

TECLIS CODEX: LIGHT

ADDITIONAL SPELLS AND RULES FOR LIGHT WIZARDS FOR SECOND EDITION WFRP

‘...which utilises the Light Wind, called Hysh, whose colour is White, whose Lore is that of Light, whose rune is the Serpent of Light, and whose practitioners are called Hierophants.’

– The Founding of the Eight Orders, Teclis

LIGHT BATTLE MAGIC

‘Those who fear the darkness have never seen what the light is capable of’

– Fredrick von Egloffstein, Admiral Magister of the Light College

While the Bright Order is more acclaimed, and the Jade Order has more ancient roots, the Magisters of the Light College take pride in being the first College of magic established by Teclis in the Empire. The Generals of the Empire call upon the ranks of the Light College of Altdorf when they expect to a confrontation with significant magical opposition. Light Battle Wizards specialise in eradicating corruption with the power of Hysh, resulting in most of these spells being in common use by the Light Order at large.

ACOLYTES

While most Wizards of the Empire and beyond take on Apprentices to undertake the more laborious and dangerous tasks the practice of magic invariably involves, the Light Order instead operates a system of Acolytes who accompany true Wizards in small numbers, chanting incantations to the draw the Wind of Hysh together and gather it for the Magister.

A Light Wizard accompanied by two such Acolytes gains a +10% Bonus to his Channelling Tests to gather the Winds of Magic. A Light Wizard accompanied by five Acolytes increases this bonus to +20% while nine or more Acolytes would provide the maximum bonus of +30%. While only the Light Order of the Empire routinely uses Acolytes, nothing prevents other Races or Orders of Magic doing the same. The only restriction is that all Acolytes require the same Speak Arcane Language as the Wizard.

The Empire also charges the Light Order with containing any evil artefacts captured, be it those of the Undead or Chaos. To undertake this, Light Wizards take most Dhar suffused items to the Vaults of the Light College in Altdorf, or construct custom pyramids over the artefact to contain their dread power. This duty occasionally causes friction with the High Temple of Sigmar, which also undertakes this duty. A tension heightened by the Egrimm van Horstmann’s plundering of the Light College’s vaults.

ELVEN LIGHT MAGES

‘Of all the Winds of Magic the Druchii have abandoned, Hysh is the most pointless. Suffused deep within the ground, it is hard to gather and concerned only with manipulating the mud and dirt. How apt our deluded brethren should grovel in their towers, singing their pathetic psalms to gather it.’

– Terrixa Annisar, Druchii Sorceress of the Dreadblight Coven

Elven Light Mages have little in common with their human peers, and of the original spells formulated by Teclis for Volans, only one (Shimmering Cloak) has survived into common usage. Elves place much emphasis on the Light Winds connection with the earth and are powerful geomancers as well as illuminators.

Many citizens of Ulthuan hold Light Wizards in high regard, considering them friendly, kind and generous. The principle school of High Elven Light Magic is within the pristine marble walls of Tor Elyr, the capital city of the Inner Kingdom of Ellyrion. The Light Magi patrol the vast golden plains along with High Elf Reavers, using geomancy to help farmers and combat any side effects of Chaos. Of recent concern is the village of Starbrook, within which a corrupted well of Shyish continually raises the Raving Dead of Khaine into the kingdom.

By Alexander J Bateman

Version 1.1

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OTHER LIGHT MAGIC

'More than four millennia ago, in ancient Khemri, a man was called the Hohenheim of Light. His skills in mastering the Wind of Hysh was rivalled by none.'

– Anya von Hohenheim, Witch Hunter and Vampire

Perhaps due to its diffuse nature, the magic of Hysh has always been one of the more difficult for humans to comprehend. Aside from the spells of the Elves, much of the lore of the Hierophants dates back to the ancient days of empire of Nehekhar. Hierophants often dress in the fashions of this ancient empire and construct pyramids and obelisks of Nehekharan design. Some Light Wizards even go so far to journey to the lost Nehekharan cities to excavate ancient lore.

Most Hierophants use extensive religious trappings in their spell casting. Among these are the ancient deities of Nehekhar, most notably Asaph, Goddess of beauty, magic and vengeance and Ptra the Sun God of eternity and immortality. These are blended with lore based upon the teachings of more familiar deities include Shallya, Verena and Myrmidia, all of who emphasise illumination and purity. Finally, some other Hierophants call upon the personification of Hysh or the mysterious Light God Alluminas, whose worshippers gather in Cenobite monasteries among the Grey Mountains.

THE STAFF OF MASTERY

Academic Knowledge: Necromancy

Powers: Counts as a Quarterstaff; In addition, any Spell Caster may use the Staff to deliver Touch spells instead of their own hands. Any character wielding the Staff of Mastery who has the Arcane Lore (Light) Talent or who has obtained a spell from that lore through other means (for example, using the Witchcraft or Master of Elven Magic Talents), gains a +1 Bonus to all their Casting Rolls. Finally, the wielder never needs any chanting Acolytes to cast a Spell or Ritual, even if it would normally require them.

History: A relic of Khemri, a powerful Hierophant named Amon-Shapa the Wise forged this ancient staff long before Nagash performed his great spell of awakening. Formed from solid copper, it focuses and draws the Wind of Hysh to power the bearer's spells.

THE LORE OF LIGHT

Additional Spells

ABULLA'S SNARE

Casting Number: 15

Casting Time: Full Action

Duration: 1 Minute

Range: 18 yards (9 squares)

Ingredients: Ithilmar Wire (+2)

Description: A snare of magical energy leaps from your extended hand and wraps itself around a single enemy. The snare plucks him from the ground and brings him back to you, holding him above you in the air. While the target is ensnared, it can do nothing and cannot be attacked. If you move about, the ensnared character drifts along with you. When the spells duration ends or you are slain, the target drifts to the ground and is placed adjacent to the you, though he may take no action until its next turn. You may not ensnare more than one target at any given time.

BANISH FEAR

Casting Number: 13

Casting Time: Half Action

Duration: 1 Round/Magic

Range: You

Ingredients: The Heart of a Lion (+2)

Description: As you pronounce your incantation, a pure white light suffuses your heart and pulses over your chest like a glowing shield. For the duration of this spell, you are immune to both Fear and Terror along with any other spells or effects that would cause you to flee.

THE RUNE OF HYSH

The ancient symbol of the Light Order is a wheel with eight spokes crowned with an upwards pointing arrow. The eight spokes of the wheel represent the eight Winds of Magic while the rim of the wheel symbolises the way in which the Light Wizards control and confine the forces of magic so that it cannot harm others, while the upwards-pointing arrow symbolises their use of magic for the good of all.

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BARRIER OF LIGHT

Casting Number: 12

Casting Time: Full Action

Duration: 1 Minute (6 Rounds)

Range: 4 yards (2 squares)

Ingredients: A Lizard's Tail (+2)

Description: A sheet of blinding white light springs up in front of you. This barrier of solid life-essence is normally 5 yards high and 5 yards wide, but can be smaller if the you desire (for example if you wished to use it to block up a doorway or other opening). The barrier is impassable to everything, including energy attacks, spells and Ethereal Creatures (although they may often simply pass around the barrier).

BIND DAEMON

Casting Number: 12

Casting Time: Half Action

Duration: 1 Minute (6 Rounds)

Range: 24 yards (12 squares)

Ingredients: A Gold Circlet (+2)

Description: You entrap a Daemon in a crystal of pure Hysh, holding them in complete stasis. The affected target Daemon must make a Challenging (-10%) Will Power Test or be paralysed and encased in solid crystal. This crystal prevents anyone from moving or harming the Daemon in any way for the duration of the spell. When the duration of spell wears off, the Daemon returns to normal, remembering none of the 'lost' period. Bind Daemon has no effect on non-Daemonic targets.

CLAW OF APEK

'May Apek take your eyes!'

**- Hierophant Silberius, the Magister
in the Iron Mask**

Casting Number: 12

Casting Time: Half Action

Duration: Instant

Range: 6 yards (3 squares)

Ingredients: A Silver-plated Bird's Talon (+2)

Description: A huge silvery talon appears in the air before you and instantly strikes a foe near you. This is a Magic Missile with Damage 5 and the Impact quality.

'The cult of the false god Alluminas, known to the heathen tribes of Khemri as Ptra, studied the Wind of Hysh to achieve pure unchanging stasis and immortality. When Alluminas failed to answer their many prayers, the great master sent the almighty Lord of Change Amon'Chakai to walk among the heathens with foolish Druchii thralls, perverting their desperate dreams with the corruption of Hysh known as Necromancy.'

**- Mangari the Old, Vampire and priest
of Tzeentch**

CLEANSING FLARE

Casting Number: 24

Casting Time: Full Action

Duration: Instant

Range: 12 yards (6 squares)

Ingredients: A silver sculpture of a Hand (+3)

Description: With a deafening shout, you summon shards of pure light from the heart of the sun itself. These rain down from the skies into the ranks of the enemies around you like arrows from the heavens. All enemies within range take a Damage 5 hit. Against Undead and Daemons, this hit is Damage 6 and has the Impact Quality.

CONVERSING CANDLE

Casting Number: 3

Casting Time: Special

Duration: Special

Range: Touch

Ingredients: A silver Saucer (+1)

Description: You create a series of sigils of glowing light and encode them into a candle you are touching. When lit, the candle releases these glowing white sigils, writing your message in the air above the flame. The message held (and associated Casting Time) can be anything up to four hours in length, and recorded in any language the caster can write. If someone blows the candle out while it is 'conversing', the message will resume from that point if relit. While Wizards most often use this spell as a mere magical curiosity, among the Journeymen of the Light Order, rumours persist of a more powerful version, capable of rendering candles as spell jewels.

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CREVASSE

'The Master Chanter must take great care, for any negative currents of Hysh shake the ground like the thumping of an angry Dragon's tail.'

– the Book of Masons, Light Order Grimoire

Casting Number: 28

Casting Time: 1 to 10 Half Actions

Duration: Special

Range: 48 yards (24 squares)

Ingredients: An alabaster Dragon Statue (+3)

Description: You strike your staff on the ground and a low rumbling starts, rising to a crescendo as a huge crevasse opens in a place of his choice, within 48 yards. The crevasse is 3 yards wide, 10 feet deep, and is 1 yard long for every Half Action you took to cast the spell. Creatures in the area of the crevasse must make an Agility Test to leap aside. Anything in the crevasse at the beginning of your next turn will suffers a Damage 10 hit as the earth snaps shut. Creatures and War Machines Damaged by this spell will be buried in the earth and need to dig themselves free, while non-reinforced walls (Cottages and Sod Houses, but not Castle Walls) Damaged by this spell will be breached.

DAGGERS OF BANISHMENT

Casting Number: 23

Casting Time: Full Action

Duration: Special

Range: You

Ingredients: A miniature Silver Dagger (+3)

Description: Chanting words of magical power, you summon a set of throwing dagger of pure light. You summon a number of Daggers equal to your magic characteristic and you may throw each of these at any time as a ranged attack. Daggers of Banishment hit automatically as if they were a Magic Missile with Damage 2 and the Precise Quality. In addition, if the Dagger inflicts a Wound on an Unliving but animated foe (such as Daemons, Undead or animated Constructs) you may make a Will Power Test modified by the creature's Slaughter Margin, if you succeed this test the creature is automatically Destroyed (Note that creatures with a Slaughter Margin of 'Impossible' are immune to this effect). If not thrown, the Daggers dissolve after a Minute has passed.

DEATHLY SHARDS

Casting Number: 19

Casting Time: Full Action

Duration: Special

Range: 18 yards (9 squares)

Ingredients: A piece of broken Glass (+2)

Description: A number of small shards of crystal energy, equal to your Magic characteristic, fly from your arms and strike at one or more opponents in range. Deathly Shards are Magic Missiles with Damage 4. In addition to the initial damage, for each shard that causes at least one Wound the target must make an Average Toughness Test or the shard will embed itself into the target's body and work its way slowly through his flesh over the next 1d10 days. At the end of this period, the shard reach the Target's heart, tearing to shreds as it beats. Characters with the Surgery Talent may make an Average Heal Test to cut the shards free, or a Spell Caster may remove them with the Dispel Magic spell or any form of Magical healing.

DEFANG THE COBRA

Casting Number: 17

Casting Time: Half Action

Duration: 1 Minute/Magic

Range: 12 yards (6 squares)

Ingredients: A Snake's Fang (+2)

Description: Gesturing with your thumb and forefinger you chant for a few moments, releasing the powerful light-energies that empower your magic. For the duration of the spell, all living creatures within range are immune to the effects of all poisons and venoms.

'While one would expect Hysh to swirl where light is common, such as sun lit fields or desert dunes, Hysh also saturates the ground, flowing in the darkest places among the earth, waiting the call of the merest candle or faintest song. Hysh is also the cold wind of the north that fights against the incursion of Chaos, collecting around icicles and snow drifts and easily as it swirls around desert pyramids. Hysh is hope, and where ever we may wander, our Wind will have proceeded us, providing faint light in the dark and cold places of the world.'

– Mathius Warder, Light Magister serving at Neuland

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THE DWELLERS BELOW

'I do not know who or what those that dwell below are, although the writings of Lord Teclis assure me they are not Daemonic, but rather elemental in nature.'

– Syclus, renowned philosopher and Magister of the Light

Casting Number: 25

Casting Time: 2 Full Actions

Duration: 1d10 hours

Range: 24 yards (12 squares)

Ingredients: A six-holed Ivory Flute (+3)

Description: You cause small hummocks form in the ground, each containing burrow like holes. From each hole pours a horde of tiny, shrivelled, brown-skinned creatures. Use the Large Template to represent 'Those who Dwell Below'. All creatures (except you) within the area of this spell must make a successful Average Strength Test or have the brown creatures capture them and drag them below the ground. The Dwellers Below do not kill these imprisoned creatures and release them after 1d10 hours at the point where they were taken from, covered in soil, with worms crawling in their hair. No one knows where these strange creatures take the captives, simply digging to find them never, ever works.

HANDS OF KARKORA

Casting Number: 28

Casting Time: Full Action

Duration: 1 Round/Magic

Range: 24 yards (12 squares)

Ingredients: A Hand formed from silver (+3)

Description: Disembodied glowing white hands grab at the ankles of your foes. Use the Large Template. Creatures in the area of the Hands of Karkora may make a Dodge Blow Skill Test to avoid the grappling hands, if they have the skill. Those affected cannot move and suffer a -20% penalty to both Weapon Skill and Ballistic Skill.

'The black of heart cannot bear the light of truth and justice.'

– Gurhart Brennend, Battle Wizard of the Bright Order

LAMP OF LEARNING

Casting Number: 14

Casting Time: 1 Minute

Duration: 1 Hour/Magic

Range: You

Ingredients: Pint of Best Craftsmanship Lamp Oil (+2)

Description: This spell allows you to create a Magical Lantern, which shed lights upon a room, illuminating its hidden mysteries. The Lantern illuminates the room as normal. In addition, by concentrating on the light the lantern sheds, the very walls reveal their secrets. You may make a Magic Sense Skill Test; if successful, you gain knowledge of one 'secret' contained within the room. This could be a secret door, a cache of hidden treasure or even the fact that a murder was committed within the walls (although not necessarily who committed it). 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.

THE LIGHT OF BATTLE

Casting Number: 28

Casting Time: Full Action

Duration: Special

Range: 4 yards (2 squares)

Ingredients: A Lumen Stone (+3)

Description: You infuse a single individual with the pure energy of Hysh. The individual immediately travels 2d10 yards in a direction you nominate and continues to travel in the same direction each round for the duration of the spell. The target passes through obstacles (other people, buildings, trees and so on) inflicting a single Damage 10 hit. The target must end its move each round upon solid ground or some other stable structure, such as a building, rocky pinnacle or Spiral Stair. While the target is affected, he can do nothing except move in the specified direction. Opponents may attack the target of this spell, although anyone in close combat with the target must make an Agility Test or suffer a Damage 10 hit before they may strike. At the end of each round, roll a single d10. On a roll of a 1 or a 2, the energy of the spell dissipates, but causes a single Damage 10 hit on the target first. On a result of 3 to 8, the target remains energised, and continues to move 2d10 yards in the specified direction. On a result of 9 or 10, the spell ends safely and the target returns to normal.

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MACE OF YEARS

Casting Number: 18

Casting Time: Full Action

Duration: 1 Round/Magic

Range: You

Ingredients: An Hourglass (+2)

Description: Your right hand transforms into a glowing mace. It counts as a magical Hand Weapon with the Slow Quality and Damage 3. In addition to the damage, any living being that is wounded by the Mace of Years must make an Agility Test or fall to the ground, where they age into an ancient husk and crumble to dust. The dust re-gathers into a newborn infant that grows to adulthood, ages, dies and continues to be reborn in this way. A victim undergoing this horrific process gains an Insanity Point and can do nothing else for the remaining Duration of the Spell. The caster may extend the duration of the spell with a successful Average Will Power Test made each round after it expires. Note that a single dispel will not only remove the Mace from the caster but also free anyone that is currently affected by the spell.

NET OF AMYNTOK

Casting Number: 17

Casting Time: Full Action

Duration: 1 Round/Magic

Range: 12 yards (6 squares)

Ingredients: A Fishing Net (+2)

Description: Strands of incandescent energy stream from your fingertips and weave themselves into glowing net. Use the small template. Those affected cannot move or cast spells (although note that they may make Attacks, Parry and Dodge as normal).

'I journeyed to the land that is not a land, the everlasting desert of night. Here the great Toad Lord Solkan had fought with a Vermin Daemon named Praznagar and encased him in the Hysh-Ice of Alluminas. Zodglistar, Gothnail, Ungolore and Gabalwitter were banished by my runeblade, and I continued through the accursed Paths of the Old Ones.'

- The Journal of the High Elven Archmage Tasirion

'Growing within the Forest of Avelorn, on an island far across the western sea, the Tree of Learning has seven roots of wisdom and seven branches of knowledge. Work hard to master the tree, branch and root, before you aspire to be called Wizard.'

- Syclus, renowned philosopher and Magister of the Light

PHA'S ILLUMINATION

Casting Number: 23

Casting Time: Full Action

Duration: 1 Round/Magic

Range: You

Ingredients: A Golden Crook (+3)

Description: You utter a single word of power and your very soul sets light to the air around you, while your fists become hammers that harness the power of solar flares. For the duration of this spell, your Attacks Characteristic becomes 3 and your Strength becomes 50 (unless it is already higher). Additionally both your fists count as Hand Weapons, and you may not wield any other weapons. Finally, anyone using a magical or blessed weapons to attack you, including any weapons created by magic, loses any benefits that Weapon imparts (so a Sword of Rhuin would count as Damage 0 with no Impact Quality while it was used to attack you). You may extend the duration of the spell with a successful Will Power Test made each round after it expires.

REGENERATION

Casting Number: 27

Casting Time: 3 Full Actions

Duration: Permanent

Range: Touch

Ingredients: Bone Marrow from a Stone Troll (+3)

Description: You chant for a few moments and create a solid bar of white bread in you hands. If eaten by the target (as a Full Action), the bread will grant the Special Ability of **'Regeneration'** to them for 1 minute (6 rounds). At the start of their turn each round, they regenerate 1d10 Wounds. Wounds caused by fire cannot be regenerated. This ability ceases to function if the imbiber dies. If not eaten within a week the Bread Spoils becoming inedible, and producing many loafs is a sure way to attract the attentions of The All-Knowing Serpent.

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RESTORE LIFE

‘One should always ask; is it truly better to enter Mórr’s realm that live without an eye or limb?’

– Syclus, renowned philosopher and Magister of the Light

Casting Number: 33

Casting Time: Full Action

Duration: Instant

Range: Touch

Ingredients: A fossilised Leaf (+3)

Description: Crumbling white dust over the heart and eyes of an injured comrade, you mutter an incantation that summons a glow of life-essence that sinks into the body of your target. When you cast this spell, you must make an Hard (-20%) Intelligence Test. If you are successful, your touch heals any Critical Effect other than a 4, 9 or 10. If you fail the test, the target immediately dies instead, resulting in you gaining d10/2 Insanity Points. Restore Life does not raise the dead, and you must cast it before the target dies. This spell has no effect upon Daemons or the Undead. 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.

Optional Rule

RESTRICTED HEALING

As noted in Tomb of Salvation, overuse of healing spells can diminish the grim and perilous nature of the Warhammer World. Therefore, the Group may wish to limit healing spells by using the following optional rules from that book.

Healing spells only heal 1 Wound to Heavily Wounded Characters, no matter how many Wounds the spell would normally heal. In addition, a Heavily Wounded Character may only benefit from one Healing Spell per day, no matter how many are cast upon him.

Note that as with all spells, repeatedly casting Healing Spells may quickly draw the wrath of Chaos Manifestations, most notably for Light Wizards, the The All-Knowing Serpent or the Rotwyrms. Journeymen Wizards are taught to use magic sparingly, and not as a convenient substitute to bed rest.

THE LORE OF LIGHT

Light Lore Rituals

ICEBERG

Type: Arcane

Arcane Language: Magick

Magic: 3

XP: 300

Ingredients: The Invocation of Ice inscribed within a Tome bound in leather, a crystal flask of Rubbing Alcohol, a flawless Diamond.

Conditions: You must have the Arcane Lore (Light) or Witch Lore (Ice) Talent to perform this ritual. In addition, you must be within 50 paces of a body of water large enough to contain the Iceberg, such as a very wide river (the Reik) or the open sea.

Consequences: If the casting roll fails, shards of ice form within your blood resulting in you suffering an immediate Damage 10 hit. Additionally, you may not take more than a half action per turn for the next hour, at which point you thaw.

Casting Number: 18

Casting Time: 1 hour

Description: Your breath chills the air and frost forms on your list as you read aloud the Incantation of Ice until with a deafening crack an area of water freezes into a vast iceberg that moves relentlessly towards an enemy ship of your choice (which must be within your line of sight). The Iceberg moves at a speed of 1d10 mph (determined each hour), or alternatively has a Move of 1d10 if you operating in combat Rounds. If the GM's deems it appropriate, the Captain of the target vessel may attempt to outmanoeuvre the Iceberg, by making a Sail (or other appropriate skill depending on the vessel's method of motivation) Skill Check opposed by your Channelling Skill. Once the Iceberg catches up to the target vessel, it hits it automatically inflicting d10/2 Damage 25 Hits with the Impact Quality to the vessel's hull. At the end of each hour, there is a 10% chance that the Iceberg will melt harmlessly, prematurely ending the Ritual. Otherwise, it will continue until the Iceberg strikes the target vessel or until it ends automatically upon your death.

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ILLUMINATION OF DEATH

Type: Arcane

Arcane Language: Magick or High Nehekharan

Magic: 3

XP: 300

Ingredients: an antique Tome, eight Hand Mirrors, eight stone Prayer Tablets.

Conditions: You must have the Arcane Lore (Light) Talent to perform this ritual. You also require five Acolytes chanting along with you.

Consequences: If the casting roll fails, you fall into a haunting deep slumber for the next hour and gain an Insanity point from the terrible dreams you have of past events.

Casting Number: 16

Casting Time: 1 hour

Description: As you speak, your words spit and hiss in the air before hurtling off to illuminate your target. You may select any single house sized structure or vehicle that you can see, which shimmers with a pure white light, making it and its inhabitants appear spectral in nature for the next 4 hours. Any enemy attempting to enter the structure in this time must first make a Hard (-20%) Will Power Test or cannot do so. In addition, all the inhabitants or crew of the structure allied to you cause Fear as if they had the Fearsome Trait during the Ritual's duration.

LIGHT OF LIMBO

Type: Arcane

Arcane Language: Magick or High Nehekharan

Magic: 3

XP: 300

Ingredients: A Ship's Bell wrought of Iron with the finger bones of twenty drowned men set within it, eight white Candles in alabaster Candlesticks.

Conditions: You must have the Arcane Lore (Light) Talent to perform this ritual. You also require five Acolytes chanting along with you.

Consequences: The offended spirits of lost sailors turn upon the caster and affect him with a powerful curse. For the next 1d10 days the Light Wizard spends a Fortune Point, he must spend an additional Fortune Point to get the effects.

Casting Number: 15

Casting Time: 3 Hours

Description: You call upon the spirits of lost sailors to gather about you, swathing any ship you can see in a cloud of light. 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. This light seriously curtails both visibility and audibility, resulting in a -30% penalty to all Perception Tests. This also includes any attack made against a target within the effected area, resulting in a -30% penalty to hit. Attacks that normally hit automatically have an unmodified 30% chance of missing instead. Additionally the amount of Hysh this spell conjures suppresses and blocks the ability of Wizards to see the Winds of Magic, preventing any spell casting from within the area. This cloud of light retains its cohesion for a number of hours equal to your Magic Characteristic or dissipates naturally upon your death. As with many spells of the Lore of Light, the origins of this spell lie in Ancient Nehekhar, resulting in many Wizards viewing it with suspicion.

VAN HORSTMANN'S SPECULUM

Academic Knowledge: Magic

Powers: The wearer of this item may choose to 'swap' his Weapon Skill, Strength, Toughness, Agility and Attacks with any of the foes attacking him in melee combat. The wearer must swap either all five characteristics or none at all; the wearer may not partially swap characteristics. The wearer may also not swap characteristics gained via this item with another foe; only one swap may be active at a time and a swap only last for the duration of the combat. Note that this Item swaps the Statistics before the application of any magical or other augmentations (for example, a Best Craftsmanship Weapon's bonus to Weapon Skill).

History: One of the most potent Artefacts of the Empire, this tiny bejewelled mirror is hung on a silver chain, to be worn around the neck like a medallion. Created by Egrimm van Horstmann before his defection to the worship of Tzeentch, it has been enchanted with the ability to allow its wearer to reflect the fighting abilities of his foes. As many warriors wish to avoid wearing an item created by one of the Empire's greatest traitors, the Light Order often neglects to disclose this item's exact provenance before lending it.

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PETRIFY TIMBERS

Type: Arcane

Arcane Language: Magick or High Nehekharan

Magic: 3

XP: 300

Ingredients: A Book written in a Dead Language, a Staff tipped in a clear Crystal Prism, A Branch made of Petrified Wood.

Conditions: You must have the Arcane Lore (Light) Talent to perform this ritual. You also require two Acolytes chanting along with you.

Consequences: Plants manifest around you, covering you in foliage that then hardens into a stony coffin. For the next hour this impenetrable stone encases you, this experience is so traumatic that you gain an Insanity point.

Casting Number: 15

Casting Time: 1 hour

Description: You mutter the words of an ancient spell, unleashing beams of light that petrify and warp wooden structures. The target wooden structure immediately suffers 30 points of damage, ignoring Toughness and Armour. Floating structures such as ships or boats also capsize and begin to sink unless the ship's captain makes a Sail or Row Test as appropriate. If this ritual is cast upon an animated wooden creature (such as a Treemen), that creature suffers no Damage but instead doubles its Strength and Toughness for the next 1d10 rounds.

THE TOWER OF ISOLATION

One of the oldest symbols of the Light Order is the Tower of Isolation, a slender structure rising from the ground, most often shown in front of a waxing Mannsleb. The traditions of the Order state that this tower is not in fact a physical place, but rather a representation of upwards movement, as well as intellectual endeavour and the Wizard's own study.

Some Magisters of the Light Order dismiss these traditions however, and claim that the Tower exists, hidden away in a remote part of the world. The most robust of these even claim that some Hedge Wizards and Elven Magi can access the Tower of Isolation by the use of a powerful ritual and that the most powerful Artefacts and Grimoires are contained within.

PRISON OF ICE

'And now you are contained Daemon, free no more to travel the Realms of Chaos!'

- Hierophant Silberius, the Magister in the Iron Mask

Type: Arcane (Although the Cult of Alluminas has access to a Divine version of this ritual)

Arcane Language: Magick

Magic: 4

XP: 400

Ingredients: Four flawless Sapphires, eight alabaster Amphorae full of river water, a silver Symbol of a God or Goddess with strictures opposed to Chaos.

Conditions: You must have the Arcane Lore (Light) or Witch Lore (Ice) or Divine Lore (Alluminas) Talent to perform this ritual. In addition, you must cast this ritual within a chamber that you must completely seal at the ritual's end.

Consequences: If the casting roll fails, the massive influx of Hysh causes your flesh to explode from your bones, which then disintegrate into a mound of dimly glowing dust (unless you have a Fate Point to spend).

Casting Number: 20

Casting Time: 8 hours

Description: As your chant the litany of binding, you form a column of solid ice around your target and reinforce it with solid life-essence. This column is impregnable by anything, be it material or ethereal, or even time itself. The target is utterly imprisoned and cannot move, cast spells, think, perceive or be harmed or affected by anything other than this ritual in any way, rather existing in a state of stasis. Spell casters use this spell to imprison living creatures, Daemons, the Undead and even corrupted items, which the Ritual renders utterly inert and non-magical while imprisoned. The target of this Ritual must be present in the chamber during the casting, but need not be unrestrained or even conscious. The ritual lasts until the Chamber is entered, after which the Ice melts in 1d10 rounds releasing whatever is imprisoned.

Among the Light Order, rumours persist that not only do the vaults contain pillars with all manner of dread Daemons and ruinous Artefacts, but also the greatest of Battle Magisters, preserved until they are needed to fight the Hoards of Chaos.

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Amshu's Blinding Light: alternate Khemri name for 'Blinding Light'

Banish Fear: Arcane (Light); The Teclis Codex VI

Banish: Arcane (Light); Core Rulebook p156/Realms of Sorcery p156

Barrier of Light: Arcane (Light); The Teclis Codex VI

Bind Daemon: Arcane (Light); The Teclis Codex VI

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Light Wizard Spell Lists

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Daemonbane	Cleansing Glow	Dazzling Brightness	Cleansing Flare	Crevasse	Blinding Light
Dazzling Brightness	Ill-Bane	Eyes of Truth	Dazzling Brightness	Deathly Shards	Daggers of Banishment
Eyes of Truth	Illuminate the Edifice	Inspiration	Healing of Hysh	Hands of Karkora	Defang the Cobra
Healing of Hysh	Light of Purity	Light of Purity	Pha's Illumination	Mace of Years	Healing of Hysh
Inspiration	Light's Demand	Pillar of Radiance	Pillar of Radiance	Net of Amyntok	Lamp of Learning
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Shimmering Cloak	Radiant Weapon	Shimmering Cloak	Shimmering Cloak	Shimmering Cloak	Shimmering Cloak

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