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Introduction

Welcome to *Liber Fanatica - Volume II : The Perilous Arts*. This volume collects together a selection of articles that tackle two of the more dangerous arts within the Warhammer world – combat and magic.

Within *Way of the Warrior* you will find two articles that provide advice and mechanics for running more freeform combat within your WFRP2 games. A third article also presents options for those who prefer damage and healing to possess a more realistic (some may say deadlier!) element.

Within *Way of the Mage* you will find optional mechanics for representing corruption within your game. Additional rules are also provided for the magic system, including the incorporation of corruption, as well as rules for spell learning. Finally the chapter ends with a conversion of the bulk of WFRP1 spells for use within WFRP2.

Throughout, the intent has been to make these articles as compatible with the official rules as possible and they are in no way official. Hopefully, however, some of you will find the additional ideas presented here to be useful to your games.

James Walkerdine
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