

WARHAMMER  
FANTASY  
ROLE-PLAY

# BLOOD AND BRAMBLE



◆ A Score and Four Spells for Witches and Hedgewitches ◆





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**Special thanks to Games Workshop**

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Last Updated, 15 December 2021



# ♦ BLOOD AND BRAMBLE. ♦

## A STUDY OF WITCHES, THEIR WILES AND WAYS



As recent events have made clear — I speak, of course, of the Conflagration of Teufelfeuer — some of my comrades, in the midst of righteous vigour, may occasionally act in haste. Whilst aligned as we all are against the many perils of Witchcraft, some light the pyre while the tools of the interrogator are still clean. Thus, much valuable knowledge has been lost that might have been wrung from a Witch. The wiles of magic are many, and we must study them all to better know the foe we face.

Therefore, for the edification of my colleagues, I have taken great pains to interview the subjects of some recent investigations, and thereby learned much about their foul craft. Some would brand me a heretic for this, particularly the firebrands of the Order of the Silver Hammer, but to them I ask: is it not incumbent upon the hunter to know his quarry well?

Most are aware that there are two broad categories of Witch. The first consists of those foolishly licensed by the Empire. With any luck the Emperor will soon see sense, revoke all such licenses, and raze to the ground those 'colleges' of magic that currently blight Altdorf. These 'academics' call themselves Wizards, as though choosing another way of saying 'Witch' might somehow change their very nature.

The second sort are those Witches whose practices are so abhorrent and dangerous that even the permissive Imperial Colleges of Magic would not allow their membership. It is the second group that most often commands our attention, for their magic is poorly controlled at best, madly perilous at worst. Neither is this an entirely homogenous group however, and just as rats may be found in white, black or brown fur, so too are there different breeds of Witch.







## THE HEDGEWISE

Some style themselves 'The Wise' or 'Hedgewise', or in their arrogance, 'The Blessed Few'. All are intended as disarming euphemisms. These tricky practitioners dabble with spirits more than most witches, and one may often find them speaking with the very *air* with the expectation that it may answer them. All too often, it does.

They arrogantly think their work to be in support of the good of common folk. In some areas, they are still called upon as herbalists or midwives, indeed they often disguise themselves as such. However, since the proclamation *Clarificius Midwifus* of 1745 IC that determined Midwifery not to be a work of the Ruinous Powers, it is important to note that this alone is no proof of guilt.

Instead, look to those that, though often reviled or mocked when times are good, will still have desperate peasants calling to their doors when misfortune strikes. Their cures, their ways with spirits, and their knack for curse breaking means that they are often sought out in such times. Of course, they are only too happy to take advantage of the more innocent of the common folk.

I have spoken at length with one such 'Hedgewise', Old Mar of Desidorf. Her confessions are recorded herein. I encourage all to read it at once, to truly comprehend the vile nature of our foe! Or if for no other reason than, to my great shame, Old Mar slipped my grasp and fled. I last saw her running barefoot into an unseasonable autumn snowstorm the night before her execution. The soles of her filthy, callused feet in stark contrast to the pristine snow left an indelible mark on my memory. Her speed and agility impressed me for someone with such disfigured feet. *Caveat lector*, for she is still at large.

## THE WITCH UNREPENTANT

While these often well-meaning Hedgefolk are problem enough, true Witches are by far a greater threat. Rarely do they work to the good of anyone save themselves, and are most concerned with the settling of grudges. They explore the darkest magics, saving the outright worship of the Ruinous Powers themselves.

Witches draw their power careless of its source, and heedless of the harms they bring on themselves and those around them — indeed, the point is often to cause great harm, and in this they are skilled. Blood features heavily in their rituals, and they can cause ill luck, inflict terrible curses, or otherwise bring injury and misfortune to others. Even if they begin with fine intent, all those who grow in skill and power will ultimately fall, corrupted by the powers they thought they controlled, but which, in fact, grew to control them.

The Elsewise Witch was one such fiend. I brought her to her fate in a silver shackle, with cold iron to her neck lest a curse pass her lips. She thought that by providing me with information on the practices of her kind she might find freedom. She obliged me with many insights to their magics, which one will find herein. In a way she was right, for I granted her the freedom of the pyre in the end, and she died with a curse for me upon his lip. I worry not, for all good followers of Sigmar make their own fortune.

— Witchhunter Gutfried 'Tall Pyre' Sunnigson  
*Burned for Associating with Witches, 2513 IC*





## THE WINDS OF MAGIC

Not all magic in the Empire is licensed. Indeed, there are practices older by far than those of the Colleges of Magic. Those who dabble outside of the confines of the Colleges often trace the providence of their ways to long before Teclis formalised magical practice in the Empire two centuries ago. While, to outsiders, all such individuals are simply Witches, this is not the case.

### THE PRACTICE OF HEDGECRAFT

The Hedgewise practice The Lore of Hedgecraft, drawing their magic from the natural world and its many spirits. They practise their magic on the very edge of civilisation. They refer to the divide between civilisation and the wild as 'The Hedge'.

To some this is simple metaphor, but to others The Hedge is a real metaphysical thing: the dividing line between the living world and the spiritual world. Whatever the case, their magic is subtle but effective. The Hedgewise are often sought for their wisdom and power.

### THE PRACTICE OF WITCHCRAFT

Witches practice The Lore of Witchcraft, drawing their magic from blood and suffering, as well as channelling whatever Wind of Magic is close at hand. This means their spells are often infused with *Dhar*, dangerous blended magic which corrupts all it touches. Their spells are often curses, aimed at bringing suffering or ill luck to others. Many Witches use this either as a means of taking revenge on those who have offended them, or extort favours and wealth by threatening others with their magic. A few have noble intentions, but no matter how pure the intent, Witchcraft is always a corrupting influence, and those who would preserve their souls should dabble in it with the utmost care, or ideally not at all.

Though both Witches and Hedgewise usually pass on their tradition orally, a few written Grimoires do exist. While some were created by more forward-looking practitioners, most were scribed by Wizards or Witch Hunters seeking to steal or comprehend their magic. This book contains spells divided equally from The Lore of Witchcraft and The Lore of the Hedge. They may be learned by anyone with the appropriate **Lore** Talent.





## THE LORE OF HEDGEWITCH

The Hedgefolk believe their Lore is a gift from the Gods, referring to their spellcasters as the Blessed Few. Due to their ancient traditions and ingrained belief, their spells cannot be cast without ingredients, which are an integral part of their spellcasting process.

Fortunately, the ingredients they use are easily found on the fringes of settlements and are usually herbs or plants. You receive 1 + SL ingredients on a successful foraging roll, using Lore (Herbalism), as described under Gathering Food and Herbs on page 127, or you can buy them for 5 brass pennies.

### Badwill

CN: 0

Range: You

Target: AoE (Fellowship Bonus Yards)

Duration: Willpower Bonus Rounds

You create an atmosphere of mistrust, aggression, and outright hatred. All fellowship Tests within the AiE receive a penalty of -10, and any *Prejudice* Psychology becomes *Hatred* instead. You may exempt yourself from this spell's effects if you wish, but all others find themselves consumed with malicious intent.

In addition to the strong possibility of causing a minor brawl, this spell often also draws malicious spirits from the surrounding area, and so should be used with extra caution.

### Bonesetter

CN: 0

Range: Touch

Target: 1

Duration: Instant

Broken bones are ever a concern for denizens of the Old World and beyond, and can see an individual put out of action for weeks on end. Those who are lucky enough to afford a surgeon are likely to heal well, but for poorer folk, a broken bone can result in chronic pain or loss of function that can endure for the rest of their lives. Many communities have a favoured bonesetter, one who is skilled at setting the broken bones of beast and peasant alike. However, a few of these are more than they seem, as the wise have many techniques for speeding along the healing of a bone.

By taking the broken limb in hand, and having the patient bite down on a swath of carefully prepared bark and leather, you can shift the shattered bone back into place. This is inevitably painful, but when done correctly and with a subtle touch of magic, the recovery time can be greatly shortened. Reduce the healing time for a Broken Bone injury (**WFRP**, page 179) by 1d10 days, plus an additional 1d10 days for each +SL you receive on your Casting Test, to a minimum of one day. Each broken bone can only benefit from this spell once. The treatment must be administered within a week of the injury occurring.

### Cleanslate

CN: 0

Range: Touch

Target: 1

Duration: Instant

This spell requires either that the target of your magic is immersed in running water, or that you have gathered a small philter of clean spring water with which to douse them. Once successfully cast, the target is cleansed of the effects of most forms of harmful magic.

Resolve this as if you made a Dispel attempt (**WFRP**, page 237) and received all the required SL in a single round. This spell does not remove negative effects that are the result of an item the target is wearing or carrying, nor can it cleanse such an item of its negative effects. It also does not remove negative conditions that are the result of magic, but which are not magical themselves (such as the *Ablaze* Condition caused by being set on fire by a spell of the Lore of Aqshy).

This is the single most requested spell of any Hedgewitch. Most ill intentioned magic can be washed away with a simple application of this spell. However, curses inflicted by powerful Wizards or Witches, particularly baleful Daemons, or the Ruinous Powers themselves are another matter. Such magic will generally require other ingredients to remove, or require the subject the undergo a series of unusual or painful trials, such as scaling every peak of the Middle Mountains or pulling out most of their own teeth. If so, casting this spell will reveal these requirements to the Hedgewitch.

While such enduring curses are rare, unscrupulous Hedgewise sometimes demand a trial anyway. This might be to stand at a crossroads at midnight on one leg, bury a turnip and wait for it to rot, or gather obscure ingredients from perilous swamps. The reason for this is simple: few would be willing to pay the Hedgewitch's fee if they knew the matter could be so easily resolved.



## Fertilise

**CN:** 0

**Range:** Touch

**Target:** 1

**Duration:** Instant

A good harvest will mean the difference between prosperity and poverty, and perhaps even life or death, to many a peasant. The Hedgewise are often called upon to ensure a good harvest. They are far more likely to respond to the requests of the average villager than the Wizards of the Jade College.

By whispering words of supplication to the spirits of the earth and relieving oneself at the four corners of a field, you ensure a good harvest the following season. Regardless of inclement weather, pests, barren earth or other mitigating circumstances, the harvest is guaranteed to be at least average for the field in question.

By long tradition, the payment for this service is one twentieth the yield of the field in question. While most are happy to pay, there are many tales of the Blessed Few being denied their due. In most of these stories, the Hedgewitch in question leaves a deserved curse upon the ungrateful farmer, but these days the Witch Hunter's keen eye renders such retaliations a risky proposition.

## Fetterfetch

**CN:** 0

**Range:** Touch

**Target:** 1

**Duration:** Willpower Bonus Hours

This spell is typically cast upon an instrument used for dowsing, such as a pair of bent hazel or willow sticks, some metal rods, or a tarnished bronze or bone pendulum. The instrument is attuned to the essence of a specific spirit, whom you must be able to name.

If cast successfully, the instrument may be used by anyone to track down whatever it is that binds the spirit to the mortal world. These are known to the Blessed Few as a fetter. The user must make an extended **Difficult (-10) Navigate** Test to follow the dowsing instrument's subtle instructions, with each Test requiring an hour, and a total of between 5 and 15 SL being required to succeed. The total number of SL will vary depending on how far away the subject's fetter is, or how well hidden it is, or if the spirit or ghost has taken steps to obscure it from such techniques.

In the case of a nature spirit, such as the Spites found in the Laurelorn, this spell will lead to the tree, glade or spring where they have made their home. For the ghostly remnant of a once living creature, it typically leads to their mortal remains, or an object or person to whom they felt a strong bond in life — not necessarily a positive one.

In most cases, simply destroying this subject is enough to free a ghost or banish a spirit. However, in the case of ghosts, the killing of a loved one will often just cause the spirit to make a fetter of the killer. Instead, the Hedgewise often find that resolving some lingering wrong, or simply communicating on the ghost's behalf is enough to lay them to rest.

For example, confronting the person who caused them harm. This can be tricky, especially if the ghost is aggressive, or does not wish to leave the mortal world in any case. Ghosts grow in power when close to their Fetters. When defending their fetter, the GM should grant the ghost the *Regenerate* Creature Trait.







## Geistbane

CN: 0

Range: Touch

Target: 1

Duration: Willpower Bonus Hours

It is said long ago that the Blessed Few shared the making of this spell with the Priests of Morr, hoping that the cult would help to preserve them from prosecution. The cult tells another story, that this spell's secrets were stolen from a Priest of Morr's dreams centuries ago. Regardless, the spell assists in dealing with spirits and the undead, and both the cult and many Hedgewise can replicate its effects, each in their own way.

By casting this spell on a prepared concoction of oil and herbs, the mixture becomes abhorrent to spirits. Smearing it on the entrances to a home can bar a spirit from entering it, and any such beings must make a **Hard (-20) Willpower** Test to enter a dwelling protected in this way.

If the mixture is smeared onto a weapon, that weapon counts as magical for the purposes of harming spirits, ghosts, and other undead entities who can only be harmed by such means. If used against an Undead creature who can be harmed by normal weapons, or if the weapon is already magical, this oil grants that weapon the Damaging quality instead when used against such signs.

This spell ends if such a weapon is used to harm a living creature, as the touch of fresh blood renders the oil inert.

## Kindle

CN: 0

Range: Touch

Target: 1

Duration: Willpower Bonus Hours

A Hedgewise's path is lonesome — a warming fire can be a great boon on dark and frigid nights. By gathering together some kindling, you strike a fire that cannot be extinguished by normal means while the spell endures, so long as sufficient fuel is available.

This fire is particularly warming, and grants a bonus of +20 to any **Endurance** Tests made to resist cold weather. Food cooked over the fire will never burn; even rancid or poisoned ingredients cooked over such a blaze will be rendered safe, if not entirely appetising.







## Onerion

CN: 0

Range: Touch

Target: 1

Duration: Willpower Bonus Minutes

You weave a subtle web of magic over a prepared power of herbs and a sleepless owl's droppings, and thereby influence the dreams of any who imbibe it. These should be crumbled into any drink and imbibed before the spell's duration expires. Each preparation contains enough of the powder to treat one drink, with each additional SL allowing the caster to treat another. A creature becomes the subject of this spell on consuming the drink before the duration expires, with the effects only becoming apparent the next time they sleep.

When casting this spell, you may specify the type of dream you would like the subject to have the next time they sleep. This can be used to grant someone afflicted by recurring nightmares with a night spent in pleasant dreams, or you may choose to subject someone to a terrible nightmare. The details can be specified by you, or you may leave the target's own subconscious to conjure up whatever pleasures or torments you wish. You may also use this spell to pass on specific messages, though how they are interpreted remains up to the subject.

This spell's effects vary, and are purely psychological, though someone who experiences a nightmare may well find themselves afflicted by a *Fatigued* Condition the following day. The spell can be used to sow doubt, sooth a troubled mind, or even fake a prophecy appearing in a gullible subject's dreams. This spell inflicts only a single dream the first time someone falls asleep after becoming affected by this spell.

*Oh, they thought it a fine idea. March on the village, put the deserters to the sword and burn the hovels of those that had sheltered them. But as the officers supped that evening, a bottle of fine Aeverland wine was shared about. Every one of those officers shared the same nightmare, that it was them trapped in those cottages as the flames licked their toes. Well, wouldn't you know it, the next morning the army marched on by, and my son married one of those deserters in the spring, a lovely lass from Aeverheim. We had a bottle of that same Aeverland wine at the wedding, and all slept the more soundly for it.*

## Stout Spirit

CN: 0

Range: Touch

Target: 1

Duration: Willpower Bonus Hours

Many soldiers refer to the dram of spirits sometimes imbibed before a fight as 'taking a drop of Ostermark courage.' By weaving a thread of subtle magic into this long-standing belief you can reinforce its effects.

This spell must be cast over a container of strong alcohol, usually a bottle, containing up to 10 swigs of strong alcohol. After the bottle has been ensorcelled in this way, any who drink from it find it to be particularly strong and invigorating, and become subject to this spell's effects. For the duration any subject of the spell automatically passes the first Fear Test they would be required to take. Once a subject has benefitted from this spell once the effect is dispelled, they may not do so again until the following dawn.

## Trankraft

CN: 0

Range: Touch

Target: 1

Duration: Willpower Bonus Hours

Long nights on the road are no stranger to most Hedgewitches, as evading the watchful eye of intolerant authorities is ever a concern. By imbuing a prepared broth with invigorating magic you can stave off sleep and tiredness for a time, rendering you and others better able to continue a long slog.

This spell must be cast upon a bowl of hot broth suitable for serving one person. Once this has been done, the broth must be consumed in full immediately and, by the traditions of some Hedgewise, a loud and appreciative burp must be issued — the louder the better. The subject may ignore all *Fatigued* Conditions gained by exertion or exposure, though not those inflicted by magic, for the duration. Once the spell ends, all *Fatigued* Conditions return, and remain until the subject of the spell has rested properly.





## Woecharm

CN: 0

Range: Touch

Target: 1 item of jewellery

Duration: Willpower Bonus days

You gather up a miasma of ill will — this can often be usefully found at a public event such as a hanging or Middenball game — and imbue its malicious essence into a piece of jewellery such as a ring, amulet or bracelet.

Once willingly worn, the item brings its wearer ill luck and misfortune. Their food spoils quickly, their coin purse develops holes, they lose more frequently at games of chance, and other minor inconveniences assail them daily.

The wearer of such a cursed item receives the following penalties: -10 to all **Gamble** Tests, -10 to Tests to resist any kind of harmful magic, and +20 on the severity rolls for all Critical Wounds.

Items cursed in this way are subtle and hard to detect. The *Second Sight* Talent reveals nothing unusual about such an artefact except for when its effects are in use, for example, during a game of cards. However, *Detect Artefact* is useful in detecting such a cursed item.

## Godspakt

CN: 0

Range: You

Target: You

Duration: Instant

In ancient times the Blessed Few struck many pacts with the spirits that inhabit the Hedge: the liminal space between civilisation and older, wilder places. In recent times these pacts have been all but forgotten, by spirit and Hedgewitch alike. However, a handful still endure, and by careful study of certain omens and portents, they can be divined.

When casting this spell, you must select both a spirit and the task you wish them to perform on your behalf. The spell must be cast in a place of suitable resonance to the spirit in question. Once they have appeared, you may make your request. If the spell is successful, the spirit will perform the requested task, though most will demand something in return — as is their right under the pacts of old.

This might be simple, a song sung in their name or a drop of wine spilled at their feet — but for more formidable tasks a greater boon is always required. This could be quite esoteric, such as the sacrifice of a favoured memory, or the colour of one's eyes, but it might just as well be the slaughter of a fine horse, or the burning of a new river mill, an awful eyesore on the edge of a beautiful river. It is a matter entirely for you as the GM to decide.







## THE PACT KEEPERS

A handful of spirits still respect the Hedgewise's pacts, or at least claim to. Some are detailed below, but Characters may learn more during their travels. It is wise to select a spirit who is particularly suited to the task in question. A selection of typical tasks and the likely boons demanded in return are given with each spirit, but the GM should feel free to improvise their own.

### MOROCK THE BONETAKER

A spirit of death and prolonged injury, Morock is said to steal bones from the limbs of those who mock others' injuries. Morock takes the form of a talking skull on a pile of bleached-white bones, never moving while in line of sight, but jumping about the instant he is unobserved. Morock was bound in ancient times by a Hedgewitch who banished him from a graveyard in Ostland. Though Frau Köhler, as Morock names her, is long dead, the spirit remains deathly afraid of her, and assumes that all who summon him know her personally.

#### Tasks

Morock may curse others to break a bone, or become more liable to be injured generally. He knows many other death spirits and can interrogate them with questions. He has no control of the spirits of the dead, but can sense their motivations and communicate with them easily.

#### Boons

Morock's demands are always for a bone of some sort, carefully removed and cleaned. For simple requests, he may request the bone of a rat or sheep. For complicated or onerous tasks, he will request a limb bone to be brought to him while its original owner still lives.

### BRÜCK WHO BABBLES

Brück is a water spirit, the guardian of a small but rapidly flowing stream in the Middle Mountains. She speaks constantly in a ceaseless flow of words, speaking of things both relevant and irrelevant to the current conversation. No one knows who first bound Brück, but she chafes under the deal, claiming that the boons she is granted are always disappointing. Brück can appear in any torrent of falling water, such as a small waterfall or even the rainwater spilling from a damaged gutter.

#### Tasks

Brück can parley on the Hedgewitch's behalf with minor river gods such as Grandfather Reik, or Bögenauer (for more details, see WFRP, page 203). She may locate specific boats on any body of water. If well compensated, she can even ensure someone drowns the next time they enter a body of water.

#### Boons

Brück's demands always start out small, but become more onerous with future summonings. At first she requests that a morsel of food or a silver coin be tossed into a flowing stream. Eventually her demands will increase, until she finally requests that a living person she has taken a dislike to be brought to her stream in the Middle Mountains and drowned there. Once she has demanded this, she will hound the Hedgewise until her request is granted, even if her services are declined.

### THE SHRIKE OF UNTERDELL

A diminutive humanoid figure wielding a spear, and riding about on a small bird, The Shrike of Unterdell looks comically harmless, even somewhat ridiculous. Those who have wronged her know full well that she is anything but. The Shrike is a spirit of murder and mayhem, delighting in malicious acts that inflict pain and bloodshed. She is called upon but rarely, and delights in reminding any who do summon her that it was she who killed the Hedgewise who first bound her into a pact. This is true, but in fact the death was entirely accidental, and The Shrike has regretted it ever since.

#### Tasks

The Shrike excels at sneaking into places, shadowing her target, and gathering information about them. She can inflict Critical Wounds on foes while they sleep by stabbing them with her spear. She can kill, but despite her bravado, she doesn't like to do so, and will always demand a heavy price.

#### Boons

The Shrike's demands will usually involve the letting of blood, though if pressed, she will accept animal blood in most cases. The only exception to this is requests for her to kill someone, in which case she will demand the life of the Hedgewise as well. She does this to discourage the request, but will see it through in the unlikely case her demand is met.







## THE LORE OF WITCHCRAFT

### Banishment of Böl

**CN:** 8

**Range:** Touch

**Target:** 1

**Duration:** Willpower Bonus Minutes

Though not as skilled as those of the College of Light at banishing Daemons and other unnatural creatures, many witches experiment with different ways of warding off the sorts of creatures their magic ultimately draws. Using this spell, you may ‘banish’ such a creature by directing its interest elsewhere.

The target of this spell may be any entity with the *Daemonic* or *Undead* creature trait. If the creature’s Willpower is lower than your’s, they immediately lose interest in you and turn their attention to someone else instead — whoever or whatever they would attack if you were not present. If the target’s Willpower is equal to or higher than your own, you must win an **Opposed Cool** Test with your target for the spell to take effect.

Once the creature’s new target is dead, their attention will return to you again, though you may cast this spell again to direct them elsewhere.

If you wish, instead of the nearest viable target, you may direct the creature’s interest to a specific suitable person by presenting the creature with a memento of that person. This could be a lock of hair, a vial of blood, or another suitable personal item.

### Bonesnapper

**CN:** 6

**Range:** Willpower Bonus Yards

**Target:** 1

**Duration:** Willpower Bonus Rounds

You smear a drop of your own blood on a stone taken from a dilapidated building or ruined monument, invoking the essence of crumbling decay. If cast successfully, the stone greedily drinks up your blood, and begins to glow with a faint-red light. The stone may be thrown as a Rock or used as an Improvised Weapon (*WFRP*, page 295). If it strikes a target and inflicts at least one Wound, the target must make a **Difficult (–10) Endurance** Test, or immediately suffer a Broken Bone (Minor) injury on that location (*WFRP*, page 179). This does not count as a Critical Wound. Once the stone has inflicted one Broken Bone, or when the spell duration has expired, this effect ends.





**Congéal****CN:** 4**Range:** Touch**Target:** 1**Duration:** Willpower Bonus Minutes

You whisper to the blood in your victim's veins, slowing its flow, and causing it to become viscous and sticky. Unlike other spells in the Lore of Witchcraft, you may not use this spell to inflict *Bleeding* Conditions, as the magic seeks to slow and congeal blood rather than spill it.

Your victim immediately loses 1+SL *Bleeding* Conditions. For each *Bleeding* Condition so removed, you may inflict a *Fatigued* Condition on your target. If you do choose to inflict these *Fatigued* Conditions, you slow the blood in your victim's veins even more, and bring on lethargy of mind and body. Your target makes a **Challenging (+0) Endurance** Test. If they fail, they immediately gain an *Unconscious* Condition.

**Curse of the Treacherous Tongue****CN:** 6**Range:** Willpower Yards**Target:** 1**Duration:** Instant

Crushing the dried tongue of a deer or other ungulate in one hand, you direct a mote of magic to wrap itself around your victim's tongue, stealing their next words as your own. Your target may make a **Hard (-20) Cool** Test. If they fail, you may choose the next words they will speak. You cannot compel them to speak, but once they do, they will say whatever you want them to. This effect lasts for a single sentence — once they finish speaking it the magic is lost and they regain control over their tongue. The words will be delivered in the voice and cadence of the target, exactly as if they had chosen to speak them. The target will become aware of what they have said as soon as they have said it, but will not otherwise know why they chose to speak those words.

This spell does not compel anyone to believe what was said, nor does it stop the speaker from contradicting the words as soon as they are finished speaking. Regardless, if you are careful in your choice of words this spell has endless application.

**Fatethief****CN:** 9**Range:** Willpower Bonus Yards**Target:** 1**Duration:** Willpower Bonus Days

You capture the fleeting moment of acceptance that a small creature felt in the moments before its death, and plant it in your victim's mind. The target of this spell must make a **Hard (-20) Endurance** Test. If they succeed, the target immediately loses one fortune point, but there is no further effect. If they fail, the sense of impending doom takes hold, and the target loses a Fortune point, and may not gain any new Fortune points until the spell's duration has passed.

**Lodestone****CN:** 6**Range:** Touch**Target:** Special**Duration:** Willpower Bonus Days

By taking a smear of your victim's blood — even that left upon a blade that inflicted a single Wound in combat is sufficient — and dipping a lodestone, you gain the ability to track that person or the duration of the spell. This spell's target is the lodestone itself, so traits such as *Resistance (Magic)* that the blood's owner may have enjoyed have no effect. The blood must be fresh, no older than a day, or the spell fails. In place of the lodestone, any other magnetic minerals may be used — rusty nails and bent horseshoes are popular.

Depending on the witch in question, the lodestone may be floated in water, suspended on a string, or even sewn into the target's skin on their forearm. For the duration, this spell's target will always point towards the original owner of the blood, so long as they are still alive. It gives no indication of distance, only direction.

Some witches have tattoos made for the purpose of this spell, spilling fresh blood across the ferrous ink each time a new victim is chosen.







*Don't let their evil eye fall on you lad, for even your firmest friend will find you foul thereafter. I wronged a witch once, and spent a week in the gutters for it. Been doing 'favourites' for her ever since...*

### Mirrored Abyss

CN: 16

Range: Touch

Target: 1

Duration: Willpower Bonus Rounds

One suitable mirrored surface you touch becomes a gateway to a nameless liminal space, a yawning void of darkness and perpetual silence. Your target may be a mirror, a still pool, or a polished piece of metal — anything in which a person's reflection could normally be seen and which is no larger than your Willpower Bonus in yards. Anyone who passes through this portal immediately becomes trapped there, and for each day they remain in that place they must make a **Challenging (+0) Endurance** Test or vanish forever, food for whatever ateyric creatures call that place home.

While in this realm and still alive, victims may attempt a **Challenging (+0) Cool** Test to appear in reflective surfaces nearby. A second casting of this spell may be used to free those so trapped, and indeed there may be other means of undoing the spell. Simply dispelling it however does nothing but close an active portal if one is open. It does nothing to free those already trapped.

### Outcast's Curse

CN: 6

Range: Willpower Bonus Yards

Target: 1

Duration: Willpower Bonus Days

By channelling *Dhar* into a lingering miasma and attaching it to your target's physical form, you create a sense of unease and distaste in any who meets them. Your victim must make a **Challenging (+0) Willpower** Test. If they fail, the spell takes hold.

For the duration of this spell, all who meet the victim feel ill at ease and suspicious, as though something was off about them. This applies even to those who know the victim well, though they can ignore the effects if they wish, and have good reason to suspect witchcraft is at work. The victim suffers a -20 penalty to Fellowship based Tests to interact with others for the duration of this spell. In addition, the lingering essence of *Dhar* is indistinguishable from that which would linger about the Witch herself, and those with talents such as *Second Sight* will notice it and draw what conclusions they may...







## Pactbind

**CN:** 5

**Range:** You

**Target:** You

**Duration:** Until Death or Fulfilment

Taking a ritually prepared blade infused with *Dhar*, you cut a gash in your own hand, inviting any and all nearby entities to bear witness. By speaking the words of an agreement aloud, you bind the terms of that agreement into the bloodied blade. Another living creature must then willingly take up the implement, cut their own hand, and grasp yours. They may not amend or otherwise alter the terms you have spoken, they merely choose whether or not to consent to your terms.

If they do so, they are bound by the terms of the agreement, and become a subject of this spell. Should you foolishly have agreed to any conditions during the speaking of the terms, you are likewise bound and also a subject of this spell.

For the duration, any subject must attempt to adhere to the conditions spoken by the caster to the best of their ability, or face the consequences. The exact letter of the terms, not their spirit, decides what is and is not permissible to the subject — the GM has the final say on this. If the subject is about to undertake an action which would break their agreement, they receive one warning. This typically takes the form of a painful physical phenomena, such as the burning of one's tongue or the sudden loosening of a tooth.

If the subject breaks the terms of the agreement anyway, they are afflicted with a curse of frailty, as the residue of *Dhar* in their blood seeks to undo them. From that moment on, until they have made amends with this spell's caster (or the other subject, if you are the caster), they become beset by a terrible frailty, and are subject to the following effects:

- ☠ Any loss of Wounds also causes the victim to gain a *Bleeding Condition*.
- ☠ Any time the victim would gain a *Fatigued Condition*, they gain two instead.
- ☠ The victim must add 40 to the results of any Critical Wound severity test.

This spell is used but rarely, and few know the means of breaking it without killing the victim. It's effects cannot be dispelled per the rules on **WFRP**, page 237, but spells, miracles and other effects that specifically break or remove curses will do so. If this spell is somehow removed, the caster immediately becomes aware of this fact.

## WITCHES AND THEIR PACTS

Trust is a game played by fools, and those without the strength to enforce their will. Witches find great use in creating binding deals, as the people they are often forced to deal with are typically of dubious loyalty. Thus, many Witches find their way to this spell, and it has been independently rediscovered dozens of times. Deals struck may involve anything from the simple provision of a good or service, to the undertaking of perilous journeys onto the very edge of death, and beyond. It is often used to ensure the silence of those who know too much, though many Witches find it easier to simply dispatch such people outright — absent the involvement of a necromancer this is a much more certain means of dealing with troublemakers.

However, many Witches in need of servants find this spell to be very useful indeed. Few would willingly serve a Witch, and many find it useful to bind even the willing with this spell. Apprentices are often bound to service by the use of this pact, and some Witches consider it the sign of a promising apprentice if their charge manages to find some way to weasel out of the strictures of the agreement. Others of course find this infuriating.

The spell is a useful way to hook Characters into a plot. Few will agree to such a deal willingly, but if the circumstances are sufficiently extenuating they may have no choice but to agree to whatever terms the Witch decides upon. This could be in return for the removal of a curse — perhaps one the Witch themselves inflicted — or for some service or boon, such as the elimination of a troublesome enemy of the Characters or some other magical service.







## Painjar

CN: 7

Range: Willpower Bonus Yards

Target: 1

Duration: Willpower Bonus Rounds

You recall the essence of unbearable pain from a creature at the moment of its death, typically having bottled its dying breath, or otherwise preserving a memento of its suffering to use when casting this spell.

If this spell is successfully cast, your target must make a **Hard (-20) Cool** Test or become wracked with the pain of a terrible injury that they did not in fact suffer. If they fail this Test, immediately determine a hit location and roll for a Critical Wound, exactly as if one had occurred. Regardless of the result, your target takes no additional wounds or suffers any *Bleeding* Conditions specified from the result.

However, for the duration of the spell they do feel as though they are suffering from all the other effects listed. Bones will seem to snap, blood will appear to flow from terrible wounds, and indeed limbs may appear to be lopped off. All negative effects of the injury must be taken into account for the duration of the spell — lost limbs are useless, the victim may become *Stunned* or *Prone*, they may believe they are dead, and so on. To observers there will be no visible damage, but to the victim it will seem all too real.

Once the spell ends, all such effects cease and the victim may again act normally. Some will find the effect traumatic, and the GM may decide they suffer an additional *Stunned* condition even after this spell has ended.

## Wayward Path

CN: 13

Range: You

Target: 1

Duration: Willpower Bonus Hours

By walking a path, you render it almost impossible for anyone else to do so without becoming lost.

When casting this spell, you must walk the path in question yourself, chewing on a mixture of herbs and offal as you do so. For the duration of the spell, the path becomes incomprehensible to any who would attempt to walk it, whether or not they are following you. To them, the path will seem to twist and turn, fade away and reappear, and ultimately double back on itself, leaving the travellers back where they started.

This spell is best suited to lonely forest tracks, but can be cast anywhere, including in towns and villages. If this is the case, only those following the exact path you have walked will find themselves becoming lost — those merely crossing the street or alleyway will be unaffected. This always leads to confusion, arguments, and even panic, as some folk find themselves becoming lost in a town they may have spent their entire lives in. Those who can sense the Winds of Magic, will know that something is afoot, and may be able to dispel your sorcery. However, until they do so, they will find themselves just as long as any other.







## Nameless Summons

**CN:** 10

**Range:** Willpower Bonus Yards

**Target:** Special

**Duration:** Special

You weave vast quantities of *Dhar* into threads of vile power, creating a space conducive to the summoning of entities you barely understand. This space is an invitation to any being of power, and the nature of this spell gives you control over neither the entity that is summoned, nor their behaviour after they are made manifest. Most beings who accept your invitation will require something in return before they agree to aid you, and some will simply attack you on the spot, happy for the sport of slaying a foolish witch.

After casting this spell, make a **Challenging (+0) Cool Test**, then roll 1d10 and consult the Nameless Summons table. Modify the result of the 1d10 by the SL you received on the Cool Test.

You may make what requests you wish of the entity, though their exact identity, demands and actions remain up to the GM.

This spell does not expire while the entity remains inside of the space you have prepared, which is a circle of up to Willpower Bonus Yards in width. If they leave this space, the duration becomes up to entity's Willpower Bonus Rounds (minimum 1), after which time the entity returns from whence it came.



## NAMELESS SUMMONS TABLE

Result	Entity	Attitude	Suitable Gift
-5 or worse	A greater daemon's forelimb, which grasps you and drags you into the realm it calls home.	Hostile	Your flesh, blood, and soul.
-4 to -0	A Lesser Daemon, see <b>WFRP</b> , page 256) or a powerful spirit such as Cairn Wraith or a Tomb Banshee ( <b>WFRP</b> , page 329-330)	Hostile	The immediate sacrifice of 1d10 living, sentient creatures.
+0 to +4	A Lesser Daemon or powerful spirit, as above.	Neutral	The sacrifice of a single living, sentient creature.
+5 to +9	A Lesser Daemon or powerful spirit, as above.	Favourable	The promise of a sacrifice or great service in the future.
+10 or better	A Greater Daemon with an interest in speaking with you rather than killing you outright.	Neutral if their demands are met, Hostile if not.	A great service in the future, such as establishing a cult in their name, and the promise of your essence at the moment of your death.





# FAIR AND FOUL





## OLD MAR OF DEISDORF

*Hedgewitch and Walker of Old Paths*

Though she is known now almost exclusively to the people of Deisdorf and its surrounds as 'Old Mar', the crooked form that wanders in from the forests to drink in the inn when nights grow cold was called Margritte Faltenmünster in her youth. Quite when that was is an open question. She claims to have been there when Diesdorf Military College was opened by then Emperor Wilhelm II in 2440 IC. This is perhaps not entirely impossible, though Mar is certainly spritely for someone of her age if it is true. It was her claim to have witnessed a speech in Diesdorf by Magnus the Pious 200 years prior that drew the Witch Hunters down on Old Mar. The Hedgewitch later changed her story, claiming that spirits had told her of the speech, but this hardly helped matters, as Witch Hunters rarely take kindly to those who dabble with sprits.

### OLD MAR OF DEISDORF HEDGE MASTER (BRASS 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	31	28	25	52	41	31	25	56	61	42	18

**Traits:** Weapon (Dagger) +6

**Skills:** Cool 76, Endurance 67, Gossip, 57 Intuition 56, Language (Magick) 71, Lore (Deisdorf 76, Folklore 71, Herbs 61, Vampires 46), Outdoor Survival 51, Perception 51, Trade (Herbalist) 45

**Talents:** Arcane Magic (Hedgewitch), Fast Hands, Petty Magic, Read/Write, Rover, Sixth Sense

**Trappings:** Good Quality Walking Boots, Poor Quality Clothing, Almanac Full of Scrawled Spells, Assortment of Charms and Ingredients, 8 Silver Schillings

**Spells (Petty Magick):** Drop, Light, Protection from Rain

**Spells (Lore of Hedgewitch):** Badwill, Bonesetter, Cleanslate, Fertilise, Fetterfetch, Geistbane, Kindle, Nepenthe, Onerion, Part the Branches, Stout Spirit, Tankraft, Woecharm, Godspakt





Old Mar walks with a constant stoop and a slow gait, but has a knack for sudden bursts of speed when called for. She speaks Reikspeil with an odd accent, though few save the occasional vampire can place it. She was trained as a Hedge Witch long ago, and though her lessons remain clear in her mind, she remembers little about the one who trained her. This is the only thing that brings Old Mar genuine sadness, as she has grown inured to most other misfortunes during her long life. In truth she does not herself know quite how old she is, or why she seems to endure when others fade away. Still, her dreams have grown darker these last few years, and she knows the end is coming. Perhaps not for Old Mar alone either, as it seems the world itself has grown aged and doddering. Still, the end times have not arrived yet, and there is life in Old Mar and the Old World both.

### UNWELCOME INQUIRIES

- Old Mar recently escaped the clutches of the Witchhunter Gutfried Sunnigson. Though she has heard nothing of Sunnigson since the night she escaped, one of his compatriots, Töll Jagerfund, has been asking questions about her in Diesdorf. Old Mar would very much like for Jagerfund to find someone else to bother, and has promised a favour to anyone who can 'convince' him to leave town.

### UNCHANGING FACES

- A few years ago Old Mar began to note a face that, unlike all others, didn't seem to change with the years. The owner is a passing merchant who makes a point of stopping at Deisdorf every Geheimnisnacht, and without fail at least one local turns up dead in the forests the following day. The locals blame the baleful influence of Morrslieb for this 'curse', but Old Mar wonders if the ageless merchant might have something to do with it.

### GREEN WITH ENVY

- Decades ago Old Mar struck a deal with a forest spirit called Tok-Nee-Tandy to grant her shelter on cold nights. The Hedgewitch is getting on in years, and now prefers to spend frigid nights in taverns with a warm port. The jealous spirit has had enough, and has taken his anger out on the inns. All wooden objects — tankards, beer casks, tables and chairs, are taking root and sprouting oak leaves. Old Mar can do little herself as the spirit refuses to face her. She knows the glade where the spirit dwells — can the Characters talk the creature into relenting, or will the Witchhunters burn the cursed inns of Deisdorf to the ground?

## TOLL JAGERFUND

Toll Jagerfund was accepted into the Order of the Silver Hammer after he turned in his neighbour for speaking with the ruinous powers in his sleep. Seeing potential in the boy, a senior Witch Hunter, Gutfried Sunnigson, took him under his wing, training Jagerfund in all that it took to be a Witch Hunter. Toll proved to be a fervent and dedicated enemy of all foul magicians. Their early years together were fruitful, with Jagerfund benefiting from his master's experience, and Sunnigson benefitting from his young charge's uncanny knack for identifying witches at a glance.

This knack truly was uncanny, as Toll has been touched by the Winds of Magic, and can in fact identify practitioners of magic with little more than a glance. The young Witch Hunter is ignorant of this fact, putting it down to the blessings of Sigmar, but Sunnigson became aware of it while training the boy. Faced with the evidence that some magic could perhaps prove useful, Sunnigson began the researches into magic that would eventually prove his downfall. Sunnigson captured Old Mar and, rather than quickly disposing of her as was his custom, instead spent many weeks interviewing her and learning as much as he could of her craft, with an eye towards finding something useful in her knowledge. Old Mar eventually escaped under cover of a storm.

Convinced that his master had allowed this to occur, Toll turned him in with only a smidge of regret. Now he is seeking Old Mar in the hopes of punishing her for his master's ultimate faith, certain that it was she who led him astray.

#### TOLL JAGERFUND WITCH HUNTER (SILVER 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	56	41	51	38	39	43	40	38	39	25	14

**Traits:** Weapon (Sword) +9,

Ranged (Crossbow Pistol) +7 (10)

**Skills:** Charm 35, Consume Alcohol 48, Heal 50, Intimidate 61, Intuition 59, Lore (Torture) 48, Melee (Basic 66, Brawling 66), Perception 49, Ranged (Crossbow) 51

**Talents:** Doomed (*By Thy Own Hand and the Raven's Eye Thou Shalt Be Undone*), Coolheaded, Read/Write, Resolute, Magical Sense, Marksman, Shadow

**Trappings:** Hand Weapon (Sword), Long Coat and Travelling Clothes, Crossbow Pistol and 12 bolts, 1 GC





## MARIUS CHILDERS

*The Elsewise Witch of Gubtenreich*

Marius Childers hails from a long line of modestly successful merchants, though you would not know it to look at him now. Modest success was never enough to satisfy the merchant, and even before his forays into magic he had been obsessed with improving his station in life. Brought up in the wool trade, Marius often visited the crofts and villages from where he sourced his wool. This was usually in the course of wringing his fleeces from the shepherds for a few pfennigs less.

It was on one of these excursions that he encountered a witch who tormented him for days after he tried to short change her for the fleece of a black ewe. Under her terrifying gaze he felt the pain of broken bones and flayed skin, though she never laid a hand upon him. Far from being terrified by this the merchant threw himself at the witch's feet and begged to become her apprentice. With a grin that unsettled even the power hunger Childers, she accepted, and thus began his tutelage.

### MARIUS CHILDERS

#### WITCH, FORMER MERCHANT (SILVER 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	41	29	36	41	28	33	35	47	39	38	14

**Traits:** Weapon (Sword) +7

**Skills:** Animal Care 57, Bribery 48, Channelling (Dhar) 59, Charm 48, Cool 49, Consume Alcohol 51, Dodge 43, Drive 43, Endurance 51, Gamble 48, Gossip 48, Haggle 48, Intimidate 38, Language (Magick) 57, Sleight of Hand 45, Stealth (Rural) 43

**Talents:** Arcane Magic (Witchery), Attractive 2, Blather, Briber, Menacing, Petty Magic, Read/Write

**Trappings:** Chalk, Hand Weapon (Sword), Herbs and other Ingredients, 3 GC 5/6 and access to 50 GC more given a day.

**Spells (Petty Magick):** Shock, Warning

**Spells (Arcane):** Aethyric Armour, Entangle, Mundane Aura, Terrifying, Ward

**Spells (Lore of Witchcraft):** Banishment of Böl, Curse of Ill-Fortune, Fatetheif, Nameless Summons





That was three years ago. Since then the Childers Wollen Concern has grown from strength to strength, in large part due to the inexplicable misfortunes that have befallen many of the other wool merchants in the region. Childers has put his powers to good use, terrifying or cursing all those who got in the way of his rising status. Along with this new influence has come a whisper in the back of Childers' mind however, one that questions if dominating the local woolen market should really be the end of his ambitions. The merchant's once humble clothing has been exchanged for an Altdorfer's finery, and even his appearance has improved, with old scars melting away and a nobler aspect filling out his features. The whispers tell Guttchilder that they will help him, guide him, elevate him about all his petty peers. All he need do is follow their instructions, no matter what...

### THE ELSEWISE WITCH

- ☠ The Elsewise Witch was a title used by the woman who instructed Childers, and a moniker he took on as something of a tribute to her. The Witch was recently captured and put to death, though she did not give Childers up in her confessions. However, she did possess a ring bearing the Childers family name and an image of a shorn sheep. Childers seeks its return, for it could connect him to her. He will pay well if someone can recover it from the Order of the Silver Hammer in Altdorf.

### A TOUCH OF GLASS

- ☠ Childers is ever experimenting with magic, but his business duties consume a good deal of his time. He has heard that a looking glass dipped in the blood of a troll can help keep a man handsome all his life. True or not, he seeks an adventurous sort to provide a measure of Troll Blood for his ritual, claiming he has heard it might have use as a dye for wool.

### PERILOUS PELTS

- ☠ The whispers continue to encourage Childers to expand his trade empire. Mundane wool can no longer suffice — a more exotic material must be found. Childers is certain that the pelt of a Beastman is just the thing to next catch on in Altdorf, and would pay well if someone could fetch one for him. He may even offer to induct such an accomplice into the unnatural secrets of his success. Should the creature be found, however, a Daemon will use its skin to make itself a familiar of Childers, drawing him even further into the clutches of Chaos.



### THE BLACK EWE'S FLEECE

It was over a fleece of a black ewe that Marius and his mentor initially argued, and what ultimately lead to his apprenticeship under her. Out of mirth, or perhaps in a true moment of sentimentality, his mentor chose to enchant the fleece. The ewe was slain, the shorn fleece dipped in its blood, and foul promises made to fouler things on a hill by the light of Morrslieb.

When all was done the fleece was changed, infused with dark energies. Any who put it on can pass as a Beastman, appearing to all who see them as a Gor with the head of a sheep. This works even on other Beastmen, who recognise the wearer as a fellow creature of their own tribe. Childers has found little use for the thing, though it did allow him to escape an ambush by Beastmen a few months ago. The Witch watched as the rest of the caravan was butchered, only coming close to revealing himself when one of the Ungor's who had attacked the caravan offered him a limb to eat.

However, the Red Crown have come to know of the fleece, and would very much like to get their hands on it. It would facilitate easier communication with their 'kin' in the forest, who more than once have slain a Red Crown cultist attempting to establish a rapport with them. The Red Crown are operating through an agent in Kemperbad, Urusla Wulfstanner, who is posing as a business rival of Childers. She will pay Characters to ransack his home, telling them that the fleece is a token of good luck that is the source of his business success. If the Characters return the fleece to her, Kemperbad will be overrun by peculiarly well organised Beastmen the following year. If they discover the true nature of the fleece they will have to decide for themselves how to handle the situation, though Wulfstanner is certain to search for them if they simply try to disappear.



## BANISHMENT OF BÖL

*Lore of Witchcraft*

CN: 8

Range: Touch

Target: 1

Duration: Willpower Bonus Minutes

The target of this spell may be any entity with the *Daemonic* or *Undead* creature trait. If the creature's Willpower is lower than your's, they immediately lose interest in you and turn their attention to someone else instead — whoever or whatever they would attack if you were not present. If the target's Willpower is equal to or higher than your own, you must win an **Opposed Cool** Test with your target for the spell to take effect.

Once the creature's new target is dead, their attention will return to you again, though you may cast this spell again to direct them elsewhere.

If you wish, instead of the nearest viable target, you may direct the creature's interest to a specific suitable person by presenting the creature with a memento of that person. This could be a lock of hair, a vial of blood, or another suitable personal item.

## BONESNAPPER

*Lore of Witchcraft*

CN: 6

Range: Willpower Bonus Yards

Target: 1

Duration: Willpower Bonus Rounds

You smear a drop of your own blood on a stone taken from a dilapidated building or ruined monument, invoking the essence of crumbling decay. If cast successfully, the stone greedily drinks up your blood, and begins to glow with a faint-red light. The stone may be thrown as a Rock or used as an Improvised Weapon (WFRP, page 295). If it strikes a target and inflicts at least one Wound, the target must make a **Difficult (-10) Endurance** Test, or immediately suffer a Broken Bone (Minor) injury on that location (WFRP, page 179). This does not count as a Critical Wound. Once the stone has inflicted one Broken Bone, or when the spell duration has expired, this effect ends.

## CONGEAL

*Lore of Witchcraft*

CN: 4

Range: Touch

Target: 1

Duration: Willpower Bonus Minutes

You whisper to the blood in your victim's veins, slowing its flow, and causing it to become viscous and sticky. Unlike other spells in the Lore of Witchcraft, you may not use this spell to inflict *Bleeding* Conditions, as the magic seeks to slow and congeal blood rather than spill it.

Your victim immediately loses 1+SL *Bleeding* Conditions. For each *Bleeding* Condition so removed, you may inflict a *Fatigued* Condition on your target. If you do choose to inflict these *Fatigued* Conditions, you slow the blood in your victim's veins even more, and bring on lethargy of mind and body. Your target makes a **Challenging (+0) Endurance** Test. If they fail, they immediately gain an *Unconscious* Condition.

## CURSE OF THE TREACHEROUS TONGUE

*Lore of Witchcraft*

CN: 6

Range: Willpower Yards

Target: 1

Duration: Instant

Crushing the dried tongue of a deer or other ungulate in one hand, you direct a mote of magic to wrap itself around your victim's tongue, stealing their next words as your own. Your target may make a **Hard (-20) Cool** Test. If they fail, you may choose the next words they will speak. You cannot compel them to speak, but once they do, they will say whatever you want them to. This effect lasts for a single sentence — once they finish speaking it the magic is lost and they regain control over their tongue. The words will be delivered in the voice and cadence of the target, exactly as if they had chosen to speak them. The target will become aware of what they have said as soon as they have said it, but will not otherwise know why they chose to speak those words.

This spell does not compel anyone to believe what was said, nor does it stop the speaker from contradicting the words as soon as they are finished speaking. Regardless, if you are careful in your choice of words this spell has endless application.



## FATETHIEF

*Lore of Witchcraft*

CN: 9

Range: Willpower Bonus Yards

Target: 1

Duration: Willpower Bonus Days

You capture the fleeting moment of acceptance that a small creature felt in the moments before its death, and plant it in your victim's mind. The target of this spell must make a **Hard (-20) Endurance Test**. If they succeed, the target immediately loses one fortune point, but there is no further effect. If they fail, the sense of impending doom takes hold, and the target loses a Fortune point, and may not gain any new Fortune points until the spell's duration has passed.

## LODESTONE

*Lore of Witchcraft*

CN: 6

Range: Touch

Target: Special

Duration: Willpower Bonus Days

By taking a smear of your victim's blood — even that left upon a blade that inflicted a single Wound in combat is sufficient — and dipping a lodestone, you gain the ability to track that person or the duration of the spell. This spell's target is the lodestone itself, so traits such as *Resistance (Magic)* that the blood's owner may have enjoyed have no effect. The blood must be fresh, no older than a day, or the spell fails. In place of the lodestone, any other magnetic minerals may be used — rusty nails and bent horseshoes are popular.

Depending on the witch in question, the lodestone may be floated in water, suspended on a string, or even sewn into the target's skin on their forearm. For the duration, this spell's target will always point towards the original owner of the blood, so long as they are still alive. It gives no indication of distance, only direction.

## MIRRORED ABYSS

*Lore of Witchcraft*

CN: 16

Range: Touch

Target: 1

Duration: Willpower Bonus Rounds

One suitable mirrored surface you touch becomes a gateway to a nameless liminal space, a yawning void of darkness and perpetual silence. Your target may be a mirror, a still pool, or a polished piece of metal — anything in which a person's reflection could normally be seen and which is no larger than your Willpower Bonus in yards. Anyone who passes through this portal immediately becomes trapped there, and for each day they remain in that place they must make a **Challenging (+0) Endurance Test** or vanish forever, food for whatever atheyric creatures call that place home.

While in this realm and still alive, victims may attempt a **Challenging (+0) Cool Test** to appear in reflective surfaces nearby. A second casting of this spell may be used to free those so trapped, and indeed there may be other means of undoing the spell. Simply dispelling it however does nothing but close an active portal if one is open. It does nothing to free those already trapped.

## OUTCAST'S CURSE

*Lore of Witchcraft*

CN: 6

Range: Willpower Bonus Yards

Target: 1

Duration: Willpower Bonus Days

By channelling *Dhar* into a lingering miasma and attaching it to your target's physical form, you create a sense of unease and distaste in any who meets them. Your victim must make a **Challenging (+0) Willpower Test**. If they fail, the spell takes hold.

For the duration of this spell, all who meet the victim feel ill at ease and suspicious, as though something was off about them. This applies even to those who know the victim well, though they can ignore the effects if they wish, and have good reason to suspect witchcraft is at work. The victim suffers a -20 penalty to Fellowship based Tests to interact with others for the duration of this spell. In addition, the lingering essence of *Dhar* is indistinguishable from that which would linger about the Witch herself, and those with talents such as *Second Sight* will notice it and draw what conclusions they may...



## PACTBIND

*Lore of Witchcraft*

CN: 5

Range: You

Target: You

Duration: Until Death or Fulfilment

Taking a ritually prepared blade infused with *Dhar*, you cut a gash in your own hand, inviting any and all nearby entities to bear witness. By speaking the words of an agreement aloud, you bind the terms of that agreement into the bloodied blade. Another living creature must then willingly take up the implement, cut their own hand, and grasp yours. If they do so, they are bound by the terms of the agreement, and become a subject of this spell.

If the subject breaks the terms of the agreement, they are afflicted with a curse. Until they have made amends with the counterparty, they become beset by a terrible frailty, and are subject to the following effects:

- ☠ Any loss of Wounds also causes the victim to gain a *Bleeding* Condition.
- ☠ Any time the victim would gain a *Fatigued* Condition, they gain two instead.
- ☠ The victim must add 40 to the results of any Critical Wound severity test.

## PAINJAR

*Lore of Witchcraft*

CN: 7

Range: Willpower Bonus Yards

Target: 1

Duration: Willpower Bonus Rounds

You recall the essence of unbearable pain from a creature at the moment of its death, typically having bottled its dying breath, or otherwise preserving a memento of its suffering to use when casting this spell.

Your target must make a **Hard (-20) Cool** Test or become wracked with the pain of a terrible injury that they did not suffer. If they fail this Test, immediately determine a hit location and roll for a Critical Wound, exactly as if one had occurred. Regardless of the result, your target takes no additional wounds or suffers any *Bleeding* Conditions specified from the result.

However, for the duration of the spell they do feel as though they are suffering from all the other effects listed. All negative effects of the injury must be taken into account for the duration of the spell — lost limbs are useless, the victim may become *Stunned* or *Prone*, they may believe they are dead, and so on. Once the spell ends, all such effects cease and the victim may again act normally.

## WAYWARD PATH

*Lore of Witchcraft*

CN: 13

Range: You

Target: 1

Duration: Willpower Bonus Hours

By walking a path, you render it almost impossible for anyone else to do so without becoming lost. When casting this spell, you must walk the path in question yourself, chewing on a mixture of herbs and offal as you do so. For the duration of the spell, the path becomes incomprehensible to others, whether or not they are following you. To them, the path will seem to twist and turn, fade away and reappear, and ultimately double back on itself, leaving the travellers back where they started.

This spell is best suited to lonely forest tracks, but can be cast anywhere, including in towns and villages. If this is the case, only those following the exact path you have walked will find themselves becoming lost — those merely crossing the street or alleyway will be unaffected. This always leads to confusion, arguments, and even panic, as some folk find themselves becoming lost in a town they may have spent their entire lives in.

## NAMELESS SUMMONS

*Lore of Witchcraft*

CN: 10

Range: Willpower Bonus Yards

Target: Special

Duration: Special

You weave vast quantities of *Dhar* into threads of vile power, creating a space conducive to the summoning of entities you barely understand. This space is an invitation to any being of power, and the nature of this spell gives you control over neither the entity that is summoned, nor their behaviour after they are made manifest.

After casting this spell, make a **Challenging (+0) Cool** Test, then roll 1d10 and consult the Nameless Summons table. Modify the result by the SL you received on the Cool Test. You may make what requests you wish of the entity, though their exact identity, demands and actions remain up to to GM. This spell does not expire while the entity remains inside of the space you have prepared, which is a circle of up to Willpower Bonus Yards in width. If they leave this space, the duration becomes up to to entity's Willpower Bonus in Rounds (minimum 1), after which time the entity returns from whence it came.



## BADWILL

*Lore of Hedgecraft*

**CN:** 0

**Range:** AoE (Fellowship Bonus Yards)

**Target:** 1

**Duration:** Willpower Bonus Rounds

You create an atmosphere of mistrust, aggression, and outright hatred. All fellowship Tests within the AiE receive a penalty of -10, and any *Prejudice* Psychology becomes *Hatred* instead. You may exempt yourself from this spell's effects if you wish, but all others find themselves consumed with malicious intent.

In addition to the strong possibility of causing a minor brawl, this spell often also draws malicious spirits from the surrounding area, and so should be used with extra caution.

## BONESETTER

*Lore of Hedgecraft*

**CN:** 0

**Range:** Touch

**Target:** 1

**Duration:** Instant

By taking the broken limb in hand, and having the patient bite down on a swath of carefully prepared bark and leather, you can shift the shattered bone back into place. This is inevitably painful, but when done correctly and with a subtle touch of magic, the recovery time can be greatly shortened. Reduce the healing time for a Broken Bone injury (**WFRP**, page 179) by 1d10 days, plus an additional 1d10 days for each +SL you receive on your Casting Test, to a minimum of one day. Each broken bone can only benefit from this spell once. The treatment must be administered within a week of the injury occurring.

## CLEANSULATE

*Lore of Hedgecraft*

**CN:** 0

**Range:** Touch

**Target:** 1

**Duration:** Instants

This spell requires either that the target of your magic is immersed in running water, or that you have gathered a small philter of clean spring water with which to douse them. Once successfully cast, the target is cleansed of the effects of most forms of harmful magic.

Resolve this as if you made a Dispel attempt (**WFRP**, page 237) and received all the required SL in a single round. This spell does not remove negative effects that are the result of an item the target is wearing or carrying, nor can it cleanse such an item of its negative effects. It also does not remove negative conditions that are the result of magic, but which are not magical themselves.

Some malicious magic may require other steps to remove. If so, casting this spell will reveal these requirements to the Hedgewitch.

## FERTILISE

*Lore of Hedgecraft*

**CN:** 0

**Range:** Touch

**Target:** 1

**Duration:** Instant

By whispering words of supplication to the spirits of the earth and relieving oneself at the four corners of a field, you ensure a good harvest the following season. Regardless of inclement weather, pests, barren earth or other mitigating circumstances, the harvest is guaranteed to be at least average for the field in question.

By long tradition, the payment for this service is one twentieth the yield of the field in question. While most are happy to pay, there are many tales of the Blessed Few being denied their due. In most of these stories, the Hedgewitch in question leaves a deserved curse upon the ungrateful farmer, but these days the Witch Hunter's keen eye renders such retaliations a risky proposition.



## FETTERFETCH

*Lore of Hedgecraft*

CN: 0

Range: Touch

Target: 1

Duration: Willpower Bonus Hours

This spell can be used to search for whatever it is that holds a sprit to the living world. If cast successfully, a suitable instrument such as dowsing rods may be used by anyone to track down the cfetter. The user must make an extended **Difficult (-10) Navigate** Test to follow the dowsing instrument's subtle instructions, with each Test requiring an hour, and a total of between 5 and 15 SL being required to succeed. The total number of SL will vary depending on how far away the subject's fetter is, or how well hidden it is, or if the spirit or ghost has taken steps to obscure it from such techniques. In most cases, simply destroying this subject is enough to free a ghost or banish a spirit. However, in the case of ghosts, the killing of a loved one will often just cause the spirit to make a fetter of the killer. Ghosts grow in power when close to their Fetters. When defending their fetter, the GM should grant the ghost the *Regenerate* Creature Trait.

## GEISTBANE

*Lore of Hedgecraft*

CN: 0

Range: Touch

Target: 1

Duration: Willpower Bonus Hours

By casting this spell on a prepared concoction of oil and herbs, the mixture becomes abhorrent to spirits. Smearing it on the entrances to a home can bar a spirit from entering it, and any such beings must make a **Hard (-20) Willpower** Test to enter a dwelling protected in this way.

If the mixture is smeared onto a weapon, that weapon counts as magical for the purposes of harming spirits, ghosts, and other undead entities who can only be harmed by such means. If used against an Undead creature who can be harmed by normal weapons, or if the weapon is already magical, this oil grants that weapon the *Damaging* quality instead when used against such signs.

This spell ends if such a weapon is used to harm a living creature, as the touch of fresh blood renders the oil inert.

## KINDLE

*Lore of Hedgecraft*

CN: 0

Range: Touch

Target: 1

Duration: Willpower Bonus Hours

A Hedgewise's path is lonesome — a warming fire can be a great boon on dark and frigid nights. By gathering together some kindling, you strike a fire that cannot be extinguished by normal means while the spell endures, so long as sufficient fuel is available.

This fire is particularly warming, and grants a bonus of +20 to any **Endurance** Tests made to resist cold weather. Food cooked over the fire will never burn; even rancid or poisoned ingredients cooked over such a blaze will be rendered safe, if not entirely appetising.

## ONERION

*Lore of Hedgecraft*

CN: 0

Range: Touch

Target: 1

Duration: Willpower Bonus Minutes

You weave a subtle web of magic over a prepared power of herbs and a sleepless owl's droppings, and thereby influence the dreams of any who imbibe it. These should be crumbled into any drink and imbibed before the spell's duration expires. Each preparation contains enough of the powder to treat one drink, with each additional SL allowing the caster to treat another. A creature becomes the subject of this spell on consuming the drink before the duration expires, with the effects only becoming apparent the next time they sleep.

When casting this spell, you may specify the type of dream you would like the subject to have the next time they sleep. The details can be specified by you, or you may leave the target's own subconscious to conjure up whatever pleasures or torments you wish. You may also use this spell to pass on specific messages, though how they are interpreted remains up to the subject.



## STOUT SPIRIT

*Lore of Hedgecraft*

CN: 0

Range: Touch

Target: 1

Duration: Willpower Bonus Hours

Many soldiers refer to the dram of spirits sometimes imbibed before a fight as 'taking a drop of Ostermark courage.' By weaving a thread of subtle magic into this long-standing belief you can reinforce its effects.

This spell must be cast over a container of strong alcohol, usually a bottle, containing up to 10 swigs of strong alcohol. After the bottle has been ensorcelled in this way, any who drink from it find it to be particularly strong and invigorating, and become subject to this spell's effects. For the duration any subject of the spell automatically passes the first Fear Test they would be required to take. Once a subject has benefitted from this spell once the effect is dispelled, they may not do so again until the following dawn.

## TRANKRAFT

*Lore of Hedgecraft*

CN: 0

Range: Touch

Target: 1

Duration: Willpower Bonus Hours

Long nights on the road are no stranger to most Hedgewitches, as evading the watchful eye of intolerant authorities is ever a concern. By imbuing a prepared broth with invigorating magic you can stave off sleep and tiredness for a time, rendering you and others better able to continue a long slog.

This spell must be cast upon a bowl of hot broth suitable for serving one person. Once this has been done, the broth must be consumed in full immediately and, by the traditions of some Hedgewise, a loud and appreciative burp must be issued — the louder the better. The subject may ignore all *Fatigued* Conditions gained by exertion or exposure, though not those inflicted by magic, for the duration. Once the spell ends, all *Fatigued* Conditions return, and remain until the subject of the spell has rested properly.

## WOECHARM

*Lore of Hedgecraft*

CN: 0

Range: Touch

Target: 1 item of jewellery

Duration: Willpower Bonus Days

You gather up a miasma of ill will — this can often be usefully found at a public event such as a hanging or Middenball game — and imbue its malicious essence into a piece of jewellery such as a ring, amulet or bracelet.

Once willingly worn, the item brings its wearer ill luck and misfortune. Their food spoils quickly, their coin purse develops holes, they lose more frequently at games of chance, and other minor inconveniences assail them daily.

The wearer of such a cursed item receives the following penalties: -10 to all **Gamble** Tests, -10 to Tests to resist any kind of harmful magic, and +20 on the severity rolls for all Critical Wounds.

Items cursed in this way are subtle and hard to detect. The *Second Sight* Talent reveals nothing unusual about such an artefact except for when its effects are in use, for example, during a game of cards. However, *Detect Artefact* is useful in detecting such a cursed item.

## GODSPAKT

*Lore of Hedgecraft*

CN: 0

Range: Touch

Target: 1

Duration: Instant

In ancient times the Blessed Few struck many pacts with the spirits that inhabit the Hedge: the liminal space between civilisation and older, wilder places. When casting this spell, you must select both a spirit and the task you wish them to perform on your behalf. The spell must be cast in a place of suitable resonance to the spirit in question. Once they have appeared, you may make your request. If the spell is successful, the spirit will perform the requested task, though most will demand something in return — as is their right under the pacts of old.

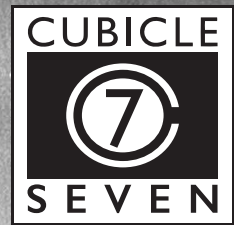
This might be simple, a song sung in their name or a drop of wine spilled at their feet — but for more formidable tasks a greater boon is always required. This could be quite esoteric, such as the sacrifice of a favoured memory, or the colour of one's eyes, but it might just as well be the slaughter of a fine horse, or the burning of a new river mill, an awful eyesore on the edge of a beautiful river. It is a matter entirely for you as the GM to decide.







# WARHAMMER FANTASY ROLE-PLAY



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