

TECLIS CODEX: FIRE

ADDITIONAL SPELLS AND RULES FOR BRIGHT WIZARDS FOR SECOND EDITION WFRP

‘...which utilises the Bright Wind, called Aqshy, whose colour is Red, whose Lore is that of Fire, whose rune is the Key of Secrets, and whose practitioners are called Pyromancers.’

– The Founding of the Eight Orders, Teclis

BRIGHT BATTLE MAGIC

‘There is a fire within you! Deep in your mind, there is a glowing ember, which we will fan to life, and build into a blazing beacon. YOU will be the Empire's greatest weapon! A Pyromancer! Your fire will incinerate the enemy, and purge the unclean! Do Not! Be late! For Class!’

– Cindik Antum, Altdorf Professor of Incendiary Alchemy

Imperial doctrine for use of Bright Wizards remains largely unchanged since the time of Magnus the Pious. The Bright Order is the simplest Magical College for Generals to understand, as Bright Wizards essentially act as mobile artillery on the battlefield, setting huge amounts of their foes on fire. As this is what Bright Magisters typically do even when not on the battlefield, almost their entire repertoire of Battle Magic is in common usage throughout the order.

ELVEN BRIGHT MAGES

‘Although few in number, the impact of the Dragon Mages upon the armies of Ulthuan has been massive, for they have a natural affinity with the slumbering Sun Dragons, and can awaken them for battle with little more than a spoken word.’

– Bel-Hathor the Sage, Tenth Phoenix King of Ulthuan

Elven Bright mages, exemplified by the Dragon Mages of Caledor, are similar to their Human cousins. The Bright Wind is the most comprehensible of the eight magical elements, and of the ten original spells laid out in the original Aqshy Codex established by Teclis, fully half the spells are still in popular use today by Bright Magisters of the Empire. This is a point of pride to Bright Wizards, who claim their order remains the most true to Magnus' vision.

SWORD OF THE FLAMING HEART

‘For the Empire! For the Arch Lector! For Sigmar!’

Academic Knowledge: Heraldry/Genealogy

Powers: Counts as a Hand Weapon; Additionally, when drawn from its scabbard the sword counts as being aflame for two rounds (the rest of the round in which it was actually drawn and the whole of the round following). While aflame, the Sword of the Flaming Heart is Damage +2 and counts as a source of fire. In addition to this ability, the Grandmaster's own sword contains additional enchantments, and grants a +10% Bonus to Weapon Skill and Will Power to any non-mutated Human wielding it.

History: Magisters of the Bright College created a batch of these blue steel blades for the Knights of the Flaming Heart who had done the order a great service in battling the hoards of the foul Lichemaster, Heinrich Kemmler. Within each blade runs a vein of sinuous vein of an unknown red metal that sparks and ignites briefly with brilliant red flame when drawn from the scabbard.

Caledor lacks any formal institution for the training of Bright Magi, who along with being reckless are often loners at heart, far preferring to commune with Fire Spites, Salamanders and Dragons than other Elves. Many are oddly dismissive of High Magic, and a rivalry exists between the Dragon Mages and the Magi of Hoeth, even to the point where many High Magi of Saphery refer to the Bright wind as ‘the simplest and most basic of the eight winds’, insisting that prospective students study it before any other.

By Alexander J Bateman

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OTHER BRIGHT MAGIC

'Wartime pursuits may be enough to consume the minds of lesser men, but the essence of flame is discovery and passion. I aim to master them both'

– Alithana Ravalynn, Ostermark Fire Mage

With the exception of the Druids, of all the human traditions and theories of magic that predated Teclis, those that related to fire elementalism most closely matched with Elven magical theory. Leading to the Bright College of Altdorf starting as the largest of the eight institutions, giving it much political clout to this very day. Many Hedge Wizards still find themselves drawn to the Wind of Aqshy and the Bright College has a fair amount of lore brought into it from Fire Elementalists and other Pyromancers. While much of this lore may simply amount to yet another variation of the Fire Ball Spell, (of which one Magister alone has recorded three-score separate examples), some of these Hedge Wizards twist the Aqshy Wind to ends undreamt of by any Elf.

THE FLAMES OF KHAZLA

'The Dwarfs have rebuilt much of the northern sections of the Umwan [Main Undgrin Road] and many of the tributary roads. Every twenty feet a massive oil touch burns, lighting up the busy route.'

– Travels through the Worlds Edge Mountains by Jacob Stackeldhore

The power of the element of Fire is not unique to the realms of Elves and men. Deep within the great Dwarf underways of the Undgrin and other deep places of the World, are located various shrines to Khazla. Each one takes the form of an ornate brazier recessed within a carved recess in the wall. Within the brazier multi-coloured flames continuously burn, occasionally leaping up as high as the ceiling. While the origins of these shrines are lost to the mists of ancient history, rumours and fables abound to who created them and why. Some claim they are fragments of the flames of Asuryan and that they will reward any worthy warrior that stands within them, but consume utterly any who are not. Others darkly mutter that they are manifestations of the Chaos god of flames, and that any man who dares look within them will glimpse his own destiny. Dwarfs strongly deny both rumours, instead believing that Khazla was simply a long forgotten ancestor god, tasked with providing sanctuary with the dark places of the earth.

THE LORE OF FIRE

Additional Spells

THE ASHEN PATH

Casting Number: 8

Casting Time: Full Action

Duration: 1 Hour

Range: You

Ingredients: A Leather Boot (+1)

Description: Your feet catch alight, covering the area around you in flame. For the duration of the spell, any loose debris, snow, slime or vegetation within a foot of you is incinerated. Apart from upsetting gardeners and Elves, this has the effect of negating any penalties to movement or balance due to soft matter. Note that this spell will not remove rocky obstacles or bodies of water larger than a puddle.

BRIGHT KEY

Casting Number: 24

Casting Time: 1 Minute

Duration: Instant

Range: Touch

Ingredients: A Silver Key (+3)

Description: This spell allows you to create a hole in a wall where none existed before, literally melting away stone and brick. The tunnel created is three feet high and wide, and about a foot deep. This allows it to create passages through most building walls, but not significant fortifications. Wizards casting the spell multiple times to try to tunnel through Fortifications should make a Average Academic Knowledge (Engineering) or Trade (Miner) test to pick a spot to tunnel through which has no risk of cave-in or collapse due to the walls weight.

AQSHY CANDLES

Among the Wizards of the Bright College of Altdorf, a select band of magical artisans specialise in the creating of alchemical candles. Bright Wizards often give these candles as gifts of affection or receive them as trophies to commemorate an achievement. Aqshy Candles burn far brighter than normal candles and are hard to extinguish, with flames that easily survive gusts of wind. Aqshy Candles are not typically for sale outside of the Bright Order.

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BURNING FEVER

Casting Number: 22

Casting Time: Full Action

Duration: Instant

Range: Touch

Ingredients: A pound of Black Pepper or Spice (+3)

Description: You inflict a high fever upon your target. The target develops Scurvy Madness (See Page 137 of the WFRP Core Book). However, this high fever will purge the target of any other disease they are suffering from, exactly as if they had been successfully 'tapped' (See Page 59 of the WFRP Companion for non-magical approaches to these treatments).

THE BURNING HEAD

Casting Number: 22

Casting Time: Full Action

Duration: Instant

Range: 18 yards (9 squares)

Ingredients: A Fire Blackened Skull (+3)

Description: You unleash a giant flaming skull that laughs insanely as it burns a trail of destruction across the battlefield. Measure out a line 18 yards long and 2 yards wide. Anyone caught in this area must make a successful Agility test or suffer a Damage 4 hit. Any character damaged by this spell must make a Fear test.

CRIMSON BANDS

Casting Number: 25

Casting Time: Full Action

Duration: 1 Round/Magic

Range: 24 yards (12 squares)

Ingredients: A Ring of Copper (+3)

Description: Snaking crimson ribbons of magic entwine your foes. Use the large template. Those affected cannot move, make attacks of any kind or cast spells (although note that they may Parry and Dodge as normal).

'A Bright Wizard apprentice sought the Master. He said, "You are wise and serene. Teach me to escape the horrors of this world." And the Master blinded him with fire-irons.'

– Fable of the Bright Order

FIRES OF PASSION

Casting Number: 16

Casting Time: 1 Full Action

Duration: 1 Hour

Range: 4 yards (2 squares)

Ingredients: A shot of a Strong Spirit (+2)

Description: The Wizard's eyes smoulder with flame while the object of his gaze feels a distinctive heat within them. This spell has two effects. The wizard gains a +20% bonus to all Charm tests related to seduction for the duration, and the target has a -20% penalty to all willpower tests to resist seduction for the same duration. Unlike many spells, it is possible to cast this spell subtly.

FLAMENSTRIKE'S FLIGHT

Casting Number: 11

Casting Time: Full Action

Duration: 1 Round/Magic

Range: 24 yards (12 Squares)

Ingredients: A Dragon Statue (+2)

Description: Strange tendrils of Aqshy Magic leave your palms and fingertips, weaving towards your target like the lash of a whip. As they strike, they cause a brief, burning agony - and then a desperate desire to run, to be anywhere but this painful place. If the target fails a Will Power Test, then they must spend the duration of the spell fleeing in any direction the Wizard chooses. Flamenstrike's Flight has no effect on Daemons or the Undead.

FLAMING HANDS

Casting Number: 16

Casting Time: Full Action

Duration: 1 Round/Magic

Range: You

Ingredients: Metal scraped from a Poker (+2)

Description: Bright flames blacken your hands with an intense magical fire, a grim energy that does not consume your flesh. This provides illumination with the same radiance as a lantern. Additionally, when you use your bare hands to punch or grab a foe, they count as Natural Weapons with Damage 6 and your opponent must make an Agility Test or catch fire (you do not add your SB to this damage).

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FLAMESTORM

Casting Number: 34

Casting Time: 2 Full Actions

Duration: 1 Hour

Range: 48 yards (24 squares)

Ingredients: A Bone from a Bright Mage (+3)

Description: This spell causes a mighty 10-yard high pillar of flame to erupt the ground. Use the Large Template. Those affected take a Damage 6 Impact hit and are flung backwards out of the Pillar of Fire, as is anyone else trying to enter the area of the Template for the duration of the spell. Successfully casting this spell inflicts a Damage 4 hit upon the caster. As this is such an awesome conjuration, all Wizards within a 5-mile radius are aware of the disturbance in the Aethyr that this spell causes.

GLAMOUR OF FIRE

'The entrancement of flame catches many a dark moth'

– Mira Rabenhaarig, Magister Vigilant of the Bright Order

Casting Number: 9

Casting Time: Half Action

Duration: 1 Minute

Range: You

Ingredients: A dish of lit Alcohol (+1)

Description: You call upon the flames to enhance your presence. For the duration of the spell you gain a +10% bonus to any Charm, Command and Intimidate Skill Tests.

HEISSFEUER'S APOCALYPTIC ASCENT

Casting Number: 22

Casting Time: Full Action

Duration: Special

Range: You

Ingredients: A Jacinth Gemstone (+3)

Description: You may only cast this spell when indoors. A pillar of lava forms around you, shooting up through the roof and burrowing through any material above him at a rate of 10 feet per round until you reach the open air. Anyone in contact with the lava apart from you suffers an automatic Damage 5 hit that ignores all Armour Points.

IGNITE MISSILES

'No matter how green and sick the seas shall make you, remember that no man aboard is on his own. While a crew may view you with due caution due to our flaming nature, a simple spell to grant them mastery of flames may bolster your own standing as much as it dismays the enemy.'

– Albalone, Naval Battle Wizard of the Bright Order

Casting Number: 8

Casting Time: Half Action

Duration: 1 Round

Range: Touch

Ingredients: A vial of Oil infused with Sulphur (+2)

Description: You gesture at a missile weapon, such as a Bow, Crossbow or even a Throwing Knife, Bomb or Pistol. For the duration of the spell, When the missile is fired or thrown it bursts into flames in mid-flight, granting it a +2 bonus to Damage due the raging flames. You may also cast Ignite Missiles upon ranged War Machines, such as Bolt Throwers, Cannon or Mortars. Missiles enchanted by this spell do not count as magical, but may ignite any flammable object they strike.

OPEN THE WINDOW

Casting Number: 18

Casting Time: Full Action

Duration: 1 Minute/Magic

Range: You

Ingredients: A Key that fits no lock (+2)

Description: Shedding only a little blood, an eye opens in the flesh of your forehead, an eye with no white or iris – just a glittering fiery light. With this eye, you can see Secrets, which appear as flicking halos of fire over the people and objects who hold them. For the Duration of the spell, whenever you are exposed to a secret, the GM may secretly roll an Intelligence Test on your behalf. On a success, you gain knowledge of that secret. This could be a secret door, a cache of hidden treasure or even the fact that the man you are looking at is a murderer (although not necessarily his victims). If the secret is complex, the GM may use the degrees of success on your Magic Sense Skill Test to determine just how much detail you learn. Wandering around town with a large flaming eye in your head may result in a mob drowning you as a mutant.

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PIERCING BOLTS OF BURNING

Casting Number: 33

Casting Time: Full Action

Duration: Instant

Range: 18 yards (9 squares)

Ingredients: Arrow Head of Thrice-Forged Steel (+3)

Description: With a sweep of your arms, the air fills with arrows of orange flame. You summon 2d10 bolts of flaming death that strike at one or more opponents in range. Piercing Bolts of Burning are Magic Missiles with Damage 5 that ignore all Armour. The minimum number of bolts is equal to double your Magic Characteristic. Successfully casting this spell inflicts a Damage 4 hit upon the caster. As this is such an awesome conjuration, all Wizards within a 5-mile radius are aware of the disturbance in the Aethyr that this spell causes.

POWER OF AQSHY

Casting Number: 7

Casting Time: Half Action

Duration: Special

Range: You

Ingredients: An Aqshy Candle (+1)

Description: You become a living conduit for the power of the Red Wind of Magic, allowing you to wield great magical power if you can endure the consuming flames. The next time you cast a spell, you must roll an additional d10. Roll this d10 separately or use a die of a different colour. You add the result of this Die to your casting total. It does not contribute to Tzeentch's Curse; however, you lose a number of Wounds equal to the result of this dice due to the consuming flames of Aqshy (Regardless of Toughness Bonus, Armour Points or any protections against flame). The Dragon Mages of Caledor are infamous for their fearless use of this spell.

The men of the Empire name Aqshy the seventh order of magic, and as part of this each Magister holds a seven keys, one of copper, bronze, iron, steel, gold, silver and Ithilmar. Some say that this allows the Magisters to focus upon their lore, while others simply claim these keys allow access to parts of their College. Whatever the truth, I can say that its origin has naught to do with any Elven practice.'

– Aethis Flamebearer, Prince of Caledor

'O' phoenix of Asuryan, blazing through desert skies, defying Meneloth's spite, revive from ashes and rise.'

– Frangemnt of an ancient High Elf poem

POWER OF THE PHOENIX

Casting Number: 28

Casting Time: Half Action

Duration: Special

Range: You

Ingredients: The Heart of a Firebird (+3)

Description: From deep within yourself, you utter a shout that carries into the Aethyr and makes you explode into a winged fireball, searing your foes. The spell covers all targets within 2 yards (1 square) of you with feathery flames that inflict a Damage 5 hit while the fire utterly consumes you. At the end of the next round, you reappear alive at any point within a maximum distance of 48 yards (24 squares). This spell similarly affects all of your possessions, which reappear with you.

PYROKINESIS

Casting Number: Varies

Casting Time: Full Action

Duration: 1 Minute/Magic

Range: 24 yards (12 squares)

Ingredients: An iron Poker (+1)

Description: You use the wind of Aqshy to bend a fire to your whim, directing it to move as you will. For the duration of the spell, you may move the target fire up to 8 yards each round as a free action. Additionally, the Fire consumed no fuel, unless you will it to do so. At the end of the spells duration, it will extinguish normally if you have moved it to a location with no Fuel. The Casting Number of the spell should be assigned by the GM in line with the following guidelines.

Trivial Fire (CN 5): A candle flame.

Easy Fire (CN 10): A small campfire.

Average Fire (CN 15): A large campfire or hearth fire.

Hard Fire (CN 20): A large bonfire of forge fire.

Daunting Fire (CN 25): A raging inferno.

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SANGUINE SWORDS

Casting Number: 24

Casting Time: Full Action

Duration: 1 Round/Magic

Range: You

Ingredients: Six Miniature Scimitars (+3)

Description: The air around you takes on a fiery glow as a number of red swords materialise and float before you. This spell summons six swords, which each round as a free action you may send to attack any foe within 24 yards (12 squares) of you. Each of the Sanguine Swords has a Weapon Skill 66%, Attacks 1 and a Strength Bonus of 4. Sanguine Swords cannot be attacked, (although they can be dodged or parried as usual.) The caster may extend the duration of the spell with a successful Challenging (-10%) Willpower Test made each round after it expires.

SWIFT WIND

Casting Number: 14

Casting Time: Full Action

Duration: 1 Minute

Range: You

Ingredients: a powdered Ruby (+2)

Description: As you speak, the air around you chills and becomes slightly opaque as you draw the heat into yourself and begin to move. You may add your Magic Characteristic to your Move Characteristic for the duration of this spell.

WINGS OF FIRE

Casting Number: 24

Casting Time: 2 Full Actions

Duration: 1 Round/Magic

Range: You

Ingredients: A Firebird's Feather (+3)

Description: You are enveloped in fiery wings, which erupt from your back and propel you into the air. For the duration, you can fly with a flying movement of 5 and furthermore all enemies must make a successful Will Power test to attack you in Hand to hand combat, if they fail they must take a different action. (For more information on flying, see Chapter Six in WFRP)

THE LORE OF FIRE

Bright Lore Rituals

GORMANN'S FIERY PANIC

Type: Arcane

Arcane Language: Magick

Magic: 2

XP: 200

Ingredients: A Crystal Flask of Whale Oil, Rags ripped from the threadbare Robes of a Bright Wizard, eight Candles fashioned from Wyvern Fat.

Conditions: You must have the Arcane Lore (Fire) Talent to perform this ritual. You must not have drunk water or bathed in water for three days before you perform the ritual.

Consequences: If you fail the casting roll, your own skin sets alight. See the rules for being ablaze on page 136 of the core book.

Casting Number: 13

Casting Time: 4 hours

Description: This ritual creates a host of ash-laden clouds that rain burning oil over a region of five square miles for one hour, setting fire to all flammable targets in the vicinity. These fires may be extinguished as normal, but will reoccur unless the flammable material is regularly doused with water.

BRAZIER IRONS

Sometimes used by both Witch Hunters and Bright Magisters, the Brazier Iron is a long hefted weapon topped by a lidded iron cup filled with hot coals. In combat, the weapon takes on a fearsome quality as the burning embers sear the air with each swing, sending opponents reeling in flaming agony. This weapon requires two hands to use. If you hit with a Brazier Iron, it does an additional 2 points of damage from the flames and may set the target alight, see the rules for Fire on page 136 of WFRP. However, this weapon also counts as Unreliable with the following modifications, on a roll of 98-99 the Brazier Iron is extinguished and must be filled with new coals and relit. On a roll of 00 the wielder has managed to empty the embers on top of himself, dealing himself a Damage 3 hit and automatically setting himself on fire.

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RAGING INSANITY

Type: Arcane

Arcane Language: Magick

Magic: 3

XP: 300

Ingredients: A Pint of Lunatic's Bile, the polished Skull of an Agitator, the litany of a madman inscribed on Vellum formed from Troll's skin.

Conditions: You must have the Arcane Lore (Fire) Talent to perform this ritual.

Consequences: If the casting roll fails, you are unable to unleash your insanity and internalise it instead. Gain 1d10 Insanity Points.

Casting Number: 19

Casting Time: 3 hours

Description: Fire crackles from your fingertips as you focus your boiling emotions into a boiling storm of rage. The area you affect by this spell must be within your unaided line of sight, and can be as small as a single room or as large as an entire town. Rage overcomes all living beings within the area and they may not perform any activity apart from those that lead to conflict. Effected creatures will not necessarily fall upon their allies, but will instead seek there perceived foes. However, they will act to avenge with violence any grudges or slights they may have been harbouring, no matter how trivial or delusional. Raging Insanity lasts for a number of Hours equal to your Magic Characteristic.

REIKHELD'S INFERNO

Type: Arcane

Arcane Language: Magick

Magic: 3

XP: 300

Ingredients: A Dragon's Tooth, eight Shards of Obsidian, a Prayer to Aqshy scribed on cured Wyvern's Skin

Conditions: You must have the Arcane Lore (Fire) Talent to perform this ritual.

Consequences: If your fail the casting roll, the flames rebound and destroy you.

Casting Number: 16

Casting Time: 3 hours

Description: Sparks fly from your fingertips and your eyes glow with flame. Clapping your hands, you cause a blazing inferno to consume your target utterly. The flame destroys any object, character or other target that you can see, unless it is magically immune to fire. Even metal and stone objects can be burnt by this spell, reduced to ash by the magical flames. However, large objects such as fortresses, ships and monsters (anything with a Wounds Characteristic above 20) are simply set alight, losing 5 Wounds each minute, regardless of Toughness Bonus or Armour Points. The spell is magically inextinguishable for an Hour, after which it will continue to burn any fuel available.

VOLCANO

'Under Hashut's Gaze, seas boil and forests burn, while even rock and metal themselves are made molten.'

– Ashkelon Runeforger, High Sorcerer-Priest of Hashut

Type: Arcane

Arcane Language: Magick

Magic: 4

XP: 400

Ingredients: A handful of Volcanic Ash, a pound of cured Sunworm flesh, a Rod of Obsidian capped with a Golden statue of a Firebird.

Conditions: You must have the Arcane Lore (Fire) Talent or an appropriate Chaos Dwarf Lore to perform this ritual.

Consequences: Unless you have a Fate Point to spend, you plummet through a pore in the earth's crust and into a fiery grave.

Casting Number: 22

Casting Time: 12 hours

Description: Black smoke issues from your lips and the land (or water) around your target churns and boils as a volcano erupts directly under it engulfs the area in lava and flame. The spell affects an area around the size of a small town anywhere within 3 miles of you and effectively destroys anything within it that is not impervious to lava. Additionally for a mile around this area, hot ash and smoke fill the air. The precise outcomes of these effects are subject to the GM's judgement. The Bright College stresses that wizards should only use this spell with great care: volcanoes may explode with sufficient violence to incinerate the caster in an instant.

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Bright Wizard Weapons

Weapon	Cost	Enc	Group	Damage	Qualities	Availability
Brazier Iron*	35 gc	60	Ordinary	SB-1	Special, Unreliable	Rare

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Bright Wizard Spell Lists

Elemental	Mystical	Cardinal	Battle	Elven	Pyromancer
Breathe Fire	Aqshy's Aegis	Aqshy's Aegis	The Burning Head	The Burning Head	Bright Key
Cauterize	Boiling Blood	Boiling Blood	Cauterize	Conflagration of Doom	Cauterize
Conflagration of Doom	Burning Vengeance	Burning Vengeance	Conflagration of Doom	Crimson Bands	Fire Ball
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Fiery Blast	Consuming Wrath	Choleric	Fire Ball	Fire Ball	Flamenstrike's Flight
Fire Ball	Curtain of Flame	Conflagration of Doom	Flaming Sword of Rhuin	Flamestorm	Flaming Hands
Fires of U'Zhu	Flashcook	Crown of Fire	Ignite Missiles	Flaming Sword of Rhuin	Hearts of Fire
Flaming Sword of Rhuin	Inextinguishable Flame	Curtain of Flame	Power of Aqshy	Piercing Bolts of Burning	Open the Window
Heart of Fire	Ruin of Destruction	Fire Ball	Pyrokinesis	Sanguine Swords	Power of the Phoenix
Shield of Aqshy	Taste of Fire	Hearts of Fire	Wall of Fire	Wings of Fire	Swift Wind

- CREDITS -

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