

Gridiron Gazette : It's Magic!

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This month we catch a glimpse of the marvelous, mystical world of magical mysteries and look at the influence on the game of wizards, spells and arcane items. Nothing livens up a match like a well-placed fireball and half a dozen players turned into ash!

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The full directory of all Wizards, spells, magic items and more!



Magical Technology

Quiet battles rage not just for the rights to magically stream live Blood Bowl action. A whole host of companies and solutions have appeared on the market using magical technology in order for fans to watch re-runs and highlights on demand, not just when the networks choose to show them.

Two of the bigger broadcasters out there are Debtflix (famously, Bob Bifford uses it a lot as part of his pre-match prep) and Boo-Tube who would eventually be bought by the WOLF Sports Network (owned by Ruprecht Murdark).

All the rage at the moment is portable magical media so fans can watch re-runs anywhere. If you want to show off to your friends, then flash them your Daemonic Visual Display (DVD) allowing you to watch the latest final when and where you like. Skaven fans may well own a Smart Squeaker, a magic mirror which constantly scrolls results and updates. Magical technology moves so fast - whatever will they think of next?

Magical Media – money matters!

- By Dolf Ungerhaagen

Magic is at the heart of every Blood Bowl fan's remote viewing experience. The Cabalvision spell was the first in a long line of magical incantations which were spliced with technology to create the world we all live in. In this article we consider the history of magic and technology and how they have advanced, hand in hand, to rake in oodles of cold, hard cash!

Commissioner Jorge Hellhound charged the wizarding community with finding a way of allowing more people than just the ticket holders to watch Blood Bowl. They came up with the Cabalvision spell, cast through a camra, containing a captured daemon, and broadcast into a crystal ball, magic mirror or even directly into fans' minds. The wizards' various sects, already a fractious lot, vied for control of the new magic with each other and so began great magical / technological advances in a media arms race.

The first wizardly company to buy the rights to broadcast Blood Bowl was channel 7 for 714 gold crowns - a mere nothing by modern standards. Coverage rights were to swap hands repeatedly over the years as the price paid to the NAF went up and up. The Necromancer Broadcasting Circle (NBC) won the rights from Channel 7 in 2470 but their coverage was considered dead boring, losing popularity with the public. The lack of appeal in their programming led them to losing the rights to the Crystal Ball Service (CBS) who then held on to them tightly until the mid-2480's.

In 2486 the rights to show the Blood Bowl were up for grabs again and this time it was the Association of Broadcasting Conjurers (ABC) who won the bidding war, paying a staggering 12 million gold crowns. ABC began what they called 'Total Coverage' and started to show Blood Bowl from lesser leagues and competitions. These weren't live games, instead it was a series of highlights and results shows. However, it exposed the public to regional Blood Bowl in a way that hadn't happened before.

Typically lesser Blood Bowl competitions were shown on smaller, local wizardly networks which didn't broadcast to the whole world. The Blood Bowl Conjurers (BBC) ran two local channels in Albion (BBC1 & BBC2) and showed F.A. Cup games as well as smaller competitions like the Buckingham Bowl.

As the NAF hit a crisis point with the vanishing of Nikk Three-Horn in 2488, it was the ABC network who were to put the final nail in the coffin. Realising the NAF were a failing entity, the wizards of ABC withheld the next instalment of the payment they owed the NAF which caused them to collapse utterly.

The networks now faced a problem, they had a business model geared to showing Blood Bowl and yet the biggest competition of all had vanished overnight. Channel 7 and NBC were the fastest two companies to react. Both announced they would sign contracts with the smaller leagues and start showing their games live. Despite Channel 7 getting a contract signed first to show games from the Orcidas Team of the Year competition, NBC beat them to air the first match as they broadcast the Elven Kingdoms League and the fans lapped it up. Deals with all of the larger leagues were soon signed.

When the Blood Bowl finally returned, the companies thirst to show it was as desperate as ever. NBC were first in the queue in 2489 but a year later lost them to CBS who paid a whopping 15 million gold. The competition between the companies seems set to continue, the loss of the NAF hasn't driven the prices down yet!



Side-line Spellcasting

- By Gerhardt Schtumpf

The 2459 season final saw an all Orc clash between the Severed Heads and the Schaffen Stallions. When a spell wiped the minds of the 'Heads players allowing an uncontested Stallions win, something had to change

Wizards were originally banned from even attending Blood Bowl games but when the Outcast Cup allowed them, others wanted to follow suit. The NAF reluctantly agreed to admit them into the stadiums and therefore be part of the game.

This in turn forced the NAF into a closer and closer relationship with the Colleges of Magic who run everyone's favourite underground variant, Dungeon Bowl. The Colleges, aided by the Bookies Guild, tried to police the use of magic both off the pitch (with the introduction of Game Wizards) and on it (with new and tighter regulations).

Game Wizards, such as Blaque and Whyte, proved to be a limited success. They were paid for by whichever cabalvision company owned the rights to any given tournament. This meant they were subject to corporate whim leading to not enforcing the rules too tightly for fear of damaging viewing figures and thus their effectiveness was curtailed.

Prior to regulation, teams could have as many spell casters as they wanted and this could, and frequently did, cause chaos. In 2472 the Quagmire spell incident was to change all of this. The Elfheim Eagles wizards cast the Quagmire spell 93 times against the Bright Crusaders, causing the Crusaders stadium to sink beneath the earth! New laws restricted all teams to the use of just one off-field wizard per game and they had to use the first one they could find who arrived at a match. Any wizard who turned up to a match unprepared took their life in their hands. Case in point Fluegal the Foolish who attended a game in Gouged Eye colours to simply watch and not take part. When the 'Eye realised he hadn't prepared any spells for the match, they were furious and poor Fluegal was never seen or heard of again.

The limitation for off-field requirement for wizards led to a new innovation in the game - player based micro spells. The Darkside Cowboys were the early proponents of this, although soon other teams got in on the action. In 2478 Jeremiah Kool set up a program whose official aim was for wizards to help illiterate players. In reality, and in conjunction with the Underearth University at Naggarond, they were teaching players small spells to give them an edge on the pitch.

Generally players were only ever to hold one spell at a time in their heads, they are after all more geared towards brawn rather than brains. Morg 'n' Thorg was to show the dangers of spell overload one time when he insisted on having all 6 of the All-Stars spells in just his thick noggin. It induced a magical mania as Morg, crackling with raw power, set about trying to eat the astrogranite pitch. When his teammates attempted to stop him, he picked them up and juggled 4 of them high in the air, much to the crowd's delight. He eventually collapsed in a rainbow explosion of magical energy. Later when he awoke he complained of the strangest dream . . . something to do with a pie eating competition alongside a Halfling tossing contest!

The Colleges of Magic were alive to the threat of on-field spell casting and so tried to crack down on it where they could. They introduced a screening program which would detect any drugs (and as it happens magic) in the players bodies before the game. This helped eliminate the practice of player-based casting.

The use of magic in the game remains one of action and reaction. All wizards are now heavily licensed by the Colleges who demand an exorbitant fee from wizard and team alike. This has heavily reduced the influence of magic on the game but also created a lucrative income for the Colleges!

Wizards on the pitch!

Although rare in the modern game, there was a time when you could see not just one, but whole teams of Blood Bowling wizards. Let's look at a few.

Mirkheim Mages

The owner of the Mages felt his team needed to be led by someone with a little more tactical know-how. Therefore, he cast a spell to reach into the future and summon the greatest coach the world was to ever know.

Imagine his surprise when the winds of magic chose an interpretation of his request someone of his time could never anticipated. Appearing from a future, alternative dimension, the greatest coach eve turned out to be a red double-decker bus. It materialized in the air, squashing the Mages' owner flat!

The team collapsed soon after.

College of Temporal Magic

The College were banned by the NAF from playing due to the cunning tactic used by their student team. Before a match began, they would pop back in time to play it, with no opposition, and win handsomely. Understandably, this was deemed to be a little unfair and so they are no longer allowed to take to the field!

An Albion Affair

In 2501, the Albion league commissioner started a new division that was a deliberate break from the influence of the Colleges of Magic. They allowed teams to have multiple spell casters, provided the wizards also took to the field as players.

This cunning twist really added an extra element to the game. The on-field crackle of lightning, the ribbit of players zapped into frogs and of course, the blood curdling screams as a wizened wizard is snapped in half by an Ogre. That's real entertainment right there folks!

Overloaded!

Undoubtedly Gragath Sanson deserves a special mention for his place in the record books for his use of 8 magical items all at once.

Ball firmly in hand thanks to his Gauntlets of Holding, Salmon-like, Sanson jumped over the Elfheim Eagles defensive line using Karadum's Boots of Heroic Leaping. Rather than landing however, he powered up Fairienne's Amulet of Aerial Transit and sprinted through the air toward the endzone.

The Eagles team wizard was quick to act, conjured a mass of lightning bolts, blasting Sanson repeatedly. A deafening explosion of blue energy sent Sanson spinning into the crowd, leaving a decorative smoke trail in his wake. His smouldering remains gave off rainbow bursts, setting the stadium on fire as his magical items popped one by one.

One of the most spectacular deaths we've seen in decades!

Black Sorcerers Guild

Not all wizarding organisations play ball with the Colleges of Magic. Take the Black Sorcerers Guild, a shadowy cabal that every year celebrate players who either cast spells or use magical items successfully on the pitch. Unsurprisingly, Hubris Rakarth of the Cowboys, is one such winner of their special citation.

Magic Items – hiding in plain sight!

- By Rusty Hoelle

With the Colleges cracking down on spell casting, teams looked to get an edge by more subtle means, without the full-blown fireball pyrotechnics. A pair of rusty, spiked gloves look innocent enough, but what effect does that rune carved into them have . . . ?

Magically imbued items used on the pitch are not new to Blood Bowl but as the game has developed, they have become harder and harder to detect. Arcane assistance needs to be subtle in its appearance. In the early days, one wizard took an old shoe and imbued it with power to act like a wand. A player waving the shoe around and incanting loudly just before a member of the opposition turned into a frog was still easily detectable even by the most average referee (for those rule geeks out there, the said player was sent off for breaking section 119.9267/b of the code, covering illegal use of Magical Implementation). Although the wand shoe was a failure . . . the wizard was on the right track. It wasn't too much longer before innocent looking Blood Bowl items were developed, heavy with the mystical manipulation. The magic item market boomed!

The rules regarding magic items vary across the codes. In Dungeonbowl, the Magic Sponge is commonplace on all teams and it allows coaches to keep recycling their players to get them back into the thick of the action. The Magic Sponge has made frequent appearances in Blood Bowl but is kept hidden and tends to be one use items as the officials soon spot and confiscate it.

Arguably the most cunning magical device (we're aware of at least) must belong to Vinny Valhalla, the Norse star player catcher. Like many of his kin, Vinny takes to the pitch in little more than a helmet, loin cloth and a strong smell of manliness. He does however, sport a magical cod piece which gives him the same protection on the pitch as a regular human lineman kitted out in full armour. Referees have been reluctant to inspect the codpiece of a hulking, sweaty Norseman who refuses to take it off . . . understandable!

Another particularly cunning device is not actually worn. The Chaos All-Stars (why is it always them?) have been known to slip magical charms into their opponent's kit to hinder their performance in the game. The referees were alerted after the Bad Bay Hackers found chin straps on their helmets which mid game would have turned into serpents. Sneaky!

On occasion magical items can be created accidentally . . . but then go on to be dazzling, quite literally in the case of Dwarf Warhammerers in an away game against the Darkside Cowboys. Knowing the Cowboys reputation for spell-based shenanigans, the Warhammerers had summoned up huge amounts of magical energy to counter it. Dwarfs not being specialists in magic needed somewhere to store it and so placed it in their half-time orange juice tub (quite why they weren't drinking beer on this day remains a mystery). However, the magical energy leaked out and lit up the entire stadium in a lovely orange glow. The Dark Elves were blinded by the magical beam and their game utterly fell apart. Normally reliable Moravis Curfew on the Cowboys ended up throwing an astonishing 15 interceptions. The only real surprise is that the Warhammerers didn't win by a larger margin than 3-0!

The black market remains full of magical items available to coaches who feel their team needs an edge. Are they real or are Jark Longarm's gloves or von Wilkins boots fakes? In many ways it doesn't matter provided the player believes they work. Any player who thinks Gruk's Gauntlets will magically make him as strong as a bear, probably will be more powerful . . . it's a toss-up whether or not it's psychology or genuine magic however. As long as coaches are desperate to spend the team's coffers to try and win games then wizards, warlocks and charlatans will exist to sell them all manner of game changing underpants. Does Fawndough's Headband really make you a better passer of the ball . . . ? Let's rent it and find out!

Spell-tastic Disasters!

- By Lastiges Weisschen

Today spell casting has become pretty regulated by the Colleges of Magic. They license various Sports Wizards with limited a repertoire of spells to take part in games. They use (mostly) reliable incantations . . . but it wasn't always like this. Other spells have fallen out of use for good reason

Some spells we have only ever seen once or twice on the pitch. Take the Darkside Cowboys in the 2461, the first ever Blood Bowl final. Their opponents the Chaos All-Stars were turned into slugs which assured the Cowboys of an early victory. The following season they continued to use shape shifting magic and so the NAF banned them and their opponents had the Cowboys best players killed in a series of contract hits. The spell itself was good . . . the reaction to it a disaster for the Dark Elves!

Not all spells are that successful however. Take the Frightmonger spell cast on star player Dieter Hammerslash of the Mongrel Horde in their game against the Albion Wanderers in 2475. The Frightmonger spell is

particularly entertaining as it gives a player the appearance of a bladder-loosening beast of your worst nightmares. A great spell let down by the fact it was cast on a player who was already a bladder-loosening beast of your worst nightmares - nobody could tell the difference!



The Marienburg Invitational final in 2477 was the scene of a weather mage spell-casting disaster. They accidentally made an entire ocean appear in

the centre of the pitch. A kraken somehow rose up and ate the players who hadn't already drowned (thanks to their heavy armour), before tucking into the crowd. The kraken had cleared 2 of the 4 stands of fans before a not-so-quick-thinking attendant dived down and opened the trapdoors on the pitch. The ocean drained away and the game was called off. On the bright side, it did become one of the most watched clips on ABCs hit show 'World Wide Sports Wide World'.

There's a reason why a lot of spells are only cast once in Blood Bowl, quite often once is more than enough!

Magical mystery

Before they were taken over by Fishmen, the Southstorm Squids were a team of Sea Elves. Javel Arrendil, their magic coordinator, cast one of the most amazing spells ever . . . or maybe he didn't . . . we're not really sure.

In the Blood Bowl final of 2465 the Southstorm Squids played the Worlds Edge Wanderers . . . we think . . . possibly.

Arrendil claims to have cast a spell called Turn-Over, an incantation of his own creation and one of rare cunning. In essence, what it does is make everyone who witnessed an event believe that they have had their minds change to remember it differently. So no matter what they actually remember, they know it didn't really happen.

After Arrendil let it be known he had cast the spell confusion reigned! Could anyone trust their memories . . . they thought the Wanderers had won . . . but had they? Did the spell tell them the wrong result or did it just alert them to already suffering the ill effects on a different memory spell?

The NAF got involved to resolve the matter . . . but the arguments continue even now. The winners of the 2465 Blood Bowl have been switched 6 times so far between the Wanderers (who currently hold the honour of having won) and the Squids. To make matters even more confusing . . . fans of the Middenheim Marauders are sure their team was in the final and not the Wanderers!

Were there some spell shenanigans?

Is Arrendil just being mischievous?

Who the hell actually won?

Good luck trying to work that one out, as we don't know either. The record books (currently) say the Wanderers . . . but . . . maybe . . .?

Spurious Spellcasters

- By Pierce d'Organ

There are almost as many spell casters as there are teams who would hire them. Most are a secretive bunch who we can broadly split into four camps.



Wizards

The problem with Wizards is that by and large they are either mad or have their own power crazed agenda. You can rarely trust them to turn up to a game, zap someone and then walk quietly away with the coin in their pocket. Some of them by and large are harmless, such as Chanzeemitt who can frequently be found in sports taverns arguing with himself or beating his own head on a table. Others however want to rule the world . . . or possibly just end it. Take Schlechter Zauberer who was quietly in league with one of the Chaos Gods and planned to send all of the known world into the realm of chaos. As it turned out it was just the Bad Bay Hackers and the

Chaos All-Stars who ended up playing a match on Khorne's front garden, but Zauberer was clearly bonkers and more than a little dangerous. He lightning-bolted over a dozen players, thinning the ranks of the Bright Crusaders quite dramatically. Madness and unreliability are par for the course when you hire a wizard - buyer beware!

Witches

Witches sit outside the formalized magical colleges. Often dismissed as amateurs, they are not to be underestimated. Their magic is more focused on spirits and nature, but they are the queens of curses. One old crone has long been the curser of choice - Rakarth. Some have questioned if she is in someway related to Hubris Rakarth - well we just don't know. The Cowboys captain does have an affinity for magic, it's true, and once turned half the Lowdown Rats team into frogs. Perhaps there is a familial connection there, but it feels unlikely. Rakarth offers the full gamut of spells to those with a full purse . . . from the petty spells of spite to the deadly spell of Obliteration.

Necromancers

Necromancers delve into the dark arts of death magic, understandably keeping themselves hidden in the shadows. Theirs is not the most socially acceptable hobby as it involves stealing people's dead relatives and reanimating them. The most famous Blood Bowling proponent of Necromancy is of course Tomolandry the Undying, but he is just one of a terrible cabal of void speakers. Undead teams are dependent upon Necromancers for their very existence and so they are central to the team often filling the roles of Owner and Head Coach. For more on Necromancers, return to our issue on the Shambling Undead last month

Weather Mages

As their name suggests, Weather Mages specialize in meteorological magic and really are able to give you four seasons in one day.



Scutt is probably the most famous of the freebooting Weather Mages. For decades, he has been selling weather changing scrolls to teams who can afford his services or even casting spells in person if you pay him enough. Although capable of producing any weather, few things delight him more than ruining a drive with a dreadful deluge of rain!

Gerald Frost-Thumbs is a cabalvision weatherman who has the ability to ensure that whatever he predicts, he is always 100% correct. Even in the height of the summer, if Gerald forecasts snow then wrap up warm!

Stormbrew Highcloud is on the payroll of the Galadrieth Gladiators. Any team that depends on the passing game needs a Weather Mage handy to ensure the conditions are always suitably temperate to benefit their throwers.

Wizards, Runesmiths and other spell casters

Name	Race	Team	Status
Chanzeemitt	Human	Brobrag's Big 'Uns	Alive
Falrienne	Unknown	Unknown	Alive
Fluegal the Foolish	Unknown	Gouged Eye	Dead - Didn't prepare any spells and so
Garlles Reaperbeard	Dwarf	** no team affiliation **	Alive - a Runesmith
Grey Seer Feerquarstus	Skaven	** no team affiliation **	Dead - trampled to death by a Rat Ogre
Grey Seer Razzel	Skaven	Skavenblight Scramblers	Alive
Gromskull	Dwarf	Unknown	Alive - a Runesmith
Horatio X. Schottenheim	Human	** Freebooter **	Alive
Ignatio	Human	Hochland Harbringers	Alive
Jansen	Unknown	Unknown	Alive
Jeremiah Kool	Dark Elf	Darkside Cowboys	Alive - technically the Offensice Magic Co-ordinator
Jewel Arrendil	Sea Elf	Southstorm Squids	Alive
Johnny Waterboy	Unknown	** Freebooter **	Alive
Karadum	Unknown	Unknown	Alive
Knutt	Unknown	Unknown	Alive
Lord Kroak	Slann	Lustria Kroackers	Alive
Lord Xiliquncani	Slann	Gwakamoli Crater Gators	Alive
Mazdak the Smelly	Dwarf	Dwarf Giants	Alive - a Runesmith
Mazlocke	Human	Black Water Boyz	Alive
Morathi	Dark Elf	** no team affiliation **	Alive
Nabling Wartnose	Night Goblin	Snotshire Dribblers	Dead - A shaman who died of mushroom overdose
Olsen Merlin	Elf	Bad Bay Hackers	Dead - killed by the Far Albion Cup
Papa Skullbones	Unknown	** Freebooter **	Alive - a Chaos Shaman
Rakarath	Human	Unknown	Alive - an old witch
Rat Sssloberssson	Slann	** no team affiliation **	Dead - killed by Dunkel Hoffnung
Rh'bn the Prodigious	Slann	Itza Nokouts	Alive
Schlecter Zauberer	Human	Chaos All-Stars	Dead - killed by M'Grash K'Thragsh
Tharg Rethmatcher	Human	** no team affiliation **	Dead - killed by the Far Albion Cup
Wecna Lecna	Slann	** no team affiliation **	Dead - died many years ago, forgotten in time



Weather Mages

Name	Race	Team	Status
Gerald Frost-Thumbs	Human	** no team affiliation **	Alive
Scutt	Unknown	** Freebooter **	Alive
Stormbrew Highcloud	High Elf	Galadrieth Gladiators	Alive



Necromancers

Name	Race	Team	Status
Baron Somebody	Human	** no team affiliation **	Dead - killed by the Lizards claw
Berry Bones	Liche	Darkside Cowboys #	Alive
Boris Pickett	Unknown	Moot Mouldies	Alive
Bilakk'n Dekka	Unknown	Unknown	Alive
Dietrich Halsnacht	Human	Middenheim Maulers ##	Alive
Earl the Wily	Unknown	Tombstone Terrors	Alive
Fergus Alecsson	Dwarf	Mummies United	Alive
Franco Fiducci	Human	Middenplatz Manglers	Alive
Galbash the Black	Human	The Deadbeats	Alive
Heinrich Mueller	Human	Bruendar Grimjacks	Dead - killed by Frank 'N' Stein
Henry the Liche	Liche	Hel Finn Helions	Alive
Jocko O'Maddin	Human	Tombstone Terrors	Missing
Joemanji the Terrible	Unknown	Abracadaver	Alive
Lucien Mordere	Unknown	Westside Werewolves	Alive
Mordredd Earwhacker	Unknown	Unknown	Alive
Ragoslav Gravetide	Unknown	Bruendar Grimjacks	Alive
Stevan von Kross	Human	Unknown	Alive
Tomb King Match-Ra	Unknown	Match-Ra Tomb Raiders	Alive
Tomolandry the Undying	Human	The Champions of Death	Alive
Vyktor Cryptborn	Human	Wolfenburg Crypt-Stealers	Alive

Editor's Note

Any spell caster flagged as having no team affiliation exists in the Blood Bowling world but they are not necessarily on the pay roll of any particular team or even a freebooter.

In a forgotten alternative multi-verse version of the Blood Bowl world, Lord Whatzisname the Slann Wizard and Owner of the Lustria Croackers still exists. In the current world we all know and thrive in, sadly he does not!

At some point in the future the ownership of the Darkside Cowboys takes an unexpected turn and they fall into the hands of a Liche (although the team remain Dark Elf, they are not undead).

Please note, there are two Middenheim Mauler teams, one is an Old World Alliance team, the other a Shambling Undead outfit



Runes

Gromskull's Exploding Runes
Rune of Courage
Rune of Dexterity
Rune of Fear
Rune of Flatulence
Rune of Luck

Rune of Might
Rune of Protection
Rune of Speed
Rune of Stone
Rune of Strength

Magic Items

Agrablag's Ball of Pain
Amulet of Interception
Armbands of Blocking
Athletic Cup of Damnation
Beguiling Bracers
Bejewelled Codpiece
Belt of Invulnerability
Bob's Biffin' Helmet
Bracers of Smashing
Boots of Heroic Leaping
Boots of Speed
Boots of the Wild Hunt
Bugman's XXXXXX Ale
Carnosaur Shield
Carvery Dinner
Chef Cragoth's Crunchy Casserole
Crimson Cleats of Damnation
Cursed Totem
Diamond Knuckledusters
Dr Jake Ale's Special Brew
El Peele's Golden Boot
Everlasting Uard of Ale
Extra Training
Eye of Frost
Fairienne's Amult of Aerial Transit
Fawndough's Headband
Feather Knuckle Dusters
Force Shield
Gauntlets of Catching
Gauntlets of Holding
Ghoulis Goggles
Gitka's Strength of Da Bear
Gold of Kwon'Keestadores
Good Old Magic Codpiece
Gloves of Holding

Gloves of Tackling
Grimnir's Gromril Boots
Grug's Granite Gutplate
Gruk the Bear's Gauntlets
Grundt's Gromril Helm
Guild of Engineers Experimental Helm of Flight
Hand of the Gods
Headband of Throwing
Healing Scroll
Heartwood Armour
Heldenhof's Headband
Helm of Distraction
Helm of Many Eyes
Helm of the Stegadon
Helmet of Average Intelligence
Hightower's Lucky Sock
Horrfc Hammer
Hrorgut's Hardened Helmet
Hynds' Haunted Helmet
Idol of Sotek
Inertia Dampner
Jansen's Jacket of Ethereal Movement
Karadum's Boots of Heroic Leaping
Kelhoffer's Magic Foot
Lightningade Electrolyte Drink
Lucky Charm
Lucky Feather of the Nordland Blue
Lucky Rabbit's Foot
Luthor's Dazzling Wristguards
Madame Roxwell's Finest Wine
Magic Gloves of Jark Longarm
Magic Hand of Jark Longarm
Magic Helmet
Magic Pills
Magic Potion

Magic Sponge
Medallion of Momentum
Necklace of Foresight
Oath Stone of the High Coach
Over Familiar
Playbook of the Damned
Playbook of Grudges
Potion of Lurve
Quan'Kor's Crystal Skull
'Quoit' Brilliant
Rabbit's Foot
Ring of Invulnerability
Ring of Teleportation
Rox'Alotl's Ruby Gem
Rune-Forged Catcher's Mitt
Sabretuck Boots
Sandals of Leaping
Scaled Helm
Skrot's Sticky Slop
Skrubert's Skrumptious Snacks
Sotek's Sacred Jars
Spranley's Cup
Steelforded Armour
Stonegrinder Cask
Sweatband of Everlasting Conquest
The Equalisers
The Prince's Playbook
Tooth of the Great Beast
Veil of the Banshee
Von Wilkins Boots
Wand of Smashing
Warpaint of Displacement
Zug's Jersey, 2492



Magic Spells

Bomb Blast	Magical Interference	Scutt's Scroll of Weather Magic
Column of Fire	Meltdown	Speed Burst
Deathbringer	Mindblow	Speed of Light
Elemental Breeze	Muscle Boost	Spore Cloud
Eye of the Eagle	Mushroom	Strange Fauna
Fearmonger	Old Faithful	Tectonic Shift
Fireball	One Thousand Cuts	The Secret Way
Flying Fist	Pals	Thunderbolt
Foot of Gork (or Mork)	Plague of Worts	Time Warp
Grabbit	Quagmire	Turn-Over
Grasping Tentacles of Altanson	Rakarth's Bounding Leap	Unseen Shield
Gravel Storm	Rakarth's Obliteration Spell	Vanhalables Dans Macabre
Hawkfing's Curse	Rakarth's spell / curse of Petty Spite	Vigorous Growth
Incorporeal	Rakarth's spell of Obliteration	Wish
Knutt's Spell of Awesome Strength	Reality Blinks	Wurrr . . . Zap!
Labatt's Flying Fist	Scutt's Deluge of Despair	Zap!
Lightning Strike		



Magical Technology

Name

Purpose

Camra	A box containing a bound spirit whose vision can be captured and transmitted by the Cabalvision spell and broadcast into Crystal Balls, Magic Mirrors and other scrying devices
DLP (Daemonic Lidless Projectors)	A modern variation of a Camra that can project straight onto flat surfaces without needing a Crystal Ball
DVD (Daemonic Visual Display)	A variation of a DVR (see below)
DVR (Daemonic Vision Renderers)	A daemon head trapped in a box that retains what it sees and so allows games to be 'recorded' and watched later
Eye in the Sky	A Blood Bowl match broadcast from high above (specifically a giants shoulder)
Eye Pod	A device which plays MP3 and MP4 files (see below)
PA System (Preternatural Announcement)	A magical device using an ensnared spirit to echo sounds at a much louder volume
Smart Squeaker	Looks like a small magic mirror, but designed for Skaven use. It has scrolling green text on



Cabalvision Corporations

Name

Association of Broadcasting Conjurers (ABC)
Boring-Brilliant Cabalvision (BBC)
Blood Bowl Conjurers (BBC)
Channel 4
Channel 7
Corpse Necromancer News (CNN)
Cox News
Crystal Ball Service (CBS)
Extraordinary Spellcasters Prognosticated News Network (ESPNN)
Itinerant Telepathic Visionaries Network (ITN)
Necromancer Broadcasting Circls (NBC)
Wolf Sports Network



Other Magical Companies

Name

Black Sorcer's Guild
Chaos Gift Shop
Clairvoyants Guild
Talismans "R" Us
Thrice Damnded Guild of Necromancers

Company Type

A wizard collective
A shop selling the unexpected
A clairvoyant collective
A witchcraft shop for kids
A necromancer collective



Looking ahead

In issue 10 of the Gridiron Gazette we'll be painting our faces green, sharpening our tusks and letting out a blood curdling 'Waaaaaaagggh' as its time to look at the Orcs! We'll be asking questions such as -

- *When 2 tribes go to war! Which is the pre-eminent Blood Bowl tribe - the Severed Heads or the Gouged Eye?*
- *What is 'Dirty Hurty' and why do we love it so much?*
- *Will the Cyborcs ever get to say "I'll be back . . .?"*
- *Orcidas - can clothing improve your on-pitch performance?*



Final Fact

The Greenfield Grasshuggers were the very first team to play underwater opponents in an exhibition match above ground. A wizard was hired to ensure that their opponents, the Slopptor Squids, could breath in open air. Mid-game the spell abruptly failed and the Squids all collapsed and suffocated to death. Investigations are still underway as to what went wrong. Were the Grasshuggers somehow involved? Was it an underwater rival removing a threat for next seasons Tritanic Cup? Did the match sponsors just cut costs and hire a really cheap wizard not up to the task? The only thing we can be sure of is that the Grasshuggers won their first match in almost 3 seasons against non-Halfling opposition!