

WARHAMMER



LORE OF BEASTS

Ghur, Amber Magic
Totem-calling, Shapeshifting, Shamanism

WILDHEART (Lore Attribute)

Spells from the Lore of Beasts are easier to cast on beasts, or creatures attuned to the wilderness.

If a spell from the *Lore of Beasts* targets one or more units of War Beasts, Cavalry, Monstrous Beasts, Monstrous Cavalry, Chariots, Monsters, Swarms or any unit from *Warhammer: Beastmen*, then the casting difficulty of the spell is reduced by 1.

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WYSSAN'S WILDFORM (Signature Spell - Cast on 10+)

The Wizard unleashes the beast within, shaping its fury to transform their allies in to bestial forms.

Wyssan's *Wildform* is an **augment** spell with a range of 12". The target unit gains +1 Strength and +1 Toughness until the start of the caster's next Magic phase.

The Wizard can choose to extend the range of this spell to 24". If they do so, the casting value is increased to 13+.

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1. THE FLOCK OF DOOM Cast on 6+

With a mighty bellow, the Wizard invokes Corvus the Crow Lord, summoning his servants to peck at the foe's eyes.

The *Flock of Doom* is a **magic missile** with a range of 24" and causes 3D6 Strength 2 hits.

The Wizard can choose to extend the range of this spell to 48". If they do so, the casting value is increased to 8+.

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2. PANN'S IMPENETRABLE PELT Cast on 8+

Calling upon the beast-spirits of the wild, the Wizard sheathes their vulnerable flesh in unyielding fur and hide.

Pann's Impenetrable Pelt is an **augment** spell that is cast upon the Wizard or another friendly character within 12". The target gains +3 Toughness until the start of the caster's next Magic phase.

The Wizard can choose to instead have the spell target all friendly characters within 12" (including themselves). If they do so, the casting value increases to 16+.

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3. THE AMBER SPEAR

Cast on 9+

Sounding a gnarled horn, the Wizard summons a glowing, amber spear. Seizing hard upon the spear's translucent shaft, they hurl it at the foe with uncanny accuracy.

The Amber Spear is a **magic missile** with a range of 24". It inflicts a single Strength 6 hit with the Multiple Wounds (D3) and Ignores Armour Saves special rules that penetrates ranks in the same manner as a shot from a bolt thrower – the Strength of the hit is reduced by 1 for each subsequent rank.

The Wizard can attempt to call forth a larger, deadlier spear that inflicts a Strength 10 hit, causing Multiple Wounds (D6). If they do so, the casting value is increased to 15+.

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4. THE CURSE OF ANRAHEIR

Cast on 10+

At the Wizard's command, nebulous nature spirits assail the foe, clawing at them with hands not nearly as insubstantial as they appear.

The Curse of Anraheir is a **hex** spell with a range of 36". The target unit suffers a -1 penalty to its To Hit rolls (to both its shooting and close combat attacks) until the start of the caster's next Magic phase.

In addition, the unit treats all terrain, other than open and impassable terrain) as dangerous terrain and will fail Dangerous Terrain tests on a 1 or 2, rather than a 1.

If the casting result is 13+ the Wizard can choose to extend the range of the spell to 72".

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5. THE SAVAGE BEAST OF HORROS

Cast on 10+

The beast within is a formidable thing if unleashed to its full potential.

The Savage Beast of Horros is an **augment** spell with a range of 12" and is cast on a friendly character, which can be the Wizard himself. The model gains +3 Strength and +3 Attacks until the start of the caster's next Magic phase.

The Wizard can choose to instead have the spell target all friendly characters within 12" (including themselves). If they do so, the casting value is increased to 20+.

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6. TRANSFORMATION OF KADON

Cast on 13+

Kadon was a master of forms, able to shift his shape to that of any monster. One day he found that he could not change back.

Transformation of Kadon is an **augment** spell that can only be cast upon the Wizard and only if they are on foot. Whilst the spell is in effect, the Wizard transmogrifies into a Monster with the following profile and special rules: Fly, Breath Weapon (Strength 4, Flaming Attacks).

M	WS	BS	S	T	W	I	A	Ld
6	6	0	6	6	6	3	5	8

While transformed, the Wizard cannot channel or cast spells, and all of the mundane equipment (armour, weapons, etc.) temporarily stop working. Any wounds suffered by the Wizard are not carried over between transformations.

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