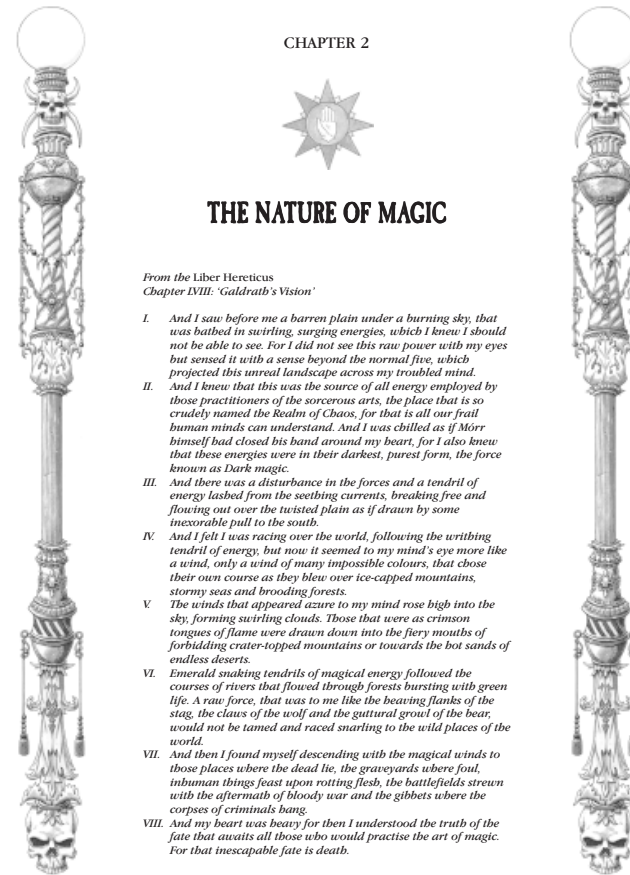


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11



THE NATURE OF MAGIC

MAGIC IS A FORM OF ENERGY THAT FLOWS from the northern warp gate and permeates the whole world. In its 'purest' form it is known as Dark magic, a powerful force that warps and twists those who use it. This is the very stuff of Chaos. In its most concentrated form, Dark magic can become solid, forming the substance known as warpstone.

Thankfully, Dark magic is not particularly stable. As soon as it leaves the warp gate it begins to break up into different 'colours', which then drift across the world in swirls and eddies known as the winds of magic. These phenomena are not really colours or winds at all, but this is the best analogy that has yet been found to explain the nature of magic to laymen. The colours are often presented in the form of a wheel (see p10 and p256).

It is these eight types of magic that the High Elves weave together to form the powerful High Magic, untainted by the corrupting force of Dark magic. This is something that other races cannot do, since they lack the mental abilities to control magic in such a way. This is why Tectis set up the eight Imperial Colleges of Magic. Previously, human wizards had been using magic without understanding its true nature, and were as likely to call on the power of Dark magic as one of the colours. Even today, novice wizards without knowledge of the true nature of the forces with which they are tampering will call on a muddy mixture of the different colours to work their spells, with Dark magic as an accidental but critical 'ingredient'. This often leads to the corruption of the practitioner.

Tectis realized that the human mind was incapable of weaving the eight colours into High Magic. In an attempt to prevent the indiscriminate and muddled use of magical energies by those who barely understood what they were dealing with, he encouraged humans to learn to manipulate just one of the colours. In this way they could become proficient and powerful in their narrow speciality while minimizing the chance of being corrupted by Chaos.

However, by the time Tectis set up the eight Imperial Colleges of Magic, humankind had been devising, researching and practising many theories of magic for centuries. The introduction of an official, Imperially sanctioned system of sorcery did not cause these to die off: some were forced underground; others tried to get along with the new colleges and theories; and some preferred to ignore or dismiss the Elven ideas, giving reasons ranging from simple distaste to outright xenophobia or paranoia.

Of the old schools, elementalism in particular still has a strong following and a well-developed body of learning behind it. 'Zone' magic – the manipulation of magical energies to affect the properties of a particular area – has a small but diligent following, and self-taught hedge-wizards continue to appear in the rural areas of the Old World. None of these schools has a level of power approaching either Colour magic or High Magic; the Elves would say that this is because High Magic is the purest form, but there are human scholars who have their doubts.

There are some magical arts, such as necromancy and daemology, that use Dark magic almost exclusively in their spell casting, though many practitioners of these

schools deny it. Hedge-wizardry uses a bizarre mixture of the eight colours and an occasional dash of Dark magic, together with herbalism and sleight-of-hand, in a system that owes more to superstition, old wives' tales and folk tradition than to any scientific study.

Some might wonder why such schools of magic persist in the face of the teachings coming out of the Imperial Colleges. In searching for an answer, it must be remembered that the Imperial Colleges were set up at a time of great peril for the Empire, and Tectis's main concern was to teach styles of magic and in particular spells that would be useful in the battle against Chaos. Consequently, the Imperial Colleges concentrate on offensive and defensive magic in order to provide front-line 'troops' for the battlefield. The study of non-combat magic was, and still is, neglected. As a result, wizards with less of an interest in fighting for their country (whether through cowardice, unpatriotic feelings or a healthy regard for their own safety) are attracted to other schools of magic, where the emphasis is different, or at the very least balanced with a wider selection of magical knowledge and spells. Understandably, the Imperial authorities are somewhat suspicious of these magicians and colleges – particularly of any organized wizardry outside the Imperial Colleges, and beyond the Empire – and keep a close watch over their activities.

All wizards within the Empire are required to obtain a licence to practise their art. For more details, see chapter 3: 'A Wizard's Life'.



* THE RANGE OF MAGIC *

From the variety of types of magic across the Old World and beyond, it is clear that magic is a flexible energy; mutable into many forms. Some of these forms predate the teachings of Tectis; others have arisen since. Some universities even offer courses in the scholarship of magic that deal only with the theories behind the disciplines, without teaching the students a single spell.

‡ THE COLOURS OF MAGIC

The eight colours of magic are described below. Each type has its own particular 'feel', has developed its own practices and lore, and attracts a certain sort of person. As a result, over the years, the Imperial Colleges of Magic in Aldorf have grown more eccentric and isolated from each other, with their scholars convinced that their particular type of magic is somehow 'superior' to the others. Details of the eight Imperial Colleges and their members are in chapter 5: 'Battle Magic'.

Note that the systematic study of these forms of magic is only taught at the Imperial Colleges, although the nature of magic is such that certain spells and effects based on a particular colour can sometimes be used and taught without knowing their true origin.

THE NATURE OF MAGIC

‡ CELESTIAL MAGIC

From the Wind of Azyr comes the Lore of the Heavens, known as Astronomy or Celestial magic.

Colour: Blue
 Rune: Azyr, the comet of power

*High above the airs are moving,
Winds are blowing, lightning striking,
Swirling with Celestial magic,
Hiding stars and moons and comets.*



Celestial magic is very light and disperses quickly into the high air, where it forms swirling clouds between earth and sky. The clouds of Celestial magic distort the patterns of the stars and other heavenly bodies, and it is these patterns of distortion that Celestial wizards have learned to detect and analyze. Some Celestial wizards are able to predict the future and see portents in the skies; their predictions are often very accurate. The relationship between the high airs and Celestial magic also gives these wizards the ability to call down lightning and summon up fierce winds, abilities that are often of great use in combat.

‡ GREY MAGIC

From the Wind of Ulgu comes the Lore of Shadow, known as Grey magic.

Colour: Grey
 Rune: Ulgu, the sword of judgement

*On the ground a grey mist blowing
Changing all that flows before it:
Wind and weather, minds and movement
Temper use of Grey with wisdom.*



Grey magic drifts along the ground like a mist and is often affected by the wind, which sometimes blows it up into vast thunderheads. Those who study at the Grey College have a extensive knowledge of the weather, and can manipulate and control the winds and rains of the Old World.

A Grey wizard can bring rain to an area blighted by drought, or bog down an army in a torrential downpour. But manipulation of vast forces like the weather requires great care and judgement; bringing rain to one region inevitably takes it from another. Consequently, Grey wizards have a reputation for wisdom, thinking through actions before taking them: regions suffering from droughts or floods often send representatives to the Grey College asking for magical relief, but they are usually turned away.

‡ BRIGHT MAGIC

From the Wind of Agshy comes the Lore of Fire, known as Pyromancy or Bright magic.

Colour: Red
 Rune: Agshy, also known as Agushy; the key of secrets

*Burning bright in heat and fire,
All consuming, all destroying,
Channel well the hot Bright magic,
Beware for flames are ever-changing.*



Bright magic is like a hot, dry wind, blowing from the heart of a desert. It gutters and flares like flame, and runs like wildfire over desert sands and sun-baked fields. It is attracted by fire and heat, and swirls in a powerful vortex over the volcanoes of the World's Edge Mountains. Bright wizards have a reputation as specialists with fire, their ability to throw fireballs and cause conflagrations being of great use to armies. They tend to be temperamental, with fierce tempers and mercurial emotions; an angry Bright wizard is someone to avoid.

‡ GOLD MAGIC

From the Wind of Channon comes the Lore of Metal known as Gold magic.

Colour: Gold
 Rune: Channon, also known as Chamon, the soaring eagle

*Delving deep is joy to Dwarf-kind,
Gold that lies at mountain's root
Longing stirred and forged creation;
Gold is more than that which glitters.*



Gold magic is heavy and dense, sinking into the ground, where it is attracted to metallic ores, particularly precious metals such as gold. Some say this explains the attraction gold has for the intelligent races, and their desire to fight and kill each other over it. Gold magic can be used to manipulate emotions, particularly the baser emotions such as greed, lust and envy. But Gold wizards are, first and foremost, alchemists. Their knowledge of metallurgy and ability to find (and some believe to make) gold has made their College very rich. This wealth has brought the Gold wizards high status within the Old World, and they are often found serving as advisors to nobles and kings. They are also renowned for their skill at making magical artefacts from precious metals.

‡ JADE MAGIC

From the Wind of Glyhran comes the Lore of Life, known as Jade magic.

Colour: Green
 Rune: Glyhran, the coil of life

*Green life grows along the river,
Water courses through Jade depths,
Giving power to life, protection too,
Flowing strong at summer's tide.*



Jade magic is also dense, though somewhat lighter than Gold magic. It drifts down toward the ground, where it precipitates like rain and, following the contours of the land, flows into rivers and streams. It is consequently associated with water and, as it is sucked up through the roots of plants and trees, with growing things.

Jade magic is the magic of nature, waxing and waning with the passage of the seasons – powerful in the summer when life is burgeoning, and weak in winter when living things are at their most dormant. Wizards of the Jade College have a great affinity with nature, walking barefoot to keep constant contact with the earth. They are often confused with Druidic Priests in the minds of common folk: both Jade wizards and Druids are annoyed by this mistake.

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† LIGHT MAGIC

From the Wind of Hylh comes the Lore of Light

*Colour: White
Rune: Hylh, the serpent of light*

*See, the earth is filled with power,
Light magic sweeping into soil.
Seize it, grasp it, tease it, trap it,
Ride the spark and be its master.*



Light magic is particularly diffuse; it permeates all solid things, and is found particularly in the earth. Here it slowly builds like an electrical charge until too much is in one place, at which point it dissipates, causing earthquakes, landslides and other such destructive phenomena. Because it is so diffuse, it is difficult for wizards to gather and channel effectively. The Light College therefore employs large numbers of acolytes, who perform subsidiary incantations and chants to boost the energy of their masters when spell-casting. Light wizards tend to be charismatic individuals, who can command the loyalty of their many acolytes.

† AMBER MAGIC

From the Wind of Ghur comes the Lore of Beasts, known as Amber magic.

*Colour: Amber
Rune: Ghur, the arrow*

*Wild, untamed, a vicious flicker,
Amber magic chills the soul.
Blinds wild creatures, best for curses,
Savage Amber bites alone.*



Amber magic is a raw, almost untameable, force which cuts like the claws of a hunting cat. Few can successfully work with Amber magic, since its primitive force drives away reason in all but those most fitted for it. Amber magic gathers in the wild places of the world, in the deep forests far from human habitation, where savage beasts roam in the gloom beneath the trees. Amber wizards share some of this wildness, and often live in the wilderness, being fierce hunters with a natural affinity for the animal world. They are usually loners, rarely at ease in civilized society. The Amber College in Aldorf is simply a token meeting place; most of the teaching of the college takes place at certain caves and clearings in the deep forests of the Empire.

† AMETHYST MAGIC

From the Wind of Shylh comes the Lore of Death, known as Amethyst magic.

*Colour: Purple
Rune: Shylh, the scythe*

*Death and doom lie thick about us,
Amethyst, the magic here,
Works on bodies dead or living,
Dark and dreadful are its ways.*



Amethyst magic is a dangerous force for of all the eight streams it comes closest to the Dark magic of Chaos. It

blows through the past, present and future, weaving in and out of time and following the undetectable currents of fate. It is said to have an affinity with death, being attracted to graveyards, mortuaries and battlefields, and hanging like a purple shadow around gibbets.

Amethyst wizards are sinister figures, often being confused in the popular mind with necromancers. They do not speak aloud, but converse through obscure magics that enable them to speak to and pry into others' minds. That, and their habit of dressing in hooded purple cloaks and carrying a scythe as their symbol of office, endears them to few; when they walk through a crowd, it tends to part before them. The Amethyst College is the least trusted of the Imperial Colleges, and attracts more than its fair share of attention from witch-hunters and exorcists.

† HEDGE MAGIC

Hedge magic is the catch-all term given to unstructured forms of magic, often found in rural areas. Among the oldest forms of magic in the Old World, much of it consists of local lore and rites passed from one generation of local healer or village seer to the next. Although some hedge-wizards have a natural affinity for sorcerous matters, they have nobody to teach them the true art and thus have no choice but to devise a selection of simple spells and enchantments on their own.

Hedge-magic spells are mostly created to serve the needs of rural communities and their members, and usually centre around rituals and mixtures of components. Hedge magic may seem innocuous but it is its simplicity and naivety that makes it dangerous. Hedge magicians have no way of knowing what powers they are calling on for their spells, and many have unwittingly brought disaster on themselves and their communities.

† PETTY MAGIC

Petty magic is a mishmash of minor spells, none of them particularly powerful, though some are distinctly unpleasant. Many are derived from the hedge magics that were the basis of most of the Empire's sorcery in the days before the teachings of Telcis; others were devised more recently for specific purposes. While not powerful, they are simple to cast, easy to control and ideal for students to practise their magical techniques. For this reason petty-magic spells are taught to wizards' apprentices so that they can begin to understand the principles of magic. However, only the most useful and least harmful spells are considered to be suitable subjects of study.

Not all petty-magic spells are innocent parlour-tricks: there are several that definitely draw on Dark magic for their effects. These spells are generally less well known and are rarely given to students: any master worth their salt will stay well away from them. Any apprentices who find themselves being taught Curse at the beginning of their magical career should have reason to suspect that their instructor is someone of whom they should be wary.

THE NATURE OF MAGIC

† BATTLE MAGIC

Battle magic is more advanced than petty magic but less focused than the Colour magics. Arising from the teachings of Telcis, it contains powerful spells and effects, not all of which are centred on military application. While the Imperial Colleges in Aldorf are the only places in the Old World where Colour magic is taught, the lesser discipline of Battle magic is taught in a number of colleges in the Old World, and most importantly at the Wizards' and Alchemists' Guild in Middenheim.

Recognizing that not all wizards could hope to achieve the skill needed to control pure Colour magic, several schools were founded to find and train the best battle wizards, with the high achievers going on to one of the Imperial Colleges in Aldorf. Many wizards never achieve this standard, either through lack of magical talent or lack of application, and most reach old age without ever having progressed from Battle magic to the upper levels of the Imperial Colleges of Aldorf.

† ELEMENTALISM

Elementalism was humanity's attempt to create its own all-encompassing theory of magic. It was created in the time before Telcis arrived from Ulthuan and taught humans the truth. Despite being rejected by the Imperial Colleges centuries ago the theory still has many adherents, thanks mainly to the fact that elementalists are prepared to study things other than offensive and defensive spells.

Those who have studied elementalism are often vehement that their underlying theory of magic is correct and Telcis's teachings were at best misguided, or at worst, a scheme to lure humanity's knowledge of sorcery into a dead-end. Their evidence for this is that they can perform a number of spells and command certain primeval forces about which the warmongers at the Imperial Colleges can only dream. They tend to gloss over the fact that Imperial wizards have more power at their disposal; subtlety and depth of knowledge, they say, is more important than brute force.

† ILLUSIONISM

Illusionism is a sub-branch of Battle magic that deals with spells designed to deceive the senses. These enchantments can be a great boon on the battlefield, where enemy forces can be made to see troops where they do not exist, or to see woods where there are soldiers. Unfortunately illusionism also has great potential to be used for nefarious purposes, and sometimes comes uncomfortably close to Dark magic. Illusionists' activities are closely monitored by most Old World governments, and some illusionists work directly for the local noble or ruler, or an influential power-broker, or even the Emperor or his agents. Sometimes this

is in a military capacity, but more often they find themselves being used as spies, assassins or in other covert and less than respectable operations.

The primary 'honest' use of illusionism outside of government employment is in the theatre, where illusions are used to enhance the most spectacular of plays, shows and the like. But every year a number of illusionists 'go rogue', to make a more nefarious living through deception, swindling, thievery and corruption. Unlicensed illusionists are a target for witch-hunters – but an illusionist who wishes to avoid attention can be very hard to find.

† ICE MAGIC

In their cold northern home, the shamans of Kislev have created a form of magic related to the nature of their homeland. This magic draws its power from the earth and the fierce winter that rules their country for so much of the year. Ice magic was first developed by the Khan-Queens of the Gospodars, the race of nomads who eventually settled to form the nation of Kislev. Although the knowledge of Ice magic has spread across the Northlands, the majority of ice mages are female. This school of magic is little known outside its native lands, partly because Kislevite shamans prefer to stay with their people, and partly because their magic seems to work better in the cold and darkness of the northern lands where it was created.

† ALCHEMY

Alchemy is a blend of what we would call magic and chemistry, although its Old World practitioners view it as one integrated field of study. Though alchemy's greatest scholars spend much of their time searching for great hidden secrets of transmutation and eternal life, in everyday use alchemy is mostly used for creating potions, chemical reagents and explosives. Most of the spells used by alchemists are of a practical nature, and have little Dark magic in them, being concerned with the cooling, heating and manipulating of alchemical compounds.

Alchemists tend to take a practical, scientific approach to their subject. Much of their work is not magical at all, being more concerned with chemistry – though the difference between magical ingredients and purely mundane substances is hazy. Some claim to be looking for the Elixir of Life, or for a way of turning lead into gold, but most are too busy earning a living to study such subjects in depth. Those who do pursue such higher goals tend to be the ones who leave pure alchemy and gravitate towards further study at the Gold College in Aldorf.

Alchemists are generally tolerated by the governors of the area in which they live, since they are able to make many useful chemicals and reagents – although like other magicians, they must possess a valid licence or risk being accused of consorting with Chaos. However, they are often

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viewed with suspicion by their community, not for fear of Chaos but because their laboratories often emit strange smells or clouds of smoke, and occasionally explode.

* DARK AND CHAOTIC MAGIC *

For those who use Battle magic without understanding its underlying principles, it is easy to slip into the use of Dark magic without being aware of it. Once that process is begun, corruption is sure to follow. The quest for power and security in a hostile world takes many forms. Many a daemonologist or necromancer has persuaded himself that his studies are not really wrong; however, once the corruption of Chaos takes hold there is no turning back.

† DAEMONOLOGY

Daemonology deals with the summoning, binding and controlling of Daemons. While there are said to be some Daemons of Law, these are few and far between, and are difficult to summon. Most Daemons, by their very nature, are Chaotic, and many are willing to be summoned for the chance to claim another soul for Chaos. Many Daemons will serve their daemonologist master, while scheming to bring about his inevitable downfall.

Most daemonologists enjoy the feeling of power they get from commanding such a mighty entity as a Daemon, and often do not see the pitfalls until it is too late. As they become mired in the snares of Chaos, they often become aligned to one of the Chaos powers. Which particular god they follow will depend on their temperament and the uses to which they put the Daemons they summon.

† CHAOS MAGIC

Dark magic is inherently Chaotic, and its purest form is reserved for the followers of three of the four Powers of Chaos: Tzeentch, Slaanesh and Nurgle. Not all users of Chaos magic are wizards who have been turned by their desire for power; some are cultists who have been granted spells by their Chaos God, or schooled in its use by Daemons or by other cult members. The spells of the three gods are very different, and there is intense rivalry between them. Moreover, because there is so little communication between cults of the same god, each one may have developed particular spells and magical techniques unique to them.

Chaos magicians are, like all users of Dark magic, intensely secretive about their art, for to be found out is certain death. Some have discovered that the best disguise is as a reputable member of one of the other schools of magic; that way they can even acquire a licence. All the colleges are wary of this potential deception, but some are better at detecting dubious members than others.

† NECROMANCY

Necromancers are concerned with power over the dead, particularly with the summoning and control of Undead creatures. Most necromantic spells call on some element of Dark magic, though some have an affinity with Amethyst magic. Many necromancers are somehow able to exist without allying themselves to one of the Chaos powers. Most necromancers are driven obsessives, totally corrupted by their own desire for power, and their motives are beyond the comprehension of sane people. Some strive to discover the secrets of eternal life, or at least eternal un-life, and attempt to transform themselves into the gruesome form of Undead known as a Liche (see *WFRP*, p249).

There are very few places in the Old World where necromancers can act openly: only in the Land of the Dead to the east of Araby, the more lawless parts of Bretonnia, the less frequented parts of the Border Princes, and – so it is said – the more remote valleys of Sylvania do they dare throw off their secretive habits. Here, they can rule over the terrified peasants, who can appeal to no higher law for help. In the more civilized parts of the Old World, necromancers tend to be recluses, often living in remote areas and practising their vile spells mostly at night.

* NON-HUMAN MAGIC *

There are only a handful of intelligent species across the Warhammer world that have not evolved some way of harnessing the winds of magic. Whatever their race, magicians often share a common mind-set and a way of perceiving the world. When two sorcerers meet, the one emotion they won't show is disinterest: they will either feel a common bond or they will loathe each other on sight. Many long-running feuds and minor wars have started because one mage didn't like the look in another's eye, or kicked someone's familiar a little too hard.

† ELVEN MAGIC

Of all the races, the Elves are the most proficient at magic, and those who choose to learn Battle magic often progress swiftly in their colleges, their advancement held back only by human bigotry and what some call the 'crystal ceiling' rather than any lack of ability. It is very rare for an Elf to be allowed to join one of the Imperial Colleges, but a few succeed.

The most powerful magic known in the Warhammer world today is that practised by the High Elves, called simply High Magic. Developed from the spells of the Old Ones thousands of years ago, this form of magic uses all the colours of magic yet seems incorruptible by Chaos – or at least that is what the High Elves say. High Magic is rarely seen in the Old World, since magic-using members of that

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race visit its shores only very rarely. It is said that the High Elf mages have spells capable of destroying whole armies and raising castles in a single night, though most reputable scholars scoff at such tales.

When the High Elves left the Old World, some of their number retreated to the woods and forests rather than leave the land they had grown to love. Over the centuries they lost contact with the High Elves and grew closer to the world of nature, learning a new magic based on their deep knowledge of the forests. Their ability to affect the shaping of growing things with their magical singing is unique, although Wood Elf magic has an affinity to Jade and Amber magic, and has some resemblance to the magic of Druidic Priests. More information is in chapter 12.

† DWARF RUNES

Dwarf magic has developed differently from the other races of the Old World. Instead of using spells, they use a system of runes, which are inscribed into weapons and other items by master-craftsmen known as runesmiths. It is a discipline that requires years of study and much sweat and manual labour, as well as skill and single-minded dedication. Only Dwarfs possess the strength and patience to master its ancient and jealously guarded secrets, and runesmiths are highly respected members of their communities. Although their secrets and the items they create are traditionally kept for their own race, some of the greatest heroes of the Old World have wielded weapons created by runesmiths, including Sigmar himself, whose warhammer Ghal-maraz is said to have been made by the personal runesmith of the Dwarf-king Kargan Ironbeard. More on runes can be found in chapter 12.

Although runesmithing is a skill only known to the Dwarfs, some of its techniques have fallen into the hands of human mages, who style themselves 'rune masters'. The Dwarfs regard this as a betrayal of their racial secrets. Many people have found to their misfortune that owning an item created by a human rune master is, in the eyes of many Dwarfs, an unpardonable crime. Rune masters and their abilities are described in chapter 13.

It is not impossible for a Dwarf to learn Battle magic, but ones with the aptitude for it are few and far between. Learning magic and casting spells is seen by most Dwarfs as something that no self-respecting member of the race would want to do. Any Dwarf who wants to become a sorcerer must either learn and practise in secret, or leave their community to live among humans. Dwarfs cannot see the colours of magic, and therefore cannot learn Colour magic. No Dwarf has ever been admitted to membership in any of the Imperial Colleges of Magic in Aldor.

† HALFLING MAGIC

There is something in the nature of Halflings that does not sit well with magic: they are the only civilized race in the Old World that has not created its own forms of sorcery. Halflings do not distrust or fear magic the way that

untutored humans do, but they show little interest in it. Some Halflings do become wizards, but despite the efforts of a small lobby there are no colleges of magic in the Moat, and almost all Halfling wizards have studied under a human master or at one of the colleges in the Empire. One or two have achieved high positions and respect from their human colleagues, but even the most powerful Halfling mages receive little honour from their own kind.

† GNOME MAGIC

Unlike their close cousins the Dwarfs, Gnomes have a strong affinity for magic, particularly illusionist magic. Gnomes see illusions as a natural extension of their love for jokes, tricks and gadgets. Within Gnome society, some clans have a spellmaster who passes on illusionist skills to apprentices. Some gnomes are present at the highest levels of the Empire College of Illusionists; others follow their forebear Addic – according to legend, the first gnome to leave Glimdwarrow and travel in human society – and wander the Empire either alone or with a band of travelling players, providing illusions as entertainment.

† SKAVEN MAGIC

Skaven magic is a potent blend of Dark magic and the raw Chaos-power of warpstone, from which the rat-men gain much of their magical energy. Their wizards can cast spells of terrifying power, but more often their magical energies are combined with arcane technologies to create devastating weapons that any Skaven warrior can use. Their magic is usually geared towards destruction and disease. More information is given in chapter 15.

† GREENSKIN MAGIC

Even the less intelligent races of the Old World have some magical ability, although their knowledge of the subject is primitive and half-formed. Certain Ogres, Orcs and Goblins can cast spells, but for all three races magic is tied to religious, shamanistic practices. Orcs and Goblins use shamans to channel the peculiar energy that they call the Waaght, unique to their species, to create spells and magical effects which can have surprisingly devastating results including the spectacular explosion of the shaman's head. More information on greenskins and their magic can be found in chapter 16.

† MAGICS OF OTHER RACES

If they use magic at all, other non-human races (Dark Elves, Fimir, Beastmen, etc.) tend to use some form of Dark magic or Chaos magic, with varying degrees of power and success. The magic of Dark Elves approaches High Magic in power and complexity, while there are few Beastmen with enough intelligence to use magic at all. Dark Elves and their magic will be described in a forthcoming sourcebook.