP when rolling for the Insanity test.

To use one of these effects, the player announces that he is doing so and which effect he is aiming for before he rolls the dice for the Channelling Test. The player can get more than one effect in a roll, or the same effect two times, by lowering the target number by multiples of 10.

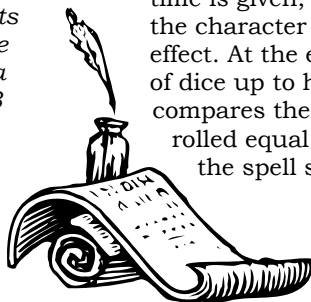
Example: *Adelbert casts another Fireball spell. This time he wants the spell to reach twice as far and do double damage – that gives a -20 to the Channelling roll. This time he rolls 07, a success.*

Further, if a player succeeds in his Channelling test and rolled doubles, he can choose an extra effect, even though he didn't declare it before rolling.

Example: *Since Bruno rolled doubles, he can pick an effect. He decides that his Shock spell will last twice as long.*

Cast spell

If the casting roll succeeds, the player can try to cast the spell. In the spell description a casting time is given; this is the number of half actions the character has to wait until the spell takes effect. At the end of this period, he rolls a number of dice up to his Magic skill, adds them and compares the sum to the Casting Number. If he rolled equal to the Casting Number or higher, the spell succeeds.



Example: Adelbert rolls three dice, with a result of 5, 5, 5. The Target Number of the spell is 12, so the spell is cast.

Example: Bruno rolled 1, 4, for a total of 5. The Target Number of the Shock spell is 6, so this spell fails – for now.

If the player rolled under the Casting Number, the spell doesn't succeed. In such a case he may roll another die and add it to the total, but he will get a Corruption Point for doing so. If he still hasn't made the roll, he can roll another die and take another Corruption Point, and so on. Each extra die increases the Casting Time by 1.

Example: Bruno wants the Shock spell to succeed, so he takes a Corruption Point and rolls another die – another 4. He adds this to his previous total, bringing his new total to 9. This is enough to make the spell succeed, for the measly cost of one little Corruption Point.

Tzeentch' Curse takes effect when the player rolls doubles, triples or quadruples in the casting roll. Add all but one of the dice that produce the doubles (so if you roll four dice, get 7 7 7 4, then your result is 14), add the casting number of the spell and subtract the character's Will Power bonus.

If the result is 15 or lower, roll on the table for Minor Chaos Manifestations.

If the result is 16 to 25, roll on the table for Major Chaos Manifestations.

If the result is 26 or higher, roll on the table for Catastrophic Chaos Manifestations.

Clerics using clerical magic always roll on the Wrath of the Gods table.

Example: Adelbert rolled 5, 5, 5 – Tzeentch' Curse is triggered. His total is 12 (for the casting number) +10 (for the triple 5) – 4 (Adelbert's WP bonus) – which makes 18. Adelbert rolls on the Major Chaos Manifestations table.

Example: Bruno rolled 1, 4, but with another 4 in the next round. He also triggers Tzeentch' Curse. His total is 6 (casting number) +4 (double 4) -2 (Bruno's WP bonus), for a result of 8. Bruno rolls on the Minor Chaos Manifestations table.

If all dice rolled turn up ones, the test fails automatically. The spellcaster must test against

Will Power immediately or gain a number of Insanity Points equal to the Casting Number of the spell, divided by 10 (rounding up).

Example: Adelbert wants to cast yet another Fireball, The Channelling Roll succeeds, but then he rolls 1, 1, 1 – an automatic failure. Adelbert fails the subsequent WP roll. The Casting Number of a Fireball Spell is 12, so Adelbert gains 2 Insanity Points.

Apply effects

If the spell is cast successfully, the effects as mentioned in the spell description take place. Any special effects mentioned in the channelling roll take place as well.

Learning Spells

An alternative to giving a character access to all spells when he gets the appropriate Arcane Lore talent is to have each spell cost a number of XP equal to ten times its Casting Number. When a character gets an Arcane lore, he immediately gets 200 XP that can only be spent on spells, and a character can only learn spells that he has access to. Unless in special circumstances, a mage that is trained in a certain colour has access to all spells of that colour, and to Petty Magic (Arcane) spells through the school where he was trained. Clerics have access to any spell that their god grants them, which spell is virtually always one included in the Divine Lore of that God, or a Divine Petty Magic spell. Apart from these, spell users can learn any Lesser Magic spells that they have access to. This access is either through a wizard (or cleric) who wants to teach such a spell (for which he usually asks a monetary compensation – equal to ten times the CN of that spell in crowns) or through a grimoire where this spell is described.

Wizards cannot get Arcane Lore talents for more than one lore. The exception are Dark Lores, which a wizard can gain at any time for a cost of 100 XP.

Hedge magicians have to learn their spells on their own, without help of teachers or grimoires (which most of them cannot read anyway). When learning a spell, they pay the required XP, then make an Intelligence test to see if they succeed in learning it.

Using WFRP1 Spells within WFRP2

by James Walkerdine

The magic system used in WFRP2 is quite different from the one used in the original rules. A specific issue that this raises is backwards compatibility with aspects such as spells, and in particular how they have been used within WFRP1 material. As it stands if a GM desires to run a WFRP1 adventure using the WFRP2 magic rules, he needs to spend time converting spells, determining how characters will learn them, etc

To shortcut this process this article takes all the spells from the WFRP1 rule book (and selected spells from *Realms of Sorcery*) and converts them for use with the WFRP2 rules. For each spell a casting number and casting time has been provided. In cases where the spell description is no longer compatible, alternatives have also been specified. The conversion was carried out by first studying the existing spells in WFRP2 and seeing how they compared with the old spells. Once this was done 'approximate' conversions of the old spells were carried out. In some cases an equivalent spell already exists in the WFRP2. Where this is the case, it is pointed out. Because WFRP2 is primarily a D10 system many of the die

types provided within the descriptions have been upgraded or downgraded. In some cases this would result in too great a change (for example, upgrading a D2 to a D10) and for these the original die types have been left.

WFRP2 also presents a different conceptual feel for magic. In particular, the notion of Lore and the ability for a character to instantly learn all the spells within a Lore upon purchase of the relevant Lore skill. To try and reflect this, suggestions are also made as to which Lore each spell seems the most suited for. When there is no obvious suitable Lore, the spell is categorised as being Lesser Magic. For some of the more powerful spells this may seem to go against the definition of 'Lesser', but it merely reflects the fact that there is currently no suitable Lore for that spell.

Of course it very difficult to do a full conversion of all spells. GM's should use their own judgement – if you think the casting number is too high/low, the effects should be different, etc, then feel free to modify the values presented here. Ultimately this should only act as a guide.

KEY. Spell Name – the name of the spell as it appears in the WFRP1 rulebook or *Realms of Sorcery*. **Casting Number (C.N.)** – the target number that needs to be met. **Casting Time (C.T.)** – the time it takes to cast the spell (the number of Action Points, or Time Units). **Additional Comments** – updates to the spell description so that it better fits in with WFRP2. **WFRP2 Lore** – the WFRP2 lore that this spell is probably most suitable for.

Petty Magic

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
WFRP1 Pages 153-155				
Curse	4	2		Petty Magic – Hedge
Gift of Tongues	5	2	Lasts for 5 minutes	Petty Magic – Arcane
<i>Glowing Light</i>	3	1	<i>Exists in WFRP2 (Petty Magic – Arcane)</i>	
<i>Magic Alarm</i>	8	1	<i>Exists in WFRP2 (Lesser Magic)</i>	
<i>Magic Flame</i>	3	1	<i>Exists in WFRP2 (Petty Magic – Hedge)</i>	
<i>Magic Lock</i>	7	1 min	<i>Exists in WFRP2 (Lesser Magic)</i>	
<i>Marsh Lights</i>	6	2	<i>Exists in WFRP2 (Petty Magic – Arcane)</i>	
Open	6	1		Lesser Magic
Produce Small Creature	5	1		Petty Magic - Arcane
<i>Protection from Rain</i>	3	2	<i>Exists in WFRP2 (Petty Magic – Hedge)</i>	
Reinforce Door	5	2	Lasts for 1 week	Lesser Magic
Remove Curse	4	2		Petty Magic – Hedge
<i>Sleep</i>	6	1	<i>Exists in WFRP2 (Petty Magic – Arcane)</i>	
<i>Sounds</i>	4	1	<i>Exists in WFRP2 (Petty Magic – Arcane)</i>	
Zone of Cold	6	2		Petty Magic – Arcane
Zone of Silence	6	2		Petty Magic – Arcane
Zone of Warmth	6	2		Petty Magic – Arcane

Realms of Sorcery Pages 172-174				
Blot	3	1		Petty Magic - Arcane
Butterfingers	4	1	Equivalent to Drop in WFRP2 (Petty Magic - Arcane)	
Cunning Hand	6	2	20 points to Agility	Petty Magic - Arcane
Cure Boils	5	2		Petty Magic - Hedge
Danger Sense	6	2	Lasts for 1D10 rounds	Petty Magic - Arcane
Dark Sight	5	3	Lasts for 1D10 minutes	Petty Magic - Arcane
Find	4	2		Petty Magic - Hedge
Flight of Amar	6	2		Petty Magic - Arcane
Knock Down	6	1	Agility tests should be made instead	Petty Magic - Arcane
Mend	5	2		Petty Magic - Arcane
Petty Animal Healing	4	2	Heals 1D5 wounds	Petty Magic - Hedge
Petty Beastfriend	4	2	Lasts for 1D10 minutes	Petty Magic - Hedge
Petty Healing	5	1	Equivalent to Blessing of Healing in WFRP2 (Petty Magic - Divine)	
Rat Poison	3	2		Petty Magic - Hedge
Read Out	5	2		Petty Magic - Arcane
Repel Small Creature	3	1		Petty Magic - Hedge
Sharp Eyes	6	2	+10 to observer tests for 1D10 minutes	Petty Magic - Arcane
Stealth	5	2	Lasts for 1D10 minutes.	Petty Magic - Arcane
Weaken Poison	4	1		Petty Magic - Hedge
Zone of Friendliness	6	2		Petty Magic - Hedge
Zone of Tastiness	6	2		Petty Magic - Hedge
Zone of Windlessness	6	2		Petty Magic - Hedge

Battle Magic Level 1

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
WFRP1 Pages 155-156				
Aura of Resistance	6	4		Lesser Magic
Cause Animosity	7	1	Lasts for D10 combat rounds	Lesser Magic
Cure Light Injury	8	2	Restores D10 wounds	Lesser Magic
Fire Ball	12	1	Exists in WFRP2 (Lore of Fire)	
Flight	9	1	Lasts for one combat round	Lesser Magic
Hammerhand	7	2	Doubles the number of attack actions you can perform, increases Strength by 20. Lasts for D10 x 10 minutes, or until caster is wounded	Lesser Magic
Immunity to Poison	6	2	Lasts for D10 x 10 minutes	Lore of Life
Steal Mind	7	1	Lasts for D10 rounds	Lesser Magic
Strength of Combat	8	4		Lesser Magic
Wind Blast	14	1	Exists in WFRP2 (Lore of the Heavens)	
Realms of Sorcery Pages 175-176				
Detect Magic	7	4		Lesser Magic
Dispirit	8	2	Lasts for D10 hours	Lesser Magic
Enthuse	8	2	Lasts for D10 hours	Lesser Magic
Fleetfoot	7	2		Lesser Magic
Ignite Missiles	9	2	Causes 2 additional points of damage. Cast before firing missile. Affects D5 missiles	Lore of Fire
Slippery Ground	7	1	Agility tests should be made	Lesser Magic
Slowfoot	7	1		Lesser Magic
Stunning Conclusion	7	1	Lasts for D10 rounds	Lesser Magic
Wilt Weapon	8	1	Lasts for D10 rounds. Agility test should be made to reshape weapon	Lore of Metal
Zone of Firelessness	10	2		Lore of Fire

Battle Magic Level 2

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
WFRP1 Pages 156-158				
Aura of Protection	12	4		Lesser Magic
Cause Frenzy	14	2	Lasts for 2D10 combat rounds. Use WP for all tests.	Lore of Beasts
Cause Hatred	14	2	Lasts for 2D10 combat rounds	Lesser Magic
Cause Panic	12	2	Lasts for D10 combat rounds	Lesser Magic
Hold Flight	13	2		Lesser Magic
<i>Lightning Bolt</i>	10	1	<i>Exists in WFRP2 (Lore of the Heavens)</i>	
Mystic Mist	12	4	Lasts for D10 combat rounds	Lesser Magic
Smash	10	1		Lesser Magic
Zone of Sanctuary	15	2	Lasts for a number of hours equal to your Magic characteristic	Lore of Life
Zone of Steadfastness	15	2	Lasts for a number of hours equal to your Magic characteristic. Triples the number of attack actions you can perform.	Lesser Magic
Realms of Sorcery Pages 176-178				
Break Weapon	12	2		Lore of Metal
Flame Curse	13	2	Lasts for D10 minutes	Lore of Fire
Leg Breaking	15	1	Agility test needed to stop falling. Faint for D10 minutes	Lesser Magic
Luck	11	4	Can add or subtract one from one D10 roll	Lesser Magic
Magical Might	13	2	Increases Strength by 40 for next hit	Lesser Magic
Mental Duel	15	2	Roll D5 and add Magic characteristic. Loser temporarily reduces Magic characteristic by 1. Caster who first reaches a Magic characteristic of 0 loses duel. Upon failure of WP test, the character who lost permanently reduces Magic characteristic by 1 on top of other side effects.	Lesser Magic
Rally	14	2		Lesser Magic
Raze	14	2	Causes D5 hits each of Damage 5	Lesser Magic
Reproof of Cowardice	15	4		Lesser Magic
Stampede	13	2		Lore of Beasts
Steal Magical Power	14	4	Temporarily steal 1 Magic characteristic point from target and add to caster. Lasts for D10 hours. If target's Magic characteristic reduced to 0, falls unconscious for 2D10 hours and gains an insanity point.	Lesser Magic
Ward of Forbidding	15/ 20	4	Higher CN reflects attaching an additional spell to the ward (as in spell description), but Magic characteristic needs to be at least 3 to do this (or 4 for the second choice of spells). Caster must cast this additional spell separately.	Lesser Magic

Battle Magic Level 3

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
WFRP1 Pages 158-159				
Animate Sword	17	1	Lasts for D10 combat rounds. Weapon attributes, M:6, WS:60, S:40, T:50, W:8, A:2	Lore of Metal
Arrow Invulnerability	20	1	Lasts for D10 combat rounds	Lesser Magic
Cause Cowardly	18	2	Lasts for 2D10 combat rounds	Lesser Magic

Flight				
Cause Fear	16	2	Lasts for 2D10 combat rounds	Lesser Magic
Cause Instability	18	2		Lore of Life
Cause Stupidity	16	2	Lasts for 2D10 combat rounds	Lesser Magic
Curse of Arrow Attraction	17	2		Lore of Metal
Dispel Aura	15	3		Lesser Magic
Magic Bridge	21	6		Lesser Magic
Transfer Aura	16	3		Lesser Magic
Realms of Sorcery Pages 178-180				
Arrow Storm	16	4	Essentially acts as if you possess the Rapid Reload talent. If you already possess this talent, then just double its effect. Minimum reload time is 0	Lesser Magic
Cloak of Darkness	18	2	Lasts for D5 minutes	Lore of Shadow
Conjure Servitor (ritual)	20	3 days		Lesser Magic
<i>Corrode</i>	9	1	<i>Equivalent to Curse of Rust in WFRP2 (Lore of Metal). CN of 14 to increase range to 24 yards</i>	
Dispel Magic	19	2	More powerful version of Lesser Magic 'Dispel'	Lesser Magic
Enfeeble	17	2	Temporarily lose 10 Strength and Toughness	Lore of Death
Pit of Despair	18	1		Lesser Magic
Sense of the Green	17	4	Duration of a number hours equal to your Magic characteristic	Lore of Life
Sharpen Weapon	17	4	Weapon causes an extra two points of damage	Lore of Metal
Subvert Weapon	14	1	Weapons Strength and Weapon Skill equal to casters Will Power. Agility test to restrain the weapon.	Lore of Metal

Battle Magic Level 4

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
WFRP1 Pages 159-160				
Aura of Invulnerability	27	4	Nullifies 4D10 Wounds	Lesser Magic
Blast	25	1	Will hit 1D10 creatures within a group. Damage 8. Does 4D10 additional wounds on flammable targets	Lore of Fire
Change Allegiance	24	3		Lesser Magic
Cure Severe Wound	26	2	Cures (your Magic characteristic x D10) wounds from a single character	Lore of Life
Enchant Weapon	25	1 hour		Lore of Metal
Stand Still	23	2	Lasts for D10 combat rounds	Lesser Magic
Strength of Mind	24	4	Characteristic increase by 2D10	Lesser Magic
Realms of Sorcery Pages 180-183				
Accelerate Time	26	4	Agility doubled	Lesser Magic
Drain Magic	27	2	Temporarily reduces targets Magic characteristic to 0. Caster gains these points. Lasts for D10 hours.	Lesser Magic
Entanglement	25	2	Lasts for D10 combat rounds	Lore of Life
Foetid Cloud	25	2	Cloud D10 yards in diameter. Causes hits of Damage 5	Lesser Magic
Reverse Spell	23	1	Agility tests should be made	Lesser Magic
Wall of Fire	26	2	Lasts D5 minutes	Lore of Fire

Zone of Magical Immunity	24	2		Lesser Magic
Zone of Missile Protection	23	2	Duration of a number hours equal to your Magic characteristic	Lesser Magic

Demonologist Level 1

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
WFRP1 Page 162				
Bind Demon	8	4		Lore of Chaos
Dispel Lesser Demon	7	2		Lore of Chaos
<i>Summon Guardian</i>	12	4	<i>Equivalent to Summon Lesser Demon in WFRP2 (Lore of Chaos)</i>	
Summon Steed	9	4	Lasts for a number of hours equal to your Magic characteristic x 2	Lore of Chaos
Zone of Demonic Protection	7	2	Lasts for a number of hours equal to your Magic characteristic	Lore of Chaos
Realms of Sorcery Page 231				
Summon Daemonic Creature	10	4	Lasts for a number of hours equal to your Magic characteristic x 2	Lore of Chaos

Demonologist Level 2

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
WFRP1 Pages 162-164				
Stop Demonic Instability	11	2		Lore of Chaos
Summon Energy	13	4		Lore of Chaos
<i>Summon Lesser Demons</i>	25	4	<i>Equivalent to Summon Daemon Pack in WFRP2 (Lore of Chaos)</i>	
Summon Magical Aid	13	4	Temporarily increases Magic characteristic by 1. Lasts for a number of hours equal to your <i>original</i> Magic characteristic.	Lore of Chaos
Zone of Demonic Nullification	15	2	Lasts for a number of hours equal to your Magic characteristic	Lore of Chaos

Demonologist Level 3

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
WFRP1 Page 165				
Dispel Demon Horde	22	2		Lore of Chaos
Spread Insanity	18	4	Lasts for 8D10 combat rounds	Lore of Chaos
Summon Demon Horde	30	1 min	Summon 2D10 Lesser Demons	Lore of Chaos
Summon Great Power	21	4	Lasts for 3D10 combat rounds	Lore of Chaos
Realms of Sorcery Pages 231-232				
Hellride	22	4	Duration of 1D10 minutes. Rider makes WP roll each minute. Failure results in gaining 1 Insanity Point.	Lore of Chaos
<i>Summon Daemonic Pack</i>	25	4	<i>Exists in WFRP2 (Lore of Chaos)</i>	

Demonologist Level 4

The majority of these level 4 spells have very high casting numbers. It is envisioned that spells such as 'Summon Magic Aid' would be initially cast to aid in the casting of these more powerful spells.

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
WFRP1 Pages 165-166				
Demonic Portal	38	1 hour	Lasts for 6D10 minutes. 3D10 Lesser Demons and one Greater Demon are unleashed into the world every minute	Lore of Chaos

Dispel Greater Demon	40	6		Lore of Chaos
Summon Greater Demon	40	1 hour		Lore of Chaos
Summon Total Power	45	1 hour	Also temporarily increases Magic characteristic by 2.	Lore of Chaos
Realms of Sorcery Page 232				
Daemonic Amulet (Ritual)	35	D10 days		Lore of Chaos

Elementalist Level 1

Elemental magic is not currently covered in WFRP2. As a result the majority of the Elementalist spells are categorised as Lesser Magic

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
WFRP1 Pages 166-167				
Assault of Stones	8	1	Causes D10 Wounds of Damage 4. If cast at a group will hit D10 individuals	Lesser Magic
Blinding Flash	7	1		Lore of Light
Breathe Underwater	9	2		Lesser Magic
Cloud of Smoke	7	2	Lasts D10 combat rounds	Lesser Magic
Hand of Fire	7	1	Lasts for a number of hours equal to your Magic characteristic	Lore of Fire
Magic Light	5	1		Lore of Light
Walk on Water	10	2		Lesser Magic
Zone of Hiding	8	2	Lasts for a number of hours equal to your Magic characteristic	Lore of Shadow
Realms of Sorcery Pages 199-200				
Create Spring	8	4	Lasts for D10 hours	Lore of Life
Find Mineral	9	4	Range of 50 yards x your Magic characteristic	Lore of Metal
Ward of Arrows	7	2		Lesser Magic
Wilt Vegetation	7	2	Wilts vegetation within D10 minutes	Lesser Magic

Elementalist Level 2

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
WFRP1 Pages 167-168				
Cause Fire	10	2	Causes 10+D10 Wounds	Lore of Fire
Cause Rain	11	2	Reduces fire damage by 1D10	Lore of Heavens
Clap of Thunder	13	2		Lesser Magic
Extinguish Fire	10			Lore of Fire
Move Object	4	1	Equivalent to Move in WFRP2 (Lesser Magic)	
Part Water	14	2		Lesser Magic
Resist Fire	12	2	Lasts for a number of hours equal to your Magic characteristic	Lore of Fire
Wither Vegetation	13	1		Lesser Magic
Realms of Sorcery Page 200				
Control Lightning	13	2	Half damage if target passes an Ag test	Lore of the Heavens
Heal Vegetation	12	2	Heals vegetation within D10 minutes	Lore of Life
Icy Ground	11	2	Use Ag for all tests. Lasts for D10 minutes	Lore of Life
Plague of Lice	12	4	Lasts for D5 minutes	Lesser Magic
Sunburn	14	2	D5 Wounds from sunburn. Additional D5 Wounds from heatstroke if relevant	Lore of Life

Elementalist Level 3

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
WFRP1 Pages 168-170				
Banish Elemental	20	2		Lesser Magic
Become Ethereal	17	4		Lesser Magic
<i>Breathe Fire</i>	25	2	<i>Exists in WFRP2 (Lore of Fire)</i>	
Create Quicksand	18	2	Lasts for a number of hours equal to your Magic characteristic	Lesser Magic
Crumble Stone	18	2	Lasts for a number of hours equal to your Magic characteristic	Lesser Magic
Dust Storm	15	1	Causes D10 wounds of Damage 2	Lesser Magic
Flame Sheet	18	2	Lasts for D10 rounds. Normal fire damage	Lore of Fire
Foul Air	20	3	Lasts for D10 rounds	Lesser Magic
Realms of Sorcery Pages 202-203				
Bind Elemental Slave (Ritual)	22	3 days	Use WP for CI tests	Lesser Magic
Draw Down Lightning	24	1 min	Temporary double value of Magic characteristic. WP test should be made to see if successful. Benefit lasts till the end of the day.	Lore of the Heavens
Drop	18	2	Fall causes 25 - D10 Wounds.	Lesser Magic
Zone of Temperate Weather	20	2	Lasts for 1 hour x Magic characteristic value	Lore of Life

Elementalist Level 4

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
WFRP1 Page 170-171				
Animate Water	23	4	Revised stats: S 60, T 60, W 15x4, Ag 60	Lesser Magic
Dispel Elementals	29	2		Lesser Magic
Hedge of Thorns	20	2	Causes 2D10 Wounds of Damage 5	Lesser Magic
Summon Elemental	26	1 min	Lasts for one hour	Lesser Magic
Summon Elemental Horde	33	1 min	Lasts for one hour	Lesser Magic
Summon Swarm	21	4	Lasts for one hour	Lore of Beasts
Tunnel through Stone	24	2	Lasts for D10 minutes	Lesser Magic
Wall Shaker	22	2	Causes D10 + 3 Wounds	Lesser Magic
Realms of Sorcery Page 203				
Change Weather (Ritual)	25	4		Lore of Life
Create Vegetation	27	4	Takes D10 combat rounds to reach full maturity. Temporary vegetation will last for D10 hours	Lore of Life

Illusionist Level 1

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
WFRP1 Page 172				
<i>Assume Illusionary Appearance</i>	7	3	<i>Equivalent to Doppelganger in WFRP2 (Lore of Shadow)</i>	
<i>Bewilder Foe</i>	8	1	<i>Equivalent to Bewilder in WFRP2 (Lore of Shadow)</i>	
Camouflage Illusion	7	2	Lasts for a number of hours equal to your Magic characteristic	Lore of Shadow
<i>Cloak Activity</i>	12	1	<i>Already exists in WFRP2 (Lore of Shadow)</i>	

Clone Image	9	2	Maximum number of images equal to your Magic characteristic. Lasts for a number of hours equal to your Magic characteristic	Lore of Shadow
Realms of Sorcery Pages 198-199				
Camouflage Area	8	2		Lore of Shadow
Glamour	6	2	Lasts for 1D10 x 10 minutes	Lore of Shadow
Illusory Feature	7	1	Lasts for 3D10 minutes	Lore of Shadow
Simple Deception	7	1	Lasts for 1D10 minutes	Lore of Shadow

Illusionist Level 2

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
WFRP1 Pages 172-173				
Banish Illusion	10	1	The Magic characteristic of the illusion caster determines the difficulty level	Lore of Shadow
Confound Foe	14	1		Lore of Shadow
Ghostly Appearance	12	2	Lasts for 3D10 minutes	Lord of Shadow
Hallucinate	15	4		Lore of Shadow
Illusionary Buildings	18	4	(8 x 8 yards) x Magic characteristic	Lore of Shadow
Illusionary Woods	18	4	(12 x 12 yards) x Magic characteristic	Lore of Shadow
Realms of Sorcery Page 199				
Lesser Eidolon	15	4		Lore of Shadow
Throw Voice	14	2		Lore of Shadow

Illusionist Level 3

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
WFRP1 Pages 173-174				
Illusionary Enemy	22	4	Lasts for a number of hours equal to you Magic characteristic	Lore of Shadow
Illusion of Might Appearance	20	1	Lasts for 3D10 minutes	Lore of Shadow
<i>Universal Confusion</i>	27	1	<i>Equivalent to Universal Confusion in WFRP2 (Lore of Shadow)</i>	
Vanish	25	2	Lasts for D10 combat rounds	Lore of Shadow

Illusionist Level 4

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
WFRP1 Pages 174-175				
Destroy Illusions	25	2		Lore of Shadow
Illusionary Army	28	4	2D10 groups each comprising of up to 20 humanoid/undead troops.	Lore of Shadow
Illusion of Darkness	23	1		
Teleport	32	2	Lasts for 2D10 combat rounds	Lore of Shadow
Realms of Sorcery Page 199				
Complete Illusion	33	4	Lasts for D10 minutes	

Necromancy Level 1

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
WFRP1 Page 176				
Destroy Undead	7	1	Will effect 1D10 within a group	Lore of Necromancy
Hand of Death	6	1	Causes D10/2 Wounds	Lore of Necromancy
Summon Skeleton Champion	10	2	Revised stats. W:7, Ag:30	Lore of Necromancy
Summon Skeletons	9	4	Summons D10 Skeletons	Lore of Necromancy
Zone of Life	9	2		Lore of Necromancy
Realms of Sorcery Page 228				
Summon Shade	6	2		Lore of Necromancy

Necromancy Level 2

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
WFRP1 Pages 176-177				
Control Undead	12	2		Lore of Necromancy
Extend Control	11	2	Lasts for a number of hours equal to your Magic characteristic	Lore of Necromancy
<i>Hand of Dust</i>	13	1	<i>Already exists in WFRP2 (Lore of Necromancy)</i>	
Stop Instability	12	1		Lore of Necromancy
Summon Skeleton Minor Hero	16	2	Revised stats. W: 11, Ag: 40	Lore of Necromancy
Realms of Sorcery Page 228				
<i>Vanhel's Danse Macabre</i>	15	2	<i>Equivalent to Call of Vanshel in WFRP2 (Lore of Necromancy)</i>	

Necromancy Level 3

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
WFRP1 Pages 177-178				
Annihilate Undead	21	2	Will effect 1D10 within a group	Lore of Necromancy
Life in Death	18	3	Lasts for a number of hours equal to your Magic characteristic	Lore of Necromancy
Raise Dead	26	1 min	Summons 3D10 Skeletons, or 3D10 Zombies, or 2D10 Ghouls or D10 Mummies	Lore of Necromancy
Summon Skeleton Horde	25	4	Summons 3D10 Skeletons	Lore of Necromancy
Realms of Sorcery Pages 228-230				
Shape Servant of Bone (Ritual)	25	3 days	Use Ag for construct tests. Where relevant perform WP tests rather than C1	Lore of Necromancy
Summon Guardian Spirit	28	2 min	Radius of 10 feet multiplied by your Magic characteristic	Lore of Necromancy
Loyal Wight	26	2	Can affect up to your Magic characteristic number of Wight's.	Lore of Necromancy

Necromancy Level 4

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
WFRP1 Page 178				
Curse of Undeath	26	4		Lore of Necromancy
Summon Skeleton Major Hero	24	2	Revised stats. W:16, Ag: 50	Lore of Necromancy
Total Control	22	2		Lore of Necromancy
Wind of Death	31	4	Causes D10 wounds regardless of Toughness and armour	Lore of Necromancy
Realms of Sorcery Pages 230-231				
Drain Life	22	1	Drains 1D10 Wounds from target	Lore of Necromancy
Transformation of the Liche	28	D10 days		Lore of Necromancy

Druidic Priest Level 1 (from WFRP1 page 180)

In the WFRP2 Druids have been merged into priests of Taal and Rhya

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
Animal Mastery	6	2	Lasts for D10 minutes	Lore of Taal and Rhya
Cure Poison	4	1		Lore of Taal and Rhya
Delouse	5	2		Lore of Taal and Rhya
Heal Animal	5	2		Lore of Taal and Rhya

Druidic Priest Level 2 (from WFRP1 pages 180-181)

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
Giant Animal Mastery	12	2	Lasts for D10 minutes	Lore of Taal and Rhya
Hail Storm	14	1	Causes D10 Wounds of Damage 0. Lasts for D10 combat rounds	Lore of Taal and Rhya
Shapechange	14	2	Lasts for D10 minutes	Lore of Taal and Rhya
Tanglethorn	16	2	Covers an area up to 4 times your Magic characteristic in square yards. Causes D10 wounds of Damage 0 each round. Lasts for D10 minutes.	Lore of Taal and Rhya

Druidic Priest Level 3 (from WFRP1 page 181)

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
Animate Tree	20	2	Lasts for D10 minutes	Lore of Taal and Rhya
Decompose	16	1		Lore of Taal and Rhya
Tap Earthpower	18	1 min	Temporarily increase you Magic characteristic by 2 whilst standing within a stone circle	Lore of Taal and Rhya
Zone of Purity	15	2		Lore of Taal and Rhya

Druidic Priest Level 4 (from WFRP1 page 181)

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
Create Bog	24	2	Lasts for 3 minutes	Lore of Taal and Rhya
Create Sacred Grove	26	1 month	Rituals need to be performed for a lunar month. At the end of this period make the spell role.	Lore of Taal and Rhya

Dark Magic Level 1 (from RoS page 232)

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
<i>Dark Hand of Destruction</i>	17	2	<i>Exists in WFRP2 (Lore of Chaos) – however the spell is a little more powerful. Use CN of 7 for spell from RoS.</i>	
Witch Flight	8	1		Lore of Chaos

Dark Magic Level 2 (from RoS page 232)

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
Doombolt	11	1	Takes 1D10 wounds with Damage 6. Half damage by succeeding an Agility test	Lore of Chaos
Power of Chaos	13	2	Temporarily increases Magic characteristic by 1. Lasts for a number of hours equal to original Magic characteristic	Lore of Chaos

Dark Magic Level 3 (from RoS page 233)

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
Blade Wind	16	2	Damage of 6	Lore of Chaos
Malediction of Nagash	18	1	Lasts for D10 combat rounds. Causes D5 wounds per round.	Lore of Chaos
Soul Drain	20	2		Lore of Chaos

Dark Magic Level 4 (from RoS page 233)

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
Arnzipal's Black Horror	22	4	Lasts for D10 + 5 combat rounds. Cloud causes Damage of 7, inhaling causes Damage of 9.	Lore of Chaos
Death Spasm	25	1		Lore of Chaos
The Transformation of Kadon	28	4		Lore of Chaos

Spells of Nurgle (from RoS page 234)

It is expected that a Lore of Nurgle will appear at some point in the future. For now these spells have been categorised as Lore of Chaos

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
Stench of Nurgle	8	2	Lasts for 2D10 combat rounds	Lore of Chaos
Miasma of Pestilence	13	2	Lasts for D10 hours	Lore of Chaos
Steam of Corruption	18	2	Initial hit of Damage 4. Corrosive Damage of 5. Duration: in open space D10 combat rounds, in enclosed space D10 hours and stench will last for 2D10 days	Lore of Chaos
Plague Wind	26	4		Lore of Chaos

Spells of Tzeentch (from RoS pages 234-235)

It is expected that a Lore of Tzeentch will appear at some point in the future. For now these spells have been categorised as Lore of Chaos

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
Gift of Tzeentch	10	4	Gained spell is forgotten after D10 days	Lore of Chaos
Pink Fire of Tzeentch	15	2	Causes D10 hits each which have Damage D10. Only roll once for the Damage and apply to all hits	Lore of Chaos
Transformation of Tzeentch	20	2	Causes D10 mutations, each causing a hit of Damage 5	Lore of Chaos
Tzeentch's Fire Storm	25	4	Causes D10 hits, each which have Damage D10+2. Only roll once for the Damage and apply to all hits.	Lore of Chaos

Spells of Slaanesh (from RoS pages 235-236)

It is expected that a Lore of Slaanesh will appear at some point in the future. For now these spells have been categorised as Lore of Chaos

Spell Name	C. N.	C. T.	Additional Comments	WFRP2 Lore
Acquiescence	8	1	Duration of D10 minutes	Lore of Chaos
Pavane of Slaanesh	14	2		Lore of Chaos
Beam of Slaanesh	20	2	Lasts for D10 + 8 minutes	Lore of Chaos
Fleshy Curse	25	4	Each transformation causes a hit of Damage 7, but then adds D10 + 2 wounds to the victim.	Lore of Chaos