

TECLIS CODEX: BEASTS

ADDITIONAL SPELLS AND RULES FOR AMBER WIZARDS FOR SECOND EDITION WFRP

‘...which utilises the Amber Wind, called Ghur, whose colour is Amber, whose Lore is that of Beasts, whose rune is the Arrow, and whose practitioners are called Shamans.’

– The Founding of the Eight Orders, Teclis

AMBER BATTLE MAGIC

‘We are the hunters, who kill the Beastmen and Orcs that dwell in the darkness of the wood. We are the guardians, who protect the sacred places deep within the wild. We are the wielders of Ghur, and we protect the Empire.’

– Alf Wildeye of Frostmantle, Drakwald Wizard Lord

The solitary Amber Wizards are not among the favoured choices of most of the Emperor’s Generals, who see them as aloof and unwilling to share vital information. For their part, Amber Wizards have little time for the ways of court, and are the only one of the eight sanctioned Colleges of Battle Magic not based within the walls of Altdorf. Instead, the Order operates from a series of hidden caves deep within the Empire’s wilderness. Here they keep the secret libraries of the Amber Order, where the Grimoires are stacks of tattooed animal hides and spells carved directly into the cave walls.

SPEARS

‘By this Spear, you shall know my power!’

Many within the Amber Order wield spears rather than quarterstaves, a tradition common to Humans and Elves alike. Tradition states that Spears are a badge of power and master over the wind of Ghur, marking an Amber Wizard who bears one as supremely confident in their own magical might. Amber Wizards decorate their spears with shards of Ghost Amber, myriad spell ingredients and many arcane symbols in a manner similar to a Wizard’s Staff. Indeed, many of the rituals to create magical quarterstaves can be made to form a Spear instead.

Perhaps because of their disdain for the city ways of Altdorf, the Wizards of the Amber Order are among the most-trusted of all Wizards among the peasantry of the Empire. Indeed many a shaman lives a quiet life in some village, while under the guise of living as a simple hunter or woodsman. Only when they cast a spell does their nature become apparent, when amber flames dance around their hands and eyes, and the creaking of boughs and snarls of animals echo around them.

ELVEN AMBER MAGES

‘I must question if those magi who follow the ways of Ghur are true Elves at all, such savage practices seem far more suited to the barbarous Asrai or mon-keigh.’

– Eldarath Sil'Tarin, Sea Elf Envoy of Sith Rionnasc'namishathir

Elves have a very different view than Humans about the separation of beasts and plants, seeing the wind of Ghur in creatures such as Treemen, Dryads and Bloodsedge. They also see Amber as representative as an Elves own role within the food cycle, as a vicious and cunning hunter who stalks and kills beasts for his own survival. The greatest centre of Amber Magic is the Great Lodge of Chrace, although many of the Wood Elf Spellsingers dispute that claim in favour of the Glades of Athel Loren. The Great Lodge rests near Tor Achare, high in the Annulii Mountains, allowing High Elven Amber Magi to set out easily to hunt the great monsters dwelling within. As with their human counterparts, the High Elf Amber Magi are ill at ease with the ways of court, and are far more happy in the wild. Due to this, many High Elves view wielders of Ghur with suspicion.

High and Wood Elves alike know the spell ‘Crow’s Feast’ under the name ‘Flock of Doom’ and the spell ‘Wings of the Falcon’ under the name of ‘The Flying Bower’.

By Alexander J Bateman

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OTHER AMBER MAGIC

'The freezing wind of Ghur flows across my land, empowering great magic and giving birth to great beasts. Your pathetic civilised Amber Wizards are unworthy of the name shaman, and when we sweep forth in our Dragonships and crush your feeble empire, their fate will stand the same as all city born weaklings.'

– Moriggander, Norscan Shaman

Some scholars with the Collages claim, with some justification, that Teclis established the Amber Order as an afterthought, taking the least hand in its construction. Some even say that he decided after its founding that the effect of Ghur upon humans was so pronounced, that he attempted to persuade those drawn to it to practice the magic of another Colour instead. This has resulted in the Order looking far more to ancient practices than great texts of Elven wisdom. Amber Wizards draw upon ancient practices of Shamanism and Animism to expand their magical repertoire. These arts are often dark indeed, practiced by the tribes of Norsemen and Horkoi and dwell to the far north. Many such shamans practice Witchcraft, wielding the wind of Ghur along with ancient magicks of Earth, Fire and Ice.

SENTINEL'S AMBER BAND

Academic Knowledge: Magic

Powers: With a successful Will Power test, the wearer of this ring may cast the spell 'Touch of Earth', which for 1 minute (6 rounds) means that each time a successful melee attack is made against you, the creature that made it loses one Wound (ignoring Toughness Bonus or Armour Points). Once the spell within the Sentinel's Amber Band is discharged, it may not be cast again until the Spell Jewel with it is Recharged at a Font of Power. Fonts of Power are typically only found in places of Mystic Learning, such as the Great Lodge of Chrace and the secret caves of the Amber Order near Altdorf.

History: These simple silver rings contain a single shard of Ghost Amber, which the Amber Magi of the Great Lodge of Chrace have enchanted to aid the White Lions in their defence of Ulthuan. Occasionally such a ring makes it way across the Great Ocean to the Old World, where they may give a warrior great advantage in time of need.

THE LORE OF BEASTS

Additional Spells

AMBER TRANCE

Casting Number: 15

Casting Time: Half Action

Duration: 1d10 Rounds

Range: 18 yards (9 squares)

Ingredients: A Bead of Amber (+2)

Description: You mesmerise a single individual. The affected target must make an Average Will Power test or fall into a rigid trance, with their body slowly turning to transparent amber. This amber prevents anyone from moving or harming the target in any way for the duration of the spell. When the duration of spell wears off, the victim returns to normal, remembering none of the 'lost' period. The Amber Trance has no effect on Daemons or the Undead.

THE AMBER WARNING

Casting Number: 4

Casting Time: 1 Minute

Duration: Special

Range: Touch

Ingredients: A smouldering piece of Antler (+1)

Description: You create a series of burning amber sigils and entrap them within any mark you have made upon a natural surface. Anyone with Witch Sight that looks upon the mark may read your message, which appears to be burning above it like a bright amber flame. The message held can be anything up to twenty-eight words in length, and recorded in any language the caster can write (including Secret Signs). The message remains until the mark you have made is obscured or defaced. Amber Wizards use this spell to communicate important information between each other, as they seldom meet face to face.

'So Tomas Wanderer was no more, who never did no goode. So remember poor Tomas, and roam not in the wood.'

– A nursery tale of the Empire, often sung to the tune of 'Drakwald's Lament'

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AWAKENING OF THE WOOD

Casting Number: 16

Casting Time: Full Action

Duration: Instant

Range: 18 yards (9 squares)

Ingredients: A handful of Acorns (+2)

Description: You call to the squirrels and other creatures within the woods, to pelt your foes with sticks and stones. Use the Large Template. The inhabitants of each tree within the effected area make a Damage 4 Magic Missile attack with a range of 24 yards (12 squares); Only One Attack is made per individual tree, and you may choose a separate target for each.

BANE OF REASON

Casting Number: 23

Casting Time: Full Action

Duration: Permanent

Range: 12 yards (6 squares)

Ingredients: A feather found in a Blizzard (+3)

Description: You cause the chill Wind of Ghur to flow over your opponent, freezing their marrow and driving away their carefully cultivated reason. The target must make a successful Will Power test or permanently lose 1d10% form their Intelligence and Fellowship Characteristics. Bane of Reason has no effect upon Animals, Daemons or the Undead.

RUNE BONES

Carved from the knuckles bones of great beasts hunted in the remotest places of the world, shaman and other spell-casters throw these bones when performing their magic, interpreting the way they fall to predict the blowing of the Winds of Magic. The High Elf Shadow Magi of Nagarythe pioneered the use of such Rune Bones, although many other spell-casters have adopted their use, including the Amber Order of the Empire and the Vitki of the Norse.

Any spell-caster with Academic Knowledge (Runes) may fashion such a set of Rune Bones from a carcass of a beast they slain or simply bought. When used in Spell-casting, a set of Rune Bones grant a +10% bonus to the channelling skill, although more powerful enchanted versions are rumoured to exist.

‘Those of the Grey are our brothers, who helped us in our time of need. Protecting us from the aftermath of the first storm and establishing the secret places of our order. When a Stormcrow asks for aid, it is our duty to repay that debt, be we mere prentice or grandmaster.’

– Heinrich Walfen, Middenland
Amber Wizard

BEAR’S ANGER

Casting Number: 26

Casting Time: 2 Full Action

Duration: 1 Round/Magic

Range: 12 yards (6 squares)

Ingredients: The Heart of a Bear (+3)

Description: You call upon the power of Ursos the Bear, channelling its power and ferocity into your target. For the duration of the spell, the target gains +3 Attacks, +20% to Strength and +10% to Toughness but takes a -20% penalty to Intelligence, Will Power and Fellowship. Additionally, the character may not use weapons or any other form of technology for the duration of the spell (although he will not take off any armour he is wearing). While a Spell Caster affected by this spell may still cast spells, they must roll an additional Chaos Dice due to the savage anger warping their thoughts. Bear’s Anger may only be cast on living humanoids, it has no effect on animals, monsters, Undead and the like.

BELLY OF THE BEAR

Casting Number: 3

Casting Time: Full Action

Duration: 1 Hour

Range: You

Ingredients: A spoon full of Honey (+2)

Description: Your stomach growls and your teeth gleam, as you surface your body with the hunger of Ghur. For the duration of the spell, your digestion becomes that of a bear, allowing you to eat raw food, such as meat, fish and eggs without penalty or possibility of indigestion. This spell does not allow you to eat diseases, poisoned or otherwise inedible food.

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BITING MAELSTROM

Casting Number: 23

Casting Time: Half Action

Duration: Instant

Range: 12 yards (6 squares)

Ingredients: A Necklace made of Wolf Teeth (+3)

Description: You bellow a complicated incantation that summons a maelstrom of fangs, talons, claws and thorns. Your target must make a Toughness Test or suffer a Damage 10 hit. If however the target makes his Toughness Test, you must nominate a second eligible target, who the spell affects as the first. If every eligible target passes their Toughness Test, you automatically suffer the Damage 10 yourself.

CURSE OF ANRAHEIR

Casting Number: 24

Casting Time: Full Action

Duration: 1 Minute

Range: 24 yards (12 squares)

Ingredients: A Claw from a Manticore (+3)

Description: You summon a plague of insubstantial animal spirits to rise from the ground and harass your foes, scrabbling at their feet and legs with insubstantial claws. Use the Large Template. For the duration of the spell, those affected must re-roll any successful Weapon Skill, Ballistic Skill or Agility bases test that they succeed upon, and may not use Fortune Points to re-roll these skill checks again. Animals affected by the spell will automatically panic and flee as if they have failed a Fear test, although their riders may negate this effect with a successful Ride Skill test. Due to the way it summons a hoard of insubstantial beasts, many in the Empire view the casting of this spell as tantamount to Necromancy.

‘Was Anraheir a necromancer? The Cult of Ulric would say no, and even wield some of his tainted items, created from magically enhancing bits of DEAD ANIMALS!!! So the question is not was Anraheir a necromancer, but are all the members of the accursed and dead cult of the so-called Wolf God?!?’

**– Andreas Polke, Radical Sigmarite
Street Preacher**

‘Today, you are the predators, and they are the PREY!’

– Allor Gor-Slayer, Amber Battle Wizard

EAGLE’S CRY

Casting Number: 13

Casting Time: Half Action

Duration: Instant

Range: 24 yards (12 squares)

Ingredients: The Bones of an Eagle (+2)

Description: You cry out with the screech of a predator, causing other beasts to become wild and uncontrollable. All animals within range must make a Willpower test or instantly flee 1d10 yards away from you. If a creature is directly controlled, its controller may substitute a Ride or Animal Training roll instead of the creature’s Willpower check. For the purposes of this spell, Animals include Magical Beasts and Monsters.

SUMMONING NATURE SPIRITS

‘There is always a price’

– Constanza Kraemer, Amber Wizard

In the manner of their Shaman predecessors, some college-trained Amber Wizards forgo the tutelage of their peers and instead petition the spirits to teach them various spells and other aid. The Amber Order officially frowns upon this practice, for it comes perilously close to the arts of Daemonology.

Any character with Academic Knowledge (Spirits) automatically learns the rituals required to attract the attention of the Ancient Spirits. No magic points or special ingredients are required, but due reverence and respect must be paid, or the Spirits will simply not appear. Usually this is resolved as a Hard (-20%) Academic Knowledge (Spirits) skill test to make sure they perform the rituals correctly, although the GM may wish to modify the difficulty according to circumstances as usual. Note that even when summoned correctly, the Spirits may not be friendly to the summoning Character, and indeed may be hostile. Nature Spirits will only come if they are within a few minutes travel of the summoning Character, so attempting to find a Wolf Spirit in the middle of the Nuln Powderwerkz is typically a waste of effort.

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HUNTER OF SOULS

Casting Number: 15

Casting Time: Half Action

Duration: 1 Round/Magic

Range: You

Ingredients: The Skull of an Animal (+2)

Description: You call an animal spirit to manifest itself as a glowing ethereal form of coruscating amber energy. This Hunter of Souls can be a member of any animal species, although most seem to take the form of a Raven or Wolf. The spell summons a single Hunter of Souls, which each round as a free action you may send to attack any foe within 24 yards (12 square) of you. The Hunter has a Weapon Skill 66%, Attacks 2 and a Strength Bonus of 4. The Hunter of Souls cannot be attacked, (although they can be dodged or parried as usual.) The caster may extend the duration of the spell with a successful Average Willpower Test made each round after it expires. Peasants upon seeing you conjure such a ghostly beast are likely to believe you are a Necromancer or worse.

HUNTER'S SPEAR

Casting Number: 24

Casting Time: Full Action

Duration: Instant

Range: 24 Yards (12 squares)

Ingredients: A Javelin dipped in fresh Blood (+1)

Description: Calling upon the power of Venor the Hunter, you conjure a pure manifestation of amber-hued magic in the shape of a mighty hunting spear. This is a Magic Missile with Damage 6 and the Armour Piercing quality.

THE AMBER TOWER

While there is no college building or meeting place of the Amber Order within the grounds of Altdorf, there is a single monument to the order. In a neglected mossy courtyard behind the Imperial Palace stands a squat tower with no door or window, adorned with grotesques carved to resemble the great beasts of the forests. Some say Amber Wizards leave signs for one another at this post, like dogs at a lamppost, while others claim that on Hexenstag a doorway appears, allowing entry to whatever lies within.

KING OF THE BEASTS

Casting Number: 18

Casting Time: Full Action

Duration: 1 Hour/Magic

Range: You

Ingredients: The Antlers of a Stag (+2)

Description: You emit a haunting cry, marking your position as lord of the forest. While this spell is active, you gain a +20% Bonus to all Charm Animal tests. Additionally, you can affect 10 animals per point of your Fellowship, although all other restrictions of the Charm Animal skill remain.

PERFECT HUNTER

Casting Number: 14

Casting Time: Full Action

Duration: 1 Hour

Range: You

Ingredients: A piece of Amber (+2)

Description: You suffuse your body with Ghur, transforming yourself into the perfect representation of your race. This spell has two effects. Firstly, you gain a +10% bonus to all Charm tests related to seduction of the opposite sex. Secondly, you gain a +10% bonus to all Intimidate tests made against your own sex. Unlike many spells, it is possible to cast this spell subtly.

QUILLS OF THE BRISTLEHOG

Casting Number: 19

Casting Time: Full Action

Duration: 1 Minute (6 Rounds)

Range: You

Ingredients: A Bristlehog Spine (+2)

Description: As you complete the casting of this spell, long sharp quills sprout over your entire body. Anyone attacking you while this spell is in effect suffers one automatic hit for each attempted melee attack made. This hit is resolved with a Damage equal to the attackers unmodified Strength Bonus. Note that the attacker must take this damage before they can attempt to strike a blow, as the blades slice at them as they approach.

Bristlehogs are common throughout much of the Old World, particularly in the territory of Gnoblar.

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SAVAGE BEAST OF HORROS

Casting Number: 34

Casting Time: 2 Full Actions

Duration: Special

Range: You

Ingredients: The full Pelt from a Bear (+3)

Description: You transform yourself and all the equipment you are carrying into the Savage Beast of Horros for up to 1 hour. You retain your mental facilities and your intelligence and willpower, your other stats are as the Beast of Horros. You cannot talk or use magic while in Beast of Horros form. You may end this spell at any time and resume your normal form. The spell ends automatically if you take a Critical Hit. As this is such an awesome conjuration, all Wizards within a 5-mile radius are aware of the disturbance in the Aethyr that this spell causes.

TANGLING THORN

Casting Number: 28

Casting Time: Half Action

Duration: Special

Range: 24 yards (12 squares)

Ingredients: A Crown formed of Bloodsedge (+3)

Description: You imbue a mass of dense plant growth with a predatory nature, encouraging it to erupt from the ground and overwhelm those trapped within it. Use the Large Template. The vegetation entangles the Effected Creatures, who can perform no actions until they successfully make a Strength Test to break free. However, the Tangling Thorn also provides cover for those entangled within it, penalising the Weapon Skill and Ballistic Skill of anyone attacking them by -10%. The growth will last until the following sunrise, or until burnt or destroyed with a suitable spell.

‘When I came to your Empire, I found it strange to think that the creatures of Laurelorn practice the magic of my home. However, sense it makes. Ghur is the magic of the beasts, be it the children of Angkor, he who carries the world upon his back, or the squirrels and rabbits that dwell with the elves.’

– Jokul Feralclaw, Amber Wizard
once of Norsca

BEAST OF HORROS

In the folklore of Middenland and Nordland, the Savage Beast of Horros is an almighty beast that combines the aspects of Wolf, Bear and Ape. Each of the beasts four mighty arms end in into foot long talons that are as hard as steel, while its lupine maw is filled with razor sharp teeth. In the Old World, some scholars believe that the beast is a Creature of Chaos, akin to a Minotaur Ghorgon or the legendary Ostermark ‘**Thing in the Woods**’. Others claim it is an embodiment of the Will of Ulric, set to test his chosen children in glorious battle. The High Elves have long fought such beasts swarming from the Annulii Mountains, and look upon these human beliefs with scepticism.

- Beast of Horros Statistics - Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
66%	0%	52%	52%	35%	11%	63%	0%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	35	5	5	6	0	0	0

Skills: Perception+10%, Swim

Talents: Frightening, Strike to Injure, Strike Mighty Blow

Traits: Keen Senses, Natural Weapons (Claws), Night Vision

Special Rules:

Savagery: A Savage Beast of Horros is a dangerous opponent, capable of striking with a flurry of powerful blows. All of its attacks have the Impact and Fast traits.

Thick Fur: Due to the beast’s thick hide it counts as having 2 points of armour on all locations.

Combat:

Armour (None): Thick Fur

Armour Points: Head 2, Arms 2, Body 2, Legs 2

Weapons: Claws (1d10+6, Fast, Impact)

Slaughter Margin: Hard

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TOTEM SENSE

Casting Number: 23

Casting Time: 1 Minute

Duration: 1 Hour/Magic

Range: You

Ingredients: A bowl of Nachtspinner venom (+3)

Description: Through a series of intricate gestures, you transform your spirit into the form of a totem animal, sending it scouting out from your comatose body. Your spirit may take any animal form, manifesting as a glowing ethereal form of coruscating amber energy. Regardless of the form it takes, your spirit form has a Move of 24 and can pass through all terrain, it cannot be attacked, and may not make attacks or cast spells. Everything it sees, hear and senses you know as if you were there (which your spirit is). While the spell is in duration, your body counts as Helpless and you have no sense of anything happening in its vicinity. The journeymen of the Amber Order whisper that some Magisters can travel deep into the Aethyr with this spell.

Varieties of the Giant Spiders known as Nachtspinners are found in woods throughout the Old World and Ulthuan. High Elves often harvest their silk to make clothing, while Dark Elves prefer to collect their venom.

FUR MANTLES

Some Amber Wizards wear mantles of beast fur, especially those that dwell in northern climes. Such mantles are both decorative and practical, keeping the Wizard warm in the midst of winter, and protecting vulnerable areas from attack. A Fur Mantle counts as Light Armour when worn on its own, but may be worn over the top of other armour, giving an additional 1 Armour Point to the head and body (maximum 5 Armour Points). Characters may not wear a cloak over a Fur Mantle worn over other armour in this way, due to the bulk. The cost of the fur mantle given in the table is the cost for a common type of animal, such as a wolf or bear. The fur of rare beasts counts as a Good Craftsmanship item and includes furs of Sabre Toothed Tigers and Forest Panthers. The fur of an exotic beast counts as a Best Craftsmanship item, and might include the pelt of a hippogriff or something even more exotic. Wizards with Arcane Lore (Beasts) may ignore the penalty to spell casting for wearing such armour, even though it covers their head, due to their affinity with the Wind of Ghur the mantel attracts.

VENGEFUL HOOD

Casting Number: 28

Casting Time: Full Action

Duration: 1 Round/Magic

Range: You

Ingredients: A swatch of raw Silk (+3)

Description: A cowl of amber light forms around you, reflecting the blows of those who assail you. The cowl has a 50% chance of negating any attack made against you. Additionally, the cowl reflects any melee attacks it reflects, which automatically hit the creature who made the attack dealing their normal damage. This spell has no effect upon any attacks that do not deal damage (such as grappling or entangling attacks).

THE WOLF HUNTS

Casting Number: 17

Casting Time: Half Action

Duration: Instant

Range: 24 yards (12 squares)

Ingredients: The Pelt of a Wolf (+2)

Description: You speed your animal allies with lupine speed, allowing them to fall upon their enemies like a fearsome predator. You may select a Number of allied animals within range up to your Magic Characteristic. Each of these creatures may immediately move 1d10 yards either towards a visible foe or towards you. If the distance is sufficient to reach a Foe, the creature may immediately make a single Free Attack upon the foe, as if it had performed a Charge Action. For the purposes of this spell, Animals include Magical Beasts and Monsters.

THE WRITHING WORM

Casting Number: 18

Casting Time: Half Action

Duration: 1 Round/Magic

Range: 24 yards (12 squares)

Ingredients: The Wings of a Moth (+2)

Description: You summon a slithering worm of Amber energy that drops to the ground and wriggles towards one of your foes with an unearthly speed. The effected target must make an average Strength test or become swiftly cocooned in magical silk and rendered Helpless for the duration of the spell.

THE LORE OF BEASTS

Amber Lore Rituals

AURA OF GROWTH

Type: Arcane

Arcane Language: Magick

Magic: 3

XP: 300

Ingredients: An Acorn, a pint of Troll's Blood, a vial of Melted Snow.

Conditions: You must have the Arcane Lore (Beasts) Talent to perform this ritual.

Consequences: Wooden splinters manifest inside your flesh ripping it apart. At the start of your next 1d10 Turns, you suffer an automatic Damage 3 hit that ignores any Armour.

Casting Number: 18

Casting Time: 2 hours

Description: You temporarily grant a damaged object the ability to regenerate like Troll, so that it restores itself to pristine condition. In the case of Items with a Wounds Characteristic, like Chariots and Ships, the object regains 1d10 Wounds at the start of its turn, each round. This effect lasts for an Hour. The Ritual fully affects enchanted objects, such as Magic Items, Runic Items and the like; this also includes Creatures that are effectively made of metal, wood or stone, such as Treemen, Dryads and Golems. However, this Ritual cannot affect the Undead or Daemons (Not even Juggernauts or Hellcannons).

PELT OF HORROS

Academic Knowledge: History

Powers: Counts as a Fur Mantle (See page 7); at the start of each round the wearer may choose to spend a Fortune Point. If they do so, all of their attacks count as having the Impact and Fast weapon qualities for that round.

History: Folklore claims that this cloak once belonged to an unnamed knight who slew a fearsome wolf that terrorised the villages that lie within the shadow of the Middenheim Fauschlag. An Amber Wizard enchanted the beast's pelt with some of the legendary spirit of a Beast of Horros, bestowing the wearer with primal strength.

THE HORKOI

Within the inhospitable northern places of Kislev, dwell the nomadic tribes of the Horkoi, who are related to the neighbouring tribes of Ungols and Dolgan. Proudly independent, the Horkoi tribes worship their own gods known as the Khai: Hiskai (mistress of cold and death), Irkov (lord of warmth, flooding and avalanches), Kordusk (master of the earth and plants) and Vostich (the deity of the hunt and animals). Shamans traditionally act as emissaries between the Khai and the Horkoi, performing the right rituals and sacrifices so that the Khai answer their prayers.

CAUSEWAY OF AMBER LIGHT

Type: Arcane

Arcane Language: Magick

Magic: 3

XP: 200

Ingredients: An Amber Talisman, a swatch of Silk, an Octagon drawn in the fresh blood of a creature with a starting TB of 5 or more.

Conditions: You must have the Arcane Lore (Beasts) Talent to perform this ritual.

Consequences: The amber fog swirls around you before encasing you in a solid cocoon. For the next hour this impenetrable amber encases you. This experience is so traumatic that you gain an Insanity point.

Casting Number: 14

Casting Time: 1 hour

Description: You create a bridge of flowing amber mist that solidifies into a solid bridge linking two structures. The bridge may be up to 12 yards wide and 72 yards long linking two points over any intervening terrain under 24 yards tall. You are free to form it into a ramp allowing troops to scale ramparts or into a curve to allow it to bend around inconvenient features. The bridge is effectively indestructible unless you choose to dismiss it prematurely, which you may do at any time sending anyone on the bridge plummeting into whatever lies below it. If you do not choose to dismiss the Causeway, it lasts a number of Days equal to your Magic Characteristic.

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PLAGUE VERMIN

Type: Arcane

Arcane Language: Magick

Magic: 3

XP: 300

Ingredients: A Necklace of thirteen yellowing Rat Fangs, A Flint Dagger, a Flute Carved from a Manticore Bone.

Conditions: You must have the Arcane Lore (Beasts) Talent or Dark Lore (Warp) Talent to perform this ritual.

Consequences: Your insolence angers the great protector of rats and he permanently transforms you into a Rat for your insolence. (You may spend a Fate Point to avoid this). Some Magisters speculate that this effect may have given rise to the ridiculous rumours of Skaven.

Casting Number: 17

Casting Time: 3 hours

Description: You summon a hoard of frenzied rats to swarm over and overwhelm your foes. The area you affect by this spell must be within your unaided line of sight, and can be as small as a single room or as large as an entire town. These Rats swarm over and attack any creatures (apart from Skaven and other rat-like beings) that enter the area of the Ritual. This typically inflicts a Damage 1 hit for each minute that they remain within the area of the swarm. Additionally, foul disease infests the Rats and anyone damaged by one has a chance of contracting The Green Pox or any similar disease of the GMs choice. The Swarm retains its cohesion for a number of hours equal to your Magic Characteristic or dissipates naturally upon your death.

SERPENTS OF DOOM

Type: Arcane

Arcane Language: Magick

Magic: 3

XP: 300

Ingredients: A basket full of live Venomous Snakes.

Conditions: You must have the Arcane Lore (Beasts) Talent to perform this ritual.

Consequences: If the casting roll fails the snakes within the basket swarm over you, causing d10 strength 3 hits, which if they wound you, force you to make a Toughness Test versus the Poison or suffer the loss of an additional d10 Wounds.

Casting Number: 14

Casting Time: 2 Hours

Description: You grimace as plunge your hand into the basket of writhing venomous snakes and scream in pain as the deep serpentine fangs dig deep into your flesh. You suffer a Strength 3 hit, and if wounded you must make a Toughness Test versus the Poison or suffer the loss of an additional d10 Wounds. You may select any single house sized structure or vehicle that you can see. All ropes and similar materials within the area twist and writhe, entangling all within in a living, constricting heaving rope. All creatures within the area can perform no actions until they successfully make a Hard (-20%) Strength Test to break free. However, the Rope also provides cover for those entangled within it, penalising the Weapon Skill and Ballistic Skill of anyone attacking them by -10%. The ropes last until the following sunrise, or until burnt or destroyed with a suitable spell.

OTHER TRANSFORMATION SPELLS

Each of these spells works exactly like 'Form of the Soaring Raven', but transforms into the listed animal instead. The GM may wish to create other Spells to transform into other non-magical, non-monstrous animals based upon these lines.

Form of the Majestic Eagle

Casting Number: 9

Casting Time: Full Action

Ingredient: An Eagle Feather (+1)

Animal: Small Raptor (Old World Bestiary, p124)

Form of the Oblast Elk

Casting Number: 17

Casting Time: 2 Full Actions

Ingredient: A piece of Elk Horn (+2)

Animal: Oblast Elk (Realm of the Ice Queen, p138)

Form of the Shimmering Stirpike

Casting Number: 12

Casting Time: Full Action

Ingredient: A Stirpike's Tooth (+2)

Animal: A Stirpike (WFRP Companion, p125). If you are not in water when casting the spell, use the Suffocation rules (see WFRP, p136).

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Amber Warning, the: Arcane (Beasts); The Teclis Codex I	Form of the Ravening Wolf: Arcane (Beasts); Core Rulebook p150/Realms of Sorcery p140
Awakening of the Woods: Arcane (Beasts); The Teclis Codex I	Form of the Soaring Raven: Arcane (Beasts); Core Rulebook p149/Realms of Sorcery p140
Bane of Reason: Arcane (Beasts); The Teclis Codex I	Hide of the Beast: alternate Hedge Wizard name for 'The Boar's Hide'
Bear's Anger: Arcane (Beasts); The Teclis Codex I	Hunter of Souls: Arcane (Beasts); The Teclis Codex I
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Calm the Wild Beast: Arcane (Beasts); Core Rulebook p149/Realms of Sorcery p139	Quills of the Bristlehog: Arcane (Beasts); The Teclis Codex I
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Amber Wizard Armour

Armour	Cost	Enc	Location(s) Covered	Armour Type	AP	Availability
Fur Mantle	10 gc	20	Head, Body	Light Armour	1	Average

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Amber Wizard Spell Lists

Elemental	Mystical	Cardinal	Battle	Elven	Shaman
The Beast Unleashed	The Beast Broken	The Beast Broken	Bear's Anger	Amber Trance	Amber Trance
Calm the Wild Beast	The Beast Made Well	The Beast Made Well	The Beast Broken	Awakening the Wood	Bane of Reason
Claws of Fury	The Boar's Hide	The Beast Unleashed	The Beast Unleashed	Crow's Feast	The Boar's Hide
Crow's Feast	Cowering Beasts	Calm the Wild Beast	Claws of Fury	Curse of Anraheir	Hunter of Souls
Form of the Raging Bear	Cruelty's Desserts	Cowering Beasts	Crow's Feast	Hunter's Spear	Hunter's Spear
Form of the Ravening Wolf	Form of the Puissant Steed	Master's Voice	Eagle's Cry	Savage Beast of Horros	King of Beasts
Form of Soaring Raven	Leatherbane	Repugnant Transformation	Hunter's Spear	Tangling Thorn	Master's Voice
Master's Voice	The Ox Stands	The Talking Beast	Leatherbane	The Writhing Worm	Totem Sense
The Talking Beast	Repugnant Transformation	Wing's of the Falcon	The Ox Stands	Vengeful Hood	Vengeful Hood
Wing's of the Falcon	The Winter's Long Slumber	The Winter's Long Slumber	The Wolf Hunts	Wing's of the Falcon	Wing's of the Falcon

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