

WARHAMMER™

FANTASY BATTLE

COLLEGES OF MAGIC

A NEW MAGIC SYSTEM FOR WARHAMMER FANTASY BATTLE

By Bryan Ansell and Rick Priestley with Geoff Lynas

Magic is an intricate and demanding subject, and only the most skilful can master it completely. To refine their innate talents and learn the wizard's incantations, young spellcasters are apprenticed to one of the great Colleges of Magic, where they discover the complex nature of the magical flux and the secrets of the eight colours of magic. *Colleges of Magic* introduces the background to this new system for magic in *Warhammer Fantasy Battle*.

The inner mysteries of magic are revealed slowly and only to the most able students. A young wizard's understanding is permitted to grow only as quickly as his abilities allow. Such knowledge is given sparingly - when directed by the untutored it is dangerous both to the fabric of the universe and to the soul itself. To learn magic it is therefore necessary to apprentice oneself to a wizard. This in turn serves as an introduction to one of the great Colleges of Magic. The colleges are not teaching institutions centred upon buildings as might be expected, but traditions maintained by their countless members. Before we look at these colleges it is necessary to learn, as the student must learn, the first lessons of magic.

RAW MAGIC

In order to cast spells, a wizard must first draw raw magic to his body. The wizard acts as a focus which channels raw magic into the form of a specific spell. A wizard's *magic level* and *magic points* indicate the extent to which he can control and maintain that focus.

The first principle an apprentice wizard must understand is that raw magic and Chaos are one and the same. Every time a wizard casts a spell he is tapping the energy of Chaos itself. Moreover, he creates a shadow of himself in the warp, and the stronger his magical powers, the more substantial this warp-shadow becomes - the most powerful wizards have a presence in the warp just as Daemons may have a presence in the material world. Magic is potent in the Warhammer world because Chaos is also strong. On a normal world, the material universe and Chaos are separate, and only the most powerful magic can conjoin the two. Due to the presence of the Chaos warp gates at the poles of the Warhammer world, the entire planet is steeped in magical energy, and wizardry is a relatively simple matter.



The incandescent streams of blue snaked across the battlefield, weaving around the startled Orcs. They watched in abject terror as the cyan tentacles of light converged with grim purpose on the shaman hidden within their ranks. The long thin strands wrapped around the wizard, first tying his legs together and then rapidly moving up to fix his arms to his sides. For a moment the regiment was silent, aware of their vulnerability without the power of the shaman to defend them.

Then, like a snake casting off its coat, the wizened Orc shrugged off the immaterial bonds, a dull flash of grey flickering around him as the blue strands dissipated.

A cheer went up amongst the Orcs as they parted from the centre, allowing their shaman to step forward muttering incoherently. The Orc slowly spread his hands, a thin film of grey strung between his fingers. As his chanting got faster so the ball between his hands got larger; the Celestial Wizard watched as the sphere drew up the grey from the rolling mist of magical flux surrounding them. With a lurch the Orc raised his arms skywards, the mass between his hands launching itself towards the Celestial Wizard with terrifying speed. The Orcs screamed with delight as the globe hit the enemy sorcerer with an awesome crack, the cacophony barely hiding the sound of bones being powdered as he fell to the ground. A smile spread across the Orc's face as he watched the crumpled corpse jerk to a standstill. Him, grey, inferior?

Being, in the main, a Depiction of the varied Tunes of
 Magick arranged in the Fashion of a Great Wheel and,
 further to this Purpose, a graphickal Discourse upon
 their relative Merits and Symbols, as described by
 sagacious Wizards and other Men of Learning.



As the Hands of a Clock do travel, so is a Colour, Tint or
 Pigment of Magic superior to its Neighbour. Yet counter
 to this Motion, said Colour, Tint or Pigment is in every
 way WEAKER, lesser, and inferior to its adjoining Tincture.

THE COLOURS OF MAGIC

Raw magic is sucked into the world from the Chaos warp gates like a howling gale into a vacuum. The resultant flow of Chaos over the world is called the *magical flux* or the *Wind of Chaos*. As raw magic is pulled through the material universe it distorts in a similar way to light passing through a prism. The magical flux divides into eight different colours. Each of these colours has special qualities in the same way as each colour of light has its unique properties.

Ordinary men cannot perceive the magical flux or see its fabulous colours. Wizards, however, can feel the flow of the whole flux and can actually see the colours of magic as they swirl and billow across the world. Rolling polychromatic clouds bubble across the sky, forming fantastic shapes and giddy patterns. Further from the warp gates the flux subsides and the raw magic falls to earth where it boils as a fluorescent mist across the ground.

THE GREAT WHEEL

Wizards have studied the relationships of these colours, and have constructed the *Great Wheel* to explain them. Each of the eight colours has its place upon the Great Wheel.

The wheel has eight spokes, the familiar sign of Chaos itself. Some wizards prefer to use the name Wheel of Chaos for this reason, but most shy away from the term and would prefer not to be reminded of the closeness of Chaos to their art.

THE COLLEGES OF MAGIC

Some wizards associate themselves with a single hue of magic, drawing their strength purely from one of the eight colours. This gives them superiority over the colour positioned clockwise to their own on the wheel. However, this also means that a wizard associated with a given colour is always inferior to the colour positioned anti-clockwise to his own on the wheel. The magical implications of this are explained later.

Practitioners of a single colour are said to belong to one of the Eight Colleges of Magic. Not all wizards hold with this practice.

Some believe that drawing on only a single facet of magical power could seriously unbalance the relationship between the eight colours, with potentially dire consequences for all magic. These magicians are known as the Rainbow Wizards and make up a ninth college, drawing upon the raw magic of all eight colours.

There is also a tenth college, known as the Dark College, whose practitioners draw directly upon the undivided blackness of Chaos. Their colour is black. Wizards of the other colleges regard this tenth college as an inherent evil that perverts magic by subjugating wizards to Chaos, corrupting the will of the user and furthering Chaos itself.

We shall examine the place of the Rainbow Wizards and the Dark Wizards separately, and discuss their place on the Hub of Chaos.

The names and associated colours of the colleges are summarised on the chart below.

College	Colours
Light Wizards	White
Golden Wizards	Yellow, Gold
Jade Wizards	Green
Celestial Wizards	Blue
Grey Wizards	Grey
Amethyst Wizards	Mauve, Pink, Pastels
Bright Wizards	Red, Orange
Amber Wizards	Brown
Rainbow Wizards	Multicoloured
Dark Wizards	Black

COLOUR AND DRESS

A wizard's colour does more than proclaim his allegiance. It also enables him to use his powers, for real colours act like magnets to magic of that colour. A wizard wearing an inappropriate colour would therefore find his powers reduced or even negated.

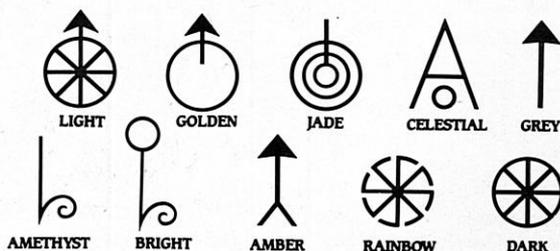
The study and use of a single magic colour necessitates that a wizard adopt that colour in his dress - it is the colour he naturally feels most comfortable with. He would also favour that colour for decoration and other purposes. He does not have to restrict himself uniquely to that colour, but his general appearance always suggests it.

A Rainbow Wizard proclaims his allegiance by wearing multicoloured garments, often striped or decorated with zig-zags, circles or elaborate interwoven patterns of the eight colours. Dark Wizards favour black and very dark clothing, but can wear other colours as well. Neither of these colleges is adversely affected by the colour they wear.

GEOMETRIC SYMBOLS

Each of the colleges has its own curious and involved geometric symbolism. These are derived from the *station* of the colour on the Great Wheel, with the Light Wizards placed in the uppermost position or First Station. The symbols are used openly as decoration and help to draw the specific colour from the magical flux in the same way as dress. The chief geometric symbols are shown on the Great Wheel. The symbols are oriented so that they correspond to their station: in this form they are most potent. However, symbols may be oriented in any direction and still retain their power.

The Rainbow Wizards have their own unique geometric symbol of the eight-spoked wheel with its ends turned over to form a circle - this symbolises the bending of Chaos to the wizard's will. The Dark Wizards employ the eight-spoked sign of Chaos itself, and are the only wizards who dare to wear this symbol openly. Both Rainbow and Dark Wizards may also use signs from the other colleges, and Dark Wizards may wear the sign of a Power of Chaos if they are Champions of that Power.





"No, no, no! You must draw the colour into yourself before you can use it. It's no good trying to shape the raw magic unless you internalise the colour you want - it's far too confusing with all the other stuff floating about. Now lets try it again. Do it with me. Locate the white in the flux and draw it in, away from the rest. That's it, much better."

"Now what master?"

"Right, now we've got the magic inside we've got to shape it. Very carefully start to concentrate on the required effect: imagine that piece of wood floating above the table, push it skywards. The hue will do the rest."

The plank jerked upwards and slammed into the ceiling, bringing down a cascade of dust and cobwebs.

"NO! Slowly, damn it, slowly. If you do it that quickly, fool child, you'll be like a beacon on the other side. Do you fancy a Daemon in your bedchamber?"

"Yes master, I mean no. Sorry master, but it's not easy. It was hurting inside and... I just couldn't hold it all in."

"Right, once more. We do it again and again until it is correct."

NATURAL SYMBOLS

Each college has other symbols which mark its practitioner, often in the form of a natural object based on a geometric symbol. In the case of the Amber Wizards, for example, it is an arrow, for the Bright Wizards it is a key, and for the Golden Wizards a soaring bird.

THE COLLEGES AT LARGE

A magical college is not a building or place but a tradition maintained by the members of the college. Most wizards learn their trade by apprenticeship to an older wizard, living with him and working in return for instruction. However, in the Old World there are also real teaching institutions where magic may be learned. Most of these are maintained by noble houses, or by powerful City Guilds, with the intention of providing a core of wizards versed in the arts of battle magic. In return for this instruction, wizards serve their patrons for a period of contract; usually one year for every year spent at the school.

These institutions do not necessarily offer tutelage in magic of a single specific colour. A teaching institution of a respectable size would have several resident wizards of different colours, ready to school young hopefuls in whatever colour of magic was deemed appropriate according to their horoscope, disposition, inclination and talents. In fact, once a young wizard has been taught the principles of colour mastery, his education may be continued by a wizard of any college.

It will be seen that wizards of the different colleges are not necessarily antagonistic. Wizards of a specific college will often arrange to take over the apprenticeship of a young wizard already schooled in another college. The relationships between the colours on the Great Wheel fosters these associations. A Light Wizard, for example, is inferior to Amber Wizards. By taking over the apprenticeship of a Bright Wizard, who is superior to Amber, his weakness is covered by his apprentice's strength.

Rainbow Wizards may indoctrinate a young wizard into any of the other colleges as well as their own. Pupils who take the path into colour magic are regarded as disappointments at best. As a result Rainbow Wizards are sought after by would-be apprentices, despite their reputation for being bad-tempered as well as severe disciplinarians.

Few would-be wizards choose to seek out the tutelage of a Dark Wizard. There are some whose inclinations lead them to a hatred of their fellows, and whose bitterness inclines them to the Dark College. However, only a minority of Dark Wizards have trodden that particular path. Most Dark Wizards were trained as wizards of another college and deliberately turned to the study of Dark Magic later.

The Eight Colleges

Magic is powerful. By acting as a focus of this power a wizard is invariably affected, becoming slightly tainted by the magic that he uses. The different colours of magic have a tendency to reinforce certain patterns of behaviour, giving rise to popular notions such as the fact that Jade Wizards never wash and all Gold Wizards are fabulously wealthy. Although most wizards dismiss these commonly held images (about their own college at least), they do have some foundation in truth. All wizards are somewhat eccentric, all are extremely well-educated in terms of their society, all have powers placing them above the common herd. It is small wonder that they tend to be slightly crazed.

When a commoner needs a wizard he will, by choice, seek out a **Light Wizard**. Light Wizards are regarded as friendly, kindly and generous. They are said to favour the poor and ill with their magic, and to scorn the rich and powerful - this reputation does nothing for a Light Wizard's chances of gainful employment. Wealthy merchants regard them as untrustworthy and nobles see them as treacherous popularists with no respect for the proper order. They are not ambitious or materially inclined and their college's reputation stands in their way of becoming either. They have a tendency to be mobbed by beggars and small children - not all Light Wizards take kindly to this attention.

It is a well-known fact that all **Golden Wizards** are fabulously wealthy. Some are conspicuously rich. Others may claim to be poor but everyone knows they have hordes of money tucked away under mattresses or stuffed up chimneys. But as Golden Wizards always complain about how poor they are, no-one takes their protestations of poverty seriously. Even the wealthiest whine constantly about their huge overheads and exorbitant financial commitments. This popular conception of Golden Wizards is particularly hard on the majority, who are not especially rich at all, but always end up paying through the nose for even the most trivial purchases.

The nature-derived magic of **Jade Wizards** is harmonious to the seasons and the agricultural cycle. During the green months, when plants flourish, Jade Wizards are full of vigour and enthusiasm. Over the winter, when plants fade and die, the practitioners of green magic become tired and reluctant to cast their spells. At important times during the agricultural year they make sacrifices of natural produce in order to secure the future potency of crops and the fecundity of livestock. Folklore recalls a less innocent sacrifice in which Human victims were burned alive inside a huge wicker effigy called the wickerman. Although few openly believe that these practices still occur, a Jade Wizard will never speak of the matter and rumours of some sinister, unspoken secret still surround the College.

Celestial Wizards are ostentatious in dress, flamboyant in speech and delicate in general disposition. In most individuals this expresses itself as simple grace and considerate manners - this is not the popular image, however. The typical Celestial Wizard is portrayed as an overdressed fop who spends his money on luxurious food, precious decorations and finely wrought artwork. They are rarely seen during daylight and seem to dislike bright light. They are also obsessed with the heavens, spending long nights staring through telescopes at the movements of the stars; they have a good reputation with horoscopes, and are said to be able to determine astral events with absolute accuracy.

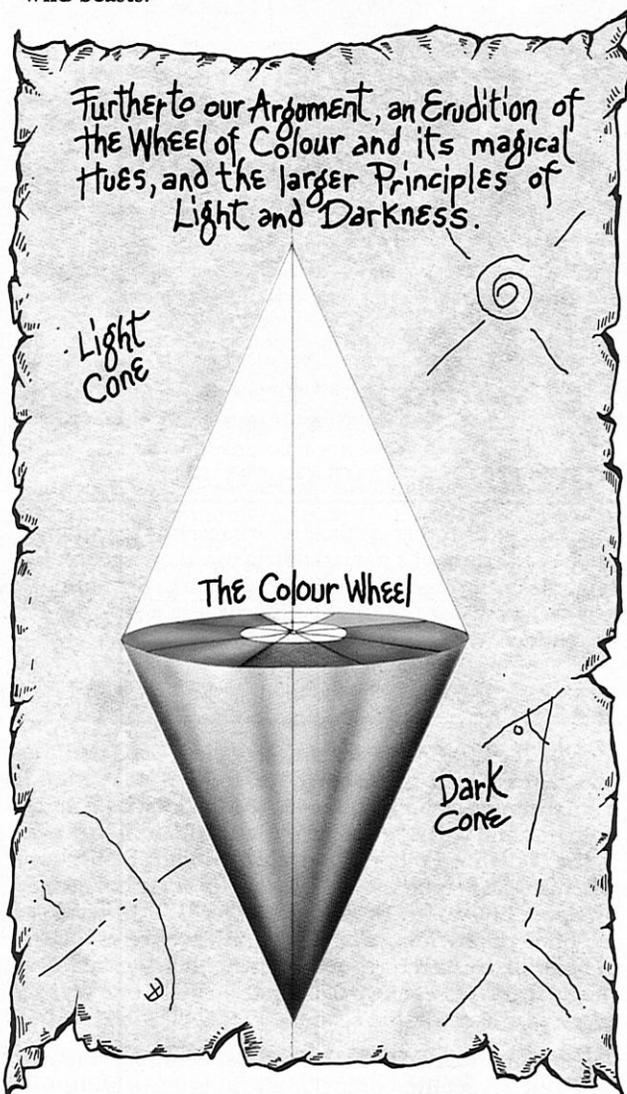


Grey Wizards rarely set up home in one place for very long. They are lean-bodied wanderers, often seen by people 'passing through on their way somewhere'. This gives them an air of mystery and romance, and a wolfish reputation for wildness. Other wizards regard them as unreliable and a little too independently-minded for their own good. Despite these misgivings, they are held to be especially wise and their advice is frequently sought by powerful men of all kinds. Grey Wizards are sometimes retained as advisers because they are shrewd bargainers and good judges of character.

Amethyst Wizards are supposed to be self-indulgent and pleasure loving individuals with tremendous appetites. Their ability to feast is legendary, and their diet a constant source of wonder and speculation. It is said that their brand of magic feeds their hunger and helps keep their spirits buoyant and their bodies well-fleshed. The Amethyst Wizard is a great conversationalist and carouser. As a consequence they are sometimes presumed to be foolish wastrels - this is not at all the case, although they are inclined to be immoderate.

Bright Wizards are traditionally sharp-featured and slightly built. They are always animated by some idea or plan, and never seem able to sit still for long without looking uncomfortable. Bright Wizards are valued as battle wizards: hot-blooded and warlike, they seem to gain vigour from the clash of battle. They are, of course, masters of fire magic, and are popularly assumed to be obsessed with fire and heat. Bright Wizards always complain of the cold in winter and draughts in summer, and their own houses are always uncomfortably hot and stuffy. The local population always blames these wizards for fires that break out in their vicinity.

Amber Wizards are regarded by the greater mass of people as the most approachable of all wizards - as the least wizard-like in fact. They avoid or dislike cities, and are usually found pursuing some perfectly normal life as a farmer, herdsman, hunter or similar. They are quite robust and good-humoured as wizards go, with a natural respect for well-ordered and peaceful society. Only when something threatens that order will they reveal their powerful, magical aspect. They have an affinity with animals that has given rise to stories of them talking to creatures and befriending wild beasts.



THE HUB WIZARDS

The ninth and tenth colleges are called the Hub Wizards because their station is the *Hub of Chaos* at the very centre of the Great Wheel. To explain their relationship to the other colours and each other, we must describe the true nature of the Great Wheel and the *Spindle of Magic* or *Twin Vortex of Magic*. This level of understanding can only be achieved once a young wizard is familiar with the workings of the Great Wheel itself.

As we have learned, the Great Wheel forms a circle with the eight colours divided round its edge. The wheel may be imagined as a card circle marked with the appropriate colours: such circles are, in fact, often used in the instruction of young wizards. The Hub of Chaos may be imagined as a pencil pushed through the wheel to form a long axis. The true stations of the Rainbow and Dark Wizards are at opposite ends of the Hub, the tip and base of the pencil. Although placed together on the Great Wheel, it can be seen that the Hub Wizards actually lie at opposing stations. By extending a line from each of the Hub stations to the perimeter of the Great Wheel two vortices are formed - two cones with their bases touching. These are the Twin Vortices of Magic which make up the Spindle of Magic, so called because of the diagram's shape.

The lower vortex, or *Dark Cone*, represents the division of raw magic from Chaos into the eight colours of the magic flux. Chaos enters the world at the tip of the lower vortex (at the bottom of the diagram), and is divided into eight colours by the prismatic effects of the material universe. The full division is shown at the widest point of the vortex as represented by the Great Wheel.

The upper vortex, or *White Cone*, represents the drawing together of the eight magical colours. This is accomplished by the Rainbow Wizards when they cast spells: drawing on all colours, they are united into spells.

The Spindle provides additional symbols used by the Hub Wizards. The white cone seen in profile forms a pyramid, a potent symbol of the Rainbow Wizards, often mixed with another of their symbols, the Eye of Unity. The inverse black pyramid is the parallel symbol of the Dark Wizards.

Another image which derives from the cone is the popular notion of the wizard's cone-shaped hat with its wide brim often taken for the wheel itself. Such hats are certainly worn by some wizards, and the image may also be seen in magical diagrams which show a cone placed directly over the wizard's head, dividing into the eight colours of magic.

The Ninth and Tenth Colleges

Rainbow Wizards are regarded as conceited and self-opinionated, and it is said by other wizards that their position at the pinnacle of the Hub has gone to their heads. Their harsh opinion of the practitioners of colour magic is often carried over to life in general and Rainbow Wizards are usually strict in their habits and harsh in their judgments.

Dark Wizards are not readily welcomed in Human society. Their evil reputation is not altogether undeserved as they often dabble in necromancy and other evil sorcery. Their appearance is uncertain and may be deceptive. Although their true colour is black, they may appear in other garb in order to trap their victims. They may be devilishly handsome, but eyes are said to betray them by their evil intent, and their faces appear cruel and unhealthy.



HUMAN AND NON-HUMAN WIZARDS

Colour magic and its associated symbolism is not restricted to particular races or cultures - it is a principle that permeates all magical practices. Although this article is primarily concerned with explaining colour magic in terms of the Human Old World, the Colleges of Magic are found amongst Orcish Shamans, Dwarfs, Elves and all magic-using races. Each race interprets the symbols of magic in its own way using its own artistic styles. Individual (and especially irreverent) races may also invent other slang terms for practitioners of the individual colleges. However, all wizards understand the core of symbols and names explained in this article.

Although a Jade Wizard may therefore be an Elf, an Orc or a Man, their shared college does not mean that they regard each other as allies or associates. A wizard's college makes no difference to his attitude towards other races. However, because the use of colour magic may distort a wizard's personality in specific ways, wizards of a given college may have more in common than would ordinary members of their two races. By way of example, Human and Dwarf Rainbow Wizards are both appallingly bad-tempered and intolerant, but that doesn't make them any more likely to get on (quite the opposite in fact). Some races are already inclined towards traits associated with one or more colleges, in which case a wizard of that race and college tends towards the extreme. Ork Jade Wizards are said to actually grow their own mushrooms under their armpits.

Just as Human wizards may live in isolation, with other wizards, or as part of a noble household, so wizards of other races may also occupy one of several appropriate positions in their society. Elves are inclined towards formal institutions where magic is taught, discussed and practised. There are many schools of magic in the Elven Kingdoms such as the High Celestial Order of Lothern and the Jade Mountain Lodge of Ulthwe. Even amongst the relatively less organised Wood Elves, apprenticeship and the teaching of magic follow a respected and traditional pattern.

Dwarfs are far more individualistic. A Dwarf Wizard will take on an apprentice in the same way as a master artificer will train a favoured successor, jealously hoarding his knowledge, passing it on only at the end of his life and then only grudgingly.

An Orc Shaman picks and trains his successor from suitable young Orc pups in his tribe. Shamans have religious as well as magical duties, they are important members of the tribe in a similar way to witch-doctors or medicine men. Orcs don't make good teachers or pupils, so the apprenticeship of a Shaman consists of sound beatings ('Makes yer tough!'), lots of fetching and carrying ('Makes yer fit!'), a great deal of loud shouting ('So's yer listens'), and practical demonstrations which often leave the Shaman in need of a new apprentice.

THE POWERS OF CHAOS

As we have seen, the wizards of the Dark College are aligned to the colour black and can draw upon the undiluted darkness of Chaos for their magical energy. To a wizard, this is one of the advantages of closely allying with a Chaos Power. It is also a disadvantage, because the use of dark magic draws a wizard closer to Chaos, corrupting his soul and gnawing into his very thoughts. It is for each man to make his choice: are the potential gains worth the certain, soul-destroying risks?

Although the Powers are beings of Chaos, and hence associated with the magical colour black, each also has its own colour or colours on the the Great Wheel. These colours reflect the strengths and inclinations of the Power, and are yet another aspect of his chaotic personality. The magical colours are the same as those favoured by the Power for other purposes.

Khorne has no magicians, of course, but his favoured colours are red and ruddy bronze, and his magical colour is also red, associated with the Bright College. It is no coincidence that Bright Wizards make good Battle Wizards: wielding red magic reinforces the martial traits associated with Khorne, the Blood God.

Slaanesh is the eternal adversary of Khorne and his magical colour is pink or mauve. Pink, pinky-orange, mauve, lilac and other warm pastel shades are commonly adopted by followers of Slaanesh, and all of these colours are encompassed by the Amethyst College. The position of the Amethyst College on the Great Wheel places it in a superior position to the Bright College and the colours of Khorne. The magical superiority of Slaanesh is both a rivalry to the martial prowess of Khorne, and a further vindication of their animosity.

Nurgle favours the livid bubbling greens of decay and dark noisome greens of stagnant slime. His magical colour of green places him with the Jade College. This is the college associated with the power of the earth and nature. It is a fitting colour for a Power whose energy lies in the ability of nature to corrupt: in the fascination of disease, the destruction of pestilence, and the disfigurement of nature by its own hand. It is a disturbing fact that the legendary wickerman, stuffed with living sacrifices and then burned, bears a strong resemblance to Nurgle himself, bloated with living offerings.

Tzeentch is the Changer of the Ways and, true to his nature, he has more than a single magic colour. The Pink and Blue Horrors, Daemons of Tzeentch, use magic of their own actual colour, reflecting the changing forces of their master as they turn from pink to blue. However, aside from the Pink Horrors who are associated with the Amethyst College, Tzeentch's colours are very bright shades of blue and yellow. These colours are often dominant, though by no means exclusive, in the worship of Tzeentch. The two colours are particularly significant because they are the province of the Golden and Celestial Colleges which lie either side of the green magic of Tzeentch's adversary Nurgle. A follower of Tzeentch could therefore be inferior or superior to Nurgle depending on his colour.

CHAOS POWERS AND THE COLOURS OF MAGIC

Chaos Power	Associated Colours	Colleges
Khorne	Black, Red	Dark, Bright
Slaanesh	Black, Pink	Dark, Amethyst
Nurgle	Black, Green	Dark, Jade
Tzeentch*	Black, Yellow, Blue	Dark, Golden, Celestial

*Pink Horrors are associated with the Amethyst College.

My dear Jarkal, it has been some time since our last meeting, and you may not remember the conversation that passed between us. However, it has since been playing on my mind, and I now feel the need to elaborate on the arguments I made at the time.

You will recall that you mentioned your intention to follow a course of study into the Dark Cone and the effects at its tip. Recently a number of scrolls came into my possession and, having perused their contents, I feel it my duty to warn you, in the strongest terms, that your intention is pure folly.

Although I have only been able to partially translate them - being inscribed in a script which, although unknown, seems strangely familiar - they would seem to imply that the course you are planning to follow is dangerous in the extreme. While it is clear that the gains they speak of are far in excess of those bestowed normally, the risks are that much more dangerous.

I sincerely hope that you take heed of my counsel, and accept it in the spirit in which it is given. We have known each other for many years, and I value you as a true friend; therefore it is with some urgency that I request, nay beg, that you refrain from undertaking such research.

I can only hope that this advice reaches you in time, and that the rumours that have recently come to my attention are untrue. Even if the stories about the change in your manner and countenance are correct, I urge you to turn back before it is too late - there may still be time. Although I hold little hope, now knowing what I know.

I remain your faithful servant and friend, Casrik of the Gold.





COLLEGES OF MAGIC

THE COLOURS OF MAGIC IN WARHAMMER FANTASY BATTLE

By Bryan Ansell and Rick Priestley

In the previous part of this exposition (*White Dwarf 113*) we looked at the magical flux, the eight colours of magic, their relationship on the Great Wheel, and the two Hub Magics of the Rainbow and the Dark Wizards. In this issue we provide new *Warhammer Fantasy Battle* game rules and spells for Colour Magic. Firstly, we shall explore in greater depth the symbols of the Eight Colleges and their significance.

We have already seen how magicians decorate their clothes with symbols appropriate to their college. These symbols also appear as decorative jewelry and as designs on weapons and staffs. All magic symbols help to focus the wizard's mind upon the magical colour from which he derives his power.

Symbols take the form of natural images, such as the Sword of the Grey College or the Arrow of the Amber College, and geometric symbols. Both types may be used to decorate the robes of wizards. In addition, there is a group of symbols which represent the Great Wheel itself and which can also appear as decorative designs on a wizard's clothing.

Note that whilst a symbol has magical power irrespective of which way it is oriented, it will be most powerful when oriented towards the station of the Great Wheel appropriate to the college (see the Great Wheel diagram in *White Dwarf 113*).

Light Wizards: This college stresses intellectual endeavour and purity, as characterised by its geometric symbol, the single Arrow moving straight up out of the Great Wheel. The natural symbols of Tree, Tower, Pillar and Candle or Lamp all reflect this upward movement, as well as representing intellectual endeavour and study.

Golden Wizards: These symbols stand for the aspirations and triumph of reason as symbolised by the soaring Eagle. The geometric symbol of the college echoes the eagle's head motif.

Jade Wizards: The majority of Jade symbols reflect their college's position at the third station of the Great Wheel and stress the magical potency of the number 3. The geometric symbol is said to represent an aerial view of a round barrow with its avenue pointing to the east (towards the rising sun). The Leaf is a popular symbol associated with the college, illustrating its close association with nature.

Celestial Wizards: Here the geometric symbol stands for both a visual representation of the Comet, and the mathematical measurement of the heavens which forms a part of the college's astronomical background. The Comet itself is displayed in many versions, representing knowledge amidst ignorance as the Comet is light in the darkness of the night.

Grey Wizards: The geometric symbol clearly indicates the position of the Grey College on the Great Wheel, consisting of a downward pointing broad arrow. An arrowhead pointing in the

same direction is sometimes used as a naturalistic variation. Arrowheads may be worn about the neck or carried as lucky charms. The most commonly associated natural symbol is the Sword of Judgement and the Swordsman, stressing the legendary good judgement of the Grey Wizards.

Amethyst Wizards: The geometric symbol indicates the position of the college and is echoed by the shape of the Scythe. Further natural symbols derive from the Grim Reaper. The symbol is said to represent mortality rather than death, and reminds the wizard that he must seek his rewards and pleasures in his mortal life.

Bright Wizards: The geometric symbol here represents a stylised version of the Key of Secrets which is also used as a naturalistic symbol. There are many variations upon the Key and Keyhole, showing the Key of Secrets as the means of entry into the knowledge of magic. The bunch of 7 Keys is a highly significant symbol of the college's power.

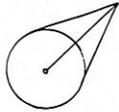
Amber Wizards: The Arrow is shown in naturalistic and geometric form, and stands for the Archer aiming for and piercing the sun or moon with his arrow. The sun and moon are both symbols of the Great Wheel and of the power of magic, and the overall symbol represents the wizard's endeavour to master it.

Symbols of the Wheel: These general magic symbols all derive from the eight-spoked Great Wheel, the spokes often being formed from a device associated with a particular college (eg swords for the Grey College). Only the eight-arrowed Wheel of Chaos is directly associated with Chaos and is avoided by all but Dark Wizards. The sun and the moon are both widely-used symbols of the Great Wheel.

Rainbow Wizards: These symbols show the Great Wheel as a whole, or as a unified force, representing the bringing together of the divided flux into a harmonious form. The Pyramid derives from the Upper or Light Cone of the Spindle of Magic. The Eye is a symbol of beneficence whose iris reflects the circular theme of the other symbols.

Dark Wizards: These symbols all represent the direct power of Chaos and the undivided energy of raw magic. The eight-pointed Wheel of Chaos is most common, and the Spider and Web symbols derive from it. The inverted triangle strands for the Dark Cone of the Spindle of Magic and is a direct opposite to the Light Cone.

GOLD



Geometric symbol



The Soaring Eagle symbolising aspiration



The Soaring Eagle against the Solar and Lunar representations of the Great Wheel

LIGHT



Geometric symbol



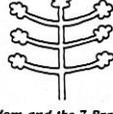
Variation of Geometric symbol



The Tree of Learning



The 7 Roots of Wisdom and the 7 Branches of Knowledge contained within the Tree of Learning



The Tower of Isolation



The Light of Learning



The Pillar of Wisdom

JADE



Geometric symbol



Pyramid embodying the number 3



The Triskele embodying the number 3 - there are many variations of this symbol



The Leaf as a symbol of nature

GREY



Geometric symbol



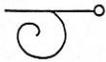
The Arrow - a graphic derived from the Geometric symbol



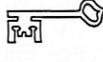
The Sword and the Swordsman standing for Judgement and Guardianship



BRIGHT



Geometric symbol



The magical Key of Secrets



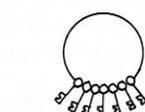
Axe-shaped variation of the Key symbol



The Lock upon the Unknown



Variations of the Lock upon the Unknown featuring the Sun as Great Wheel



The 7 Keys symbolising the secrets of the College

AMBER



Geometric symbol



The Arrow, Bow and Archer symbols of the College



The Lunar symbol of the Great Wheel pierced by the Arrow

CELESTIAL



Geometric symbol



The Comet as the Herald of Celestial Knowledge



GREAT WHEEL



Eight Arrows of Chaos - a symbol of the Great Wheel which is only openly worn by Dark Wizards



The Great Wheel



Variations of the Solar and Lunar disc symbolising the Great Wheel



The Annulus as symbol of the Great Wheel - often coloured according to College



Annulus worn as neck charm



Variations of the Great Wheel favoured by various colleges showing swords, scythes, arrows, keys, hands, comets and pillars



Finger rings of different gemstones are also used by the various colleges, their shape is a symbol of the Great Wheel

RAINBOW WIZARDS



Geometric symbol



The Worm



The Crooked Wheel symbolising the bending of magic to the Wizard's will



The All-Seeing Eye



The White Triangle or Pyramid, the upper cone of the Magical Spindle



Variations of the Eye and Pyramid



DARK WIZARDS



The Eight Arrows of Chaos, the enduring symbol of Chaos as the source of all magic



Black Triangle Inverted - a symbol of the Dark Cone of the Spindle of Magic



Worn as neck charm



The Web and Spider

COLOUR MAGIC IN WARHAMMER FANTASY BATTLE

At the start of the game all wizards are declared to be of a specific college, either one of the eight colour colleges, the Rainbow Wizards or the Dark College. Their colour allegiance must be obvious from the appearance of their model.

Also at the start of the game any units or characters whose appearance strongly features one of the eight colours is nominated as being of that colour. Both players should note down the colour of these units and characters. If all the members of a unit carry an identical shield, for example, you might choose the colour of the shield as the unit's colour.

Units which have no distinct colour will not be subject to the rules given below. You should make a note of which units these are at the start of the game to avoid confusion later.

A wizard's college makes no difference to the spells he can cast - all of the colleges can use any of the usual spell types from *Warhammer Fantasy Battle*. A wizard's college may make some difference to the effectiveness of his spells when cast against wizards or units of a different colour. This is determined by the caster and target's colleges and their respective positions on the Great Wheel of Magic, as explained below.



SPELLS CAST AGAINST OTHER WIZARDS

Spells are only affected if the colour of the casting wizard lies adjacent to the colour of the target on the Great Wheel of Magic. Each colour is superior to the colour lying *clockwise*, and inferior to the colour lying *anticlockwise* on the wheel. For example, Celestial Wizards are superior to Grey Wizards and inferior to Jade Wizards.

1. A wizard may cast a ranged spell against an inferior enemy colour wizard regardless of normal targetting restrictions so long as he has line of sight (if the spell normally requires it - note that some of the new Colour Magic spells don't require line of sight, eg *Colour Challenge*). The spell is not restricted by its normal range. The target may be struck if it is in the front rank of a friendly unit or in combat so long as a line of sight can be drawn from the caster.
2. If a wizard casts a spell against a wizard of an inferior colour, he may immediately cast the spell a second time against the same target at no extra *magic points* cost.
3. If a wizard casts a spell against a wizard of an inferior colour the spell is automatically enhanced by +1 *magic point*, reducing the target's *magic saving throw* by -1. If the wizard casts twice, as he is allowed to do, then each casting is enhanced by +1 *magic point*. This enhancement is a natural result of the colour magic - it does not affect the caster's stock of *magic points*.
4. If a wizard casts a spell against a wizard of a superior colour, the target's *magic saving throw* (if any) is augmented by +1. This does not affect the target's stock of *magic points* - it is a free advantage because of his colour.
5. If a wizard casts a spell against a wizard of a superior colour, the target may further augment his *magic saving throw* using his stock of *magic points* as normal. However, each *magic point* expended increases the *magic saving throw* by +2 rather than the usual +1.

SPELLS CAST AGAINST UNITS

Like spells cast against other wizards, spells cast against units are only affected if the colour of the casting wizard lies adjacent to the colour of the target on the Great Wheel of Magic. Units that have no distinctive colour are not subject to the following effects.

1. If a wizard casts a spell against a unit or non-wizard character of an inferior colour, the spell is automatically enhanced by +1 (at no extra *magic points* cost to the caster) and any *magic saving throw* is therefore reduced by -1.
2. If a wizard casts a spell against a unit or non-wizard character of a superior colour, the target's *magic saving throw* (if any) is automatically augmented by +1 (at no *magic points* cost to the target).

THE HUB WIZARDS

The Rainbow Wizards and Dark Wizards are neither superior nor inferior to wizards of the other eight colleges. Spells cast against a unit, character or colour wizard by a Rainbow Wizard or Dark Wizard are therefore treated as normal, with no additional bonuses or penalties.

However, the direct opposition of the two types of Hub Wizards gives them equal and potent powers over each other - they are *both* superior to each other. A Rainbow Wizard casting against a Dark Wizard may cast twice, whilst the Dark Wizard may augment his *magic saving throw* using *magic points* on a 2 for 1 basis. The same is true of a Dark Wizard casting against a Rainbow Wizard. The normal +1 enhancement and +1 augmentation cancel each other out and are therefore ignored.

WIZARDS OF THE CHAOS POWERS

Any wizard follower of a Chaos Power may belong to the Dark College, and as such he neither benefits nor suffers from the effects of colour magic. His only special relationship is with the Rainbow College whose wizards oppose the ambitions of the Powers of Chaos.

A wizard whose College has the same dominant colour as his patron Power may display sufficient courage and strength of mind to retain his colour despite the ever increasing temptation to turn toward the Dark College. So, a wizard follower of Nurgle might be a Jade Wizard, and a wizard follower of Slaanesh might be an Amethyst Wizard. A wizard follower of Tzeentch might be either Golden or Celestial.

WIZARDS IN CHAOS ARMY LISTS

Armies of a Chaos Power may include only those wizards of an appropriate colour. When wizards are selected from the Chaos army lists their College should be determined randomly as indicated on the *Chaos Wizards Table*.

Players should provide wizard models painted in the correct predominant colour, as this will prevent any possible confusion that might otherwise occur. A wizard model may always be assumed to be a Dark Wizard whatever colour it is painted, although ideally Dark Wizards should be painted in dark colours or black.

CHAOS WIZARDS TABLE

Power	D6 Roll	College
Slaanesh	1-3	Dark
	4-6	Amethyst
Nurgle	1-3	Dark
	4-6	Jade
Tzeentch	1-2	Dark
	3-4	Golden
	5-6	Celestial

COLOUR SPELLS

Colour spells are a new type of magic that relates directly to the new Colleges of Magic rules. Colour Magic may be used by any of the Eight Colleges or the Rainbow Wizards, but not by Dark Wizards.

A wizard may choose to include any number of colour spells in his spell list up to his permitted maximum for that level. Note that at present there are only two levels of Colour Magic. Spells are determined by rolling randomly on the appropriate table. Other spells (if any) for these levels are then determined using the normal method.

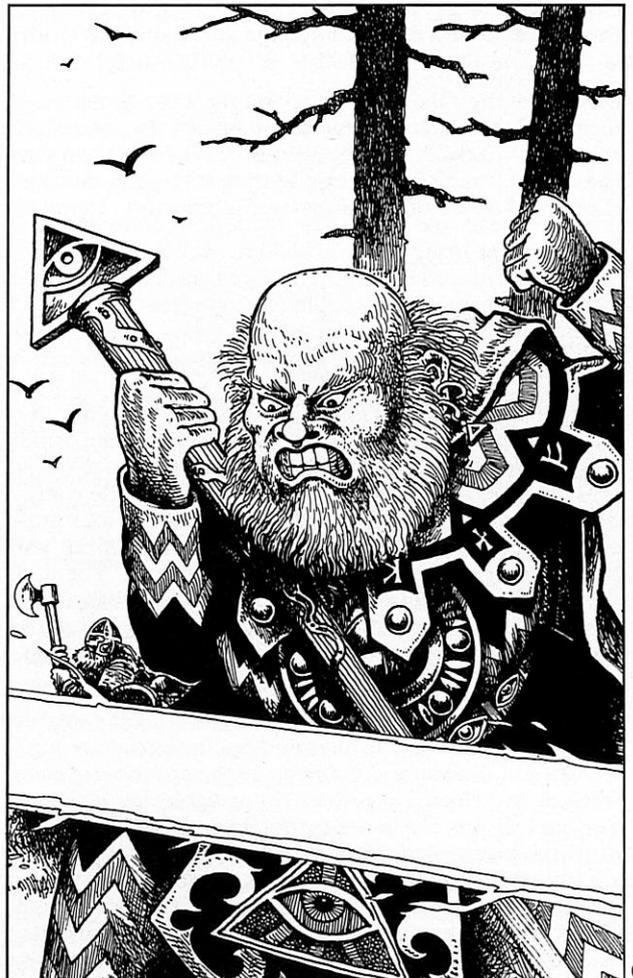
COLOUR MAGIC SPELL TABLE

LEVEL 1

D6 Roll	Number	Spell	Magic Points
1-2	C1.1	Bonds of Colour	1
3-4	C1.2	Conceal Colour	1
5-6	C1.3	Focus Colour	1

LEVEL 2

D6 Roll	Number	Spell	Magic Points
1-2	C2.1	Disperse Flux	6
3-4	C2.2	Colour Challenge	3
5-6	C2.3	Combustion of Magic	8



C1.1 BONDS OF COLOUR

Spell Level	1
Magic Points	1
Range	Battlefield
Magic Saving Throw	Yes

This spell creates strands of coloured magic which snake their way across the battlefield towards an enemy wizard. As soon as they touch their victim, the strands spin themselves into bonds, trapping and immobilising the victim.

The spell may be cast against any wizard of an inferior colour, or by a Rainbow Wizard against any colour wizard. The Rainbow Wizard's spell does not receive the +1 enhancement, and is cast only once as opposed to twice.

Once bound a wizard may not move or do anything and may not cast further magic until he escapes. By expending D3 *magic points* in his *magic phase*, the trapped wizard may attempt an unmodified *magic saving throw*, and is free if successful, and may cast his own magic that phase.

C1.2 CONCEAL COLOUR

Spell Level	1
Magic Points	1
Range	Personal
Magic Saving Throw	No

This spell must be cast before the battle: 1 *magic point* is deducted before the players set up their troops. The wizard disguises his true colour by projecting a false image of some other colour of his choice. The magical flux that surges above him assumes the tint of his disguise and his clothes appear as the masking colour. To all appearances, the wizard is of a different college and a suitable model is placed on the table.

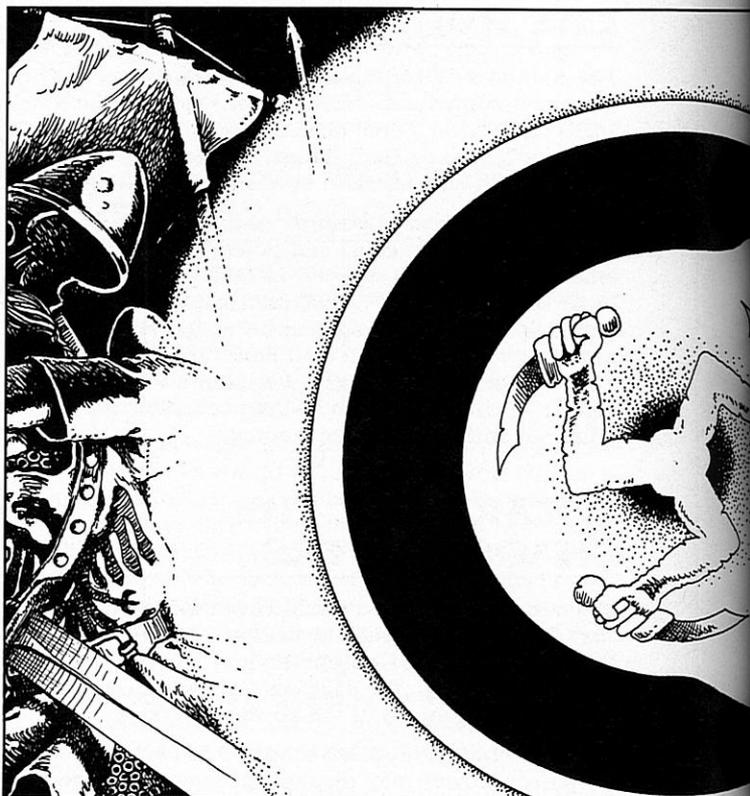
However, the false colour is simply a mask which is dispersed as soon as a spell is cast against the wizard, or when the wizard casts a spell himself. When this happens the model is replaced by one bearing its true colour and the normal effects of superiority and inferiority are applied.

C1.3 FOCUS COLOUR

Spell Level	1
Magic Points	1
Range	24"
Magic Saving Throw	Yes

This spell concentrates magic of the wizard's colour into himself and the area around him, while drawing the colour away from other parts of the battlefield. Streams of magic flow into the wizard until he is suffused with the energy of his colour. All other wizards of the same colour must attempt their *magic saving throw*, and any that fail will lose D3 *magic points* from their current total. The total number of *magic points* lost by other wizards is transferred to the casting wizard. If there are no other wizards of the same colour, the caster automatically gains D6 *magic points*.

If the additional *magic points* take the wizard's total to above his *power level*, his mind becomes dangerously overloaded. The wizard collapses to the ground, his body frothing and churning with uncontrollable magic colour. The wizard loses 1 *magic point* during each of his following *magic phases*, and remains inactive until his *magic points* are reduced to his *power level*. While overloaded the wizard can do nothing - magic of an inferior colour cannot affect him, but other magic affects him as normal. He may not use *magic points* to augment his *magic saving throw* when in this state.

**C2.1 DISPERSE FLUX**

Spell Level	2
Magic Points	6
Range	Battlefield
Magic Saving Throw	No

This spell is used to drive away first one colour and then the remaining colours of the magical flux. To those with wizardly sight, the battlefield becomes dull as the clouds of roiling magic fade and dissipate. As each colour disappears, any wizards dependent on it lose their powers and are unable to cast spells. The casting wizard chooses any of the eight colours on the Great Wheel as the first colour to be driven away and rolls a D6.

D6 Colour Roll

- 1-2 Chosen Colour 3-4 Colour anticlockwise
5-6 Colour clockwise

The colour indicated is dispersed immediately, and wizards of that colour can no longer cast spells. During every subsequent *magic phase*, including the *magic phase* of the enemy player, the colour adjacent to the most recently dispersed colour is also dispersed. Roll initially to determine whether dispersal proceeds clockwise or anticlockwise.

D6 Direction Roll

- 1-3 Clockwise 4-6 Anticlockwise

Once it has begun, dispersal continues in the direction indicated until the entire magic flux has been driven from the battle area and no more spells may be cast.

Rainbow Wizards can draw their power from any or all of the magical colours so they can continue to cast spells until all of the flux has been dispersed. Dark Wizards are not affected by this spell as they draw their power directly from the raw undifferentiated magic of the warp.



C2.2 COLOUR CHALLENGE

Spell Level	2
Magic Points	3
Range	Battlefield
Magic Saving Throw	No

This spell enables a wizard to challenge another wizard of the same college. This clash of wills draws colour from the flux in a spectacular bout of magical conflict. Glittering rays of colour arc across the battlefield and meet with a mighty roar between the two wizards. Far above the struggling magicians terrible beasts appear to leap from the twisting ropes of colour and tear at each other, ripping and clawing as the minds of the combatants lunge and parry in their magical duel. As one wizard finds a weak point and slips inside his opponent's defences, the beasts transform themselves into the victor's chosen spell and hurtle towards the defeated wizard.

Both wizards secretly nominate any spell from those they have and deduct the *magic points* cost of the spell from their total.

They both then secretly put aside a number of their remaining *magic points* as *challenge points*. Each wizard rolls a D6, and the highest scoring wizard adds the difference in dice scores to his *challenge points*.

The wizard who has the highest number of *challenge points* wins the contest and his spell is cast against the other wizard. The spell is not bound by range or other casting restrictions, and there is no *magic saving throw*. The loser's spell is not cast.

Magic points put into the *Colour Challenge* by the victor are regained immediately. *Magic points* put in by the defeated wizard are lost.

C2.3 COMBUSTION OF MAGIC

Spell Level	2
Magic Points	8
Range	Battlefield
Magic Saving Throw	Yes

By a tremendous effort of will the wizard harnesses and propels the colour of the flux corresponding to his college in a ball of bubbling magical fire of the appropriate colour. All local raw magic of that colour is burnt up by his efforts. If the spell is successful all wizards of that colour are unable to cast further spells for the rest of the battle.

The raw magic converted is hurled as a ball of coloured magical fire against the chosen target - the target may be anywhere on the battlefield. The target is entitled to the usual *magic saving throw*. The spell may be enhanced by the caster, but the target may not augment the save if he is a wizard of the same colour as the caster (all the raw magic of that colour has just been used up).

If the target's *magic saving throw* is failed, he is struck by a *Strength* 10 hit causing D6+1 *Wounds*. All models within 6" of the original target are hit by a *Strength* 10 hit causing D3 *Wounds* each. No *saving throws* apply.

If the initial *magic saving throw* succeeds, the power of the spell is rebounded onto the casting wizard, coursing through his body and bubbling back into the flux. The magical flux is restored and wizards may once again draw upon this colour. The casting wizard takes 1 *Wound* automatically and is reduced to an ineffectual screaming heap until he can roll a 6 on a D6 at the beginning of one of his following turns. While out of action the wizard cannot do anything at all, including use any of his magical power.