

# THE FIRE COLLEGE

## THE MAGICAL COLLEGE OF BECHAFEN FOR WFRP

### THE FIRE COLLEGE

**“Burn, Beastman! Burn! This go Inferno! Burn, Beastman! Burn! Your mother was a hamster!”**

**- Kiefer von Schekkle, Altdorf Bright Mage**

**“Wartime persuits may be enough to consue the minds of lesser men, but the essence of flame is discovery and passion. I aim to master them both”**

**- Alithana Ravalyynn, Ostermark Fire Mage**

The Fire College of Bechafen is one of the oldest surviving centres of magical learning in the Empire, predating the Bright College of Altdorf by several centuries. When the Elven Archmage Teclis enacted the great purge of tainted spell casters in the reign of Magnus the Pious, the Fire College was one of only a few groups that he deemed to have already grasped the basic principles of safely using a single Wind of Magic. Several members from the College were among the first Bright Wizards, resulting in much of the Bright College's Lore and Traditions having a basis in this order.

Despite this ancient claim to knowledge, the college is in decline. This was exasperated just over thirty years ago when the Colleges principle building, a Tower located in the woods upriver of Bechafen, burned to the ground. The college's new location is little known, being wholly housed in an unassuming building in Bechafen's notorious Baracken slums. Squeezed in between the noisy Marquis of Omadorf Tavern and a busy smithy, the main entranceway into the building is located down a back alleyway, where a faded painting of a single flame marks the College's door. Even having found it however, knocking on this solid slab of reinforced oak often proves futile, as the college is too poor to retain any servants, the wizards inside will often ignore anyone unexpectedly knocking. The best way to gain admittance is to send a letter through Bechafen's messenger system, although frequent visitors may well discover that the college has a connecting door into the neighbouring Smithy that they often leave unbarred.

Inside the four-story building has a common room with an attached kitchen and stairs leading up to eight bedrooms and a small library and study. The loft space above here acts as a communal room for apprentices, with seven bunk beds so that fourteen apprentices can sleep here in total, although in practice it is rare that there are more than six. The apprentices are expected to do almost all of the menial labour in the building due to the lack of servants, which is another contributing factor to many students taking the trip down river to Altdorf to study at the Bright College.

The main research areas are located in the buildings cellars, which the Fire Wizards have extensively proofed against flame, though both magical and mundane means. The main practice area is a circular room containing a large pyre at its centre surrounded with blasted bits of furniture and other remains of miscast magic. Branching off this are three labs that the Journeymen and Magisters use on rota basis to perform most of the colleges magical research. Teaching is also supposed to occur in these areas, although in practice many of the Wizards simply assume that if you leave the students surrounded by enough books, they will simply absorb magical knowledge on their own.

Unlike the Bright College, most of the pyromancer that are located here are those that seek to master the wind of Aqshy above and beyond simple martial concerns, resulting in the residents here being some of the most eccentric and learned wizards in the Old World. Imperial Law protects the College and its students as an extension of the Bright Order, although those citizens of Bechafen who know about the college hardly welcome this nest of pyromaniacs within one of the most combustible sections of the city. Hence, while the more powerful members of the college wear orange and yellow robes patterned with a flame motif, while students often find it more politically expedient to go about in their normal clothing.

**By Alexander J Bateman**

## An unofficial Searing Supplement for Warhammer Fantasy Roleplay

### ANDREAS VON ESSLINGEN – THE FIRE MASTER Human (Mutant) Master Wizard (Ex Apprentice Wizard, Ex Journeyman Wizard, Ex Scholar)

“Those upstart Bright Wizards are nothing more than renegades from our most prestigious order that stole our teachings and sold us out for political power.”

“Well Students, I suppose explosions happen. Now what do you think that Heinz did wrong there?”

“Of course my lord, you would be known as the founder of a college with a distinct and noble lineage, sanctioned by the Emperor himself! Shall I put you down for a thousand gold?”

Appointed the High Master of the Fire college by the simple expedient of being its oldest serving member, Andreas is a gaunt man of 65 years, with long dark grey hair and bright piercing blue eyes. He is known for his formality and strict approach for dealing with students, along with an utter and total contempt for Dark Magic and followers of the Ruinous Powers that verges upon paranoia. In particular, he is keen to maintain that the College remains above reproach when it comes to harbouring Mutants, and insists that all Wizards studying at the College submit to a full body examination.

#### AMULET OF FIRE

**Academic Knowledge:** Magic

**Powers:** Any spell that is cast at a Character wearing an Amulet of Fire has a 50% chance of being negated before it has any effect at all. However, each spell dispelled in this way causes the caster to lose one wound due to the fiery heat of the amulet. (This ignores armour and toughness.)

**History:** Magisters of the Bright Order of Wizards create these red jewelled amulets to protect their wearers from hostile magic. However, drawing upon the wind of Aqshy in this way always results in the amulet becoming intensely hot when in use.

#### RING OF THE FIREMASTER

**Academic Knowledge:** Magic

**Powers:** While this ring reportedly has a whole host of fire based powers, the only one Andreas has unlocked is its ability to glow like a lantern at will.

**History:** The traditional symbol of the Firemasters authority, this is a somewhat ostentatious gold ring, which contains a single large spinal gem that is always warm to the touch. Whoever constructed the ring carved this stone with several runes of unknown origin that only become apparent if placed within a natural flame.

The reason for this is that Andreas conceals a dark secret, an ear growing upon his inner thigh that he has concealed since adolescence. Fear of discovery is why he chose to study at the backwater of Bechafen rather than risk discovery in Altdorf and he dare not take up arms against the armies of Chaos, lest he find himself compelled to join with them.

Andreas is not an evil man, simply fearful and unhappy. He spends his time trying to run the College to the best of his ability and has spent the last thirty years unsuccessfully trying to garner Noble patronage for the construction of a new college building.

#### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33%	38%	30%	40%	43%	67%	65%	44%

#### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	4	3	3	0

**Skills:** Academic Knowledge (Alchemy, History, Law, Magic+20%, Philosophy, Runes), Arcane Language (Ancient Elf, Magick+10%), Channelling+10%, Command, Common Knowledge (Chaos Wastes, Elves, Kislev, The Empire), Evaluate, Gossip, Intimidate, Magical Sense+10%, Perception, Read/Write+10%, Ride, Search, Speak Language (Classical+10%, Eltharin, Kislevarin, Reikspiel)

**Talents:** Aethyric Attunement, Acute Hearing, Arcane Lore (Fire), Fast Hands, Flee!, Lesser Magic (Dispel, Exorcism, Lock, Magic Alarm), Linguistics, Meditation, Petty Magic (Arcane), Savvy, Sixth Sense, Strong-minded, Very Resilient

#### Mutations:

**Extra Ear:** Andreas has an additional Ear growing upon his left thigh, which has regrown despite him attempting to have it surgically removed several times.

#### Combat:

**Armour (None):** Best Craftsmanship orange and yellow flame patterned Robes

**Armour Points:** Head 0, Arms 0, Body 0, Legs 0

**Weapons:** Quarterstaff (1d10+1, Defensive, Pummelling)

**Trappings:** Amulet of Fire, Ring of the Firemaster, College containing Library and Laboratories

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### THE FONT OF POWER

The Guild Building contains a Font of Power hidden in one of the Research Labs, a place where the Fire Wizards have manipulated the lay lines of the High Elf Waystones into a pool of pure magical power. Access to the pool is highly guarded and the College charges all wizards to access it, even members.

Wizards casting any Rituals in the presence of the Font of Power gain a +2 bonus to every d10 used in the casting roll. Additionally rumours circulate among apprentices that some Magic Items require the use of a Font of Power to recharge them.

### FEES AT THE FIRE COLLEGE

While the college has no set fees or stock services that it provides, it still does some business providing consulting or mercenary wizards. Consulting services range from short meetings to discuss magical issues to arranging for the creation of bespoke magical items or creation of spells and rituals. These latter services are often ludicrously expensive as they are not only dangerous to the wizard but also require expensive ingredients or materials that can only be gathered with great risk.

Example profiles and fees for Mercenary Wizards can be found in Old World Armoury.

### ADDITIONAL BRIGHT MAGIC SPELLS

The Fire College teaches knowledge of the following spells to its Students, although recovered Grimoires may also contain copies of the knowledge. They are only available to characters with the Arcane Lore (Bright) Talent and require the expenditure of 100xp each to acquire.

### Bright Key

**Casting Number:** 24

**Casting Time:** One 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.

### 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 while the object of his gaze feels a distinctive heat within them. This spell has two effects. The wizard gains a +10% bonus to all Charm tests related to seduction for the duration, and the Target has a -10% penalty to all willpower tests to resist seduction for the same duration.

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