

ELEMENTALISM

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Fan Material for Warhammer Fantasy Roleplay : Elementalism

INTRODUCTION

I took it upon myself last year to develop and re-introduce the art of Elementalism into the 2nd Edition of WFRP, in the time that it has taken me I have rejected three methods of doing this and there has been the release of a Lost in Translation article covering Elementalism by the brilliant Alfred Nunze Jr. However I decided to persist with my own view of Elementalism, that of making more use of the ‘manipulation’ side of the spells and a way of fitting in the ways of working this style of magic given the present ideas on ‘Earthbound Magic’. I have taken my inspiration for the spells of elementalism from both the 1st and 2nd Editions of WFRP, making changes where I felt where necessary for its fresh look.

In this article you will find ways of introducing magic users from such distant lands as Araby and Cathay, for I have given elementalism a world-wide feel in its development. Also there are links with the Elves, the first race to be taught the art of magic by the Old Ones, so the reader will also be able to present Woodelves in a better light until an official sourcebook is released in the future. There is also a re-introduction on the use of Elemental creatures in the new setting and background, something that I felt had to be addressed to better reflect the growing number of Nature Spirits.

If you have a questions or thoughts on how to improve this article please feel free to contact me at this e-mail address: Stevenmark@talktalk.net

In the years of my research into Elementalism I have concluded that there is still much that we can learn from this style of magic, it is not as corruptible as by fellow Magisters would have you believe, but lacks the power and energy to make continued casting possible.

My experiments in using the Winds of Magic to add power to these spells of manipulation have come to no success as yet, however I believe that this form of magic has its roots in Elven spell-craft and as such these problems may be overcome in time, surely the Elves must know of a way.

My fellow Magisters believe that this research was a waste of time and was the working of Witchcraft, saying that if it was of worth, our Loremaster Teclis would have spoken more on the subject and tutored us in its ways. But I say that the Elves merely see it has one of the lowest forms of magic, with the Arcane Lores in the middle and High Magic the pinnacle of the magical arts, and this is why the art of elementalism was not discussed and as such fell to the way-side.

- STEPHAN LUDWIG, BLACK MAGISTER, RENAGRADE GOLD WIZARD.

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ELEMENTALISM

Extracts from RoS & WFRP 1st Edition

“It is not likely that there was ever a formal school; of Elementalism in the Empire, legal or otherwise. It would be almost impossible to have such a centralised institution without word of it leaking out and attracting the hounds and firebrands of the Witch Hunter”

While this statement rings true for the Empire, in the land of Tilea an institute called the Eldritch University was founded in Remas to rival the Empire’s growing power in the knowledge and use of magic. This institute was to form a collective base of knowledge for a type of magic called Elementalism, a branch of magic seen by the Magisters of the Empire as nothing more than a form of Hedge-Wizardry.

Only the basics of Elementalism are however taught at the Eldritch University, any prospective student who shows an aptitude for the art will be given directions to a known Elementalist linked to the institute. Finding a teacher is not easy, as many are hermitic, and live in isolated dwellings close to sources of great natural energy (areas saturated with the Winds of Magic), such as waterfalls, oceans, volcanoes, mountain tops, forests and so on. A character wishing to learn Elemental magic must convince their would-be teacher of their sincerity, demonstrating their love of nature in some way (coming from the Eldritch University does not guarantee you a place, but will help in this matter).

It is believed that in the far of lands of Imperial Cathay is another school of learning for the art of Elementalism, believed to of been founded to help in the defence of the lands. The people of Cathay view the cycle of the natural world as the counter balance to the uninformed found within Chaos.

“By merit of the fact that the hedge wizards have misidentified the source of magic, any so-called Elementalist would certainly end up drawing upon the Winds of Magic in uncontrolled and uneven amounts, and therefore use Dark Magic”

While it is true that an Elementalist has misidentified the true source of magic, it is un-true that they use the Winds of Magic in an uncontrolled manner, and thus use Dark Magic. If anything an Elementalist uses a safer form of magic than any Magister would care to admit, its real faults are that they are unable to produce the magical effects that normal Wizards are able to create (since they manipulate Elements around them, rather than create magical manifestations), and because they do not draw directly from the Winds of Magic, they are unable to maintain any rate of spell-casting.

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An Elementalist draws his power from magic that has saturated the Element that he is trying to manipulate, this means that to some degree the Winds of Magic have already been separated into their different associated colours, since the different Winds are drawn to certain Elements. They are thus easier to control, since an Elementalist does not have to separate the Winds of Magic before use in the same way as a Magister does. However this form of magic is less powerful, since a Element becomes saturated with magic over a period of time, and so when a Elementalist manipulates a Element he does in fact drain it of some of its power, and so each time an Elementalist uses magic in the same area the amount of power he can use to fuel a spell is diminished. Only by being in a place where an Element is saturated with magic strongly (see RoS p.39 Earthbound Magic) can an Elementalist continue to wield its power.

“Whatever their patterns of dispersal, the Winds of Magic permeate and are absorbed into almost everything in the world with which they come into contact. The degree of this absorption and its effects varies hugely depending on the particular Wind in question and the object or thing it is permeating”

The basic understanding of an Elementalist is that certain elements in the natural world can be controlled and manipulated, while this is because we know the Winds of Magic have been absorbed into the element, an Elementalist believes that this is nature's way of controlling the Winds of Magic, the work of Witches, Magisters and Chaos Sorcerers are seen as against the laws of nature.

WFRP 1st Edition

“As Wizards of nature, Elementalist have a close affinity with living things, and - though reclusive - tend to be kindly and slow to anger. The magical energies upon which an Elementalist draws are fundamentally opposed to those of Demonic and Necromantic magic. Characters who have embarked upon a career as an Elementalist may never become Demonologists or Necromancers.”

This I felt was an important part to be included in the make-up of the Elementalist, however current information of the Dark Emissaries (whom are basically fallen Druids) tells me that there is some room for change, since they are able to construct out of the Elements that are found in a marsh or bog a Fenbeast. So while nature has some form of natural repulsion to the Dark Arts, it seems that a user of Dark Magic can still manipulate the Elements in the new setting.

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ELEMENTALISM AND CHAOS

Because an Elementalist starts out as a Hedge-Wizard there are some who decide not to continue to manipulate the Elements and prefer instead to draw their power directly from the Winds of Magic and so turn to Witchcraft. This allows them to practice two forms of magic, but they are unable to power a spell from one source with magical energy from another source (can't cast an Elemental spell using the Winds of Magic and vice versa).

While Elemental Magic can not be fuelled with the power of Dark Magic, it does not mean that a user of the Dark Arts is unable to learn and use elementalism. So has you can see elementalism does not use any form of Dark Magic has the Magisters would have you to believe, it's just that the art can be used by followers of the dark ones. An example of this mistake is the Truthsayers of Albion, the majority are true followers of the Old Faith and continue to use both elementalism and a Divine Lore for the Earth Mother, while some have become corrupted by Be'lakor and now wield Dark Magic and elementalism. It is thought however that a follower of Chaos finds it harder to control and manipulate the elements; scholars believe that this is due to nature's repulsion to the touch of Chaos.

The confusing that Elementalist use Dark Magic lies in the fact that there are records of the Old Faith using blood-rites and sacrifices in some of its rituals, (One of the reasons for the Old Faith's decline was that the people grew tired of making such sacrifices) as such because Druids also used elementalism early scholars believed that it was corrupted. An example of the Old Faith following a darker aspect, but not Chaos, are the followers of Ahalt the Drinker (see SH's page 100 for more details).

A true Elementalist however has kept his links to the Old Faith and continues to respect the order of nature and will always appose Chaos when it threatens the natural order of earth, however because they are limited in power they tend to stay isolated, preferring to give protection to an area of importance to nature rather than fighting alongside human armies.

NATURE'S WRATH

Those who have a connecting or have been touched by Chaos find it far harder to use elementalism than someone who has not, due to nature's ability to recognise the taint of Chaos and its natural revulsion to the touch of Chaos.

An Elementalist that has been touched by Chaos must deduct his Magic Characteristic score from his Casting Roll each time he casts a spell.

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ELEMENTALISM AND ELVES

It is known that the Elves are closely linked to the natural world and in fact they were taught by the Old Ones long ago in their first lesson on magic on how to manipulate the Elements. Unlike humans the Elves are able to manipulate the elements by using the Winds of Magic themselves and are not restricted on how much magical energy there is within the element that they are trying to manipulate, however they are still limited in that the Element must be present to be used, it is only the Arcane Lore that are able to conjure up effects from the Winds of Magic directly.

Elementalism is seen by most Elves as a very low form of magic, and as such they no longer use it as they once did. However because the Elven Kingdoms of Ulthuan are so quickly refreshed by the Winds of Magic, the land and the elements within become saturated far quicker than normal (much as Athel Loren), and so it is regarded as a 'hot-spot' for magic. So it is that Elven Elementalists do not suffer from deprecation of magical energy and are able to continue to manipulate their chosen element continually.

The most commonly known users of Elemental Magic are the Woodelves of the Old World; they have become more closely linked to the environment than any of their brethren. They are known to use mostly the Elements of Wood, Air, Water, Earth and Void; however it is thought that the Woodelves of Athel Loren have developed a higher form of magic using a mixture of elementalism and the natural magical energy of the mysteries forest of Athel Loren itself. This Wood Elf magic is very powerful within the confines of Athel Loren and its boundaries, the reason being is that the forest itself is a 'hot-spot' of magical energy (see RoS Earthbound Magic Page 39).

ONE WITH NATURE

The Elves that are known as High -Elves and Woodelves have a natural bond to the land, as such the land and its Elements give themselves freely to the Elves soft and graceful touch.

In order to represent this natural bond a Elven Elementalist is able to add his Magic Characteristic score to his Casting Roll when using Elemental Magic (This bonus is separate from any further bonuses).

Dark Elves have become corrupted and so can not use this ability, however if they are not followers of the Chaos Gods, but just Khaine, then they do not suffer the rule of 'Nature's Wrath' (see page 6).

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ELEMENTALISM & DWARVES

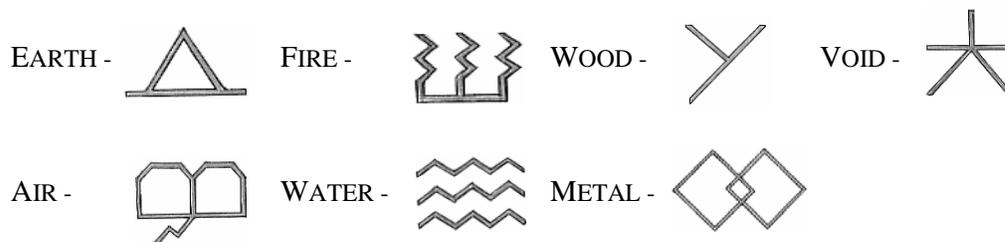
According to *WFRP 2nd* lore Dwarves are unable to use magic in the same way as the other races, but instead harness magic safely into Runes of Power, thus giving magical properties into the a object that has a Rune of Power inscribed upon it. However there is one known exception to this rule, the Chaos Dwarf Sorcerers of Zharr-Naggrund. These cruel Sorcerers are part Magician and part Priests, and use a mixture of spells listed in the ToC (page 158), however since all Dwarfs are not suited to using the Winds of Magic they suffer what is known as the Curse of Stone, which turns these Sorcerers into stone statues as they progress in power.

This Curse of Stone can also be used for Alfred Nunez vision of Dwarfs using Elemental Magic (a link to his work can be found in the Epilogue). Basically a Clan of Dwarfs have experimented with inscribing Runes of Power that are linked to the Elements onto their own flesh, this process of branding enables a Dwarf Runesmith to become a Elementalist. This way of magic was frowned upon by the other Dwarfs and the Clan became separated after the Goblin Wars (see below for my reason for why they where looked down upon).

In my eyes a Dwarf Runesmith would have to brand himself with a separate Rune of Power that corresponded with the Element that he wishes to be able to manipulate, the Elemental Runes mostly used would be Earth, Fire and Metal, however others can also be used. This presents us with a new option on how to implement the Curse of Stone; this is that for each Elemental Rune that the Runesmith brands upon himself he moves up a stage on Stone Skin Chart found in the ToC (page 159). So that with one Elemental Rune he is on the 1st stage on the chart, giving him a +1 Armour Point on his Legs, but reducing his movement by 1 point to reflect that his flesh is turning into stone.

This would without doubt be seen as a connection to the ways of the Chaos Dwarfs, and thus a Runesmith showing the same traits as a Chaos Dwarf would be hunted down and killed for being an abomination of Chaos.

ELEMENTAL RUNES OF POWER



These Runes can be found in D: S&S, but are branded in a ritualistic manner to give the Runesmith the magical ability to use Elementalism.

Fan Material for Warhammer Fantasy Roleplay : Elementalism

A BRIEF HISTORY

It is thought that all the modern concepts on Elementalism come from one source, a form of Shamanistic worship of the Natural Spirits that are found in the environment. This practice of worshipping the earth comes from a time of un-recorded history for humans; there maybe references to be found in Dwarf and Elf records who may have studied human culture during its first stages of advancement, but these are unavailable, indeed there is strong evidence that suggest that the Elves had some dealings with the way the first humans developed the practice of worshipping the environment. Those humans with ability to work magic became Shamans/Hedge-Wizards who helped to guide their tribe, some would become corrupted by the power they had found and become Witches, while others progressed into a form of Earth worship. At some point the worship of the Earth split into two factions, the first is now known as The Old Faith (which became a more formal form of worship) and the other became the practice of Elementalism (which dealt more with the manipulation of the Elements and less on worship, although they still venerate Nature Spirits as a Element given life).

In time the many different human tribes spread over the world taking them into lands which shaped their style of Elementalism, with some lands setting more importance on certain Elements than others. Over time different styles of the practice came into being, with some lands mixing the safer art of Elementalism with the more powerful Witchcraft, all with various degrees of success or failure.

The religion known as the Old Faith also changed as it moved across the world with the human tribes, in the lands of the east the Elements would become more associated with the various beings said to watch over the people, in the area to be called Araby the people began to worship a pantheon more suited to their conditions and in the north it became a dying religion as more popular forms of worship evolved.

LANDS OF THE OLD WORLD - Air - Water - Fire - Earth - Void

The practise of Elemental magic was once well respected along with the Old Faith, however times changed as more Hedge-Wizards turned their backs on the old ways, and instead to the Dark Arts to increase their power and knowledge. This bred much fear amongst the lands to become the Empire, as Warlocks would rise in power and become more corrupted by the power of chaos. By the time of the founding of the Empire all those who practised magic were seen to be inherently dangerous, and so under Sigmar's guidance the Empire turned its back on all forms of magic except for the Priesthood. With the Old Faith's more reclusive nature and Elementalists link to Hedge-Wizardry, it was only a matter of time before these arts where driven into hiding or away from these lands.

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The area that was to become Bretonnia was a wild land, and became a retreat for Elementalists and Witches alike fleeing the Witch-Hunters of the Empire. However with the founding of the Bretonnian nation under Gilles le Breton and the rising Cult of the Lady, it so became clear that it was not safe to practice magic in these lands. With the Grail Knights searching out evil Warlocks (amongst other things) and the mysterious Fay taking away those who showed potential to be a magic user, the numbers of Witches and Elementalist fell dramatically.

The lands of Estalia, Tilea, Kislev and the Border Princes became the last bastions of the art of Elementalism. Kislev, Estalia and Tilea have for a long time used Elementalists as advisors in the courts of men, in Kislev a specialised form of Elemental magic, using a combination of the Elements Earth and Water to create a form of magic known as Ice Magic is now practised by the ruling families female members. The lands of the Border Princes have become a new home for many magic users, with vast areas of land to hide in and numerous petty states vying for power, a worker of magic is much feared but also in need.

The various Wood-Elf enclaves in the Old World are of course protected by Elven Elementalists who specialise in the manipulation of the Wood Element, of course Athel Loren is a much more developed form and little is known of the elves of the Laurelorn Forest.

Perhaps the strongest workers of Elementalism besides the Elves can be found in Albion, where the Old Faith is strongest and has developed into something different than of the rest of the Old World. In Albion the Order of Druids call themselves Truthsayers, and they have continued to maintain a strong link with Elementalism thanks to contact with the High Elves. In recent times however the number of Truthsayers has been depleted, with large numbers becoming corrupted and turning their back on the old ways, turning into what are known as Dark Emissaries. It is thought that these corrupted individuals seeking out the Ogham stones, for what purpose we do not know.

Modern Elementalists can be very hard to found after the years of persecution, many live as hermits in areas of natural beauty, where the element that they prefer can be found in abundance. They will come to the aid of their fellow man, but will often disappear once the situation is under control. Clashes have been known to happen when humanity has threatened an area of importance to the Elementalist, in the form of building a dam or construction of a mine, these clashes are however often seen by the locals as the work of some malicious Witch or Warlock and can end in the calling in of Witch-Hunters to deal with the situation.

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ARABY - Water - Air - Fire - Earth - Void

The people of Araby have perhaps the longest history of practicing Elementalism, although the Winds of Magic do not flow as strongly here as say the lands of the Old World, they do none the less reach here and permeate the land. As such the strongest Element is that of Air, which is replenished Azyr: The Blue Wind, which is able to move the quickest and fastest of all the Winds of Magic and thus blow across Araby. Because there are so few places in this land which are saturated with magic, the Elementalists of the region have created a custom of capturing and enslaving the Nature Spirits in the region (these are known as Djinn, Efreects, Marids and Daos) and use them to enhance their own magical energy so that they can manipulate the elements, which is not very well saturated with magic.

A Sorcerer with a captive Djinn is a very powerful and well respected person who can be found as an advisor to a tribes Sheik or Emir, the most powerful can become a Vizier to a Sultun. The most famous of objects that are known in Araby and rumoured in the Old World are that the flying carpets, objects that a Sorcerer is able to bind with an Air Elemental (The Djinn a Nature Spirits of the Air).

The Nature Spirits of Araby are known by different names than those used in the Old World, these are as follows:

AIR - Djinn's

FIRE - Efreect's

WATER - Marid's

EARTH - Dao's

VOID - Genie's (friendly) or Khayal (malicious).

When I was a young man I saw many a strange thing I can tell you, once I journeyed far to the far south to a land beyond the Border Princes and the Badlands, here the sun filled the sky and was so intense and hot that the soil itself was burnt away to dust and the water was more precious than gold.

In this place I was a guarding a scholar from our beloved Empire who was intent on learning all he could on some of the lost arts, he had by deceit and cunning acquired a artefact of great wealth and some say power from one of the Sultans. We fled north with more than a few days head-start on our pursuers, and yet on the fourth day we where caught by the Sultan's Vizier, a powerful Sorcerer who came caught us up on his flying carpet. We became enveloped by a terrible sandstorm which came from no where, when it finally died down both the Sorcerer and the artefact had gone.

- JOSEF FLOSTER, RETIRED MERCENARY

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CATHAY - Wood - Water - Fire - Earth - Metal - Void

The people of Cathay are much influenced by the lands of Ind and have developed a similar way of thinking, in that they are very much aware of the balance of nature, and see the natural order of nature (Elementalism) as the counter balance to the forces of Darkness (Chaos). However they do not follow a pantheon of Gods, but instead believe in the worship of their ancestors alongside the Nature Spirits, and believe strongly in spiritual enlightenment.

Some Elementalists have developed a system where they use both Elemental Magic and Witchcraft, this has led to some being corrupted and turning their back on Elemental Magic in pursuit of greater power. However it is known that the Imperial Palace of Cathay has founded a school of learning which is able to tutor talented Elementalists in the ways of Witchcraft, and that they are able to use both Elemental Magic and also learn from the Arcane Lore to a limited degree.

NIPPON - Air - Water - Fire - Earth - Void

The islands of Nippon are a strange and foreign land, settled by tribes crossing the sea from the land which was to become Cathay. Much of their culture is similar to that of Cathay, and the practice of Elementalism is also much affected, however the Nipponese tend to put more importance into the spiritual nature of Void than the other Elements.

THE KINGDOMS OF IND - Air - Water - Fire - Earth - Void

The Kingdoms of Ind use Elemental Magic in close association with their spiritual beliefs, linking the Elements with their Gods and Goddesses themselves. Each Element is as important as another, thus keeping the world in perfect balance, this concept also embraces in part Chaos, which is seen as a part of the Void Element (to be both feared and revered).

Once when I was in Marienburg looking to do some business in the Zijdemarket for silk, I was confronted in a dark alley by a group of Cathayanese who where intent upon robbing me of my goods.

Just as they where about to strike at me with their wooden clubs another Cathayan came into the alley and spoke a single word, at this command all of their wooden clubs crumbled into fine saw-dust onto the floor. The thugs looked upon the stranger with fear and then turned and ran away into the darkness.

The Cathayan stranger who was adorned with numerous strange wooden talismans, came to me and helped me to leave the Zijdemarket, he told me never to come back again if I was to continue to try and buy silk at such a low price.

- KARL VORDENHURST, Ex-SILK MERCHANT

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THE ELEMENTS

I have chosen to present the seven known elements, thus covering not only the Old World, but also that of the lands of Araby, Cathay and Nippon. Below is a list showing which types of Elemental magic are practiced in these different lands.

AIR

The Element of Air draws its power from Azyr: The Blue Wind (known as the Lore of the Heavens), which is drawn into the sky above land and water. The Air can be re-saturated with magic quickly when the normal wind is blowing hard, thus allowing the Element to be manipulated again quickly in the same area (on a still day the area will not refresh as quickly).

WATER

The Element of Water draws its power from Ghyran: The Green Wind (known as the Lore of Life), which to people with Witchsight can be seen falling to the ground in a similar way to rainfall. Ghyran permeates many of the Elements due to its nature it that is follows the action of water so closely, flowing with the streams and rivers into lakes and the sea (it also saturates the Earth Element and is drawn into the Wood Element).

EARTH

The Earth Element draws its power from the Wind of Magic known as Ghyran: The Green Wind, as mentioned in the Water Element this Wind of Magic falls to the earth much like water and thus can also permeate into the very soil and rocks.

FIRE

The Element of Fire is derived from Aqshy: The Red Wind, which is drawn to passion, argument, excitement, and vehemence; some people go as far to say that the Elements can be found within oneself and that this Element represents the fire that burns with oneself when angered or in passion. Elementalists believe that this is what enables them to manipulate and create fire with their magic skill

WOOD

The Wood Element is a concept used by humans mainly in the lands of distant Cathay. It draws its power from Ghyran: The Green Wind which is said to fall to the earth much like rain, saturating the earth with its life-giving powers, which are then drawn up through the roots of all plants.

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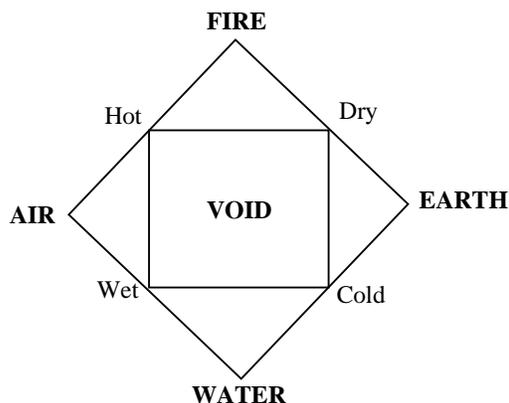
METAL

The Metal Element is also a concept from the lands of Cathay. This Element draws its power from Chamon: The Yellow Wind, as this wind blows across the land it becomes drawn to dense material and particularly metal. It is argued that the Metal Element is just higher specialised form of Earth Elemental Magic.

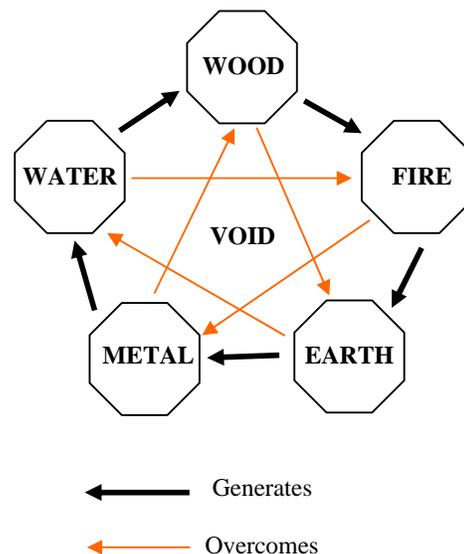
VOID

The Element Void is most commonly used in Far East lands of Cathay, Ind and Nippon, but is used by all of the other lands of the world. The basic concept is that it draws its power from both Hysh: The White Wind, which is all permeating, and some Shamanistic Magic (passed down from their ancestors). Void is all about emptying ones mind and focusing on your own inner strength and that of the aether around you. It is one of the hardest Elements to master, because it has no substance, but also the most powerful.

**THE CLASSICAL OLD
WORLD ELEMENTS**



**THE FIVE ELEMENTS
CATHAYAN PHILOSOPHY**



Fan Material for Warhammer Fantasy Roleplay : Elementalism

THE ELEMENALIST BASIC CAREER

ELEMENALIST

WS	BS	S	T	Ag	Int	WP	Fel
+5	+5	+5	+10	+10	+15	+15	+15
A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	+2	-	-



Cathayan Martial Artist & Elementalist -

A practitioner of the Air, Wood and Void Elements.

Skills

Common Knowledge (Any two), Gossip, Magical Sense, Perception, Search, Read/Write, * Academic Knowledge (Elemental), Channelling, Outdoor Survival, Concealment, Speak Language (Eltharin), Speak Arcane Language (Arcane Elf).

Talents

Fast Hands or Very Resilient, Orientation, Lesser Magic (Any Two), Elemental Magic

Career Entries

Hedge-Wizard
Witch
Apprentice Wizard
Vagabond
Student

Career Exits

Witch
Charlatan
Lord of the Elements

*New Skill or Talent (see page 16).

The Elementalist is a practitioner of an ancient form of magic, seen as a branch of Hedge-Wizardry in the Old World, and as such treated as Witches by the Empire. In this hostile environment most Elementalists live a solitary life-style in the wilderness, close to the elements that he works with. In the distant lands of Araby and the Far East these sorcerers are seen with greater respect and are much admired.

THE ELEMENTALIST ADVANCED CAREER

LORD OF THE ELEMENTS

WS	BS	S	T	Ag	Int	WP	Fel
+10	+10	+10	+10	+15	+20	+20	+20
A	W	SB	TB	M	Mag	IP	FP
-	+6	-	-	-	+3	-	-

A Lord of the Elements
from the Old World.



Skills

Charm, Common Knowledge (Any two), Concealment, Gossip, Haggle, Heal, Hypnotism, Magical Sense, Perception, Search, Trade (Herbalist), * Academic Knowledge (Elemental), Channelling, Outdoor Survival, Concealment, Speak Language (Eltharin), Speak Arcane Language (Arcane Elf).

Talents

Aethyric Attunement, Fast Hands or Very Resilient, Rover, Meditation, Lesser Magic (Any Two),

Career Entries

Elementalist

Career Exits

Apprentice Wizard

Scholar

Charlatan

*New Skill or Talent (see page 16).

An Elementalist must have mastered at least two Elements before they are able to enter this career (that is learnt all the spells in both Elements and at least one of the advanced mixed Elements).

Fan Material for Warhammer Fantasy Roleplay : Elementalism

MASTERERY OF THE ELEMENTS

A Elementalist that has learnt 4 spells from a Element Spell List is considered to of mastered that element, once two elements have been mastered in this way then the two mastered elements may be manipulated together to produce different result than are normally available to a user of one element.

Once an Element has been mastered an Element an extra Talent may be purchased that relates to the Element that has been mastered.

EARTH - Very Resilient

METAL - Orientation

AIR - Cool-Headed

FIRE - Stout-Hearted

WATER - Lightning Reflexes

WOOD - Hardy

VOID - Resistance to Magic

Also any attempt to cast a spell from an element that has been mastered gives the caster a +1 to their Casing Roll, if using a combination of two elements the bonus becomes +2 and so on.

NEW SKILLS & TALENTS

Academic Knowledge - Elemental

You understand the basic theory of how elemental magic is able to manipulate the elements that are found in the natural environment.

Elemental Magic

You have managed to survive the perils of hedge wizardry and teach yourself a safer way to draw upon magic, leaving behind the perils of drawing on the Winds of Magic directly; you now know how to access the ambient magic that is to be found within the elements around you. You may now learn any of the spells from the Element lists at a cost of 200 xp for each one (100 xp if you have a teacher). You must roll an extra D10 when casting one of these spells; this does not count towards the Casting Roll, but does count towards Tzeentch's Curse. However because the Winds of Magic have been filtered to some degree of their power, Tzeentch's Curse only applies on rolls of even numbers.

Fan Material for Warhammer Fantasy Roleplay : Elementalism

ELEMENTALISTS AND INGREDIENTS

Elementalists do not use ingredients in the sense that normal wizards do, instead a user of the elements must have some form of physical bond or close proximity with the element that he is trying to manipulate. The strength of this bond is what gives the Elementalist his bonus to his Casting Roll instead of the ingredient, and this is why most Elementalists are adorned with pouches of soil or water, talismans and other forms of jewellery made from an element. The element of Void however is slightly different, the examples show that the Winds of Magic are blowing strongly and as such Daemons can stalk the lands.

ELEMENT	+1 to Casting Roll	+2 to Casting Roll	+3 to Casting Roll
AIR	Wearing light clothes to an Enc of 25 or less.	Walking around bear-chested.	Hurricane blowing or standing on top of a high mountain.
WATER	Carrying two flasks of pure fresh water.	Standing in the rain, stream or puddle. Pouring water from a flask onto your skin.	Swimming in a large body of water such as a river, lake or sea.
EARTH	Walking barefoot on natural soil or carrying 10 Enc points of soil.	Walking in the mountains or carrying 20 Enc points of soil.	Underground in a mine or natural cave.
FIRE	Carrying a torch or standing near to a campfire.	Standing close to a burning house or similar sized fire.	Standing in an area on volcanic activity.
WOOD	Carrying 15 Enc points of wooden talismans.	Standing in a sparse wood or carrying 50 Enc points of wooden tokens or items.	Standing in a thick forest or wood.
METAL	Wearing an item of Chain-mail or carrying metal to an Enc value of 30.	Wearing an item of Scale Armour or carrying metal to the Enc value of 50.	Underground in a mine for metal, standing in a forge or wearing an item of Scale Armour.
VOID	The most common breeze of magical energy from the Winds of Magic.	The Winds of Magic blow strongly in this area and the Aethyr is rich with magic.	Areas so rich with magical energy that Daemons are free to walk the earth.

Fan Material for Warhammer Fantasy Roleplay : Elementalism

MAGICAL HOT-SPOTS

The table below represents the magical energy that is in an area for a particular element. An Elementalist rolls once to determine how much magical energy there is in the area, and then each subsequent casting uses the next level down on the table. When an element loses its power the Elementalist can choose to use another element. If the Elementalist is using more than one element at the same time, then only one roll is needed, since both elements are equally drained of magical energy. If there are two Elementalists in the same area manipulating the same element(s) then the first one to cast a spell determines how much magical energy is saturated into the element(s), all further spells for that element cast by either Elementalist must subsequently slide down the scale on the chart below until the energy is drained.

D100	RESULT
99 - 00	This area is heavily saturated with magic and is quickly refreshed by the Winds of Magic; as such you gain +1 Magic Die to the Casting Roll and do not move down the table; however the chance of Tzeentch's Curse is increased so that the normal rules apply.
96 - 98	+1 Magic Die to the Casting Roll; however the chance of Tzeentch's Curse is increased so that the normal rules apply.
92 - 95	+1 Magic Die to the Casting Roll
87 - 91	+5 to the Casting Roll
81 - 86	+4 to the Casting Roll
75 - 80	+3 to the Casting Roll
67 - 74	+2 to the Casting Roll
58 - 66	+1 to the Casting Roll
45 - 57	No Modifier to the Casting Roll
36 - 44	-1 to the Casting Roll
28 - 35	-2 to the Casting Roll
21 - 27	-3 to the Casting Roll
15 - 20	-4 to the Casting Roll
10 - 14	-5 to the Casting Roll
06 - 09	-1 Magic Die to the Casting Roll
03 - 05	You struggle to draw enough magical energy to manipulate the elements. -1 Magic Die to the Casting Roll and you lose 1d10 Wounds.
01 - 02	You are unable to draw on any magical energy and are unable to manipulate any elements with magic. By trying and failing however you lose 1d10 Wounds and must reduce your Magic Characteristic by 1 for 24 Hours.

Fan Material for Warhammer Fantasy Roleplay : Elementalism

ELEMENTAL SPELL LISTS

An important thing to remember is that you can not cast certain spells unless there is sufficient amount of the Element around that you are trying to manipulate, unlike drawing power directly from the Winds of Magic, an Elementalist must use the environment that is around them. This is why they are often found in the wilderness near to a specific Element.

A number of effects that an Elementalist can create are often random in how long the effects last for, this is because no one place has the same amount of saturated magic as another, and thus a spell duration is more random in effect than that of a Wizard using the Winds of Magic.

Each Spell List contains 6 spells to be learnt individually; however an Elementalist may choose to learn from any Spell List which is common to their area, in the Old World this is the five primary Elements (Earth, Water, Air, Fire and Void).

MASTERING

Once an Elementalist has mastered two Elements he can go on to learn spells which involve manipulating two Elements at the same time together, a feat of a true master of the elements. The Advanced Elemental Spell Lists contain examples of how the Elements can be combined to have a greater effect.

However certain elements do not complement each other (see page ...), when two such elements are mixed it is harder for the Elementalist to be able to manipulate the combined effect, as such their Casting Rolls are harder than those found for the other advanced spells.

Fan Material for Warhammer Fantasy Roleplay : Elementalism

AIR ELEMENT SPELL LIST

FOUL AIR

Casting Number: 8

Casting Time: Half Action

Description: You cause the air within an area (use the large template) to go stale and become foul smelling. This is counted as poisonous for anyone within the area, and they must make a successful Toughness Test or be unable to do anything that Round while the cough and splutter from the smell. Once they have passed a Toughness Test they may move as normal. The spell lasts for D10 Rounds or until dispelled by such spells as Wind Blast (which refresh the air in the area).

CUSHION OF AIR

Casting Number: 10

Casting Time: Half Action

Description: You manipulate an amount of air to form cushion under any unsecured object (Encumbrance of 50 or less) up to 12 yards (6 squares). You may also open or close any unlocked door or knock over items with an Encumbrance of 100 or less if they are within 24 yards (12 squares) of you.

WALK ON AIR

Casting Number: 14

Casting Time: Full Action

Description: You are able to form cushions of air under the sole's of your feet and use them as stepping stones to walk into air. You may walk for a number of minutes equal to your Magic Characteristic. You can not cast this spell on others.

Fan Material for Warhammer Fantasy Roleplay : Elementalism

THIN AIR

Casting Number: 16

Casting Time: Full Action

Description: You are able to manipulate the air to remove the oxygen from an area within 36 yards (18 squares), use the large template to represent the area. This makes it very hard for those in the area to breath. Those within the area must make a successful Strength Test each Round in order to make any Actions (walking or combat) or suffer 1 Wound regardless of Toughness until the spell expires or they leave the area affected.

GALE WIND

Casting Number: 18

Casting Time: Half Action

Description: You manipulate the air currents around you with a single breath you blow a strong funnel of air towards your targets (use the cone template). Those affected are knocked down and must make a successful Toughness Test or be stunned for 1 Round. While in the area of effect characters cannot fire missile weapons (or be targeted by them) and must make a successful Strength Test in order to move. Melee attacks are made but at a -20 penalty. The spell stays in effect for D10 Rounds.

TWISTERS

Casting Number: 21

Casting Time: Full Action

Description: You are able to manipulate the air around you to form into a miniature tornado. In order to control it the Elementalist is unable to do anything else, if left too its own the twister will move in a random direction (see Table 4-1 OWA) with a Movement of 5. Anyone caught within a twister will be picked up and then thrown to the ground the following Round, falling a distance of 6 yards and inflicting a hit with Damage of 5. The spell lasts for D10 Rounds.

Fan Material for Warhammer Fantasy Roleplay : Elementalism

WATER ELEMENT SPELL LIST

CLEAN WATER

Casting Number: 8

Casting Time: Half Action

Description: You manipulate an amount of water (enough to sustain a dozen people for a day) to clean its self of any impurities, whether it's poisoned or just foul, into fresh clean water. Unused water reverts back to its normal state within 24 hours.

WALK ON WATER

Casting Number: 12

Casting Time: Full Action

Description: You are able to manipulate the water to hold your weight as you walk across it as if their where a path. Others may also use the path if they follow directly behind the caster and their weight is the same or less in total Encumbrance of that of the caster. The path will last for a number of minutes equal to your Magic Characteristic or until dispelled.

DEHYDRATION

Casting Number: 15

Casting Time: Full Action

Description: You are able to manipulate the water in any object or creature within 36 yards (18 squares) to partly leak out onto the ground. In a wooden object for example, the item would become very brittle and dry. In a creature the effects are more severe; they will feel their mouth go very dry, feel weak and may succumb to hallucinations. A character affected by this spell must make a successful Strength Test to perform any Actions for combat, running, etc. and a successful Willpower Test or gain 1 Insanity Point. To off-set the effects a pint of water needs to be drunk.

Fan Material for Warhammer Fantasy Roleplay : Elementalism

PART WATER

Casting Number: 17

Casting Time: Full Action

Description: You may attempt to manipulate the water of any river or body of water up to 8 yards wide within 36 yards (18 squares). The river will instantly part, producing a gap of 8 yards width which can then be crossed on foot, the water will remain parted until the caster dispels or moves further than 36 yards away from the parting.

Anyone caught by the returning water into the gap will take a SB 5 Hit from the buffeting water, and must make a successful Agility Test or be swept downstream D100 yards. Characters wearing armour or unable to Swim will then start to drown.

CREATE WHIRLPOOL

Casting Number: 18

Casting Time: Full Action

Description: In a river or large body of water the caster manipulates the water to create D10 whirlpools (use the small template to represent the area affected). Any character swimming or rowing must make a Strength Test or be sucked down into the depths and start to drown; further Strength Tests are needed to escape the whirlpools depths. The spell will last for D10 Rounds.

ANIMATE WATER

Casting Number: 21

Casting Time: Full Action

Description: The caster must be close to a large body of water (use the large template) to use this spell. When cast D10 pseudopods, each up to 24 yards (12 squares) in length.

The pods must be controlled by the caster, who may do nothing else. Each Pod has the following profile, WS-65 SB-6 TB-6 and can only be destroyed with a hit that causes more than 4 Wounds.

EARTH ELEMENT SPELL LIST

HANDS OF THE EARTH

Casting Number: 8

Casting Time: Half Action

Description: You are able to manipulate the earth to mould into holds, making it far easier for the caster to climb any natural cliff. Treat the Elementalist as if he has the Scale Sheer Surface Skill with a +20 to making the climb.

WALL OF EARTH AND STONE

Casting Number: 10

Casting Time: Full Action

Description: You manipulate the earth around you to construct a wall 4 yards (2 squares) high, 12 yards (6 squares) in length and 2 yards (1 square) in width of solid earth and stone. The wall has a TB of 8 and Wounds of 20, and will remain standing for D10 minutes, until dispelled or breached.

ASSAULT OF STONES

Casting Number: 15

Casting Time: Half Action

Description: You are able to manipulate any small rocks within the area to attack an area within 36 yards (18 squares) using the small template as the area effected. Anyone caught in the area receives D10 SB 3 Hits, as they are pummelled with stones; a successful Agility Test is needed for a character to throw them-selves out of the area.

The rain of stones will last for a number of Rounds equal to the casters Magic characteristic.

CREATE CHASM

Casting Number: 16

Casting Time: Full Action

Description: You cause the earth to split open from the point that the Elementalist is standing, creating a chasm (use the cone template) and 18 yards deep in any outdoor location. The chasm opens suddenly, and anyone caught in the area must make a successful Agility Test -10, or tumble into its depths.

Fan Material for Warhammer Fantasy Roleplay : Elementalism

TUNNEL INTO STONE

Casting Number: 17

Casting Time: Two Full Actions

Description: The Elementalist is able to manipulate the earth in such a way that they can tunnel through the ground, without needing tools. The caster may safely tunnel through soft mud, sand, hard rock or under foundations without compromising the structure. The caster tunnels at walking pace and is wide enough for one person to travel in, other characters may follow. Once the tunnel exits the earth the spell finishes, and the tunnel can also be dispelled by the caster when ever they choose.

TREMOR OF THE GROUND

Casting Number: 22

Casting Time: Two Full Actions

Description: The Elementalist strikes the ground causing a ripple effect to shake the very earth, spreading from the spot that the caster struck the earth.

While the Elementalist is not affected by the earthquake, others are, the earthquake covers an area of 48 yards. With its greatest effect closest to the caster, reducing as the earth shake ripples away.

!2 Yards

Everyone within this range must make a successful Agility Test at -30 or fall over, taking a SB 4 from the sudden fall.

24 Yards

Everyone within this range must make a successful Agility Test at -20 or fall over, taking a SB 3 from the sudden fall.

48 Yards

Everyone within this range must make a successful Agility Test at -10 or fall over, taking a SB 2 from the sudden fall.

Fan Material for Warhammer Fantasy Roleplay : Elementalism

FIRE ELEMENT SPELL LIST

CREATE FLAME

Casting Number: 8

Casting Time: Half Action

Description: The Elementalist is able to create a small flame within the palm of his hand by calling forth the fire within himself. So long as his palm is open the flame will burn, it is however too small to cause any real damage to a target, but can be used to ignite flammable substances such as torches, lamps, clothes, etc.

WALK ON FIRE

Casting Number: 10

Casting Time: Half Action

Description: You are able to control the flames to such a degree that you manipulate the flames to loss their heat and create a cushion of flames, allowing the Elementalist to walk upon the flames of a fire. The effects of this spell last for a number of minutes equal to the casters Magic characteristic.

PART FLAMES

Casting Number: 15

Casting Time: Full Action

Description: You manipulate the flames from a fire to part before you, creating a tunnel which is not affected by the heat and flames. The tunnel is wide enough for two people to walk down safely, and will last for a number of minutes equal to the casters Magic characteristic or until dispelled.

Fan Material for Warhammer Fantasy Roleplay : Elementalism

HURL FIRE

Casting Number: 16

Casting Time: Half Action

Description: You are able to reach into any fire and pull out a number of balls of flame (equal to your Magic characteristic), with which you can throw at a specific target within 48 yards (24 Squares). Fire Balls are magical missiles with Damage 3.

Note: If the caster is not immune to fire, he will cause damage to his hand by reaching into the flames.

IMMUNITY TO FIRE

Casting Number: 17

Casting Time: Full Action

Description: You are able to manipulate the flames and heat of a fire to turn away from your person. This protection covers all natural and magical types of fire. The effects of the spell will last for a number of hours equal to the casters Magic characteristic.

HEAT OF THE SUN

Casting Number: 23

Casting Time: Half Action

Description: An Elementalist is only able to use this spell during the day, when the sun is not covered by clouds. The heat of the sun is concentrated onto an individual or group within 36 yards (18 squares), using the small template. Anyone within the area receives severe sunburn to all exposed skin, will blind them for 1 Round due to the sudden glare and heat up any metal armour to an unbearable level. This means that for the first round within the area all receive a Damage 3 Hit, rising an extra point for each round that they stay in the area. Those with metal armour receive an extra 1 Wound for each point of armour that they are wearing.

WOOD ELEMENT SPELL LIST

WARD OF ARROWS

Casting Number: 8

Casting Time: Half Action

Description: You are able to ward of any missile weapons that has elements of wood in its construction. The ward is the size of the small template and moves along with the caster, anything with wood fired into this region falls to the ground harmlessly. The ward will last for D10 rounds or until dispelled.

ANIMATE VEGATATION

Casting Number: 10

Casting Time: Half Action

Description: If there is sufficient vegetation nearby, such as bushes, you are able to manipulate them to throw splinters of wood and thorn towards a nearby target. The target must be within 24 yards (12 squares) of the vegetation that is making the attack. The target receives a hit of Damage 3 from the attack and then the vegetation becomes calm once again.

OPEN TRAIL

Casting Number: 14

Casting Time: Full Action

Description: In an area of thick undergrowth, the Elementalist is able to manipulate the plants in the area to clear a path for him. This enables the caster to move un-hindered in Hampered conditions (see Rulebook page 138). The trail will open before the caster as he moves forward, at which ever speed he chooses, others may use the trail behind the caster. The effects of the manipulation will last for a number of hours equal to the casters Magic characteristic or until the Elementalist decides to dispel its effects.

Fan Material for Warhammer Fantasy Roleplay : Elementalism

VITAL GROWTH

Casting Number: 16

Casting Time: 2 Full Actions

Description: You channel the power of Ghyran found within the plant to boost its natural growth. After casting this spell, the plant will grow rapidly, ageing 4D10 days in just 1 hour.

DECOMPSE

Casting Number: 17

Casting Time: Half Action

Description: You are able to manipulate the wood to decompose in a rapid manner, anywhere within 24 yards (12 squares) using the small template. Anything made with wood in the area rapidly turns into fine wood dust, effectively destroying weapons made with parts of wood, such as bows, arrows, crossbows, etc.

ANIMATE TREES

Casting Number: 21

Casting Time: Full Action

Description: You are able to manipulate an area within 36 yards (18 squares) that contains trees to attack with their branches those that the Elementalist targets (us the large template). Those within the area with the trees become entangled by the trees roots, meaning that all movement is considered to be hampered, and are attacked with D10 branches each, hitting with a WS - 50 and a SB - 2, causing scratches and major bruising. The attacks will continue for D10 Rounds or until dispelled.

METAL ELEMENT SPELL LIST

FOOL'S GOLD

Casting Number: 8

Casting Time: Half Action

Description: You manipulate the surface of a metal item to look as if it is of better quality than it really is. A copper coin looks like gold; a rusty sword appears to look like a best quality sharp sword. This appearance will last for D10 minutes and then the item will revert to its normal appearance.

FIND MINERAL ORE

Casting Number: 10

Casting Time: Full Action

Description: You are able to feel in which direction the Element basic ore can be found in the ground. With a successful Intelligence Test the Elementalist will be able to determine what type of ore it is, and can then try again to re-source a different type of ore.

SHARPEN BLADE

Casting Number: 15

Casting Time: Full Action

Description: You manipulate the metal in a weapon to sharpen into a razor sharp edge, given it amazing cutting ability. It now has the Armour Penetrating Quality and causes 1 extra point of Damage, this effect will last for a number of hours equal to the Elementalist's Magic characteristic. This spell is unable to effect items already enchanted with magic.

Fan Material for Warhammer Fantasy Roleplay : Elementalism

CAUSE RUST

Casting Number: 16

Casting Time: Full Action

Description: You cause a single metal object within 24 yards (12 squares) of you to rapidly rust and become brittle. If the metal object has a sharp edge, it will become blunt (-4 Damage) and be prone to shattering (when struck there is a 20% chance it will break apart). This spell is un-able to effect items that are enchanted with magic already. The item will remain in this state for D10 rounds.

INCREASE DENSITY

Casting Number: 17

Casting Time: Full Action

Description: You manipulate the density of a single metal object within 24 yards (12 squares) of you to increase in density. Its Encumbrance value is doubled for the duration of D10 Rounds.

MAGNETIZE

Casting Number: 21

Casting Time: Full Action

Description: You are able to alter the strength of several metal items' natural magnetic pull, within 24 yards (12 squares). In all D10 items can be chosen to be affected by the Elementalist, with one nominated has the positive and the others then the negatives; the metal objects will fly towards the positive attraction possibly causing damage (if for example a character with a breastplate is magnetized. Any character hit in such a way will be struck with a force that is on par to the objects Encumbrance value, so that for each 10 points of Encumbrance the blow has a Damage of 1 (a sword of Enc. 50 will hit with a Damage of 5).

VOID ELEMENT SPELL LIST

SPIRIT WEAPON

Casting Number: 10

Casting Time: Half Action

Description: Your weapon, which must be built of an Element that you have mastered (Wood, Earth or Metal), is imbued with the power of the Aethyr by yourself. It inflicts SB Damage and counts as magical for 1 minute (6 Rounds). If used against an Ethereal or Daemon creature, it also counts as having the Impact Quality.

SANCUARY OF THE SPIRIT

Casting Number: 15

Casting Time: Full Action

Description: With an inner calm you are able to manipulate the Winds of Magic to flow away from you, creating a bubble of very low magical energy around yourself (using the small or large template). While this bubble is in effect no Daemon may enter the area without having to make an Instability Test, with a penalty of -10 to WP for the large template or -20 for the small template. This spell will remain in action as long as the caster remains in concentration, if any distractions are caused the caster must make a successful WP Test to maintain the sanctuary.

WEAKENING OF THE SPIRIT

Casting Number: 16

Casting Time: Half Action

Description: You are able to manipulate the Winds of Magic so that they do not flow so easily to a targeted spell caster. This effect will last for D10 Rounds, and during this time the enemy spell caster must deduct 1 Magic Die from his Casting Roll.

Fan Material for Warhammer Fantasy Roleplay : Elementalism

INNER PEACE

Casting Number: 17

Casting Time: Full Action

Description: You can focus your mind and ignore the world around you, when making further Casting Rolls during the duration of the spell; you gain a bonus equal to your Magic characteristic. The effect will last for D10 Rounds.

STRENGTH OF THE SPIRIT

Casting Number: 18

Casting Time: Half Action

Description: You are able to focus the energy of the Aethyr into your hands and feet, this now means that your attacks are now immune to the Talent Daemonic Aura when fighting un-armed against these foul creatures. This effect will last for 2D10 Rounds.

PURE OF HEART

Casting Number: 18

Casting Time: Full Action

Description: With an inner strength you are able to strengthen your mind and heart, for the duration of the spell you gain a bonus of +20 to all Fear and Terror Tests. This will last for 2D10 minutes.

REGENERATION

Casting Number: 20

Casting Time: D10 Hours

Description: You fall into a trance and use your inner strength through the power of the Aethyr to heal all damage and maladies affecting your body. This includes all Wounds sustained, diseases currently being suffered, poisons currently in the system, and the like. This can not be used on another character.

ADVANCED ELEMENTAL SPELL LIST

AIR & WATER

BREATHE UNDERWATER

Casting Number: 14

Casting Time: 2 Full Actions

Description: You manipulate the water and oxygen within it to act as if you are breathing them in as if you are breathing in normal air, thus allowing you to breathe underwater. The duration of this spell is for a number of hours equal to the casters Magic characteristic.

CREATE MIST

Casting Number: 17

Casting Time: 2 Full Actions

Description: You manipulate the water moisture in the air to create a mist over in an area (using the large template) within 36 yards (18 squares) of the caster. Anyone within the area suffers -10 to all Skills involving sight, including melee and missile combat, those outside can not distinguish between the different characters within. The caster is able to move the mist 12 yards in any direction as long as he remains concentrating on the spell. The spell will last for the duration of 2D10 Rounds.

CAUSE RAIN

Casting Number: 17

Casting Time: 2 Full Actions

Description: By manipulating the moisture in the air, the Elementalist is able to produce a sudden torrential burst of rain in any outdoor setting. The area affected is represented by the large template and must be placed within 36 yards (18 squares) of the caster. The spell will put out natural fires, completely soak those in the area in just 2 Rounds and missile fire is with a -10 modifier. The spell will last for D10 Rounds.

Fan Material for Warhammer Fantasy Roleplay : Elementalism

WATER & EARTH

SLIPPERY GROUND

Casting Number: 14

Casting Time: 2 Full Actions

Description: You manipulate the moisture held within the earth to rise to the surface, creating an area on the ground that is very slippery with mud. The area can be anywhere within 36 yards (18 squares) of the caster and is the size of the large template. Those moving into or are in the area already must make a successful Agility Test each Round or fall over into the mud, and can only move at the Hampered Movement rate. The duration of the spell is D10 minutes.

CREATE BOG

Casting Number: 17

Casting Time: 2 Full Actions

Description: You create an area within 36 yards (18 squares) of yourself into a patch of extremely boggy ground (use the large template). Those in the area or entering must make a successful Strength Test for each round that they are in the area or become stuck in the deep mud. Also they must make a successful -10 Agility Test all fall over into the mud. The duration of the spell is D10 minutes, and those still stuck in the mud once the spell has expired become fixed into the ground, and need to make a successful -30 Strength Test to free themselves.

Fan Material for Warhammer Fantasy Roleplay : Elementalism

AIR & FIRE

EXTINGUISH FIRE

Casting Number: 15

Casting Time: 2 Full Actions

Description: You are able to extract the oxygen needed to fuel a fire from any natural fire within 24 yards (12 squares). It takes a Half Action to put out a fire the size of a camp fire and 2 rounds to extinguish a fire the size of the small template.

FIRE-STORM

Casting Number: 17

Casting Time: 2 Full Actions

Description: Any fire within 24 yards (12 squares) of the caster can be fuelled with the air around it, by manipulating the oxygen into the flames. This create a firestorm the size of the large template that engulfs the entire area, those caught within are inflicted with a single Damage 4 hit, then the fire returns to normal.

CLOUD OF SMOKE

Casting Number: 17

Casting Time: 2 Full Actions

Description: Any fire within 24 yards (12 squares) of the caster can be made to billow forth thick black smoke, the area affected is the size of the large template. Those within the area affected are blinded by the thick smoke, -30 to all Tests involving sight. No one can see into or out of the area, which lasts for D10 minutes, all movement within the smoke is made in a random direction (use Table 4-1 OWA). If the caster remains concentrating on the area of smoke he will be able to move it 12 yards in any directions he desires.

Fan Material for Warhammer Fantasy Roleplay : Elementalism

AIR & EARTH

DUST / SAND STORM

Casting Number: 20

Casting Time: 2 Full Actions

Description: On a dry day the caster is able to manipulate small particles of dirt up into a swirling storm the size of the large template, anywhere within 24 yards (12 squares) of the caster. Those caught in or moving into the area affected are assailed by a swirling mass of dust, causing a Damage 2 hit each round that they remain in the Dust Storm. The storm will last for D10 hours.

FIRE & EARTH

FIELD OF LAVA

Casting Number: 18

Casting Time: 2 Full Actions

Description: You are able to draw up the heat from the core of the earth, causing it to turn an area the size of the small template into molten rock. Those caught in the area will receive a Damage 4 Hit to their legs and will also risk the chance of catching on fire each round after unless they make a successful Agility Test (see WFRP page 136). The ground will remain on fire for D10 Rounds.

FIRE & WOOD

WITHER VEGETATION

Casting Number: 14

Casting Time: 2 Full Actions

Description: On a dry day with clear skies you are able to manipulate a section of vegetation (use the small template) to wither and die from the heat. There is a 15% chance that the vegetation will catch on fire.

ELEMENTAL RITUALS

EARTHQUAKE

Type: Elemental

Arcane Language: Arcane Elf

Magic: 2

XP: 400

Ingredients: A bone from a Giant's foot, a piece Obsidian worth at least 50GCs

Conditions: You must be in a location which is strong in 'Earthbound' magic.

Consequences: If you fail your Casting Roll, you are stripped of all ability to work the Earth Element ever again.

Casting Number: 17

Casting Time: 2 Hours

Description: You call upon the power of the Earth Element to create a devastating earthquake, shaking the ground. It affects an area the size of a small town, anywhere within 3 miles of you. The earthquake lasts for one minute and destroys all but the strongest buildings.

SWELL RIVER

Type: Elemental

Arcane Language: Arcane Elf

Magic: 2

XP: 400

Ingredients: The gills from a fresh Stirpike (*WFRP* Companion page 125).

Conditions: You must be in a location which is strong in 'Earthbound' magic and next to a medium sized river.

Consequences: If you fail your Casting Roll, you are stripped of all ability to work the Water Element ever again.

Casting Number: 22

Casting Time: 1 hour

Description: You call upon the power of the Water Element in a river to pause in its flow for a length of time, making the river run low beneath the point of the ritual, but building into a flood above. At the end of the ritual all of the water held back is released, causing the build up to gush down the natural rivers course in a flood. Anything on the banks of the river for 1 mile down stream of the ritual is battered by the power of the water. Anyone caught by the flood will take a SB 5 Hit from the buffeting water, and must make a successful Agility Test or be swept downstream D100 yards.

Fan Material for Warhammer Fantasy Roleplay : Elementalism

Tornado

Type: Elemental

Arcane Language: Arcane Elf

Magic: 2

XP: 400

Ingredients: A feather given willingly by a Great Eagle (see OWB page 98).

Conditions: You must be in a location which is strong in 'Earthbound' magic and on a high point of the land.

Consequences: If you fail your Casting Roll, you are stripped of all ability to work the Element ever again.

Casting Number: 18

Casting Time: 3 Hours

Description: You use power of the Air Element to form the wind into devastating tornadoes. At the end of the ritual d10 tornadoes form anywhere the caster wishes within 1 mile of the ritual (use the large template to represent the base of the tornado). In order to control them Elementalist is unable to do anything else, if left to their own devices the twisters will move in a random direction (see Table 4-1 OWA) with a Movement of 6. Anyone caught within a twister will be picked up and then thrown to the ground the following Round, falling a random distance or decided by the GM (see *WFRP* Falling Damage page 138).. The spell lasts for D10 Rounds.

ELEMENTAL CREATURES

Elemental creatures do in fact fall into two categories, there are those of which are living creatures of a magical nature that are known as Nature Spirits and those made of the elements themselves, put together by magical construction.

NATURE SPIRITS

The creatures that are known as Nature Spirits are linked to certain elements of the world (such as the Naiads and Water). These creatures are the true elemental creatures of legend, with their special abilities sometimes giving an appearance of the element being alive. No one truly knows the number of different Nature Spirits that exist, but documentation records that those known as Dryads are linked to the element of wood and Naiads are linked to the element of water, other Nature Spirits would no doubt be linked towards one of the elements.

In my research into the creatures known as Nature Spirits, I have discovered a folklore that speaks of small creature's very similar in looks to that of Dwarves. The peasants with their superstitions have named these creatures as Gnomes, and are said to be guardians of the element earth. I do not know if these creatures do in fact exist or if they are in some way related to the Dwarfs that we know, and they will not tell. Greater research is needed on the subject.

- DAWIN DIXOFEN, PROFESSOR OF STUDIES IN NATURE - ALTDORF UNIVERCITY

Legends speak of wise-men (Elementalists) that have called upon the Spirits of Nature to aid them in battle or to communicate and learn. This practise of summoning is as old as the practise of elementalism itself, but it can be very dangerous since these beings are not to be dealt with lightly, but should be treated with great respect. It is customary to bring a gift to a Nature Spirit when one wishes to communicate with them, something which relates to the element that they represent, then once this is accepted the Nature Spirit will listen to what is said and will bargain for what it is you ask for it to do. It is also worthwhile to note that Nature Spirits that belong to opposite Elements can be hostile towards each other, making a bargaining session with two such ones very interesting.

Fan Material for Warhammer Fantasy Roleplay : Elementalism

SUMMON NATURE SPIRIT

Type: Elemental

Arcane Language: Arcane Elf

Magic: 2

XP: 150

Ingredients: A gift of Best Quality for the Nature Spirit, linked in some way with the element that the Nature Spirit represents (A wind musical instrument for Air, a toy boat for Water, a clay jar for Earth, a Gem created by the fires of the earth for Fire, some gold jewellery for Metal and a seedling for Wood are just a few examples). Also four points must be marked with the element associated with the Nature Spirit (such as a cup of water, a fire brand, a wooden pole, a rock, a horn to channel the wind and a bar of metal).

Conditions: You must be in a location which is strong in 'Earthbound' magic associated with the Element and Nature Spirit.

Consequences: If you fail your Casting Roll, you are stripped of all ability to work Elemental Magic for 24 Hours.

Casting Number: 18

Casting Time: 1 hour

Description: Your call to the Nature Spirit is answered and one will appear in 1d10 minutes, however how it reacts to its summoning is up to the GM or can be randomly determined by rolling a d100, the lower the score the more friendly, if higher the more angry it is, the gift given to the Nature Spirit will effect the result if it likes it. Highly recommend that this encounter is role-played to its full potential.

NOTE: This Ritual does not cover the summoning of Nature Spirits of the Void, since these are in fact Daemons. For information on how to summon such creatures please refer to the ToC page 219 'Summoning Daemons'.

There are also rumours of objects that have Nature Spirits bounded into them; such has the famous Arabyan Flying Carpet. The Rituals known to be able to do this are very rare indeed, but are said to involve binding the Nature Spirit into the gift presented to them and using a barrier at the four points consisting of the Nature Spirit's opposing element.

ELEMENTAL CONSTRUCTS

There are however also elemental creatures that are magically created by Elementarists to act as slaves, these are mindless creatures constructed from the elements themselves. The most infamous in the Fenbeast from Albion, which has now, be spotted in other areas of the Old World. These creatures are constructed from the elements of water, earth and wood, by an ancient ritual of old. It is thought that they where originally used as guardians of sacred sights, but there true purpose in un-known to us now, lost in the mists of time.

CONSTRUCT ELEMENTAL CREATURE

Type: Elemental

Arcane Language: Arcane Elf

Magic: 1, 2, 3 or 4. (Depending on size of creature constructed).

XP: 200, 400, 600 or 800. (Depending on size of creature constructed).

Ingredients: Fresh blood to the value of 2, 4, 6 or 8 Wound Points. The element(s) needed to construct the creature. (Depending on size of creature constructed).

Conditions: The ritual must be performed in an area that is heavily saturated with magic (linked to the element being used). Fresh blood must be spilt onto the element being used at the beginning of the ritual, either the caster's own or that of a sacrificial victim.

Consequences: If the ritual fails then the caster loses a number of wounds points equal to the amount of blood spilt already.

Casting Number: 18, 20, 22 or 24. (Depending on size of creature constructed).

Description: If successful the elemental creature materials in front of the caster, at this point the caster must make a successful WP test in order to control the creature (+10 bonus to test if own blood is used). If failed the creature will move to attack the caster until it is destroyed or the caster is killed, and then in will melt back into its element. If the test is successful the creature is the caster's to command (see Fenbeast p94 OWB), the creature can be given a single command such as guard a certain object, the caster may then leave the are and the creature will become formless until another living creature or the caster comes within 48 yards (24 squares) of it, at which point it will regain form and carry out its command.

Fan Material for Warhammer Fantasy Roleplay : Elementalism

SIZE OF THE ELEMENTAL CONSTRUCTED

Use the Fenbeast profile from OWB page 94 and then apply the following modifiers.

SIZE

1	+10 to Control	-4 Wounds, -10 S, -10 T and -10 WS
2	n/a	Normal Fenbeast profile
3	-10 to Control	+4 Wounds, +10 S, +10 T and +10 WS
4	-20 to Control	+8 Wounds, +20 S, +20 T and +20 WS

The Special Rule - Swamp Power is unique to FenBeasts only; because they are a mixture of different elements it has gained this ability. Elementals of one construct however receive the following adjustments to their profile.

WOOD - +10 T and +1 AP, are however prone to fire damage.

FIRE - Can cause Fire Damage after causing damage on a target in two consecutive rounds (see WFRP page 136 Fire Damage).

AIR - +1 M, +10 Agility, -10 T and can fly.

WATER - +1 M, +10 Agility and may cause Drowning if the target of its attacks receives damage in two consecutive rounds (see WFRP page 136 Suffocation).

EARTH - -10 Ag, -1 M and +3 AP

METAL - -20 Ag, -2 M and +5 AP

My thoughts are that these creatures were constructed originally by the High Elves to protect areas of importance, such as areas that have an Ogham stone, but now the practise also covers protection for anything else that the Elementalist so desires.

Fan Material for Warhammer Fantasy Roleplay : Elementalism

CATHAYAN ELEMENTAL CONSTRUCTS

It is believed that the some Elemental Masters of far off Cathay are able to construct these beings involving a pact with a Daemon, the Daemon is able to somehow use the power from the Ritual to create an Elemental Construct for its self where ever it wishes, and is then able to enter the Construct thus giving it a Daemonic presence and a will of its own, making it even more dangerous.

The Daemons are said to then incorporate some of the Elements own qualities (Fire makes the Daemon even more volatile for example), they also tend to feel a certain amount of hatred towards their opposite Element. As such a cunning person faced by two Elemental Constructs such as Fire and Water, with either one or both inhabited by Daemons may be able to turn them against each other, so that one is destroyed and the other weakened.

Thankfully the knowledge on how to do this process seems exclusive to Cathay and would only be seen if a Cathayan Sorcerer was to travel to the lands of the Old World....

EPILOGUE

Well that's my first proper article that I've written for use with WFRP out of the way, I hope that others will be able to make use of my work and have fun with an older form of magic from the v1 days.

THANKS TO:

Thanks to BI for allowing me to host this on their web-site.

Thanks to all on the BI Forums who have given me feed-back, hope you continue to do so.

I would also like to say a thank you to my wife Dawn whom has helped to correct my terrible grammar (luckily I have spell check, so that side is covered!) and also give me ideas and different views on my work.

Plus a thank you to Mike Congreve who has put up with more than a few e-mails, which I'm sure, he felt just seemed to ramble at times.

Has mentioned there is already a article on elementalism by Alfred Nunez, many of the spells are very good and there is a more in depth background, I would suggest that it would be worth taking a look: <http://www.madalfred.darcove.net/>