

— WHEN SPELLS GO WRONG —

Spells can go wrong in many ways and for any number of reasons, but there are some relatively consistent symptoms caused by this. There are things in the cosmos and lurking in the deepest parts of the soul and darkest recesses of the mind that magic can release. The Winds can give form to anything within a man's heart or mind, his dreams and nightmares. Unfortunately, when a spell goes out of control or when it is tainted by Dark Magic, a window is often opened into the horror of a magic user's subconscious, and the nightmares lurking there can achieve physical presence.

Who can say whether these things are actual Daemons or manifestations of the fears of a magic user's psyche given shape by common myth, legend, and hearsay? Is there a difference between the two? Some of the more infamous predators of magic users are known throughout the Old World and possess some similarities with creatures described in the dark lores of the Daemon Gods. But whatever the case, it rarely matters to the one who sees them.

THE DARK HOUNDS

The Dark Ones, Fury's Hounds, the Forge Dogs

These invisible hunters are said to be large soot-black war hounds with brass flanks and iron fangs. Entering the mortal world through flames, these monstrous creatures search out the one who summoned them, their scorching breath withering everything in their path as they close in on their prey. The smell of sulphur, broiling flesh, soot, and hot iron indicate their presence.

Attracted by: Pyromancy, Destructive spells

THE ALL-KNOWING SERPENT

Wisdom's Asp, The Tempter, The Thorned One

Fevered artists and insane geniuses have attempted to describe the beauty of the Serpent's scales, its ivory thorns, or the depths of its terrible eye. None have been successful. The Serpent enters this world through mirrors and pools of still water, slithering after its victim with unnatural speed and grace. Those who have

called its attention sometimes glimpse the Serpent's reflection just before it enfolds them. The shattering of mirrors and the skittering sound of its thorny scales are its harbingers.

Attracted by: White magic, Brown magic, Shadowmancy, spells of illusion

THE HANDMAIDENS

The Scarred Maidens, The Wyrdfewomen

Said to be the souls of burned witches, the Handmaidens can be seen only by their victim. Coming from doorways, windows, and other portals, these feathered, blind shades smell their prey's fear and attack without mercy. Black iron nails are sometimes found in their victim's flesh once they are done. The sound of wings and the tapping and scraping of their claws indicate their presence.

Attracted by: Gold magic, Celestial magic, spells of transmutation and fortune

THE ROTWYRMS

Flesheaters, Wizard Worms

An erring Magister may call forth the Rotwyrm from any rotting or decaying matter that lies near him. Unthinking and unstoppable, these giant daemonic maggots wriggle towards their victim with terrifying speed. Not subject to physical laws, they can pass through any substance in search of their goal: the flesh of the Spellcaster. The stench of decay and the buzzing of flies indicate their presence.

Attracted by: Green magic, Purple magic, spells of the flesh

THE WHISPERING DARKNESS

The Creeping Darkness, the Insane Night, the Soul Eater

Those who practice the dark arts are foolish because, no matter how successful they are, one day their minds, bodies, and souls will surely be forfeit. But the dangers of using Dark Magic are not just long term. The Darkness can get tired of waiting. It can emerge from any shadow or dark corner as a broiling, oily fog

SPELLCRAFT IN PLAY

Magic in the Old World is a wonderfully complex and quixotic thing, but as it is the stuff of Chaos, it doesn't follow regular rules. As a result, there are many subtle effects and spells in existence. We translate these variations into Arcane Lore, applying rules, casting numbers, and ingredients to establish a mechanism for using this information in play. But, given its essential nature, game masters should feel free to break the rules. Be creative, make your own spells and describe the tremendous magical effects that are the tools used by Elves, the mightiest of Wizards, other races, and even those who turn to Dark Magic. By inventing material as needed, you heighten the mystery of magic in the *Warhammer* world.

of utter blackness, whispering with a thousand voices. Some cry, some laugh, some shout, and some scream, but all are muted and desperate. The whispering cloud will broil across the floor towards the Magister who summoned it, its whispers becoming

louder and filled with insanity, inspiring madness in all it touches.

Attracted by: Necromantic Spells, Chaos Spells, Hedge Magic, and any spells that effect intelligence or psychology

— THE IMPERIAL COLLEGES OF MAGIC —

Teclis taught however dangerous it is magic can be controlled and purified by a trained practitioner. Men learned how the raw power of magic blew into the World in the form of eight Winds, which represented unique types of energy. For each Wind, Teclis founded a separate College and Order of Magic, and he and his brother Mage, Finreir, taught the first

Magisters and Patriarchs. The wise Loremasters saw that the minds of men were unable to control the power of more than one Wind with any degree of safety, even with the most careful study. Thus today there are eight Colleges, which form the headquarters of one of the Orders of Magic by which Magisters are trained. See **Table 4-1: The Colleges of Magic**.

TABLE 4-1: THE COLLEGES OF MAGIC

Colour	Common Name(s)	Runic Name	Associated College/Order	Associated Lore
White	Light	Hysh	The Order of Light	Light
Blue	Celestial	Azyr	The Celestial College	Heavens
Yellow	Gold	Chamon	The Golden Order	Metal
Green	Jade	Ghyran	The Order of Life	Life
Brown	Amber	Ghur	The Amber Brotherhood	Beasts
Red	Bright	Aqshy	The Bright Order	Fire
Grey	Shadow	Ulgu	The Grey Order	Shadow
Purple	Amethyst	Shyish	The Amethyst Order	Death

THE ORDER OF LIGHT

Lore: Light

College: The Order of Light

Common Names of Hysh's Magisters: Hierophants, White Magisters, White Wizards, the Order of the Wise, Exorcists.

Symbols: Serpent of Light, the Tree of Learning, the Tower of Isolation, the Candle of Enlightenment, the Arrow of Purpose, the Mirror of Self Knowledge and the Pillar of Wisdom.

Wind of Magic: *Hysh*

The Order of Light comprises those Magisters who study and wholly embrace the White Wind of Magic, *Hysh*.

Hysh is the magic of illumination and holy radiance. It is the Aethyric manifestation of light, including the uses light can be put to and the abstracts that light sometimes represents to mortals, like enlightenment and purity. *Hysh* could be seen as the light that banishes the darkness and keeps the unknown horrors of the darkness from our doors. Though diffused, *Hysh* can be compared to a constant and steady luminance completely opposite of Chaos' randomness. It is also said to be the most difficult of all the fragmented Winds of Magic to channel into a spell.

OVERVIEW

Hysh has many potent applications, and its Magisters are renowned for their abilities to heal, protect, and banish darkness—in both a literal and more occult sense. The White Magisters of *Hysh*, or Hierophants as they are sometimes known, are amongst the wisest and most disciplined of all Magisters, vehemently opposed to the Chaos in all its countless forms. Where *Hysh* is steady and constant, Chaos is random destruction, and where *Hysh* stands for controlled grace and self-understanding, Chaos promotes confusion, insanity, and a total lack of control. It is with good reason that the Magisters of *Hysh* are particularly renowned for their abilities to banish from the Mortal Realms the malevolent entities of Chaos.

WHITE MAGIC

The nature of the White Order's magic is as hard to pin down as the magic that forms and drives it. The spells of the White Order tend to fall into three general groups: illumination, protection or healing, and abjuration.