



Spell Creation for Hedge Wizards, Witches and Warlocks

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INTRODUCTION

This document is designed to give some flavour and variety to Hedge Wizards and Witches. By use of the charts and options contained herein, an individual's version of his researched spells will look and feel totally different from other wizards' versions. For each spell that the wizard creates (both Lore equivalents and Hedge Wizard and Witch spells), roll on the Motif, Phenomena and Focus tables to determine how your Hedge Wizard or Witch manipulates the winds to cast his spell. The same procedure can be used for Petty Hedge spells as well. Note the results next to each of your known spells. Your wizard will henceforth cast his spells in the manner dictated by the charts. These charts generate thousands of variations in the look and feel of the Hedge Wizards and Witch spells.

Note: Some of the effects generated by these tables may not be to the liking of GMs and players who like to keep their magic unobtrusive. Some effects could certainly be considered as Insignificant Chaos Manifestations and are designed as such to reflect the Hedge Wizards and Witches dabbling in powers he cannot properly control. The effects described do not replace the need for an additional Hedge die to

be rolled by the Hedge Wizard, nor do they replace Tzeentch's curse.

MOTIFS

Motifs describe the form that Hedge spells take. For example, a Hedge researched Fireball may have the motif of a skull, a tombstone or even a pie! The Phenomena chart determines how this motif manifests.

Each spell researched by the wizard can have a different motif, but the GM and his player may decide that the Hedge Wizard/Witch has sufficient mastery over his creations that his motif can be the same for all of his researched spells.

Some motifs may not be desirable for certain spells, but by applying a bit of lateral thinking, some interesting descriptions of the spell can be made with any of the motifs found in the table below.

Roll 1d10 to see which chart is used. Then roll 1d100 to see what acts as your spells motif. Alternatively, choose any one as your motif.

	1 to 5	6 to 10		1 to 5	6 to 10		1 to 5	6 to 10
1	Rat	Cricket	34	Fungus	Telescope	67	Anvil	Lightning
2	Bear	Swallow	35	Furniture ¹	Hair	68	Gravestone	Shroud
3	Bat	Pigeon	36	Arrow	Ball	69	Feather	Gemstone ¹
4	Dog	Sheep	37	<i>Shyish</i>	<i>Ugu</i>	70	Circle	Square
5	Raven	Cow	38	<i>Chamon</i>	<i>Hysh</i>	71	Instrument ¹	Cockerel
6	Wolf	Squirrel	39	Ghost	Owl	72	Wheel	Gun
7	Adder	Toad	40	Orc	Giant	73	Dice	Star
8	Horse	Weasel	41	Cauldron	Hoose	74	Fork	Comet
9	Boar	Badger	42	Shell	Key	75	Fur	Teeth
10	Fox	Swan	43	Saw	Pentagram	76	Nail	Smoke
11	Colour ¹	Bells	44	Ladle	Bone	77	Poker	Spade
12	Rain	Plant ¹	45	Chain	Anchor	78	Grass	Milk
13	Pipe	Snow	46	Runes	Crook	79	Bucket	Urine
14	Prism	Fruit ¹	47	Tomes	Throne	80	Doorway	Shield
15	Eyes	Shadow	48	Acorn	Cone	81	Herb ¹	Leaves
16	Boils	Cloud	49	Tripod	Moth	82	Moon	Morrslieb
17	Whip	Ship	50	Ice	Fork	83	Autumn	Winter
18	Hourglass	Skull	51	Butterfly	Woodpecker	84	Sextant	Flour
19	Quill	Horn	52	Trout	Pig	85	Pitchfork	Tree ¹
20	Crow	Spiral	53	Goat	Rhinoceros Beetle	86	<i>Ghur</i>	<i>Aqshy</i>
21	Oval	Triangle	54	Cat	Racoon	87	<i>Azyr</i>	<i>Ghyran</i>
22	Blood	Crown	55	Mule	Falcon	88	<i>Dhar</i>	Beard
23	Thorn	Mortar and Pestle	56	Dragonfly	Spider	89	Net	Hook
24	Pouch	Money	57	Rabbit	Stag	90	Beast ¹	Scissors
25	Dung	Cheese	58	Lynx	Ant	91	Steam	Letter ¹
26	Pus	Song ¹	59	Jay	Lizard	92	Match	Torch
27	Fabric ¹	Humber ¹	60	Pike	Hewt	93	Demon	Claw
28	Mineral ¹	Hay	61	Weapon ¹	Sunset	94	Needle	Sceptre
29	Hammer	Pick	62	Water	Fire	95	Bridge	Banner
30	Honey	Bee	63	Scroll	Scales	96	Mask ¹	Familiar
31	Spurs	Wire	64	Bubble	Mirror	97	Eggs	Eel
32	Scythe	Sun	65	Wind	Skeleton	98	Ink	Coil
33	Spring	Summer	66	Tankard	Horseshoe	99	Scalpel	Mud
						100	Pies	Cave

¹ Choose a single example of this motif for each spell (Example: letter A for Letter).

PHENOMENA

(Roll 2d10 to see which phenomenon manifests the motif of your spell, or choose any one.)

- 2 Visage
- 3 Ghostly Image
- 4 Brand
- 5 Imprints
- 6 Seen from corner of eye
- 7 Audible Resonance
- 8 Conspicuous Sighting
- 9 Mental Image
- 10 Wrapped In Motif
- 11-20 Manifestation

Visage: Your face momentarily reflects the image of your spells motif to anyone watching. This is a visual manifestation that has no game effect.

Ghostly Image: A brief ghostly image of your motif appears right before you and is visible to anyone within 5 feet for each point of your magic characteristic. This is a visual manifestation that has no game effect.

Brand: A brand of your motif appears on your cheek. It remains for 1 round for each point of your magic characteristic. This is a visual manifestation.

Imprints: When you cast your spell, an imprint of your motif (if applicable) appears in the earth at your feet and extends like footprints for 5 feet in front of you for each point of your magic characteristic. The footprints fade after a minute. This is a visual manifestation that may confuse tracking at the GMs option.

Conspicuous Sighting: Your motif can be seen fleetingly from the corner of the eye whenever you cast the spell. All within 5 feet per point of your magic characteristic also get this impression. This is a visual manifestation and has no game effect.

Audible Resonance: The sound of your motif is heard audibly by all within 5 feet per point of your magic characteristic. This is an aural manifestation and may cause a momentary double take by those affected at the GMs option.

Seen Nearby: Your motif is seen within an hour of casting this spell. This is a visual manifestation that has no game effect.

Mental Image: Anyone subject to your spell gets a mental image of your motif. This is a mental manifestation that has no game effects.

Wrapped In Motif: You appear to be wrapped in your motif for a second after casting your spell. This is a visual manifestation that has no game effect.

Manifestation: Your spell takes the form of your motif. A Fireball would take the form of the motif, whilst a healing spell may see the dancing form of your motif cover the wound. The GM and player decide upon the exact nature of this visual manifestation. This is the most common phenomenon.

FOCUS

The focus must be used in order to cast the spell. The focus is not considered an ingredient and does not take the place of an ingredient for spell casting purposes.

(Roll 1d10 to see how you cast the spell, or choose any one)

- 1 Intonations
- 2 Mannerisms
- 3 Dancing
- 4 Shuffle
- 5 Circle
- 6 Imbibe
- 7 Pain
- 8 Trophy
- 9 Habits
- 10 Environment

Intonation: The first word that you speak whilst casting the spell must take a particular inflection.

Mannerisms: You must affect one mannerism whilst casting your spell. This may be anger or shame or any other mannerism.

Dancing: A particular dance step must be performed whilst casting your spell.

Shuffle: You must shuffle your feet constantly whilst casting your spell.

Circle: You must complete one full 360-degree turn whilst casting your spell.

Imbibe: You must imbibe a certain type of food or drink whilst casting your spell.

Pain: You must suffer a particular type of pain whilst casting your spell.

Trophy: You must hold in your hands a certain type of item in order to cast your spell.

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Habits: You must exhibit a certain habit whilst casting your spell. This may be drugs or alcohol or any other habit-forming substance.

Environment: You must hold a certain type of earth in your hands when casting this spell. This could be clay, rock, sand, lime or any other kind of soil.

PASSIONS

Passions are subjects that Hedge Wizards find appealing. The wizard may pick a single skill as his passion at any time. He may buy that skill for 100 experience points at any time or purchase mastery in a skill that he already has.

Examples:

Old Mother Hubbard's Curse Of Rust

CN: 9

Motif: The number 7

Phenomena: Manifestation

Focus: Imbibe

Old Mother Hubbard's Curse Of Rust is cast by chewing a small amount of rhubarb. When the spell is cast, the affected article rusts away and the number seven is always branded into the pitted and useless article.

Heinrich's Omen

CN: 4

Motif: Wind

Phenomena: Brand

Focus: Dancing

Heinrich must dance a few steps of the Mid-denland quickstep to cast the spell. When he has done so a brand appears on his cheek of a whirlwind.

ARCANE MARKS

Due to their dabbling with magic, Hedge Wizards and Witches can exhibit a large range of Arcane Marks. Use the mechanism found on page 175 of Realms Of Sorcery. If an Arcane Mark results, roll on the following table. Future duplication can in some cases increase the effects of the mark (see below).

01-10 Brand: One of your spell motifs is permanently branded onto his cheek. This can happen several times. Each new brand result rolled means that another of the wizard's motifs has been branded onto his cheek.

11-20 Musk: The scent of one of your spell motifs (if applicable) follows you around. This scent is audible to anyone within 5-feet/per times that this result is rolled.

21-30 Eccentric Behaviour: You become more unusual in your behaviour. Choose a single type of object that you collect obsessively or a single ritual that you must observe every day in order to remain "safe".

31-40 Conduit: You become a conduit for magical energy. Your hair often stands on end and small static shocks ground on surrounding materials. Shaking hands is an electrifying experience!

41-50 Anti-Social Behaviour: You have little patience for company and are difficult to get along with. You tend to see the negative in everyone and seek solitude. Every time this is rolled, you suffer a permanent -5% to his Fellowship statistic.

51-60 Skulker In Shadow: You start to prefer the shadows of night to the light of day. In daylight, your Willpower statistic is lowered by 5%. This penalty is increased by 5% each time that this result is rolled.

61-70 Moment Of Clarity: You suddenly realises the source of your powers and gain one Insanity point. This may cause you to seek official tuition to harness his powers. Of course, for some it may be far too late.

71-80 Feral Independence: Your sense of independence becomes so strong that you gain a bonus of 5% to all Willpower tests. However, this fierce streak is highly unattractive in social situations. You suffer a penalty of 10% to your Fellowship statistic.

81-90 Visitations: You start having 'episodes' where a chosen Deity visits you. The delusions are very strong and may leave you in a soporific state for many hours after each visitation. The GM, as appropriate, can decide upon the manner of each visitation. You will most likely draw some sense of impending doom from the vision.

91-00 Mark Of Dhar: The rune of Dhar appears somewhere on your body (GMs choice). You gain a 10% bonus to Channelling checks when casting spells from Dark Lore.

HEDGE MAGIC SPELLS

Due both to the nature of the magic that the Hedge Wizard or Witch employs and the attempts of Witch Hunters and Magisters to hunt them down, many wizards have created spells down the years to help them escape detection from these agencies. Whether the Hedge Wizard/Witch is a rural hermit or a reclusive town dweller, escaping detection is of paramount importance in order for him to continue his studies uninterrupted.

The new spells detailed here are largely concerned with preserving the wizards safety, along with a few more overtly aggressive measures that have been discovered over the years.

At the GM's option, the spells may be arranged into a Rural or Urban Lore that Hedge Wizards/Witches can learn. However, due to the nature of their magic, this is not recommended. There is nothing to stop him choosing a selection from both groups of spells.

RURAL SPELLS

Fury Of The Elements

Casting Number: 8

Casting Time: Half Action

Ingredient: A cup of rainwater (+1)

Description: You cause the elements to batter at your foes. The spell can be cast to affect any area within 48 (24 squares) yards. Use the large template. Heavy wind and rain (or heavy snow in winter) lashes at any enemies within the spells area. For 1d10 rounds the spell causes all Perception tests and missile fire within the effected area to suffer a -20 to the roll. Furthermore, if the targets wish to move within the area of effect, then they must make a successful Strength test in each round that they wish to do so, failure of the Strength test means that the targets may only move at half of their movement rate that round. This spell cannot be cast under a totally clear sky.

Hidden Demesne

Casting Number: 14

Casting Time: Full Action

Ingredient: A pair of blinkers (+2)

Description: This spell covers an area of 10-yards (5 squares) in diameter centred on the caster (who must remain stationary during the

spells duration). Anyone outside of this area at the time of casting is unaware of any buildings wholly contained within the spells area or stationary humanoids that are within the spells radius. Those outside of the spells area may make a successful Intelligence test to see through the magic. However, as soon as he enters the spell area any hidden features such as buildings and humanoids will become apparent, unless alternative methods of remaining hidden have been employed. This spell uses a large proportion of Ulgu in it's weaving and lasts for 1d10 rounds.

Migration Of Beasts

Casting Number: 12

Casting Time: Half Action

Ingredient: Stinkbug (+2)

Description: When the wizard casts this spell, all animals of a specified species move away from the caster if they fail a WP test. Use the large template, centred on the caster. This spell effect is stationary, so if the caster moves, the effect does not. The affected animals continue to move away until they are outside of the template. They are free to prowl, fly or crawl as they wish once they are outside of the spell area but certain animals may forget about the caster altogether at the GMs discretion. However, those animals that failed their WP test may not re-enter the spell area until the spells duration has expired. Vermin such as rats and insects do not get a WP test to resist. Any animals being ridden can be controlled if the rider succeeds at a Challenging (-10) Ride roll. This repulsion lasts for a number of minutes equal to the wizards' magic characteristic.

Nature's Cacophony

Casting Number: 7

Casting Time: 1 Minute

Ingredient: A captive songbird (+1)

Description: You designate one spot in a rural area. Whenever a humanoid comes within 2 yards of that spot, the local wildlife starts to call, croak, bark or roar at the highest volume they can manage. This cacophony can be heard at distances of 100 yards on a normal day. Conditions such as heavy winds or rain may lengthen or shorten this distance at the GMs discretion. Normally, this noise is enough to awaken anyone within 20 yards of the spot, but may not for those further away (a Perception test may be necessary). The spell lasts until it is triggered or the caster designates and casts this spell on another spot. You may only have one Natures' Cacophony in place at any one time.

Perseverance Of The Green

Casting Number: 10

Casting Time: 1 Minute

Ingredient: Sun scorched desert plant (+2)

Description: When you cast this spell upon yourself, you become as tenacious as a growing plant. Your complexion becomes pale green as a result. You have no need of food or water and receive a +10 bonus to your Toughness for the purposes of resisting herbal toxins. However, your Toughness suffers a penalty of -10% for the purposes of resisting fire damage. The spell lasts for one full day for each point of the casters magic characteristic.

The Evil Eye

Casting Number: 12

Casting Time: Full Action

Ingredient: Writings of a madman (+2)

Description: For this spell to operate, the caster must make eye contact with one target within 24 yards (12 squares). The target must make a WP roll or be afflicted with a random Insanity (roll on page 201 on the core rulebook) for 1 round for each point of the casters magic characteristic. If applicable, the caster chooses what the insanity is caused by (for example, the fear might be caused by open spaces). Once the spells duration is over, the target must make another WP roll or gain 1 insanity point and suffer from the affliction for an additional 1d10 rounds. This spell will not work on the Undead, Demons or any creature that is immune to Terror.

Terrors Of The Night

Casting Number: 15

Casting Time: Full Action

Ingredient: Head of a lesser daemon (+2)

Description: This spell can be cast anywhere within 48 yards (24 squares) of the caster, but must be cast in the hours of darkness. Use the large template. Once cast, this causes the vegetation of the area to rustle and shake ominously. Animals in the area will growl menacingly and spit if approached, unknown whispers drift on the wind. All targets within the area of effect must make a WP test or be subject to fear for a number of rounds equal to the casters Magic characteristic. If the initial WP test is failed, the target may make a new WP test on each subsequent round that the spell is in effect. Creatures immune to fear are not affected.

Words Of The Green

Casting Number: 13

Casting Time: 1 Minute

Ingredient: A silver trowel (+2)

Description: This spell allows you to commune with plants. You must have both hands on the plant once the spell is cast in order to keep up the contact. You can learn details of what has transpired near to the plant (within 4 yards) over the last 24 hours. Answers will be quite general in nature. For instance, you could find out that a group of Orcs had passed by, but not how they were equipped or from what tribe they hailed. The spell lasts for a number of minutes equal to the casters magic characteristic.

URBAN SPELLS

Augment Remedies

Casting Number: 7

Casting Time: 10 Minutes

Ingredients: An alembic (+1)

Description: With this spell, the wizard augments the natural strength of a plants blessing. The natural strength of the plant is increased by one point for each point of the casters magic characteristic. This can be cast upon the plant when the herbal remedy is being prepared, but not whilst it is still growing. The magic lasts for a number of weeks equal to the casters magic characteristic and therefore for the benefits to be felt, the remedy must be imbibed during this time.

(Note: To utilise this spell fully, familiarity with the herbalism & pharmacy document, which can be found on the BI website, is required).

Calm The Raging Mob

Casting Number: 9

Casting Time: Full Action

Ingredient: Tongue of a fox (+1)

Description: When the caster is under the influence of this spell, a single charm test that he attempts receives a +20% modification. He may also charm two people (instead of one) for every ten points of his Fellowship statistic. This spell will not work against targets that are already engaged in combat or who are especially hostile towards the caster and the targets must understand the casters language. However, many a Hedge Wizard has headed off a potential hanging by use of this spell. The spell lasts for ten minutes or until the caster has made his charm attempt within that duration, whichever is sooner.

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Cloak Of Anonymity

Casting Number: 8

Casting Time: Half Action

Ingredient: A grey cloak (+1)

Description: Once the wizard has cast this spell upon himself, he becomes just another face in the crowd. The caster draws a veil of magic around him that makes him no more noteworthy than the cobbles he walks on. Any attempts to Shadow, Follow the trail of the caster or any Perception rolls to perceive his passage suffer a -20% modifier in crowded urban centres. Once someone who has been actively searching for the wizard has perceived him however, this modifier no longer applies to them. Likewise, as soon as the caster enters an area with fewer than 10 people within 10 yards of him, the spells effects end. The spell lasts 1 minute for each point of the casters magic characteristic.

Curse Of Inebriation

Casting Number: 11

Casting Time: Half Action

Ingredient: A pickled liver (+2)

Description: This subversive curse can be cast at a target within 24 yards (12 squares) of the caster. If the target passes a WP test he acts as though he had consumed an amount of alcoholic beverages (spirits) equal to the casters magic characteristic, whilst if he fails he acts as though he had consumed 1d10 alcoholic beverages (spirits). See rulebook page 115 for details on how much alcohol characters can safely drink and the effects of being drunk. This state of affairs lasts for 1d10 minus the victims Toughness bonus in hours. This spell is only effective against humanoid targets that are susceptible to the effects of alcohol.

Finger Of Distraction

Casting Number: 6

Casting Time: Half Action

Ingredient: A broken mirror (+1)

Description: This spell causes an accident to occur within 24 yards (12 squares) of the caster. Use the small template. He points his finger at the intended target and misfortune results. He may cause an awning to collapse on top of pursuers, a cart of oranges to discharge it's cargo into the road or a dog to run in front of riders on horses. The accident will result in any people inside the spells area of effect being unable to move for one round for each point of the casters magic characteristic unless they roll a successful WP test. These accidents do not generally result in injury.

Shards Of Stone

Casting Number: 12

Casting Time: Half Action

Ingredient: A chunk of obsidian (+2)

Description: You pull a number of shards of sharp stone equal to your magic characteristic from your surroundings and hurl them at one or more opponents within 48 yards (24 squares). Shards Of Stone are magic missiles with Damage 3. In an area where there is no stone close to hand, this spell cannot be cast.

Street With A Thousand Eyes

Casting Number: 14

Casting Time: 2 Full Actions

Ingredient: A dragonfly's compound eye (+2)

Description: When this spell is cast, the caster is able to see multiple views of an area no more than 20 yards (10 squares) in diameter, which is centred on his position. He may do this even if he is closeted within a building. He achieves this by viewing the world through the eyes of the vermin present in the spells area. These may be rats, flies, or other urban vermin such as foxes and pigeons. The images that are sent to him are a confusing jumble of images sent from many different angles and mediums. It is both confusing and difficult to order these images as they flash through his minds eye. However, if he succeeds in a WP test to withstand this confusion, then he may then roll a Perception test to notice any details in the spells area as though he were there, even if he would not normally be able to do so. The spell takes two full rounds to cast and it is during this time that the caster scans the area. He is considered prone during this time.

The caster must also build up an intimate knowledge of his surroundings before he can utilise this spell. He must either have lived in the area for one week or visited it regularly for one month before he can cast this spell successfully. Urban Hedge wizards have been known to utilise this spell when fearing that the witch-hunters are coming for him, it may just give him the jump.

Words Of Guile

Casting Number: 11

Casting Time: Full Action

Ingredient: A page of writing from a book of fiction (+2)

Description: The listener will believe the next lie that the caster utters if they fail an Intelligence test. The lie must be within the realms of believability (no night is day lies!) and be told within an

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hour of the spell being cast. Priests Of Verena are somehow immune to this spell. Due to the nature of the spell, the caster must be careful in his dealings within the spells duration until he wishes to tell his lie, as common conversations often contain untruths. This spell will simply reinforce the acceptability of little white lies.

GENERAL HEDGE SPELLS

A Moment's Thought

Casting Number: 12

Casting Time: Full Action

Ingredient: An abacus (+2)

Description: Once the caster has cast this spell, for 1d10 rounds he may carry out actions that would require longer to perform, with but a moments thought. He is able to pluck his memories from his mind quickly and act instinctively on them. Any skill tests that would normally take a full action to carry out will only require a half action to achieve. Skill tests that are spread over several rounds are not affected. Also, this spell does not affect actions that start off as half actions, nor is it applicable to spell casting or melee actions (but can affect full action skill tests attempted in a melee see pages 127 & 128).

Birthing Of Providence

Casting Number: 6

Casting Time: 10 minutes

Ingredient: A birthing stool (+1)

Description: When a hedge wizard is present at the birth of a child and casts this spell, he insures that the labour is smooth. This spell does not reduce the chances of later infections or complications nor does it magically infuse either party with additional strength, or help a sickly or malformed child. It simply guarantees that the labour is relatively painless. Some peasants of the old world consider the presence of a hedge wizard at the birth of a child incredibly lucky, whilst others would sooner risk the lives of those concerned than let the local wise woman or hedge wizard anywhere near the event.

Capturing The Fleeting Image

Casting Number: 10

Casting Time: Full Action

Ingredient: A picture frame (+1)

Description: This spell can be cast upon any reflective medium, such as a mirror, a windowpane, beaten copper or even the surface of a

puddle of water or a lake. Once the caster has cast the spell, an image will form on the reflective surface of the last person (other than the caster and one other person per point of the casters magic characteristic) whose image was captured by the medium in an exact representation of the scene. This image is limited in its clarity by the form of medium used. A mirror gains the best results, whilst beaten copper or a body of water are likely to give an indistinct, rippled picture. Likewise, if the image originally captured only showed the back of the person, then that is all that is replicated. However, if a persons face is shown, then this spell is enough to give the caster and all other witnesses enough information that they would be able to recognise them if they saw them in the flesh. The more indistinct mediums would require the witnesses to make an Intelligence check. The image fades from the medium slowly over the course of a minute.

This spell is often used by Hedge Wizards/Witches in their own homes to track down thieves or interlopers. To this end, many wizards make sure that they stretch their limited funds towards the purchase of a good mirror and that they position it to maximise the chances of catching the image of any interloper's face.

Containing The Flame

Casting Number: 10

Casting Time: Full Action

Ingredient: A candlesnuffer (+1)

Description: When this spell is cast upon a single natural light source such as a candle, lantern or campfire, it stops the light being seen at distances outside of the maximum vision range (see page 117) if the viewers fail an Intelligence check. In this way, the hedge wizard/Witch may hide his campsite or creep through dark buildings without giving his presence away to distant viewers. Vision inside the circle of light is unimpaired. However as soon as any humanoid from outside of the maximum vision range enters the area, then he sees the scene normally and the spells effect is ended. This might necessitate a penalty to initiative for the first round after entry, at the GMs option. This spell does not stop the caster being located by creatures that have night vision of any sort or who use any sense other than sight for perception purposes. The spell lasts for 10 minutes for each point of the casters magic characteristic or until the spells perimeter is pierced by a humanoid.

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Death's Shroud

Casting Number: 13

Casting Time: Half Action

Ingredient: Funereal Wrappings from a corpse (+2)

Description: Once this spell is cast on him, this enchantment causes the hedge wizard/Witch to appear to be dead to all normal examination. If he is upright at the time of casting, he will slump to the ground dramatically, his pallor will become deathly pale and his skin will be cold and clammy to the touch. No signs of life will be evident. The spells duration is set at the time of the spells casting, but cannot exceed 1 hour for each point of the wizards' magic characteristic. During the spells duration, the caster is unaware of his surroundings and is unable to respond to external stimuli. This is often the last gambit of the wizard facing a lynching or burning at the stake and has more than once been the cause of a late escape or the dramatic clawing from a shallow grave. Once the spells duration is over, the wizard may only perform one half action per round for 1d10/2 rounds as his body slowly recovers. Furthermore, he must make a successful Toughness check or suffer a skill modifier of -10% to all rolls for the next hour.

The Chitinous Carpet

Casting Number: 10

Casting Time: Full Action

Ingredient: A captive rhinoceros beetle (+1)

Description: This spell calls all the creepy crawlies of the area to the casters feet. Beetles, ants, fleas, spiders, ticks and flying insects such as wasps and bees congregate over the period of one round. On his next action, the hedge wizard may direct the chitinous carpet to move in the direction of his choosing. The chitinous carpet has a movement rate of two (may not charge or run) and is 2 square yards (1 square) in size. Anyone standing in a square that the insects pass through suffer a -10% skill modifier to all rolls unless they make a successful Toughness check. This disability lasts until the victims are able to bathe, as the insects leave behind many of their number to bite and irritate their victims. The caster may also direct the carpet to stop in a certain square and remain there for the duration of the spell. If that is the case then any affected person does not gain a Toughness test and automatically suffers a -10% skill modifier to all rolls. Moving out of an affected area does not affect the victim in any way; he still abides by the original results of his being swarmed (either he is covered in insects and at a minus to skill tests or he is covered in insects but is able to ignore them).

Directing the carpet takes up a half action for the caster for each round that he does so, although rounds in which the carpet is stationary takes none of the casters actions. The spell lasts for 1d10 rounds.

People with a particular phobia of insects may be required to roll a WP test when viewing or being the victim of this spell.

PETTY HEDGE SPELLS

Grannies Purge

Casting Number: 5

Casting Time: Half Action

Ingredient: A spoonful of sugar (+1)

Description: This spell is normally used in rural areas where the hedge wizard is considered to be a 'wise woman' or local healer. The wizard rubs the patients stomach and if there is any to hand also gives him a spoonful of sugar when the spell is cast. This helps purge the recipient of The Galloping Trots (see page 136). The duration of the bout of illness is reduced by one full day for each point of the wizard's magic characteristic.

The Divination Of Moss

Casting Number: 4

Casting Time: Half Action

Ingredient: Some dried moss (+1)

Description: By means of this spell, the wizard is able to determine which direction is north, as long as he is outdoors. The duration is instantaneous, so the spell doesn't continue to tell him if he is travelling in the right direction. He will need to cast it several times if he needs constant guidance. This is of particular use in heavily forested areas and under gloomy, overcast skies.