

ASTROLOGERS

References:

[NFW-Ars-Arcana-2012-03.pdf](#) p134

[M08 4 Alchimisti Astrologi.pdf](#) p23

Astrologers are a subcategory of the elemental wizards. By studying the heavens they have gained great predictive powers, they therefore use the basic rules for a soothsayer, but may have other, additional powers.

Availability:

- ❑ Astrologers are available as:

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Samurai Astrologer	Vet	D/F	-	-	1	Lt	hw	20	7	no	night	11+M	-	-	-
Elf Astrologer	Vet	Disc	-	-	1	Lt	hw	20	8	no	no	55+M			
Human Astrologer	Poor	Disc	-	-	1	Lt	hw	20	8	no	night	49+M	-	-	-

Crows (*Corvus*), Barn Owls (*Tytonidae*), Great Owls (*Strigidae*)

- ❑ These birds have been given the gift of prophecy by (respectively) Odin, Athena and Cernunnos.
- ❑ They give the Astrologer the ability to add a +1 to any omens reading they perform.
- ❑ The Astrologer may cloud the readings of opposing soothsayers/astrologers by giving them a -1 to any omens readings.
- ❑ They also take the place of an amulet.
- ❑ They cost 80 points.

The Book of Thoth

- ❑ The "Book of Thoth" is considered the first and most ancient of the magical books. It was originally created by one of the Elven gods and revealed to them not only the secret of writing itself, but also within the text the potions and magics of Isis.
- ❑ The original, complete with its carved emerald covers, is of course closely guarded by the Elves' senior mages. But a traitor stole one of the lesser copies and over the centuries copies of copies have been traded into the other realms, albeit for fantastically high prices.
- ❑ The book is a Talisman and has the usual rules for them.
- ❑ In addition, it *may* grants several other bonuses;

- ❑ A +1 to reading the omens.
- ❑ If the astrologer is in base contact with a Wizard casting “Fickle Finger” then the spell no longer has any cost for distance.
- ❑ If the astrologer is in base contact with a Wizard casting “Arcane Eye” then the spell costs 1 pip less per dice rolled.
- ❑ Accompanied by an astrologer so equipped, the Warchief may scout, giving an additional D6 to scouting and also a static modifier of his Command value.
- ❑ Before the battle roll a D6 to which instructions in the book can be used with the current skies.
 - ❑ 1: The book has nothing to offer for the skies and the astrologer must make a save of 6 to avoid despair. The book will only provide bonuses of a normal Talisman if he remains.
 - ❑ 2: There is nothing suitable in either the main text or the scribbled margin notes. The book will provide only the normal talisman bonuses.
 - ❑ 3: The book offers only guidance on exploration — the Warchief may scout. He does not think the book is much use above that of a map, and it ceases to act as a normal Talisman.
 - ❑ 4: There is guidance on exploration and also a chart for interpreting omens in more detail — gain the bonus for reading them.
 - ❑ 5: This conjunction is well described — the book gives bonuses for scouting, omens, spellcasting and also as a talisman.
 - ❑ 6: This sky form has detailed charts, drawn up over many centuries added to the original text. There are fold-out additions which give a +6 bonus to exploration and another +1 to reading omens.
- ❑ Such a book costs 150 points.

The Tower

- ❑ The field of battle contains an ancient Astrology observation tower.
 - ❑ It must be in the deployment zone of this army.
- ❑ This is an Immovable Talisman.
- ❑ It can be used by an army deploying at least one astrologer.
- ❑ Add a bonus of 2D6 for exploring.
- ❑ If the Warchief is in base contact with it and so is an astrologer, +1 To any Command tests.
- ❑ +1 to test that should make a Unit à of his army that is within 40 cm from the base of the tower, provided in contact with the same there is at least an astrologer;
 - ❑ The army standard can be raised in it, which increases that range by +10cm.

- ❑ Each Astrologer that is in base contact with this Talisman will receive a reduction of cost of their spells of 1D6, to minimum of 1 MP.
- ❑ A cabal of Astrologers that is in base contact with this Talisman will receive a reduction of cost of their spells of 2D6, to minimum of 1 MP.
- ❑ Soothsayers in base contact with the tower will have a bonus of +1 to reading the omens.
- ❑ Characters in the tower may not be large or armed with missile weapons.

Telescope.

- ❑ For their observations of the stars and the planets, Astrologers they use powerful telescopes, which if necessary, they can bring to the field of battle to better observe, from a distance, the movements of enemy troops.
- ❑ This telescope gives a 2D6 addition to exploring rolls.
- ❑ Ranged weapons units within 20cm will not suffer "bad light" due to night when shooting.
- ❑ Order and Influence Tests taken by a BL/WC within 20cm will not suffer "bad light" due to night.
- ❑ If the astrologer is in a tower, these two bonuses apply to units in contact with tower base.
- ❑ Cost: 60 points.
- ❑ Telescope and Tower bonuses may be combined.

Astrolabe.

- ❑ The astrolabe is a special tool used by astrologers to observe the position of the stars and determine its height above the horizon. It counts as an amulet that provides, beyond the normal bonuses of an Amulet, the following additional bonuses:
 - ❑ Additional +1 for reading omens.
 - ❑ It saves 1 MP for each die rolled during casting Arcana Eye.
 - ❑ 1D6 addition to Exploration rolls.
 - ❑ The astrologer may cast Fickle Finger using the Astrolabe; the effect will be automatic, with no need to make the test. The cost is limited to the result of 1D6,
 - ❑ The Astrologer must be in base contact with the Warchief to gain these bonuses.
 - ❑ Before the battle test to see if the Astrolabe is in working order by rolling D6;
 - ❑ 1: The astrolabe's complicated moving parts cut the astrologer's hand and the astrologer must make a save of 6 to avoid blood poisoning. The Astrolabe will only provide the bonuses of a normal Talisman if he remains.
 - ❑ 2: There astrolabe just won't produce sensible readings today. The Astrolabe will provide only the normal talisman bonuses.

- ❑ 3: The Astrolabe offers only some basic exploration measurements— the Warchief may scout. He does not think the Astrolabe is much use above that of a compass, and it ceases to act as a normal Talisman.
 - ❑ 4: The Astrolabe's readings help with your exploration and also a give some additional readings for interpreting omens in more detail — gain the bonus for reading them.
 - ❑ 5: The Astrolabe gives detailed readings after some adjustments — and it grants bonuses for scouting, omens, spellcasting and also as a talisman.
 - ❑ 6: The astrolabe's complicated inner workings prove conclusively useful. Odd extra dials which are normally blank show values which give a +6 bonus to exploration and another +1 to reading omens.
- ❑ Cost: 125 points.

Divination

- ❑ This spell allows an astrologer to devine information on the enemy by signs emanating from the things around him.
- ❑ It may be cast in any phase of a turn.
- ❑ The first invocation costs 1D6 MP.
- ❑ Each subsequent invocation by same astrologer costs another D6.
- ❑ The Astrologer's player asks their opponent a question which can be answered with a yes or no. The opponent is committed to that answer being truthful in the future.
 - ❑ For example, if asked if they will change the orders of a command, and they say no, they may not change the orders in the future.

Reading of Signs

- ❑ This spell allows the astrologer to further influence the omens.
- ❑ It must be performed prior to the battle at the time of reading the omens.
- ❑ It costs 2D6 MP.
- ❑ If either of the dice are a 6, the spell succeeds — another +1 bonus is gained for reading the omens. Additionally, the loss of soothsayers no longer results in bad omens, but merely neutral omens.

