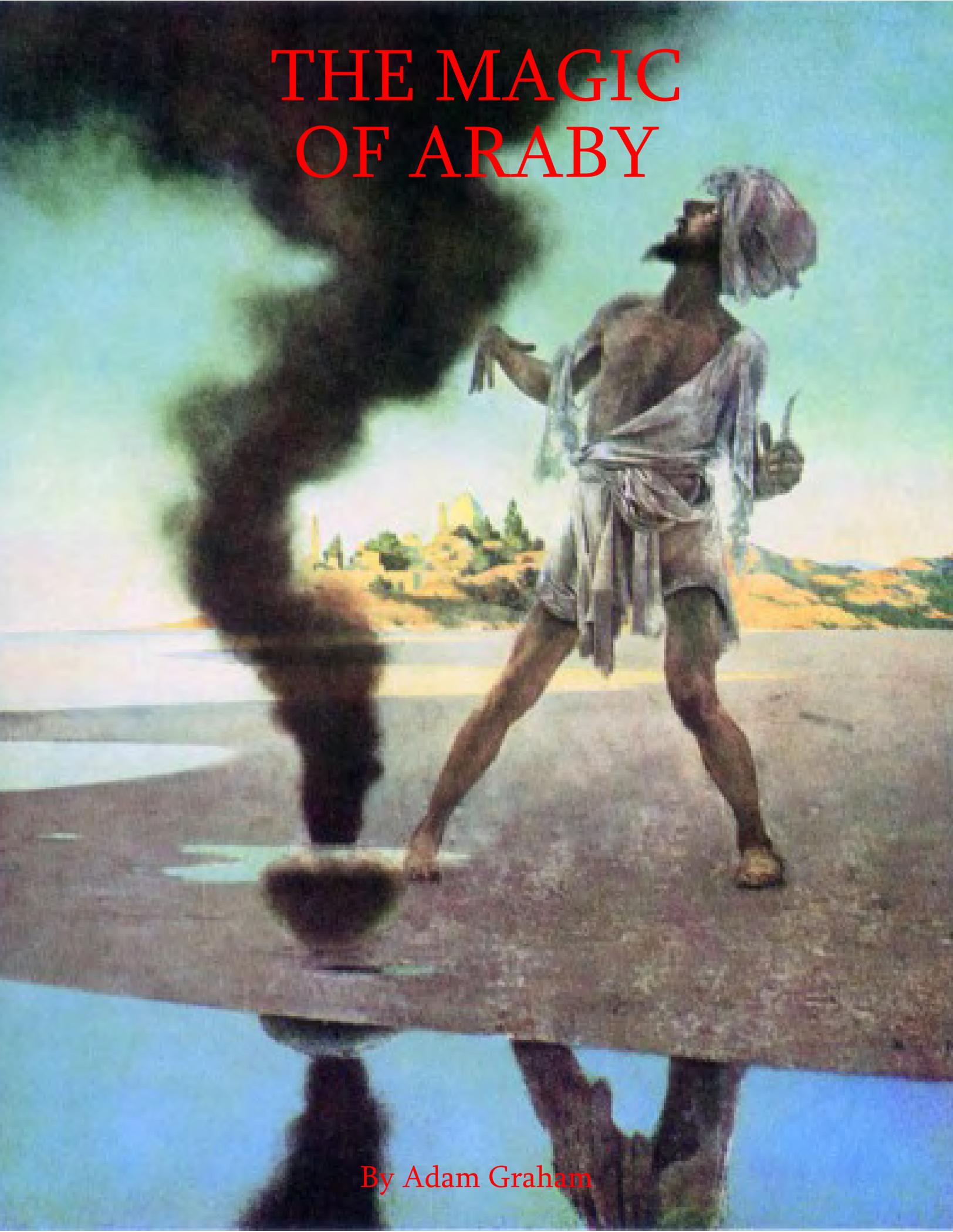


# THE MAGIC OF ARABY



By Adam Graham

# THE MAGIC OF ARABY

A supplement for 2<sup>nd</sup> Edition Warhammer Fantasy Role Play

Version 1.0

By  
Adam Graham

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# INTRODUCTION

The creation of this guide is a result of what happened when a I wanted to add a Arabyan sorcerer with a Genie to my campaign and one didn't exist in official or unofficial supplements. Yes, that's all I needed, one single Magi with a Marid Genie, and this is what I ended up with. The Maji wasn't even going to be a big part of my campaign, but you can be damn sure he is now! My wife says this is just a result of my OCD, needing everything to be explained even when it wont be included. Maybe she's right, but whatever the cause this is what I had when I was done.

While creating this piece I attempted to stay with an Arabian flair to the whole work, while still remaining true to the Warhammer setting. I tried to include what little official information exists on Araby which mainly comes from the Warmaster game. Also of great use was the player made supplement for Warhammer Fantasy Battle: Warhammer Araby. Unfortunately neither of these sources really go into much on the way a Maji is to use a Genie to power their spells, only that they do. So I made it all up the way I liked.

The Maji Career path is very similar to the Wizard Career path while the Djinn themselves are much like a glorified Familiar. As a Maji requires a Genie in order to cast spells a very unique magical atmosphere is added to the setting. One that I think is both fun and interesting to use and play. Though this material was written for my use as a GM it is completely suitable for player use, especially in the southern regions of the Old World.

Use of this what you will, keep what you like and change what you don't, but by all means enjoy it.

Adam

# MAGIC IN THE LAND OF ARABY

## MAGIC IN ARABY

Manipulating magic is quite difficult in the lands of Araby as the winds of magic blow weakly across the land. Therefore Maji have turned to binding the elemental spirits of the land, known as Djinn, to various devices and use their magical essence in order to cast their spells. This strange way of magic does however make Maji the undisputed masters of magic in their land as Color Wizards find it incredibly difficult to work their art. In fact the only type of magic that is reliable in the region other than Djinn magic is Dark magic. For the foul energies of Dhar permeate the lands of Araby as well as they do in any other.

## COLOR & DIVINE MAGIC

On the occasions that a Wizard from the northern lands come to Araby they find that their spells are much more difficult to cast. Whenever one attempts to cast a spell from one of the eight Lores of Magic, or any Divine Lore, all Channeling Tests become Hard (-20%) and a penalty of -2 is applied to each Casting Die rolled.

These penalties apply equally to all Ritual and Lesser Magic spells as well, though Petty spells are unaffected as they draw so lightly upon the winds of magic that there exists enough energies to sustain their effects.

## CHAOS MAGIC

Dark magic is not hampered in Araby as is color magic for the sluggish blowing of the magical winds allows for pools of Dhar to form more easily. The only hindrance to a Chaos Sorcerer, other than execution by beheading if caught, is in the summoning of Daemonic creatures.

When casting any spell that summons forth a Daemon all required Casting Rolls are increased by 4, and once summoned the Daemon must

succeed an Instability Test for each minute it exists or else it will lose its hold on the mortal world and slip back into the Realm of Chaos.

## NECROMANCY

The foul art of Necromancy is harnessed as easily in Araby as anywhere else in the Old World due to its reliance on the availability of Dhar. In fact the binding of Djinn originated with the Priests of ancient Nehekhar, though these foul sorcerer's bound lesser daemons (which they called Djinn) as opposed to elemental spirits.

Of course, as in most all civilized cultures, Necromancy is officially forbidden and those who practice its corrupt art are hunted down and beheaded. It is whispered that in times past the Grand Sultan has authorized certain court wizards to study this fell magic as a means of protection from the dreaded lands of the dead to the east. If this practice still continues it is vehemently denied by those in power.

## QHAYSH

Qhaysh, or true magic, is unaffected by the weakening of the winds of magic in Araby. This is due to it drawing upon multiple winds at once allowing its practitioners to gather enough energies for their spells.

## MAJI ABROAD

Maji who journey outside of Araby toward the north find that their way of magic works perfectly fine for them. As long as a Genie is bound to their Artifact of Binding they have a solid link to the mortal world and thus the Maji is able to conjure his spells as normal. There does however exist the unfortunate situation that outside of Araby a Genie is considered a Daemon. This of course causes the Witch hunters to pursue them without mercy.

# THE ARABYAN MAJI

## MAGIC IN ARABY

Manipulation of magic in the land of Araby is much more difficult than other parts of the Old World as the land lies so far removed from the world's northern pole, the greatest source of the magical winds that blow across the Old World. As such the Maji of the region have taken to binding the elemental spirits of the desert known as the Djinn. It is through these mystical beings that the Maji of Araby are able to work their magical art to a degree of power that is rivaled by all but the most accomplished Wizard Lords.

## SIFR

The life of a Sifr is one of preparation in dealing with Djinn and deep study into the ways of building and enchanting the devices with which to bind them. These objects, commonly referred to as Artifacts of Binding by their creators, range from pieces of intricate jewelry fashioned from crystals and precious metals, to containers such as small boxes, bottles, and most famously, lamps. Once this task has been mastered and the would-be Maji has succeeded in enchanting their own Artifact of Binding they are ready to set out and bind a Genie.

### -Sifr Advance Scheme-

#### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
-	-	-	-	+5%	+10%	+15%	+10%

#### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	+1	-	-

**Skills:** Academic Knowledge (Djinn), Academic Knowledge (Magic), Channeling, Common Knowledge (Araby), Magical Sense, Read/Write, Speak Arcane Language (Magick), Speak Language (Arabyan), Speak Language (Djinn), Trade (Jeweler, or Tinker)

**Talents:** Elemental Attunement or Dealmaker, Petty Magic (Djinn), Schemer or Suave

**Trappings:** Trade Tools (Jeweler or Tinker)

**Career Entries:** Artisan, Scribe, Student

**Career Exits:** Apprentice Wizard, Artisan, Maji, Scholar

## MAJI

A Maji's first task is to journey into the land of Araby and seek out a Genie to bind into service. This is a dangerous quest as it is to be done without the accompaniment of a teacher. Though the aspiring Sorcerer may enlist the aid of others as long as it is they who bind the Genie with no outside magical aid. Once a Genie has been bound the Maji may then begin learning to enhance their magical prowess.

### -Maji Advance Scheme-

#### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	-	-	+5%	+10%	+20%	+25%	+20%

#### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+3	-	-	-	+2	-	-

**Skills:** Academic Knowledge (Djinn), Academic Knowledge (Magic), Channeling, Charm or Intimidate, Common Knowledge (any two), Gossip or Heal, Magical Sense, Outdoor Survival or Search, Perception or

Trade (Jeweler or Tinker) Read/Write, Ride or Swim, Speak Arcane Language (Magick), Speak Language (any two), Speak Language (Djinn)

**Talents:** Elemental Attunement or Keen Senses, Arcane Lore (Djinn), Fast Hands or Very Resilient, Lesser Magic (*Bind Djinn*), Mighty Missile or Orientation,

**Trappings:** Artifact of Binding

**Career Entries:** Sifr

**Career Exits:** Explorer, Majus, Scholar

**Note:** A Maji may not learn spells from the Lore of Djinn until they have successfully bound a Genie to their Artefact of Binding.

Command, Common Knowledge (any two), Gossip or Intimidate, Heal or Outdoor Survival, Magical Sense, Read/Write, Search or Trade (Jeweler or Tinker) Speak Arcane Language (any), Speak Arcane Language (Magick), Speak Language (any three)

**Talents:** Elemental Attunement or Fast Hands, Etiquette or Very Resilient, Heal or Mighty Missile, Lesser Magic (any two), Meditation or Orientation

**Trappings:** Bound Genie with 7 advances

**Career Entries:** Maji

**Career Exits:** Wise One, Politician, Scholar

## NEW TALENT: ELEMENTAL ATTUNEMENT

**Description:** Maji draw their magical power from the elements as opposed to the winds of magic and are therefore able to perceive the forces of the elements as opposed to the Aethyr. This talent affords them a bonus of +10% to their Magical Sense and Channeling Skills as they are more attuned to these energies and therefore more able to manipulate them.

## MAJUS

If a Majus is not a teacher of magic on Sorcerer's Island they will many times have the ear of a Sheikh or Caliph as their authority over magic and the Djinn is highly respected. As the counsel of a Majus is often sought on all matters of importance by political leaders their position is one of great authority.

### -Majus Advance Scheme-

#### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+5%	-	+10%	+15%	+30%	+35%	+30%

#### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	+3	-	-

**Skills:** Academic Knowledge (any two), Academic Knowledge (Djinn), Academic Knowledge (Magic), Channeling, Charm or

## WISE ONE

Considered masters of the forces of magic and the Djinn a Wise One is a person of great respect and importance in nearly any community. They are almost always in the service of a Sultan as a trusted adviser and due to this they often times believe themselves to be above the law. In which case many of them very nearly are.

### -Wise One Advance Scheme-

#### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	-	+5%	+15%	+20%	+35%	+40%	+35%

#### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+5	-	-	-	+4	-	-

**Skills:** Academic Knowledge (any three), Academic Knowledge (Djinn), Academic Knowledge (Magic), Channeling, Charm or Command, Common Knowledge (any three), Gossip or Intimidate, Heal or Search, Magical Sense, Read/Write, Speak Arcane Language (any two), Speak Language (any four), Trade (Jeweler or Tinker)

**Talents:** Elemental Attunement or Coolheaded, Etiquette or Mighty Missile, Fast Hands or Hardy, Lesser Magic (any two), Meditation or Menacing

**Trappings:** Best Quality Robes, Bound Genie with 15 advances

**Career Entries:** Majus

**Career Exits:** Scholar

# BINDING & COMMANDING DJINN

## ARTIFACT'S OF BINDING

The magical device a Maji uses to bind a Genie's spirit into their service is known as an Artifact of Binding. These intricately crafted items are most often created as small boxes or bottles, though they can be fashioned into most any type of container. Large jewelry, such as an amulet, is also capable of sustaining a Genie's soul however in this case the majority of the object must be made of crystal.

The apprentice years of a Maji is when the knowledge of crafting these strange magical creations is learned. Each one is a psychic representation of the Sifr who creates it and it can take many months, if not years, to complete their construction.

Artifacts of Binding are always objects of artistic skill with intricate arcane runes of power worked into their surface. They are often fabricated from rare woods, metals, and stones though this is not required. What is required is that the raw materials used be free any psychic residue other than those of the artifact's creator.

Once an aspiring Maji has completed their Artifact of Binding they may then set out in conquest of binding a Genie to their service. Once such a creature is bound to their artifact they may then begin the learning of spells from the magical lore associated with said Genie.

Once a Genie is bound to an Artifact of Binding they are no longer limited to residing in areas of dense elemental power. Their spirit is bound to the artifact itself which now acts as the source of power they require to remain linked to the mortal realm. The Genie may now exist freely in the physical world as long as their Artifact of Binding remains near. Should they stray to far from it (more than a half mile) they will lose their hold on

the physical world and be forced back to the Artifact of Binding they are linked to as if they had failed an Instability Test.

Djinn are capable of entering and exiting their Artifact of Binding as a Full Turn Action. While within they are able to restore any Wounds they have suffered at a rate of 1 Wound per hour.

If a Genie's Artifact of Binding is destroyed they will have lost their link to the elemental energies required for their manifestation into the mortal world and will therefore be banished back to the nearest such natural area of power as if they had failed an Instability Test. If the Genie is within their Artifact of Binding when it is destroyed it usually carries no consequence, however if it is purposefully destroyed by their master the Genie will be permanently slain.

## BINDING A GENIE

The process of binding a Genie into service is not all that difficult, though it can be time consuming. First an unbound Genie must be located which requires a bit of research as to where the elemental energies that sustain their existence are strong at the time. Since these pockets of energy tend to shift across the land they are rarely in the same location from year to year. However, as the study of such energies are of interest to the Maji their movements are plotted by those at the School of Sorcery on Sorcerer's Island.

Once a location of the desired elemental power is discerned the Maji will strike out on a quest to find themselves a genie. This can take from weeks to months depending upon the location of the elemental saturation point and the type of Genie desired. The simplest of Djinn to find are often the Jann as they are nomadic entities that roam the Great Desert of Araby following the elemental energies as they move across the continent. The

Marid can be more difficult as they are creatures of the sea and other large bodies of water, often dwelling in natural caves and grottoes beneath the surface of the water. The Ifrit on the other hand, who fortunately for Arabyans are the rarest of the Djinn, can usually be found causing trouble near or around small communities and caravan routes. Following such stories of strife can usually lead a Maji right to them.

When found it is then that the hopeful Maji must determine exactly how they are going to bind their future Genie. Most Djinn are willing to be bound into service as it grants them the benefit of being allowed to move beyond the source of elemental energies that sustains them offering many of them a relief from boredom. Unfortunately not all Djinn feel this way, Ifrit being the prime example.

If a Genie is approached diplomatically, and an agreement can be reached for service through the use of the Charm Skill, all that will be required is to seal the deal on whatever terms are agreed upon and then cast the Lesser Magic spell *Bind Djinn* on the Genie who will be treated as a willing target. On the other hand if the Genie is unwilling to be bound, or threats are made through the Intimidate Skill in order to cower them into service, the Genie will be allowed a Will Power Test to resist the spell of binding.

## COMMANDING A GENIE

The manner in which the Genie is put into service is what will set the tone for the relationship between them and the Maji who bound them. Those who serve willingly (through the Charm Skill) will serve as asked, always attempting to perform their tasks to the best of their abilities for the benefit of their Maji. These types of relationships between Genie and Maji are considered to be more of a loyal friendship than anything else.

A Genie who was intimidated or otherwise forced into service must be commanded to perform nearly every act on their masters behalf through use of the Intimidation Skill. Such Genies will often attempt to pervert their master's command if they feel they can do so without notice. Maji that Intimidate their Genie receive a bonus of +20% to their attempts to do so as the threat of being forced back into their Artifact of Binding and permanently destroyed is a great motivator.

If a Maji who made a deal with a Genie on terms of service should start to go back on the agreement reached (whatever it was) they will need to make

Charm Tests in order to get their Genie to perform as desired. Prolonged breeches of the terms of service will begin to cause such tests to become Intimidation Tests. Should the Maji ever claim the Intimidation Bonus by threatening to destroy the Genie the relationship will have become irreparable requiring all further commands to be threats.

On occasion an Artifact of Binding comes into the hands of one who is not a Maji. Although rare such cases do exist. When this occurs those who are in possession of the artifact may command the Genie bound to it through either a successful Charm or Intimidation Skill Test. The bonus to intimidation is not granted unless the user knows they can destroy the Genie if they wanted to.

Obviously those who are not a Maji cannot use the Genie to cast spells though they can command them to use their own powers and abilities on their behalf. There is a much believed rumor that a Genie can grant its master wishes. Unfortunately, this is not true.

## MULTIPLE DJINN

A Maji may only ever have a single Genie bound to their service at any one time as their psyche is linked to their Genie thorough the creation of the Artifact of Binding. Possessing a second Artifact of Binding weakens this link causing both to fail almost immediately. Furthermore, the Djinn are very jealous of their master, even those who serve through fear. It would take great power in order to keep one or more bound Djinn from attempting to destroy one another at any opportunity.

## LOSS OF A GENIE

Should a Maji's Genie be destroyed by combat or some other circumstance the Genie will be banished back into their Artifact of Binding where they will need to regenerate their form. This requires 24 hours plus an additional hour for every Wound the Genie has when at full health. During this time the controlling Maji will be unable to use their Genie for spell casting purposes.

If through some series of unfortunate events a Maji should happen to lose their Artifact of Binding, or if he willfully destroyed it to kill his Genie, they may make a new one. The process of creating and binding a new Genie is the same as before and the new Genie to be bound must be of the same type as was had previously. Otherwise the Maji will be unable to cast the spell of their lore.

# THE MYSTICAL DJINN OF ARABY

## DJINN

The Djinn are supernatural entities of elemental force in a similar way that Daemons are entities of Chaos. Though technically a Genie is capable of existing in any natural environment they are predominately found in the lands of Araby, for in ancient times Maji of the region discovered ways in which to bind them to various devices thereby allowing them a permanent anchor in the physical world. Without these Artifacts of Binding the further a Djinn travels north, even should it be across its native element, the far greater power of the magical winds begin to deteriorate the Genie's link to the elemental force that sustains them. Though the southern pole has a much lesser influence on the winds of magic traveling too far in that direction can also have the same effect.

Being a spiritual force of magic Djinn are immortal creatures in the same way as Daemons. If a Genie is destroyed their spiritual essence will return to their source of elemental energy where it will heal over time. Once it is fully regenerated it may again return to the physical world.

In appearance Djinn are very much like humans, and in fact the Jann often confused for them. The Marid have an unnatural skin tone that gives them away while an Ifrit, who has a lower body comprised of what can only be described a burning smoke, could never pass for human.

## ASPECTS OF THE DJINN

There are three aspect of the race of Djinn: the Ifrit, the Jann, and the Marid.

Djinn do not have an actual career associated with them nor may they choose to enter into one. The only way Djinn can gain xp is when they are in the service of a Sorcerer. Djinn gain xp at a rate equal to one half of that of their master and may

advance their profile as normal. When choosing to advance Skills a Djinn may elect to take any skill they have access to repeated times in order to gain mastery if they desire. The only way an advanced Djinn would be encountered not bound to a master is if they where once bound and then set free.

### NEW TALENT: ELEMENTAL AURA

**Description:** Djinn are made of the very essence of elemental energy which protects them when they are in the mortal world. Any time a non-magical weapon hits a Genie, the Genie's Toughness Bonus is treated as though it were increased by +2. Additionally, the Genie's own attacks are considered to be magical. Lastly, Djinn are completely immune to the effects of disease, poison, and suffocation.

## IFRIT

The Ifrit are Djinn forged form the element of fire, and they are by far the most temperamental of all their kind. It is not unheard of for them to fly off into fits or rage and terrorize those they come into contact with. In fact almost all negative and fearful sentiments the denizens of Araby harbor toward Djinn are due to the Ifrit.

An Ifrit's upper body is human in appearance while their lower body is made of mystical smoke. They have an almost burnt reddish hue to their skin color and fiery red hair. Their eyes seem to be comprised of smoke and, as said before, their personality is quite aggravated.

Though the Ifrit are magical warriors who will wade into combat with great fury they are also content to use their command over fire to blast and burn their enemies.

## Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
30%	20%	35%	30%	30%	30%	30%	25%

## Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	14	3	3(5)	6	4	-	-

**Skills:** Common Knowledge (Araby), Dodge Blow, Intimidate, Magical Sense, Perception, Speak Arcane Language (Djinn), Speak Language (Arabyan), Speak Language (Djinn)

**Talents:** Elemental Attunement, Elemental Aura, Hoverer, Frenzy, Menacing, Night Vision, Specialist Weapon Group (Great Weapon)

### Special Rules:

- **Ball of Fire:** As a full action an Ifrit may hurl a flaming *Ball of Fire* at an enemy within 24 yards (12 squares). This is a Strength 4 attack and treated as a *magic missile*.
- **Fire Immunity:** As an aspect of the element of fire an Ifrit is immune to all flame attacks be they, magical or mundane.
- **Instability:** Djinn are not so solidly linked to the Old World as are mortals, and may sometimes be forced back from whence they came if a battle goes against them. Any round in which a Genie is injured in melee combat but fails to inflict any Wounds in return, it must succeed at a Will Power Test or be banished back to the elemental source which sustains them, or their masters Artifact of Binding for 24 hours.
- **No Legs:** An Ifrit has no legs as their lower extremities are comprised of smokey fire. Therefore their Move Characteristic represents their Hover Move as they cannot walk.

**Armor:** None, Loincloth made of chain or scale

**Armor Points:** Head 0, Arms 0, Body 0, Legs 0

**Weapons:** Great Scimitar

**Slaughter Margin:** Challenging

## IFRIT CAREER ADVANCEMENT

The advancement of an Ifrit is part mystical and part warrior. For even though they are often consumed with battle lust in combat they love to see their enemies blackened and burned by the fires they command.

## -Ifrit Advance Scheme-

### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+30%	-	+30%	+25%	+30%	+30%	+30%	+20%

### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+5	-	-	-	-	-	-

**Skills:** Common Knowledge (any), Dodge Blow, Intimidate, Read/Write, Speak Arcane Language (Djinn), Speak Language (any)

**Talents:** Lightning Parry, Frightening, Quick Draw, Menacing, Sixth Sense, Strike Mighty Blow, Will of Iron

### Special Abilities:

- **Aid Casting:** A Djinn with this ability is able to lend a portion of their Magic Characteristic to their master's Spell Casting Rolls. Each time this ability is taken the Genie's master may add a bonus of +1 to the Casting Roll when casting any spell from the Lore of Djinn. This ability may be taken up to 3 times, for a total Casting Roll bonus of +3. This bonus does not apply if the Genie is residing in their Artifact of Binding during the casting of the spell.
- **Flaming Weapons:** All of your Ifrit's non-ranged attacks are treated as flaming attacks. This adds +1 damage to their attacks as well as requires their target to succeed an Agility Test or catch fire when wounded by the attack. The flames generated by this ability are considered non-magical fire once the victim is burning and therefore may be extinguished by normal means.
- **Fiery Aura:** As a full turn action the Ifrit bathes himself in an aura of magical flames for a duration of 1 minute (6 turns). All those engaged in close combat against him must succeed an Agility Test each turn or catch fire.
- **Molten Touch:** As a full turn action your Ifrit may melt away nearly any substance with his touch. This ability will effect non-living objects, or parts of an object, up to a weight of 200 encumbrance.
- **Spontaneous Combustion:** As an action requiring 2 full rounds an Ifrit may cause any flammable object or area within 16

yards (8 squares) and up to 10 cubic yards (5x5x5 squares) in size to be consumed in normal flames. This ability may not target the living (or undead) however such persons may be within the confines of the area that is put to fire and would therefore be exposed to a large sized (Strength 5) fire attack as per WFRP page 136.

- **Strengthen Anchor:** If both a Genie and their master infuse their Artifact of Binding with a portion of their own life force (resulting in a permanent loss of 1 Wound each) the link between the two will be greatly increased. The benefit of this is that the Genie no longer suffers from Instability unless their Artifact of Binding is in the possession of someone other than their master.

### NEW Weapon: GREAT SCIMITAR

**Great Scimitar:** A two-handed variant of the scimitar commonly used by the Sultan Guards of Araby.

**Cost:** 3gc

**Enc:** 150

**Group:** Great Weapon

**Damage:** SB

**Qualities:** Impact

**Availability:** Very Rare, Average in Araby

## JANN

Jann are the most common type of Djinn and therefore the easiest to find for they are aspects of the Great Desert of Araby itself. As such they require the least amount of concentrated elemental force to sustain them, at least as long as they remain in the Great Desert.

The Jann themselves are the least magical of all Djinn though what the lack in magical prowess they more than make up for in martial skill. It is said that in ancient times it was the fighting style of the Jann in which the sisters of the Cult of Shamshir based their deadly art.

Jann are the only Djinn that form communities, both with themselves and the nomadic tribes of the desert, though it is not entirely understood why they do this. Nevertheless when coupled with their human appearance Jann are often mistaken for the desert nomads they pretend to be when encountered by those unknowledgeable about their race.

## Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35%	25%	35%	30%	35%	30%	30%	35%

## Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	14	3	3(5)	5	4	-	-

**Skills:** Common Knowledge (Araby), Disguise, Dodge Blow, Magical Sense, Navigation, Outdoor Survival, Perception, Speak Arcane Language (Djinn), Speak Language (Arabyan), Speak Language (Djinn)

**Talents:** Elemental Attunement, Ambidextrous, Elemental Aura, Night Vision, Orientation, Specialist Weapon Group (Scimitar)

**Special Rules:**

- **Instability:** Djinn are not so solidly linked to the Old World as are mortals, and may sometimes be forced back from whence they came if a battle goes against them. Any round in which a Genie is injured in melee combat but fails to inflict any Wounds in return, it must succeed at a Will Power Test or be banished back to the elemental source which sustains them, or their masters Artifact of Binding for 24 hours.
- **Pass for Human:** The Jann have spent many centuries in close contact with the nomadic tribes of the Great Desert of Araby and are knowledgeable enough about their culture to blend in with them unnoticed.
- **Quality Weapons:** The Scimitars of a Jann are treated as Magical, Best Quality weapons while they wield them.

**Armor:** None, Robes and a Turban

**Armor Points:** Head 0, Arms 0, Body 0, Legs 0

**Weapons:** 2 Scimitars

**Slaughter Margin:** Challenging

## JANN CAREER ADVANCEMENT

As a nomadic warrior the advancement of the Jann career is almost purely martial. A Jann loves nothing more than to bedazzle their enemies with their martial prowess, often showing off in combat to the point of toying with their adversary before moving in for the kill. A swordsman who can best one of these supernatural warriors in combat is a mighty blade master indeed.

## -Jann Advance Scheme-

### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+40%	-	+40%	+20%	+40%	+10%	+20%	+20%

### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+7	-	-	-	-	-	-

**Skills:** Common Knowledge (any), Dodge Blow, Intimidate, Read/Write, Scale Sheer Surface, Silent Move, Speak Language (any)

**Talents:** Disarm, Lightning Reflexes, Menacing, Quick Draw, Sixth Sense, Strike Mighty Blow, Rover, Strike to Injure, Unsettling, Will of Iron

#### Special Abilities:

- **Aid Casting:** A Djinn with this ability is able to lend a portion of their Magic Characteristic to their master's Spell Casting Rolls. Each time this ability is taken the Genie's master may add a bonus of +1 to the Casting Roll when casting any spell from the Lore of Djinn. This ability may be taken up to 3 times, for a total Casting Roll bonus of +3. This bonus does not apply if the Genie is residing in their Artifact of Binding during the casting of the spell.
- **Blade of the Sands:** Your Jann's weapon attacks become infused with the unforgiving power of the desert requiring those damaged by them to succeed a Toughness Test or be reduced to only taking a half action on the following round.
- **Lucky Charm:** This ability is the same as the Familiar Ability of the same name described in RoS page 191.
- **Martial Savior:** Such is the speed of a Jann with their scimitars that if they are within 1 yard (adjacent square) of their master they may attempt to parry a weapon attack directed at their master as a free action once per round. This free parry does not count against the Jann's normal limit of a single parry per round.
- **Strengthen Anchor:** If both a Genie and their master infuse their Artifact of Binding with a portion of their own life force (resulting in a permanent loss of 1 Wound each) the link between the two will be greatly increased. The benefit of this is that the Genie no longer suffers from

Instability unless their Artifact of Binding is in the possession of someone other than their master.

- **Unyielding Apparel:** The clothes of your Jann, of which are normally a light robe and a small turban, become imbued with protective enchantments granting 2 Armor Points to all covered locations. This enchantment only effects clothes your Jann is personally wears.

## NEW Weapon: SCIMITAR

**Scimitar:** A Single edged sword with a curved blade made for slashing attacks. The scimitar is a light, and quick weapon capable of being wielded in either hand quite effectively, as such they are often used in pairs.

**Cost:** 2gc 10s

**Enc:** 30

**Group:** Scimitar

**Damage:** SB-2

**Qualities:** Balanced, Fast

**Availability:** Very Rare, Common in Araby

## MARID

The final aspect of Djinn are the Marid, the mystical beings of the sea. The Marid are almost always female in terms of appearance having soft greenish-blue skin tones, with white or yellowish hair, and a reserved, yet often moody, demeanor.

The Marid disdain martial combat and will only engage in such if forced. They prefer to work their magical abilities to weaken and confuse their enemy, while calling on the powers of the sea to crush them if need be.

### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25%	20%	20%	30%	35%	35%	40%	35%

### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	2	3(5)	4(8)	4	-	-

**Skills:** Academic Knowledge (Magic), Channeling, Charm, Common Knowledge (Araby), Magical Sense, Perception, Speak Arcane Language (Djinn), Speak Language (Arabyan), Speak Language (Djinn), Swim

**Talents:** Elemental Attunement, Coolheaded, Elemental Aura, Fast Hands, Night Vision

**Special Rules:**

- **Instability:** Djinn are not so solidly linked to the Old World as are mortals, and may sometimes be forced back from whence they came if a battle goes against them. Any round in which a Genie is injured in melee combat but fails to inflict any Wounds in return, it must succeed at a Will Power Test or be banished back to the elemental source which sustains them, or their masters Artifact of Binding for 24 hours.
- **Lore of the Sea:** The Marid are proficient spell casters and are capable of casting spells from the Arcane Lore (Djinn – Marid only) as a normal Maji by using themselves as the required Genie. While a Marid is in the process of casting a spell their masters may not use them for casting purposes, if they attempt to do so both of their spells will fail.
- **One with the Sea:** As a Genie of the sea a Marid is not only able to breath underwater normally but is also quite at home while moving through the water and therefore such travel is at double their normal movement. Furthermore, the Marid are capable of walking on top of the water as if it were dry ground at the same speed as they are able to move through it.

**Armor:** None, Flared pants and a tight fitting vest

**Armor Points:** Head 0, Arms 0, Body 0, Legs 0

**Weapons:** Magic

**Slaughter Margin:** Challenging

## MARID CAREER ADVANCEMENT

Marid advance their abilities almost exclusively as a magical career. While most of their abilities are aimed at increasing the magical power of their Master.

**Skills:** Academic Knowledge (any), Channeling, Charm, Common Knowledge (any), Dodge Blow, Intimidate, Magical Sense, Navigation, Read/Write, Speak Arcane Language (any), Speak Language (any)

**Talents:** Keen Senses, Orientation, Resistance to Magic, Sixth Sense, Will of Iron

**Special Abilities:**

- **Aid Casting:** A Genie with this ability is able to lend a portion of their Magic Characteristic to their master's Spell Casting Rolls. Each time this ability is taken the Genie's master may add a bonus of +1 to the Casting Roll when casting any spell from the Lore of Djinn. This ability may be taken up to 3 times, for a total Casting Roll bonus of +3. This bonus does not apply if the Genie is residing in their Artifact of Binding during the casting of the spell.
- **Dispel Magic:** This ability is the same as the Lesser Magic spell Dispel described in WFRP page 149.
- **Drowning Touch:** The touch of a Marid, if they so choose, will cause their target's lungs to fill with water thereby drowning them (see Suffocation, WFRP page 136), this effect lasts for 1 minute (6 rounds).
- **Magical Focus:** This ability is the same as the Familiar Ability of the same name described in RoS page 191.
- **Magical Power:** This ability is the same as the Familiar Ability of the same name described in RoS page 191.
- **Strengthen Anchor:** If both a Genie and their master infuse their Artifact of Binding with a portion of their own life force (resulting in a permanent loss of 1 Wound each) the link between the two will be greatly increased. The benefit of this is that the Genie no longer suffers from Instability unless their Artifact of Binding is in the possession of someone other than their master.

### -Marid Advance Scheme-

#### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	-	+10%	+20%	+30%	+40%	+40%	+30%

#### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+5	-	-	-	-	-	-

# ELEMENTAL BACKLASH

Maji do not tap into the Aethyr for the casting of their spells, instead they draw their power through a bound Genie who in turn draws power from the elemental energies that permeate the Old World. As such Magi do not suffer from the effects of Tzeentch's Curse. Instead when a Casting Roll results in a set of doubles an effect known as Elemental Backlash occurs.

Whenever a Maji's Casting Roll results in a set of doubles an Elemental Backlash will occur, the exact effects are determined by rolling on the Elemental Backlash Table. If triples are rolled a

modifier of +20% is added to the Backlash Roll, and if quadruples or more are rolled a modifier of +40% is applied. Additionally for every second set of doubles or more that are rolled a modifier of +10% is added to the Backlash Roll.

Unlike Tzeentch's Curse, which often causes strange side effects to occur Elemental Backlash most often results in damage to the Magi, their Genie, or both. This is due to the direct nature in which the elemental energies are manipulated when casting spells in this manner.

ELEMENTAL BACKLASH	
Dice Roll	Result
01-10	You do not channel the elemental energies safely, you take 1 Wound regardless of Toughness Bonus or armor.
11-20	Your Genie does not channel the elemental energies safely, they take 1 Wound regardless of Toughness Bonus or armor.
21-30	You channel too much elemental energy, your Magic Characteristic is reduced by 1 for 24 hours.
31-40	The elemental energies are not channeled safely, both you and your Genie take 1D10/2 Wounds regardless of Toughness Bonus or armor.
41-50	Your mind is burned by the elemental power you summon, gain 1 Insanity Point.
51-60	A feedback of elemental power burns at your soul, you are inflicted with 1D10 Wounds regardless of Toughness Bonus or armor.
61-70	A feedback of elemental power burns at your Genie's spirit, they are inflicted with 1D10 Wounds regardless of Toughness Bonus or armor.
71-80	Both you and your Genie receive 1d10 Wounds regardless of Toughness Bonus or armor due to the recoiling of the elements.
81-90	Your mind is severely burned by the elemental power you summon, gain 1D10/3 Insanity Points with a minimum of 1.
91-100	The elemental power grows too fast, knocking you unconscious for 1D10 minutes.
101-110	The elemental energies escape your Genie's control and their form is destroyed.
111-120	GM's Choice (or make one up).
121-130	The influx of elemental force is so great that your Genie's Artifact of Binding is destroyed.
131-140	The elemental energies run rampant, your Genie's Artifact of Binding is destroyed and they are permanently slain. If you have a Fate Point you may spend it to save them and their Artifact of Binding.
141-150	Unable to contain the energies you have summoned your body is burned from the inside out with pure elemental power. Unless you have a Fate Point your body is reduced to ash.

# ARCANE LORES

## OF THE DJINN

### PETTY MAGIC

The Petty Magic of a Maji is comprised of spells that are used to prepare and enchant an Artifact of Binding with which to bind a Genie, as well as spells useful in locating such creatures.

Low power magic such as Petty Magic is capable of functioning properly in the lands of Araby and as such a Maji is able to learn other Petty Arcane Spells if they are taught them. This requires the Extra Spell Talent and 50 xp for each spell learned.

### PURIFY MATERIALS

**Casting Number:** 5

**Casting Time:** Full action

**Ingredients:** A drop of chlorine (+1)

**Description:** Items used in the creation of an Artefact of Binding must be free from the emotions of those who have forged or handled their raw state. The only impressions that can surround the Artifact of Binding are those of its creator. This simple spell purifies the materials to be used in the crafting process before any work is performed. If this spell is not cast upon all materials to be used prior to the beginning of the artifact's fabrication the completed device will be useless for binding Djinn. Additionally should anyone other than yourself handle the artifact during the process of its creation or after it has been fabricated it will be useless as well.

### SENSE PRESENCE

**Casting Number:** 4

**Casting Time:** Half action

**Ingredients:** The eye of a cat (+1)

**Description:** This spell allows you to sense the presence of any Djinn within 100 yards (50 squares) of your position. Even those Djinn that are ethereal or otherwise concealed or residing within an Artifact of Binding. *Sense Presence* can

penetrate through up to 1 yard of stone and has a duration of a number of minutes equal to your Magic Characteristic.

### ENCHANT ARTEFACT

**Casting Number:** 8

**Casting Time:** 5 minutes

**Ingredients:** 1 ounce of gold dust (+1)

**Description:** It is by this spell that an Artefact of Binding is created. Once you have completed the fabrication of your Artifact of Binding you need to enchant it with this spell in order to enable it to house the spirit of a Djinn. The enchantment is permanent however if your Artefact of Binding is handled by anyone other than yourself before a Genie has been bound to it the enchantment will fail and the artifact ruined. Once a Djinn has been bound to the device the touch of others will no longer hamper its magic or purity.

### SKILL OF THE MASTER

**Casting Number:** 6

**Casting Time:** Full turn action

**Ingredients:** A magnifying glass (+1)

**Description:** Once this spell is cast you may re-roll the next Trade Skill Test that you should happen to fail should it occur before the end of the day.

### LESSER MAGIC

Maji do make use of Lesser Magic and as with Petty Magic they may be cast without a Genie. However, Lesser Magic spells are affected by the difficulties of casting spells in Araby (-2 to all Casting Dice, and -20% to Channeling Tests). These spells can be cast without penalty once a Maji has a Genie bound into their service as they can then use their power to fuel the spells.

Unlike other Lesser Magics *Bind Djinn* is only ever

learned by a Maji as other practitioners of the magical arts have no reason for casting the spell. For without an Artifact of Binding the spell is completely useless.

## BIND DJINN

**Casting Number:** 10

**Casting Time:** Full action

**Ingredient:** The tongue of a lawyer (+2)

**Description:** *Bind Djinn* causes the agreement of service between you and a Genie to physically bind their spirit to an Artifact of Binding that you have created. In all of your repertoire of spells this one is the most important as without it you are unable to advance in the ways of magic.

See *Artifacts of Binding* and *Commanding Djinn* for details on the process of binding a Genie.

## ARCANE LORE (DJINN)

The Arcane Lore of Djinn is broken into three schools, that of the Jann, Ifrit, and Marid. The school of magic a Maji learns is based off of the type of Genie they first bind. Once a Genie has been bound and a school of magic learned the Maji is unable to learn a different type of Djinn magic, even should they free their Genie and bind another type.

When casting spells a Maji must channel his magic through the Genie he has bound and use its energies as a power source for his magic. Without a Genie the only spells that a Maji may use without penalty are Petty spells, as they are minor enough magics that a strong tie to the winds and elements is not required. Lesser Spells may be cast without a Djinn however they suffer the same consequences of the weak winds of magic blowing across Araby as color magic does (see *Magic in the Land of Araby*).

Spells from the Lore of the Djinn are different from other types of magical spells as they do not use ingredients. Instead the bound Genie itself acts as a required ingredient.

As a Genie is the focus of nearly all of a Maji's magic it is required that the Genie be within 2 yards (1 square) of the Maji when casting a spell. If they are separated any further than this the spell will automatically fail. The only exception to this is if the Genie is residing within its Artifact of Binding. In this instance the spell may be attempted however no bonus is given for the Genie's Aid Casting Talent. Furthermore, if the

spell is one that requires the Djinn to become a part of the spell effect (such as Whirlwind) it too will automatically fail.

## LORE OF THE IFRIT

The Lore of Ifrit is comprised of spells expressing anger, rage and the destructive force of fire. As a rule the Lore of the Ifrit tends to bring about violent emotions and effects. Those who wield this form of magic tend to be brash and impulsive.

**Lore Skill:** Intimidate

LORE OF THE IFRIT		
Elemental	Mystical	Cardinal
Burning Blades	Bitter Heart	Bitter Heart
Exploding Fire	Blazing Aura	Fire Ball
Fiery Blast	Consuming Wrath	Firelight
Fire Ball	Flames of Passion	Firewalker
Firelight	Frightful Presence	Healing Fire
Firewalker	Healing Fire	Incite Riot
Ifrit's Spark	Ignite Frenzy	Ignite Frenzy
Incinerating Touch	Incite Riot	Melting Fear
Ring of Fire	Magic Carpet	Ring of Fire
Wrath of the Ifrit	Melting Fear	Wrath of the Ifrit

## BITTER HEART

**Casting Number:** 8

**Casting Time:** Half action

**Required Djinn:** Ifrit

**Description:** With this spell you are able to bring out the worst in your target's emotions causing them to react to all social situations in a bitter and spiteful manner. Victims of *Bitter Heart* suffer a penalty of -20% to their Fellowship for all Social Skill Tests unless they succeed a Will Power Test thus resisting the spells effects.

*Bitter Heart* is able to be cast with remarkable subtlety, requiring a successful Perception Test by one with Magical Sense in order to notice its casting. It has a range of 20 yards (10 squares) and a duration of 10 minutes.

## BURNING BLADES

**Casting Number:** 22

**Casting Time:** Full action

**Required Djinn:** Ifrit

**Description:** This spell wreaths the melee weapons of your allies within 16 yards (8 squares) in magical fire for 1 minute (6 rounds). Those wounded by these flaming weapons suffer an additional Damage 2 hit from the flames and must succeed an Agility Test or be set on fire.

If the wielder of one of these *Burning Blades* should roll an Attack Roll of 96 – 00 they have managed to accidentally hit themselves dealing a Damage 4 hit and setting themselves on fire.

## BLAZING AURA

**Casting Number:** 18

**Casting Time:** Full action

**Required Djinn:** Ifrit

**Description:** When cast this spell causes your Ifrit's *Fiery Aura* to burn with intense heat. Those, other than yourself, who are within 2 yards (1 square) of him will be inflicted with Damage 4 burns and must succeed a Hard (-20%) Agility Test or catch fire. Those struck by your Ifrit in melee combat while this spell is active will automatically catch fire.

The duration of this spell is equal to the duration of your Ifrit's *Fiery Aura*, which must be active when the spell is cast.

## CONSUMING WRATH

**Casting Number:** 16

**Casting Time:** Full action

**Required Djinn:** Ifrit

**Description:** This spell is the same as the Lore of Fire spell of the same name (ROS page 146).

## EXPLODING FIRES

**Casting Number:** 16

**Casting Time:** Half action

**Required Djinn:** Ifrit

**Description:** This spell causes an existing non-magical fire within 24 yards (12 squares) to explode, injuring those who are near by based on the size of the fire and their proximity to it.

- Torch: Damage 2 to those within 1 yard (adjacent square)
- Campfire: Damage 4 to those within 4 yards (2 squares)
- Bonfire: Damage 8 to those within 8 yards (4 squares)
- Burning Building: Damage 10 to those within 10 yards (5 squares)

Those wounded by this spell must succeed an Agility test or catch fire.

## FIERY BLAST

**Casting Number:** 22

**Casting Time:** Full action

**Required Djinn:** Ifrit

**Description:** This spell is the same as the Lore of Fire spell of the same name (ROS page 147).

## FIRE BALL

**Casting Number:** 12

**Casting Time:** Half action

**Required Djinn:** Ifrit

**Description:** This spell is the same as the Lore of Fire spell of the same name (ROS page 148).

## FIRELIGHT

**Casting Number:** 5

**Casting Time:** Half action

**Required Djinn:** Ifrit

**Description:** This spell causes all items or objects within 48 yards (24 squares) that are prepared to be lit (candles, campfires, lanterns, etc.) to instantly be ignited.

## FIREWALKER

**Casting Number:** 6

**Casting Time:** Half action

**Required Djinn:** Ifrit

**Description:** This spell affords you immunity to normal fire regardless of the intensity for a number of minutes equal to your Magic Characteristic. You may retain this spell with a successful Will Power Test each minute thereafter.

## FLAMES OF PASSION

**Casting Number:** 32

**Casting Time:** 2 full actions

**Required Djinn:** Ifrit

**Description:** The target of this spell will be filled with a burning desire for another of the same specie unless they succeed a Very Hard (-30%) Will Power Test.

Should the desired person, who may be yourself, act in an offensive or detestable manner toward the target of the spell they will be allowed an Average (-0%) Will Power Test in order to break free from the enchantment. Otherwise, they will

be hopelessly in love with their new infatuation for 24 hours.

After the effects from *Flames of Passion* subside the victim may, or may not, desire to remain with their new found love, unless of course they become aware that they were magically charmed into the situation.

Many a Maji in command of an Ifrit have been sought by commoner and Sultan alike for the commissioning of this spell upon their behalf.

*Flames of Passion* has a range of 100 yards (50 squares).

## FRIGHTFUL PRESENCE

**Casting Number:** 14

**Casting Time:** Half action

**Required Djinn:** Ifrit

**Description:** This spell gives a more sinister and frightful appearance to your Ifrit thereby enhancing their Menacing Talent to that of the Frightening Talent. If your Ifrit already has the Frightening Talent then it is enhanced to the Terrifying Talent. This spell has a duration of 1 minute (6 rounds).

## HEALING FIRE

**Casting Number:** 16

**Casting Time:** 1 minute (6 rounds)

**Required Djinn:** Ifrit

**Description:** When cast upon a victim of poison or disease this spell will melt away these foul intrusions over the course of the next 5 minutes (30 rounds) as the burning spirit of your Ifrit merges himself with the target's body curing them from their afflictions. The recipient of *Healing Fire* will be physically exhausted and require bed rest for the next 1d10 days. Failure to adhere to this results in all actions and tests becoming Very Hard (-30%) until such rest is achieved.

This spell may not be cast if your Ifrit is residing within their Artifact of Binding. 1 full action is required for your Ifrit to return to your side after lifting his spirit from the victim. Until then you may not cast spells requiring their aid. This is a touch spell.

## IFRIT'S SPARK

**Casting Number:** 6

**Casting Time:** Half action

**Required Djinn:** Ifrit

**Description:** This spell is the same as the Lore of Fire spell *Fires of U'Zhul* (ROS page 148).

## IGNITE FRENZY

**Casting Number:** 20

**Casting Time:** Full action

**Required Djinn:** Ifrit

**Description:** When cast this spell will cause a number of willing allies equal to your Magic Characteristic to be infused with the fury of your Ifrit. Those effected, who must be within 24 yards (12 squares) of you at the time of casting, will instantly become Frenzied and gain a bonus of +1 to their Attack Characteristic for 1 minute (6 rounds).

## INCINERATING TOUCH

**Casting Number:** 18

**Casting Time:** 2 full actions

**Required Djinn:** Ifrit

**Description:** This spell is the same as the Lore of Fire spell *Ruin and Destruction* (ROS page 148).

## INCITE RIOT

**Casting Number:** 28

**Casting Time:** 2 full actions

**Required Djinn:** Ifrit

**Description:** This spell causes your Ifrit's spirit to descend upon a group of people within a 24 yard (12 square) area who are no more than 48 yards (24 squares) away. The spirit of your Ifrit will then begin to cause heated arguments among those present should they fail a Will Power Test. Within 1 minute (6 rounds) those effected will begin fist fighting with one another plunging the entire area into a riotous brawl. At this point your Ifrit may withdraw his spirit from the area as the situation has now taken on a life of its own and further magic will not change the outcome.

The duration of the scene once fighting has begun is dependent upon the circumstances and location. If allowed to continue it could result in weapons being drawn. If the situation is occurring in a populated area the local guards will surely arrive within a few minutes.

This spell may not be cast if your Ifrit is residing within their Artifact of Binding. 1 full action is required for your Ifrit to return to your side after lifting his spirit from the crowd. Until then you may not cast spells requiring their aid.

## MAGIC CARPET

**Casting Number:** 22

**Casting Time:** 2 full actions

**Required Djinn:** Ifrit

**Description:** This spell causes the spirit of your Ifrit to merge with a mundane throw rug turning it into a magically flying carpet. This enchanted marvel is capable of moving at a speed equal to the Hover Movement of your Ifrit (6) though true flight is attained. The carpet enchanted by this spell is capable of carrying yourself and one other human sized passenger.

This spell will last until you command your Ifrit to remove himself from the carpet, or until it is destroyed. The magical carpet has the same number of Wounds as the Ifrit possessing it though its Toughness Bonus is only 2.

As long as you are riding upon the *Magic Carpet* you are considered close enough to your Ifrit to cast spells normally, though you may not cast spells that require your Ifrit to become part of the spells effects.

## MELTING FEAR

**Casting Number:** 10

**Casting Time:** Half action

**Required Djinn:** Ifrit

**Description:** The fiery presence of your Ifrit inspires those around you who have succumbed to Fear. All allies within 30 yards (15 squares) who are suffering from Fear or Terror may immediately make another Will Power Test in order to overcome their fear.

This spell may not be cast if your Ifrit is residing within their Artifact of Binding.

## RING OF FIRE

**Casting Number:** 14

**Casting Time:** Half action

**Required Djinn:** Ifrit

**Description:** This spell causes the area around you and your Ifrit (adjacent squares) to erupt into a circle of magical flame. All those within the area must succeed an Agility Test to jump away from you or else they will catch fire. Those who intentionally stay within, or move into, the flame will automatically catch fire. This spell has a duration of 1 minute (6 rounds).

## WRATH OF THE IFRIT

**Casting Number:** 31

**Casting Time:** 1 full action and 1 half action

**Required Djinn:** Ifrit

**Description:** This spell is the same as the Lore of Fire spell *Conflagration of Doom* (ROS page 162).

## LORE OF THE JANN

The true magic of the desert, the Lore of the Jann is made up of spells that empower the Jann's martial skill while also the ability to mimic the nearly mythical dangers of the Great Desert of Araby. Maji drawn to this lore are often nomads themselves and therefore tend to not be very trusting of those not of their own tribe.

**Lore Skill:** Outdoor Survival

LORE OF THE JANN		
Elemental	Mystical	Cardinal
Bladestorm	Covering Winds	Bladestorm
Devastating Strike	Desert Relief	Ease Burden
Find Oasis	Ease Burden	Covering Winds
Gaze of the Basilisk	Mirage	Find Oasis
Heatstroke	Sand Gate	Heatstroke
Sandstorm	Sands of Time	Mirage
Summon Sand Devil	Sandtrap	Sands of Time
Tools of Sand	Scorpion Sting	Sandstorm
Way of the Jann	Snake Charmer	Swift Journey
Whirlwind	Swift Journey	Tools of Sand

## COVERING WINDS

**Casting Number:** 12

**Casting Time:** Full action

**Required Djinn:** Jann

**Description:** You cause a magical wind to follow behind you covering all evidence of your passing. *Covering Winds* is only effective in erasing the tracks left in the sand of a desert by you and a number of companions equal to your Magic Characteristic. All Follow Trail Tests to track someone using this spell becomes impossible unless evidence other than footprints exist. This spell will continue to cover your tracks for 1 hour.

## BLADESTORM

**Casting Number:** 15

**Casting Time:** Half action

**Required Djinn:** Jann

**Description:** You create a number of scimitars equal to your Magic Characteristic to fly out from your Jann's outstretched scimitar toward 1 or more enemies. These blades are treated as *magic missiles* having Damage 3 and the Armor Piercing Quality. *Bladestorm* has a range of 24 yards (12 squares).

This spell may not be cast if your Jann is residing within their Artifact of Binding.

## DESERT RELIEF

**Casting Number:** 14

**Casting Time:** Full action

**Required Djinn:** Jann

**Description:** This spell grants you and a number of companions equal to your Magic Characteristic a reprieve from the hostile environment of the desert. The air feels cooler, and the sun seems to beat down less. You are able to endure through any natural hazard of the desert unaffected by temperature and winds. You may even travel normally through the worst of sandstorms, unless of course it was magically created.

*Desert Relief* has a duration of 1 hour and can be extended with a successful Will Power Test each hour thereafter. You may cast this spell multiple times in order to effect more people though the required Will Power Tests to maintain each casting suffer a cumulative -10% per spell being extended.

## DEVASTATING STRIKE

**Casting Number:** 7

**Casting Time:** Half action

**Required Djinn:** Jann

**Description:** This spell increases the damage potential of your Jann's scimitars by granting them the Impact Quality for 1 minutes (6 rounds).

## EASE BURDEN

**Casting Number:** 5

**Casting Time:** Half action

**Required Djinn:** Jann

**Description:** This spell reduces the encumbrance points effecting a pack animal you touch by half for one day. Many young Maji have earned their way with camel merchant trains by this spell.

## GAZE OF THE BASILISK

**Casting Number:** 32

**Casting Time:** Full action

**Required Djinn:** Jann

**Description:** This dreadful spell empowers your gaze to cause a target of your choice within 6 yards (3 squares) to instantly turn to sand unless they succeed a Very Hard (-30%) Toughness Test.

Though *Gaze of the Basilisk* may be effected by *Dispel* it must be cast within 1 minute (6 rounds) of the horrid transformation or the newly created statue of sand will crumble and fall apart making any such reversal of the spell result in a broken and mutilated body.

So destructive is this spell that you cause Terror in those who witness its effects (friend or foe) unless they succeed a Difficult (-10%) Terror Test.

## FIND OASIS

**Casting Number:** 6

**Casting Time:** Half action

**Required Djinn:** Jann

**Description:** With this spell you are able to sense the direction of the nearest oasis of clean water and shade, as well as its distance from you.

## HEATSTROKE

**Casting Number:** 16

**Casting Time:** Half action

**Required Djinn:** Jann

**Description:** This touch spell causes a single living target to suffer the severe effects of being to long in the desert. Your victim will have their Move Characteristic reduced by half, only be able to take half-actions, and find that all Tests have become Hard (-20%). Furthermore, should they fail an Average (-0%) Toughness Test they will fall unconscious. This spell has a duration of a number of rounds equal to your Magic Characteristic.

If the victim of *Heatstroke* falls unconscious they will remain so until either medical attention is received, they take a Wound, or they succeed a Toughness Test, which they may attempt each turn after the spell's duration has ended.

## MIRAGE

**Casting Number:** 24

**Casting Time:** 1 full action and 1 half action

**Required Djinn:** Jann

**Description:** This spell is the same as the Lore of Shadow spell *Illusion* (ROS page 163).

## SAND GATE

**Casting Number:** 14

**Casting Time:** Full action

**Required Djinn:** Jann

**Description:** This spell is the same as the Lore of Life spell *Earth Gate* (ROS page 147) though a natural sand foundation is required instead of natural earth.

## SANDS OF TIME

**Casting Number:** 34

**Casting Time:** Full action

**Required Djinn:** Jann

**Description:** With this powerful spell you are able to make time stand still in a 16 yard (8 square) radius around you thereby freezing in mid-action all those within the area for a number of turns equal to your Magic Characteristic.

For the duration of the spell you, and your Jann, are able to move and perform actions normally. However, neither of you are able to inflict injury of any kind upon those effected by this spell as since they are trapped in time their bodies, and minds, are immune to any and all Wounds and effects. You may of course set up precarious conditions that will effect them once time moves again for them. Such as lighting the area around them on fire or taking away their weapons. The GM is the final arbitrator on what exactly can be done within the time frame.

During the duration of *Sands of Time* you are unable to leave the vicinity of the spell's area of effect, or effect anything outside of its area. Not to say that the spell fails if you do so, but that as time is flowing differently outside of the spell area you are physically incapable of doing so regardless of the magic employed. Furthermore no other entity is capable of entering or effecting the area from the outside.

So powerful is the magic of this spell that all Maji within a 5 mile radius are made aware of the disturbance it creates.

## SANDSTORM

**Casting Number:** 20

**Casting Time:** Full action

**Required Djinn:** Jann

**Description:** When this spell is cast your Jann will merge their spirit with the elements of the earth and air causing a violent storm of sand and debris to surround the immediate vicinity. *Sandstorm* effects an area with a radius equal to 4 times your Magic Characteristic, with you at its center unhampered by its power, and moving as you do. *Sandstorm* causes all those within its confines to reduce their movement by half and if they fail a Hard (-20%) Toughness Test they will be blinded as well, causing all movement to be in a random direction. Missile fire is impossible through the area of the spell and weapon attacks are made at -20%. *Sandstorm* has a duration of 1 minute (6 rounds) though this may be extended with a successful Will Power Test each round thereafter.

For the duration of this spell your Jann is considered to be close enough for you to cast additional spells, though they may not be spells that require them to become a part of the magical effect such as this one.

This spell may not be cast if your Jann is residing within their Artifact of Binding.

## SANDTRAP

**Casting Number:** 15

**Casting Time:** Half action

**Required Djinn:** Jann

**Description:** This spell causes the sand beneath your victim to instantly sink away and then quickly collapse back in upon itself. Unless the victim of this spell passes an Agility Test they will fall into the sandpit that was formed and be buried beneath where they will begin suffocating (see WFRP page 136 for rules on Suffocation).

Once someone has been buried by this spell they are completely helpless and unless someone comes to their aid death is assured. It requires 1 + 1d10 minutes (12 to 66 rounds) for one person to remove an average sized humanoid from a *Sandtrap* enough for them to breath normally. It takes twice this long to remove them completely. For each additional person aiding in the rescue subtract 1 minute from the time required to dig someone out to a minimum of 1 minute.

This spell may only be cast on an area comprised of deep sand such as the desert or a beach. Sand that simply covers another surface will not suffice.

## SCORPION'S STING

**Casting Number:** 24

**Casting Time:** Half Action

**Required Djinn:** Jann

**Description:** Your touch becomes as deadly as the sting of the Arabyan Green Scorpion. The effects of which are as described on page 72 in the OWA. The poisonous touch granted by this spell remains active for 1 minute (6 rounds) or until you successfully strike a target, whichever should occur first.

## SNAKE CHARMER

**Casting Number:** 9

**Casting Time:** Full action

**Required Djinn:** Jann

**Description:** You cause a single non-monstrous snake to obey your command should they fail an Opposed Will Power Test with you. Only simple 2 word commands may be given or the snake will just sit there unable to understand your intent. This spell has a range of 4 yards (2 squares) and a duration of 1 hour.

## SWIFT JOURNEY

**Casting Number:** 21

**Casting Time:** Full Action

**Required Djinn:** Jann

**Description:** This spell is of great use to those traversing the Great Desert of Araby as it grants a substantial increase to your party's speed in doing so. Once cast *Swift Journey* adds a bonus of +4 to the Move Characteristic of you and your traveling companions who are within 50 yards (25 squares) of you. This effect applies equally to man and beast.

This spell has a duration of a number of hours equal to your Magic Characteristic though this may be extended with a successful Will Power Test each hour thereafter. This spell will end prematurely if any person or creature under its effect become engaged in any form of combat.

## SUMMON SAND DEVIL

**Casting Number:** 12

**Casting Time:** 2 full actions

**Required Djinn:** Jann

**Description:** This spell summons forth a hulking humanoid form of sand to do your bidding. An area of sand of at least the size of the large template must be within 12 yards (6 squares) or

this spell will fail.

The Sand Devil summoned by this spell will remain for a number of minutes equal to your Magic Characteristic, or until it is destroyed.

## SAND DEVIL

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45%	-	50%	60%	20%	-	-	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	16	5	6	4	-	-	-

**Skills:** None

**Talents:** Frightening, Natural Weapons, Unstoppable Blows

**Special Rules:**

- *Abrasive Form:* All bladed weapons which strike a Sand Devil have their base damage reduced by 1 until they have been repaired due to them having their blades dulled by the sand.
- *Great Strength:* The attacks of a Sand Devil have the Impact quality.
- *Slow:* A Sand Devil may not take the run action

**Armor:** None

**Armor Points:** Head 0, Arms 0, Body 0, Legs 0

**Weapons:** Fists

## TOOLS OF SAND

**Casting Number:** 8

**Casting Time:** Full action

**Required Djinn:** Jann

**Description:** This spell allows you to create any Common Quality tool of no more than Common Availability from sand. The created tool has a duration of 1 hour though you may retain in with a successful Will Power Test each hour thereafter. You may create Ordinary Melee Weapons by use of this spell however they are considered to be of Poor Quality while wielding them unless you have the appropriate Trade Skill for their construction.

There is no limit to the amount of *Tools of Sand* you may create however you may only extend the duration of the spell on a number of tools equal to your magic Characteristic. Additionally, if the *Tools of Sand* are separated from you by more

than 100 yards (50 squares) they will revert back into the natural sand that they are comprised of.

## WAY OF THE JANN

**Casting Number:** 12

**Casting Time:** Half action

**Required Djinn:** Jann

**Description:** Upon casting this spell on yourself you gain the martial insight of your Jann. A pair of magical scimitars appear in each of your hands. These weapons have a Damage of 3, and both the Balanced and Fast Quality. Additionally they grant you a bonus of +1 to your Attack Characteristic, and a bonus of +10% to your Weapon Skill Characteristic while wielding them in combat. This spell remains in effect for a number of rounds equal to your Magic Characteristic. You can retain it with a successful Will Power test each round thereafter.

## WHIRLWIND

**Casting Number:** 14

**Casting Time:** Half action

**Required Djinn:** Jann

**Description:** This spell causes your Jann to burst into a whirling dance of death amidst your enemies. As a Full Turn Action your Jann will make a single attack on a number of foes equal to your Magic Characteristic who are within double their Movement Distance. The Attacks of the Jann are lightning fast and therefore may not be Dodged or Parried. Those struck by a Jann under this spell must succeed a Fear Test or react appropriately. At the conclusion of the Jann's attacks he will have returned to the same position he was when the spell was initially cast.

## LORE OF THE MARID

Spells from the Lore of Marid deal with magics capable of manipulating the minds of its victims as well as granting power over water and the seas. Just as the Marid they bind to their service practitioners of this lore tend to be of a subtle frame of mind, taking their actions into consideration before evoking the ferocity of their power.

**Lore Skill:** Swim

## ANIMATE WATER

**Casting Number:** 12

**Casting Time:** 2 full actions

**Required Djinn:** Marid

**Description:** When this spell is cast on a body of water that lies within 24 yards (12 squares) of at least the size of the small template a watery creature of nearly humanoid form will rise up to do your bidding. *Animate Water* has a duration of a number of minutes equal to your Magic Characteristic unless it is destroyed prematurely.

## ANIMATED WATER

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
30%	-	30%	30%	25%	-	-	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	16	3	3	4	-	-	-

**Skills:** None

**Talents:** Ambidextrous, Frightening, Natural Weapons

**Special Rules:**

- *Watery Form:* Due to the nature of the animated water's form all weapon attacks have their damage reduced by half (after the reduction for Toughness is applied). The animated form takes normal damage from spells and magical weapons.

**Armor:** None

**Armor Points:** Head 0, Arms 0, Body 0, Legs 0

**Weapons:** Fists

## CALL OF THE SIREN

**Casting Number:** 25

**Casting Time:** Full action

**Required Djinn:** Marid

**Description:** When this spell is cast your Marid will take on an unearthly beauty that those who fail a Will Power Test are unable to resist. All those within 16 yards (8 squares) and line of sight to your Marid must attempt to move as quickly as possible to kneel at her feet in pure adoration. Those effected are considered helpless, though if Wounded they may attempt another Will Power Test in order to break free from the spell's effects. Otherwise, those under the enchanting powers of this spell are effected for 1 minute (6 rounds).

This spell may not be cast if your Marid is residing within their Artifact of Binding.

## CONFUSION

**Casting Number:** 8

**Casting Time:** Half action

**Required Djinn:** Marid

**Description:** This spell is the same as the Lore of Shadow spell *Bewilder* (ROS page 162).

LORE OF THE MARID		
Elemental	Mystical	Cardinal
Animate Water	Call of the Siren	Animate Water
Confusion	Ensnare Mind	Dehydration
Curse of the Marid	Fog Bank	Direct Current
Dehydration	Healing Waters	Healing Waters
Direct Current	Satisfy Thirst	Satisfy Thirst
Friend of the Sea	Shipwreck	Shipwreck
Mass Confusion	Spirit of the Marid	Spirit of the Marid
Purify Liquid	Telling Waters	Purify Liquid
Seabreath	Undertow	Undertow
Water Blast	Water Form	Water Blast

## CURSE OF THE MARID

**Casting Number:** 30

**Casting Time:** Full action

**Required Djinn:** Marid

**Description:** By channeling the immense power of a Marid through your body you plague your foes with this terrible curse. A number of targets equal to your Magical Characteristic that are within 16 yards (8 squares) will find that all actions they attempt to perform have become increasingly difficult. All Tests (regardless of what they are for) of those effected become Very Hard, -30%. This spell lasts for 1 minute (6 rounds).

## DEHYDRATION

**Casting Number:** 15

**Casting Time:** Half action

**Required Djinn:** Marid

**Description:** With this spell you cause your victim, who must be a living creature, to suffer the extreme effects of dehydration as their body's water content is destroyed. This touch spell inflicts 1d10 Wounds regardless of Toughness Bonus or armor. Those wounded by this spell must make a successful Toughness Test or fall to the ground helpless as their body is wracked with convulsions. They can test again at the start of

their turn each round to break these convulsive fits, otherwise they remain helpless until they make a successful test.

## DIRECT CURRENT

**Casting Number:** 17

**Casting Time:** Full action

**Required Djinn:** Marid

**Description:** When using this spell you are able to alter the natural current of water causing it to flow in any direction you choose. Any source of water with a natural current, be it a river, lake or the sea, that you touch will alter its current in a 1/4 mile area (440 yards / 220 squares) to your liking. Rivers can be made to flow backwards, lakes can be made to channel their flow to one bank or another, and the currents of the sea can be made to flow in whatever direction and speed you desire, or stop all together.

In effect you have complete control over the flow of water in the spell area. Those traveling upon these waters may have their Movement altered by +/- 4 though all those within the area must be effected equally. Those solely reliant upon the current for propulsion, such as a raft floating down a river, will have their movement completely dictated by the current you create.

The effects of *Direct Current* will persist for as long as you maintain your full concentration upon it. Prolonged periods of concentration will become mentally taxing however, requiring a Will Power Test for every hour after the first. This Test becomes harder as time passes, increasing in difficulty by -10% each time it is taken. While you maintain this spell no other action of any kind may be taken as even the act of speaking is difficult.

## ENSNARE MIND

**Casting Number:** 18

**Casting Time:** Half action

**Required Djinn:** Marid

**Description:** This touch spell bends the mind of your target to your will for a number of hours equal to your Magic Characteristic should they fail an Opposed Will Power Test against you. Those effected by this spell will perform any action you command them to do to the best of their ability. Suicidal actions will allow them a Will Power Test to resist the command, and if succeeded the enchantment will be broken.

This spell has no effect upon Daemons, Djinn, or the Undead.

## FRIEND OF THE SEA

**Casting Number:** 13

**Casting Time:** Half action

**Required Djinn:** Marid

**Description:** This spell causes all natural sea creatures to consider you as one of their own. They will neither flee from your presence nor attempt to endanger you in any way. Though you are unable to speak with, or command, these sea creatures they will attempt to aid and protect you if danger should come upon you and they are near. This spell has a duration of 1 day.

## FOG BANK

**Casting Number:** 22

**Casting Time:** 2 full actions

**Required Djinn:** Marid

**Description:** This spell causes a thick rolling fog to move into the vicinity blanketing an area up to the size of a small town over the course of the next several minutes. Once the *Fog Bank* has moved in visibility will be reduced to 4 yards (2 squares). All Perception Tests become Very Hard (-30%) and ranged attacks beyond this range are impossible.

The fog summoned by this spell is completely natural though due to it moving in suddenly a Routine (+10%) Fear Test must be made by those who witness its arrival. The fog will remain until it naturally disperses as determined by the GM.

*Fog Bank* may be cast from a distance of up to a 1/2 mile away as long as the majority of the area to be effected is within sight. For this reason it is often cast from a hill or other raised platform where the area can be viewed in its entirety.

As long as your Genie remains within 2 yards (1 square) of you, you will be able to see normally through the fog. Should they enter into their Artifact of Binding or move beyond this distance this enhanced sight will be lost until they once again return to your side.

## HEALING WATERS

**Casting Number:** 12

**Casting Time:** Full action

**Required Djinn:** Marid

**Description:** With the touch of your Marid's hand this spell causes 8 ounces (1 serving) of water to gain healing powers. Those who consume this enchanted water in its entirety will be healed of

1d10 Wounds. The healing powers of this spell may only effect a person once per day.

## MASS CONFUSION

**Casting Number:** 27

**Casting Time:** Half action

**Required Djinn:** Marid

**Description:** This spell is the same as the Lore of Shadow spell *Universal Confusion* (ROS page 166).

## PURIFY LIQUID

**Casting Number:** 11

**Casting Time:** Full action

**Required Djinn:** Marid

**Description:** With a touch this spell transforms any liquid with a water content (nearly anything not oil based) into pure water. This spell effects a number of gallons equal to your Magic Characteristic.

## SATISFY THIRST

**Casting Number:** 9

**Casting Time:** Full action

**Required Djinn:** Marid

**Description:** This touch spell will fully hydrate yourself or any living creature upon whom it is cast, fulfilling the need for water, regardless of environmental conditions, for one day.

## SEABREATH

**Casting Number:** 8

**Casting Time:** Full action

**Required Djinn:** Marid

**Description:** With this spell you are able to breath underwater without impairment. This spell lasts for a number of hours equal to your Magic Characteristic. *Seabreath* may be cast upon others as a touch spell.

## SHIPWRECK

**Casting Number:** 22

**Casting Time:** 2 full actions

**Required Djinn:** Marid

**Description:** When this powerful spell is cast your Marid's spirit merges with the waters surrounding a single sea vessel (from row boat to galleon) causing them to become incredibly dangerous and turbulent. *Shipwreck* requires the pilot of such a craft to make an appropriate Very

Hard (-30%) Skill Test (row or sailing) in order to maintain control of their vessel. Failure will result in small boats being capsized while large ships will suffer some form of damage such as a broken mast or rudder. This spell has a range of 100 yards (50 squares) and requires 1 full action after the spell is cast for your Marid to return to your side so that you may once again cast spells requiring their aid.

This spell may not be cast if your Marid is residing within their Artifact of Binding.

## SPRIT OF THE MARID

**Casting Number:** 16

**Casting Time:** Full action

**Required Djinn:** Marid

**Description:** When cast this spell causes the spirit of your Marid to merge with your body thereby granting you their special ability: *One With The Sea*.

The effects of this spell will endure until you wish for it to cease; however, you are unable to use your Marid for spells that require them to become a part of the spell's effects such as *Call of the Siren* or *Shipwreck*. Furthermore, any Wounds or Conditions you should suffer from while under the effects of this spell are likewise inflicted upon your Marid.

This spell may not be cast if your Marid is residing within their Artifact of Binding.

## TELLING WATERS

**Casting Number:** 28

**Casting Time:** 1 minute (6 rounds)

**Required Djinn:** Marid

**Description:** This spell allows you to become aware of all objects, entities (both physical and spiritual), and locations within a range equal to 5 times your Magic Characteristic in miles of which are in physical contact with a body of water that both you and your Marid are physically in. You will become knowledgeable of the exact location of all you have detected as well as which direction, if any, they are moving in.

You only learn about those things that are in actual contact with the water, so though you will become aware of a ship sailing upon the sea no information about its occupants or what it is carrying is learned. Furthermore, you do not actually see those things that you detect and therefore you are unable to differentiate between

similar items or persons as you are only aware of their size and shape. For instance, should you detect a humanoid swimming in a lake you would be able to tell the difference between a man and an Ogre however discerning the difference between a man and an Elf would be impossible as they are basically the same size.

The duration of Telling Waters is instant however the knowledge gained, which can be quite vast, may be recalled with a successful Intelligence Test for the next 24 hours. Each 24 hour period after the first the difficulty of the Test increases by -10% until it is impossible to remember the exact details learned.

This spell may not be cast if your Marid is residing within their Artifact of Binding.

## UNDERTOW

**Casting Number:** 14

**Casting Time:** Half action

**Required Djinn:** Marid

**Description:** This spell creates an under-current around any single individual who is within 24 yards (12 squares) and in a body of water of at least half their height in depth. Those targeted by this spell must succeed a Hard (-20%) Swim test or be pulled under the water, those who succeed are assumed to have swam free of the area and are no longer effected.

Once pulled under the water the helpless victim must make a Hard (-20%) Swim Test each turn in order to try and break free of the current. Breaking free to the surface requires 2 successful Swim Tests in succession. If the victim remains underwater for 1 minute (6 turns) they begin to suffer from Suffocation as detailed in WFRP page 136. Should this occur all Swim Tests become Very Hard (-30%).

This spell's duration will continue until either the victim breaks free or drowns. Others may enter into the water to try and save the victim of this spell though in doing so they subject themselves to the spell's effects but to a lesser extent (Average (-0%) Swim Test).

## WATER BLAST

**Casting Number:** 5

**Casting Time:** Half action

**Required Djinn:** Marid

**Description:** With an outstretched hand you send forth a powerful jet of water in a straight line to a

distance of 12 yards (6 squares). Those within the blasts path must succeed an Agility Test or be knocked to the ground. Creatures with 4 or more legs, or greater in size than a large Orc treat the Agility Test as Easy (+20%).

## WATER FORM

**Casting Number:** 9

**Casting Time:** 2 full actions

**Required Djinn:** Marid

**Description:** By allowing the spirit of your Marid to merge with your body you are able to transform yourself and up to 150 encumbrance worth of items (worn or otherwise) into normal water. If *Water Form* is cast while in an area that there is no water present, such as the middle of the street, you will form a large puddle (use small template). If you are in a larger body of water you simply merge with it.

When using *Water Form* you are indistinguishable from normal water except by purposeful magical detection. You may hear and see anything in your vicinity as normal, however you may not move, speak, or cast spells. You are immune to normal attacks, though you may be wounded by magical spells and weapons. While in this form your Toughness and armor (if any) is reduced to 0 and all Critical Hits use Sudden Death rules.

*Water Form* last for 1 hour though you may extend this with a successful Will Power Test each hour thereafter. You may end the spell prematurely at any time requiring a Full Action in order to transform back into your normal self.

This spell may not be cast if your Marid is residing within their Artifact of Binding.