

- You may learn additional spells by taking the Extra Spell Talent (see sidebar), buying the talent cost 100 xp, as always. Extra Spell can be acquired by any character with an Arcane Lore, regardless of current career.

You must receive your GM's permission before buying an Extra Spell. Your GM may require you to spend some time researching it first or that you acquire a specific Grimoire.

## — ARCANES LORES —

The following sections present an expanded version of each of the eight Arcane Lores. A variety of new spells are introduced in addition to the ones from the core *WFRP* book, as well as the three spell lists available for each Lore of Magic.

### THE LORE OF BEASTS

*Ghur*, the Brown Wind of Magic, is the Aethyr's bestial spirit. Magisters tap this force to manipulate the animalistic energies that reside in all things. If you have Arcane Lore (Beasts), you must choose one of the three Spell Lists from **Table 6-1: Lore of Beasts Spell Lists**. Descriptions for all the spells listed there follow.

#### THE BEAST BROKEN

**Casting Number:** 7

**Casting Time:** Full action

**Ingredient:** A bridle (+1)

**Description:** You break the wild spirit of a single animal (that can be domesticated) within 12 yards (6 squares). These animals include horses, dogs, and some birds of prey. It does not include normally wild animals like wolves, bears, snakes, and so on. The target animal receives a Will Power Test to shrug off the effects of the spell. On a failed test, it remains docile towards Humans, Elves, Dwarfs, and Halfings forever, though it is still likely to be afraid—and rightly so—of creatures like Greenskins, Skaven, and those tainted by Chaos.

#### THE BEAST MADE WELL

**Casting Number:** 9

**Casting Time:** Full action

**Ingredient:** A bit of salve (+1)

**Description:** You touch an injured animal, healing a number of Wounds equal to your Magic Characteristic. Only natural animals may be healed by this spell; magical creatures (including familiars, even if animalistic) and monsters are unaffected. This is a touch spell.

#### THE BEAST UNLEASHED

**Casting Number:** 19

**Casting Time:** 2 full actions

**Ingredient:** A wolf's heart (+2)

**Description:** You unleash the primal savagery of your allies. Any friendly character within 12 yards (6 squares) of you goes into a frenzy, as per the talent of that name. No roll is required; they become frenzied as soon as the spell is cast. This spell does not work on animals; they are already beasts.

#### THE BOAR'S HIDE

**Casting Number:** 14

**Casting Time:** Half action

**Ingredient:** A cured strip of boar's hide (+2)

**Description:** Your skin becomes as tough as a wild boar's. For the duration of the spell, you reduce the Critical Value of

TABLE 6-1: LORE OF BEASTS SPELLS LISTS

Beasts Elemental	Beasts Mystical	Beasts Cardinal
The Beast Unleashed	The Beast Broken	The Beast Broken
Calm the Wild Beast	The Beast Made Well	The Beast Made Well
Claws of Fury	The Boar's Hide	The Beast Unleashed
Crow's Feast	Cowering Beasts	Calm the Wild Beast
Form of the Raging Bear	Cruelty's Desserts	Cowering Beasts
Form of the Ravening Wolf	From of the Puissant Steed	Master's Voice
Form of the Soaring Raven	Leatherbane	Repugnant Transformation
Master's Voice	The Ox Stands	The Talking Beast
The Talking Beast	Repugnant Transformation	Wings of the Falcon
Wings of the Falcon	The Winter's Long Slumber	The Winter's Long Slumber