

INTRODUCTION

Welcome to *Realms of Sorcery*, a mighty tome of secrets and arcane lore. Right off the bat, it's best to clarify what this book is and what it is not. *Realms of Sorcery* is primarily a book about arcane magic and Imperial Colleges of Magic. Although it delves into the history of magic and so touches on topics like the Old Ones and the High Elves, the focus of the book is sorcery in the Empire and how it practiced today by Imperial Humans. *Realms of Sorcery* is not a book that delves into divine magic or the magic of other races (with one exception, noted below). These other topics deserve their own books, so you'll find Skaven magic treated in *Children of the Horned Rat* and Chaos magic treated in *Tome of Corruption*, for example. The Colleges of Magic and Imperial Magistracy, however, are weighty topics indeed and you'll find a plethora of useful material for your *WFRP* game within these covers.

Realms of Sorcery is divided into nine chapters, descriptions of which follow.

CHAPTER ONE: THE ORIGINS AND HISTORY OF MAGIC

The book opens with an overview of magic in the Warhammer World. What is it, where did it come from, and how did it reach its present state? Since the story of magic is tied up intimately with the High Elves, some aspects of their history are discussed here.

CHAPTER TWO: THE NATURE OF MAGIC

This chapter delves into the essentials of magic. It describes the eight Winds of Magic and their characteristics, as well as the nature of Warpstone.

CHAPTER THREE: MAGIC AND IMPERIAL SOCIETY

For countless centuries, magic was banned in the Empire. This changed in the wake of the Great War Against Chaos and the foundation of the Colleges of Magic, but magic is still treated with suspicion by common folk. This chapter explores the interactions of magic and its practitioners with Imperial society.

CHAPTER FOUR: THE IMPERIAL COLLEGES OF MAGIC

Chapter Four is the heart of *Realms of Sorcery*. It is a lengthy description of the eight Colleges of Magic, with details on their history, philosophy, and leading personalities.

CHAPTER FIVE: OF WITCHES AND WITCH HUNTERS

But what of those outside the hierarchy of the Colleges of Magic? Chapter Five describes hedge wizards, witches, and warlocks and provides some new careers to flesh out such unsanctioned spellcasters. Then the role of the witch hunters and something of their organizations are also described.

CHAPTER SIX: MAGICAL LORE

This chapter includes new spells and spell lists for each arcane lore, expanded rules for Tzeentch's Curse, and many new rituals. Arcane Lore spells from the core rulebook are also included in this chapter so you can reference all the arcane spells in one convenient location.

CHAPTER SEVEN: MAGICAL TOOLS

Wizards can do more than just cast spells. This chapter explores some of wizardry's other tools. It includes rules for magical familiars and creating potions, and a sampling of magic items.

CHAPTER EIGHT: RUNE MAGIC

This chapter provides a basic system for Dwarf Rune magic and new careers for Runesmiths. It is included in *Realms of Sorcery* because Dwarfs are an integrated part of Imperial society and it gives GMs an easy system for the creation of magic items.

CHAPTER NINE: A BRUTAL FINISH

Last but by no means least is T.S. Luikart's *A Brutal Finish*, a *WFRP* adventure in which fiery endings are just the beginning.

The mysteries of arcane magic await. Your will had best be strong or Tzeentch will surely claim you.