

WARHAMMER  
FANTASY  
ROLE-PLAY

# WINDS OF MAGIC

A COMPREHENSIVE GUIDE TO THE ARCANЕ PRACTICES  
TAUGHT BY THE COLLEGES OF MAGIC



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# AN ILL WIND

In earlier times folk in the Empire shunned magic, believing it inherently evil. Wizards were violently persecuted, with Sigmarite priests condemning them as the consorts of Daemons. Primitive magicians sought safety in the countryside, yet witch hunters rooted them out and many were burned at the stake.

In 2302 IC things changed. This was the time of the Great War against Chaos, when an army of marauders swept from the North to lay waste to the Old World. The horde posed such a terrible peril that Humans, Elves, and Dwarfs coordinated their efforts to defy it.

Teclis, most accomplished of High Elf Mages, travelled to the Empire at the request of Magnus the Pious. He sought out fugitive hedge wizards and taught them rudimentary spells of fire and lightning. Teclis explained that all magic was derived from Chaos and was invariably tainted but could be controlled by a trained practitioner. He demonstrated that eight sorcerous winds blew from the Realm of Chaos and provided energies that fuelled distinct magical practices.

Staunch Sigmarites were outraged that Magnus extended tolerance to practitioners of sorcery, but Teclis was persuasive. The new breed of wizards played a vital role in defeating the Chaos horde, and Magnus was crowned Emperor of the land of Sigmar.

Upon his ascension to the throne, Magnus asked Teclis to create an institution to train wizards, and the Colleges of Magic were established in Altdorf. For each wind Teclis founded a separate school of magic. He judged the human mind inadequate to master all eight Winds of Magic but, with careful study, he believed Humans could glean the fundamentals of a single wind.

Today each of the Colleges forms the headquarters of one of the eight Orders of Magic in the Empire. The sorcery of each is different from the others, yet all are aspects of the great and terrible source of all magic — Chaos itself.



# ◆ TALES OF SORCERY ◆

THE HISTORY, LORE, AND PRACTICE,  
OF MAGIC IN THE EMPIRE



## TZEENTCH'S CRYSTAL SHARDS

The origins of magic are recounted in Norscan folklore. Their shamans say that Tzeentch (known to them as 'Tchar', the god of hope and change) once ruled supreme in the Realms of Chaos. When humankind was still young, they say, Tzeentch was deposed by the other gods in an eternal cosmic struggle called the Great Game. Tzeentch's body was hurled with such force from his plateau on the Endless Mountains that he shattered into thousands of crystalline fragments.

Chaos Gods are immortal — Tzeentch was not destroyed, only diminished. His essence withdrew to the crystal labyrinth that interlaces the entire Realms of Chaos.

The Impossible Fortress at the very centre of this cosmic labyrinth defies the laws of reality, making it nearly unassailable. As Tzeentch convalesced, the iridescent shards of his shattered form blew across the world. In the material realm, each of these shards manifested as a unique spell or ritual.

Norscan folklore claims that every time a mortal wizard learns a new spell, the shards of Tzeentch multiply and magic proliferates. These northern shamans seek his favour by learning new spells at every opportunity and passing their magical knowledge down through generations. Each new spell shard they create contributes material to the Impossible Fortress and strengthens the body of Tzeentch.

In the lands south of Norsca, these legends are widely condemned as heresy.





## REALM OF THE SORCERER

The uncanny geography and architecture of Tzeentch's realm is occasionally witnessed in the fevered nightmares of seers, zealots, and the inmates of Shallyan institutions. Daemon-princes of Tzeentch have visited the Sorcerer's domain and returned to spread its madness to mortals. According to mortal followers of these Daemon-princes, Tzeentch rarely leaves the Impossible Fortress. The god's obsession with infinite possibilities keeps him fascinated by the Well of Eternity, peering into its starry waters, seeing and knowing everything.

While Tzeentch sries across space and time, his Daemons busy themselves collecting lost spell shards. A portion of these shards are used to expand the crystal labyrinth and the Impossible Fortress. The remaining shards are returned to the Hidden Library for cataloguing.

Only the great Lords of Change have seen the Sorcerer's Library, concealed within the Impossible Fortress' ever-shifting halls. In the Hidden Library, spell shards are said to manifest as tomes and scrolls stacked upon endless rows of shelves.

Tzeentch himself transforms as spells are added to the Hidden Library. Nobody can describe or imitate the Changer of Ways, because his appearance and identity exist in a permanent state of flux. The only constant is Tzeentch's instinctive compulsion to meddle in the affairs of mortals, yet even the Great Conspirator has no apparent plan nor purpose. Tzeentch's fascination with seeing one of his schemes undo another is surely a sign that he is mad.

### Mortal Schemes

In the material realm, the Winds of Magic determine Tzeentch's power. Most of his champions are sorcerers, and his Daemons require magic to corporealise. However, Daemons can also touch mortal minds while they're sleeping. Norscan shamans might awaken after a night of vivid dreaming with strange incantations on their lips, thus enabling them to learn sorcery in solitude, without reading a single scroll. By these means, Tzeentch's Daemons believe they win favour with their master by proliferating more spell shards.

The Imperial Colleges of Magic control and codify magic in a manner anathema to Tzeentch. The Colleges therefore provide irresistible targets for the god's schemes, in particular the College of Light, which uses the Sorcerer's own spell shards against him.

Promises of overwhelming arcane power are often sufficient to tempt wizards to apostasy. The former Light Wizard turned Chaos champion, Egrimm van Horstmann, will use the promise of that power to lure College wizards into a sorcerous cult called the Cabal.

Magically gifted mortals are implicated in Tzeentch's innumerable schemes from the moment their senses awaken to the winds. The first spells that Daemons whisper to young witches are often benign, but as their powers grow, they become hungry for more. Thus, mortal spellcasters unknowingly empower Tzeentch, even if they reject the ruinous powers. Over time, the accumulation of spell shards will enable Tzeentch to gain the upper hand in the Great Game, to claim superiority over the other gods in the Realms of Chaos.

## MAGIC AND THE OLD ONES

Prehistoric accounts of magic are recorded on ancient Lustrian tablets. According to the first generation of Slann Mage-Priests, magic was scarce in the primeval world. A mysterious alien race known as the Old Ones arrived in silver skyships when much of the planet was covered in ice. Its temperate equatorial region was inhabited by fearsome monsters and since-forgotten civilisations. The magical potential of these indigenous species was limited because the Winds of Magic were merely trickles of Aethyric energy.

When the Old Ones colonised the planet, they constructed Warp gates at the north and south poles, making travel through space as easy as sailing on a river. Next, the Old Ones built arcane structures to help harness the limited ambient magic. Finally, using powerful technology that's long since been lost, the planet's orbit was shifted closer to the sun — a warmer planet was better suited to the Old Ones, enabling them to work on their enigmatic plans in comfort and security.

After building the Warp gates, the Old Ones opened many smaller portals through space. These conduits of Aethyric magic would eventually fuel arcane rites powerful enough to shift continents. New forests were seeded, giving the Old Ones access to vast reservoirs of earthbound magic. In these magically engineered habitats, the Old Ones experimented with existing life forms and created entirely new species. The first generation of Slann were taught magic so they could assist the Old Ones to execute their ambitious plans.