

TECLIS CODEX: DEATH

ADDITIONAL SPELLS AND RULES FOR AMETHYST WIZARDS FOR SECOND EDITION WFRP

'...which utilises the Amethyst Wind, called Shyish, whose colour is Purple, whose Lore is that of Death, whose rune is the Scythe, and whose practitioners are called Spiriters.'

- The Founding of the Eight Orders, Teclis

AMETHYST BATTLE MAGIC

'Their end must come.'

- István Mülheim, the Aلدorf Warden of the Open Portal

While Amethyst Wizards may not themselves be a particularly welcome sight upon the battlefield, the spells that they bring most certainly are. Many Amethyst Wizards specialise in transforming the alive, into the dead, effectively acting as efficient magical assassins. Others master spells that improve the moral of there allies or bring dismay to their foes.

At sea, the Amethyst College practices several useful rituals, including animation of figureheads, manipulation of the ghostly Balefire and personal transportation.

ELVEN AMETHYST MAGES

'Many a Magister has asked what relevance the Ritual of the Soaring Disk has to our order. The regrettable answer is it was developed by our indolent Elven brethren as a means of avoiding even the slightest hint of exercise.'

- Karl von Reichsstadt, Amethyst Wizard Lord and Knight of the Black Rose

Elves view death differently to humans. The typical Elven Amethyst Magi is a thrill-seeking hedonist rather than the typical stoic and dour human figure. Their patron is Atharti, the Cythari Goddess of Pleasure and Indulgence. Atharti acts as the patroness of the illicit Cults of Pleasure and Excess throughout the lands of both the High Elves and the Dark Elves. In this role, she is often intertwined with the worship of Meneloth or even Slaanesh. High Elves who practice Amethyst Wizardry are drawn to the Amethyst Temple of Tor Yvresse. Here the two aspects of Shyish are combined, with decadent Elf Wizards indulging in their pleasures while their dread

SOUL'S END

Academic Knowledge: History

Powers: Counts as a War Scythe (Halberd); Anyone killed by this weapon is sucked into the blade and destroyed utterly, leaving no corpse or spirit to be reanimated with any form of Necromancy.

Unfortunately, the potency of the death magic is such that the barely contained Shyish will consume the wielder with necrosis, rotting his skin and imposing permanent -1d10% penalty to Toughness and Fellowship (roll separately for each). While this necrosis is permanent, it is rumoured that cures do exist, such as visiting those most holy places dedicated to Shallya ... or Nurgle...

History: An unknown Magister of the Amethyst Order created this large ornate scythe to finally slay the Arabian Vampire Lord know as Harazanus the Crimson, who had escaped death many times due to the necromantic rituals of his minions. The blade consumes the souls of those it kills, seemingly to fuel its own magic.

wind blows through the empty streets of this grim city. The Swordmasters of Hoeth have a long-standing permanent presence in Yvresse and regard all who enter the Temple as potential Pleasure cultists. In the lands of the Dark Elves, Many of the more decadent Druchii Highborn also dabble in Amethyst Magic, although they looked upon with distain by the Sorcerers and Sorceresses who master the true powers of Dhar.

Elves typically name the spell Reaping Scythe as Purple Scythe and The Icy Grip of Death as Manacle of Caloe.

By Alexander J Bateman

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OTHER AMETHYST MAGIC

'Contrary to popular belief, not all the Amethyst Order are bald headed gravediggers.'

- Johann Zauberlich, Lecturer at the University of Nuln and unconventional Amethyst Magister

Of all the eight colleges of magic, the amethyst college has the most fraught history, with the collection of Hedge Wizard's Teclis used to found the order often being seen as little better than Necromancers or Slaanesh Cultists. The Amethyst College retains many odd fragments of lore that are difficult to reconcile with the modern order. For example, a great deal of work was done by human Hedge Wizards trying to place the wind of Shyish into their flawed paradigm of elemental magic, often equating the Amethyst Wind with fire: from these sources several spells and rituals have been recovered dealing with the manipulation of control of Balefire.

One more common example of these alternate traditions is that of the Spiritualist, who seeks to understand the relationship of the Amethyst Wind to spirits and souls. Such members of the Amethyst Order are often adventurous by nature, seeking discarded lore in the tombs and crypts of the Old World.

New Skill

SECRET SIGNS (HANDZUNGE)

Handzunge is a system of hand signals used by Amethyst Wizards to communicate in silence so as not to disturb the deathly quiet of their sanctums. The system owes much to the Estalian system of signs used among hospices dealing with the deaf, although over the years it has changed considerably to allow discussion of the occult and the arcane. Detailed discussion of topics outside of these areas can be difficult, and may require Skill Tests. Obviously, the main limitation of this form of communication is that you have to be able to see the hands of whom you are conversing with. Handzunge is not typically written down, although there is no practical reasons it could not be written as pictograms.

Characters that have studied at the Amethyst College as Apprentices or Wizards may purchase this skill for 100 xp, other Amethyst Wizards may purchase it at the GMs discretion.

THE LORE OF DEATH

Additional Spells

ALTER ALLEGIANCE

Casting Number: 22

Casting Time: 1 Minute

Duration: 1 Day/Magic

Range: 6 yards (3 squares)

Ingredients: A Contract signed by the Target (+3)

Description: This powerful yet subtle spell twists the hearts and minds of men, making the world around you seem to pause for a second, before continuing slightly altered. When you cast this spell, 1d10 of the target's most loyal retainers lose any sense of attachment to the target. How the target generated this loyalty, be it through charm, leadership or fear is not important. While this does not mean they will instantly attack him or indeed act against him in any manner, it does mean they will place their own self-interest or other loyalties above that of the target. Note that, as with almost all spells, the casting of this spell is obvious, although the target may well have no clue as to its effects.

AMARANTH

Casting Number: 25

Casting Time: 2 Full Actions

Duration: 1 Minute/Magic

Range: 6 yards (3 squares)

Ingredients: Amaranth Blossom (+3)

Description: You endow your target with the vitality of the Amaranth, a deep purple flower that never withers or fades. The target's Toughness is doubled, to a maximum of 100. Amaranth has no effect on Daemons or the Undead.

Growing only amongst the peaks of the greatest mountains, the amaranth flower is known to keep its purples shade indefinitely, making it greatly desired by alchemists and dye makers of all types. While the rose may bloom with more beauty than this flower, it must envy the amaranth's immortality.

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BALEFIRE OF JUDGEMENT

'The practises of the wyth and necromancer must be judged as foul and deserving of spectral immolation.'

Casting Number: 7

Casting Time: Half Action

Duration: Instant (See Text)

Range: 24 yards (12 squares)

Ingredients: A handful of powdered Amethyst (+2)

Description: A spitting ball of Balefire hurtles forwards from your palm to engulf your target. This is a Magic Missile with Damage 3. Spell casters hit by Balefire of Judgement must subtract 1 from every Magic Dice rolled for a number of rounds equal to your Magic Characteristic.

THE CARESS OF LANIPH

Casting Number: 27

Casting Time: Full Action

Duration: 1 Round/Magic

Range: 24 yards (12 squares)

Ingredients: A Black Rose (+3)

Description: You engulf the heart of a single creature in purple light, which solidifies, constricts and crushes the life out of it. Each round the target takes a single Damage 6 hit that ignores armour. The caster may extend the duration of the spell with a successful Challenging (-10%) Willpower Test made each round after it expires. The Caress of Laniph has no effect on creatures lacking a heart.

THE BALEFIRE SPIKE

Academic Knowledge: History

Powers: Counts as a Demilance; Spell casters damaged by the Balefire Spike must subtract 1 from every Magic Dice rolled for a number of rounds equal to the number of Wounds lost.

History: This Lance once belonged to a fearsome Vampire Lord known as Mangari the Old – the Butcher of Remasalia. Legend states that Vampire Hunters used his own weapon to skewer him as they burnt him to dust and since that night, the lance has burnt with the ghostly Balefire of his demise.

'So long as stars remain properly aligned, the Wind of Shyish will continue to gust and flurry, and the dead will not lie easy.'

– Tobias Vorbach, Herald of Altdorf and Master Amethyst Wizard

THE CHOKING FOE

Casting Number: 19

Casting Time: Full Action + Half Action

Duration: 1 Minute/Magic

Range: 18 yards (9 squares)

Ingredients: A Vial of Fuligan Liquid (+2)

Description: Purple energy oozes from your eyes, ears, nose and mouth, forming a misshapen mass around a single individual, engulfing and suffocating him. The target must make a Willpower test to keep his mouth shut, or the purple energy oozes in, killing him slowly. If the victim fails this test, then they must make a Toughness Test each round modified with a cumulative -10% penalty until it they fail it, at which point they begin to take Damage. The first round of failure causes a Damage 1 hit that ignores Armour, and each subsequent round the Damage of the hit increases by 1. The target may not make any additional Toughness Tests after the first has been failed; the damage simply continues to compound until the spells duration ends or until it is dispelled. The Choking Foe has no effect on Creatures that do not need to breathe.

DARK HAND OF DEATH

Casting Number: 10

Casting Time: Half Action

Duration: Instant

Range: 24 yards (12 squares)

Ingredients: Ash from a Cremated Witch (+1)

Description: You create a shadowy avatar of yourself, and set it loose upon your foe to freeze blood, marrow and hearts. Dark Hand of Death is a Magic Missile with Damage 4. When you cause a Critical Hit with this spell, you roll twice upon table: 6-2 critical Hits and choose the deadlier result. Dark Hand of Death has no effect on Daemons or the Undead.

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DOOM AND DARKNESS

Casting Number: 15

Casting Time: Full Action

Duration: 1 Round/Magic

Range: 24 yards (12 squares)

Ingredients: A Glass of Red Wine (+2)

Description: Vittor de Avertila's greatest work, this spell compels the spirits of the departed to assail the caster's foes, choking the sky with darkness and sapping their resolve with an icy touch. Use the large template. Those affected suffer a -20% penalty to any Intelligence, Will Power or Fellowship tests that they are required to make. Doom and Darkness has no effect on Daemons or the Undead.

THE FATE OF BJUNA

Casting Number: 31

Casting Time: 3 Full actions

Duration: 1 Round/Magic

Range: 24 yards (12 squares)

Ingredients: The Heart of a Raven (+3)

Description: You gesture at a group of individuals, who first smile, then begin to laugh and the gradually succumb to hysterical laughter. As the target's convulsions become increasingly violent, organs rupture and blood vessels burst. Use the large template. Each round those affected must make a Willpower test or fall into convulsive hysteria, becoming Helpless and suffering a hit with a Damage equal to their own Strength that ignores any Armour Points due to the exertion. 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.

SCYTHES

Amethyst Magisters often eschew the use of a staff in favour of a scythe, the symbol of the Amethyst Order, the god Mórr and fleetingness of mortality. Scythes come in two basic varieties, light scythes usable in one hand (these count as Spears), and heavier War-Scythes designed for use in two-hands, (Treat these as Halberds). Note that most Amethyst Wizards use the lighter variety, as they require no training to use.

FORTITUDE

Casting Number: 9

Casting Time: Half Action

Duration: 1 Hour/Magic

Range: Touch

Ingredients: Ash gathered from a Pyre (+1)

Description: Raising your hand into the air, there is a bright flash of purple light as fine silvery dust drifts over and envelops your target, covering him with a thin film of ash. For the duration of the spell, as long as the target lies unmoving, the target is immune to the effects of death. During this spells duration, the target's wounds cease to bleed, poisons have no effect and even critical wounds such as decapitation do not kill the target. However, once the spells duration is over, the target takes all effects of any damage as if it had just been dealt, unless it had somehow been healed in the meantime.

HOLSEHER'S MIND LINK

'This interesting spell has application when stealth is needed or when there is a need to impress. I oft find it useful for making particularly dense apprentice pay attention to what I am saying.'

– Lord Magister Günther Klaus, Lecturer and Dean of the Amethyst College in Altdorf

Casting Number: 8

Casting Time: Full Action

Duration: 1 Hour/Magic

Range: You

Ingredients: A Carrion Bird's Tongue (+1)

Description: For the duration of this spell, you may project what you are thinking into the mind of anyone you can see, which they 'hear' as a fearsome whisper that seems to echo inside their skull. This spell only allows you to project your thoughts; you may not use the mind link to read the minds of others, even in response to your own communication. Additionally, the communication of detailed ideas can be a laborious and strenuous process, and when using the Mind Link to communicate complex concepts, the GM may require you to make an appropriate Speak Language Test. While in the past, the Wizard's of the Amethyst College of Altdorf used this spell for almost all communication amongst themselves, in more recent years they have replaced it with the less risky Handzunge Sign Language.

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IYRTU'S EMBRACE

Casting Number: 17

Casting Time: Half Action

Duration: 1 Round/Magic

Range: You

Ingredients: Ivy cut from a Tombstone (+2)

Description: Power surges through your arms, sheathing your limbs with pulsating purple energy and giving you the strength of many. For the duration of the spell, you become an expert grappler. You can make unarmed attacks with a +40% bonus to Weapon Skill when attempting to grapple. Furthermore, you gain a +40% bonus on grappling strength tests and may ignore any non-magical armour when inflicting unarmed damage.

PURPLE SUN OF XEREUS

'The Arcane swirl of powerful magic blows across the battlefield, for some this brings glory, for others, death'

– Lord Bilgarim Whitestar, High Elf Mage

Casting Number: 35

Casting Time: 3 Full Actions

Duration: 10 Minutes/Magic

Range: Special

Ingredients: A Corundum Globe full of Incense (+3)

Description: You create an orb of brightly burning darkness. The Purple Sun of Xereus (represented by the small template) heads away from you in any direction you choose, with a Move determined by rolling 1d10 each round. Any physical creature (living or Undead) touched by the orb must pass an average Will Power Test or be petrified into a worthless statue of amethyst coloured glass. Creatures that have no Will Power, such as skeletons are affected automatically. Typically, the Purple Sun of Xereus moves in a straight line, although powerful winds may blow it off course. 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.

The statues created by the Purple Sun are fragile, and contain a flickering otherness that dissuades any but the most insane of buyers. Some Amethyst Wizard Lords claim to know rituals to reverse the process, returning these statues to life, assuming they have suffered no Damage in the meantime.

SOUL SHARE

Casting Number: 17

Casting Time: Full Action

Duration: 1 Round/Magic

Range: 12 yards (6 squares)

Ingredients: A ring beset with an Amethyst (+3)

Description: A steady beam of purple light flows between you and your target, forging a mystical bond as your souls become as one. For the duration of the spell, you and your target may use the others Weapon Skill, Ballistic Skill, Intelligence, Will Power and Fellowship Characteristics in place of their own. You may not use this spell on creatures that have no souls, such as Daemons, Undead and any creature that lacks a Will Power statistic.

SOUL STEEL

Casting Number: 22

Casting Time: 1 Minute

Duration: 1 Hour

Range: You

Ingredients: A broken Blacksmith's Hammer (+3)

Description: You forge the very soul stuff of the dead into items that you then drag into the material world, conjuring an ethereal looking inanimate non-magical object out of thin air. The item can be any item with an encumbrance value of less than your Magic Characteristic x 100. The item is of average Craftsmanship and comes with all parts required to function ten times (so a conjured pistol would appear complete with ten sets of powder and ammunition). The item ceases to exist at the end of the spell's duration. This spell cannot create a Magic Item, cannot create something that otherwise does not exist (i.e. no new inventions) and cannot be used to create living things, including Undead, Golems, Daemons and the like. Selling the wraithlike items created by this spell is almost impossible, and is a sure way to garner the attentions of the Fat Man. (see Tome of Corruption, page 209.)

'Pleasure lead to desire. Desire leads to greed. Greed leads to Slaanesh.'

– Prince Moranion, High Elf Pleasure Cultist of Caledor

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SPEED OF LYKOS

Casting Number: 18

Casting Time: Half Action

Duration: 1 Round/Magic

Range: 6 yards (3 squares)

Ingredients: A miniature Silver Dagger (+2)

Description: You empower your target with the swiftness of death, creating leaping corkscrew bands of purple energy that endows your target with extraordinary speed. The target's Move becomes 10 for the duration of the spell. Additionally, due to their increased speed and agility, the target can ignore any penalties for moving over difficult terrain (this must be terrain that the target could walk over normally; this spell does not allow the target to walk on water or through walls).

SPIRIT CONTROL

Casting Number: 29

Casting Time: 1 Minute

Duration: 1 Hour

Range: You

Ingredients: A full sized coffin (+3)

Description: You detach your own spirit from your body, sending it scouting as an ethereal purple phantom. For the Duration of the Spell, your detached spirit counts as Fearsome and Ethereal. You are insubstantial and weightless. You can pass through solid objects, including walls and doors. Note that this does not give any ability to see through solid objects, only pass through them. If you are partially hidden inside an object, you gain a +30% bonus on Concealment Tests. If you wish, you may be completely silent, with no need to make Silent Move Tests. You are also immune to normal weapons, which simply pass through your body as if it was not there. Daemons, spells, other ethereal creatures and opponents armed with magic weapons may all injure your spirit normally. You cannot normally affect the mortal world, and thus cannot damage non-ethereal opponents without recourse to further magic. Note though that while you may pass through solid objects, you cannot fly. During the spells duration, your body is in an unconscious state and counts as Helpless if attacked.

STEAL SOUL

Casting Number: 21

Casting Time: Full Action

Duration: Special

Range: 12 yards (6 squares)

Ingredients: A small Silver Skull (+2)

Description: You rip the soul from your victim and sacrifice it to dark forces for your own gain. The target loses 1d10 Wounds, regardless of Toughness Bonus or armour. You are healed of as many Wounds as you inflict. If you already have your full amount of Wounds, you still gain the full amount, taking you above your normal maximum. However, this pact is not entirely free, and when the sun sets you lose all wounds gained in this way, which can easily slay a careless caster. Steal Soul has no effect on Daemons or the Undead.

WALKING DEATH

Casting Number: 27

Casting Time: 2 Full Actions

Duration: 1 Minute

Range: 12 yards (6 squares)

Ingredients: Jewellery from a Wight's Grave (+3)

Description: As you chant, an invisible aura of dread surrounds your allies. You may choose to give any of you allies within range the Fearsome Trait for the duration of the spell. Targets that already have the Fearsome Trait may gain Terrifying instead.

BONE ARMOUR

Some Amethyst Wizards adorn themselves with corselets of bone, harvested from Giants and other fell beasts. These bones provide modest protection, providing a single point of Light Armour to the Torso. As bones are naturally attuned to the Wind of Shyish, spell-casters with the Arcane Lore (Death) or Dark Lore (Necromancy/Nagash) suffer no penalty to their Casting Rolls for wearing this armour. Some rare souls were all encompassing armour of bone, although mostly this is limited to Vampires and other Necromancers. Most Bone Armour is custom made, as seeking to purchase it in stores can quickly bring the attention of Witch Hunters and Priests of Mórr.

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WHISPERED WARNINGS

Casting Number: 11

Casting Time: 1 Minute

Duration: 1 Hour/Magic

Range: You

Ingredients: A Guardsman's Skull (+2)

Description: Your skin glitters with purple motes while your eyes flash with dark purple energy. Intangible and semi-audible hints of danger float through your consciousness as the dead around you give warnings a split second before danger transpires in real time. For the Duration of the Spell you count as having the Sixth Sense talent and gain a +20% bonus to Dodge Blow and any other Agility Characteristic Tests to avoid being hit.

WILD KIN OF ZANDOX

Casting Number: 22

Casting Time: Full Action

Duration: 1 Round/Magic

Range: You

Ingredients: A Stiffened Velvet Tube (+3)

Description: Purple shadows form around you and lurk at your heels like two great guardian hounds. This spell summons two Wild Kin, which each round as a free action you may send to attack any foe within 2 yards (1 square) of you. Each of the Wild Kin has a Weapon Skill 55%, Attacks 3 and a Strength Bonus of 5. Wild Kin 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 Hounds are likely to believe you are a Daemonologist or worse.

**'Both prentince and master must be o' ware,
That a toll shall be paid, if they should dare,
Bring forth from beyond, mine Aethyric hounds,
Without due care, to stance and surrounds,
For trial and accusation, both will ne'er cease,
When these hounds doth slip their leash.'**

- Zandox

THE LORE OF DEATH

Amethyst Lore Rituals

BURNING FIST OF DOOM

'To awaken the ire of a wizard is to invite a long and painful death'

- Old saying of the Empire

Type: Arcane

Arcane Language: Magick

Magic: 3

XP: 300

Ingredients: The Finger bones from a Wight, a Phial of Purple Dye, eight Thuribles burning Incense, a Bronze Brazier shaped in the form of a Skull.

Conditions: You must have the Arcane Lore (Death) Talent to perform this ritual. You require eight assistants to act as Thuriblers.

Consequences: The fist flies off and strikes at a building or vehicle that is most positively connected to you, such as your house or a ship belonging to your allies.

Casting Number: 16

Casting Time: 1 hour

Description: You clench your fist and purple flames of Balefire erupt and form into a mighty burning hand that arcs into the air and descends upon the sanctuary of your foe. You may select any single house sized structure or vehicle that you can see, this structure immediately suffers a Damage 30 hit, (reduced by Toughness Bonus and Armour Points as normal). Additionally, wooden structures hit by this spell are set aflame.

CALOE'S SPECTRE

Type: Arcane

Arcane Language: Magick

Magic: 3

XP: 300

Ingredients: An Ebony Marionette, a stone from a building that you have placed within a fire for a full day, Mouthwash made of wine, cloves and vinegar.

Conditions: You must have the Arcane Lore (Death) Talent or Dark Lore (Necromancy/Nagash) Talent to perform this ritual.

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Consequences: The Winds of Chaos grab you and twist you to their will. 1d10 of your bones are broken from this rough handling. Determine the location affected at random for each bone and apply Critical Effect '6' from the relevant chart. You cannot die from this consequence, but you do gain Insanity Points as normal.

Casting Number: 14

Casting Time: 4 hours

Description: Staring hard at your intended target, your eyes shine with purple light as you fill an inanimate object with so much magical energy that it animates to cause havoc upon your foes. This ritual affects any object that vaguely resembles a humanoid creature (such as a statue, figurehead or scarecrow or even a tree) that you can see. The Animated Object has a Weapon Skill, Ballistic Skill, Strength, Toughness and Agility equal to your Will Power, and Attacks and Move equal to your Magic Characteristic. It is Mindless and so can never fail an Intelligence, Will Power or Fellowship Test. The statue remains animated until it sustains 50 wounds, at which point the Ritual's Duration ends. Amethyst Wizard Lord's teach that while technically this ritual will animate bone structures such as skeletons, the practice is likely to provoke a strong negative response from Witch Hunters and Priests of Morr.

SOARING DISK

Type: Arcane

Arcane Language: Magick or Arcane Elf

Magic: 4

XP: 300

Ingredients: A metallic Purple Amulet

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

Consequences: The disk affects you instead of your intended target, transporting you 2d10 x 100 yards in a random direction.

Casting Number: 14

Casting Time: 1 hour

Description: A blazing purple disk flies straight towards any creature or object you can see, sweeping them off their feet and carrying them into the sky. This disk carries your target (which may be yourself) almost instantly to any point you can see. If you are at ground level, this is typically around 3 miles (assuming that any terrain does not obscure your view), if you are already on a high

vantage point this can be considerably further, for example if you are stood on a tower that is 100-yards high, the maximum distance you can see is around 12 miles. Scrying spells and other abilities (Such as a psychic link with a Familiar) may further extend the range of this spell. The disk flies over obstacles (other people, buildings, trees and so on), but cannot pass through solid objects or through gaps too small for the creature or object on it to pass through normally. You must end the disks movement upon solid ground or some other stable structure, such as a building, rocky pinnacle or Spiral Stair.

WALL OF BALEFIRE

Type: Arcane

Arcane Language: Magick or High Nehekharan

Magic: 3

XP: 300

Ingredients: a Phial of Perilla Oil, a Pebble of Amethyst, a Lantern used to navigate a Graveyard when Morrslieb was full.

Conditions: You must have the Arcane Lore (Death) Talent or the Dark Lore (Necromancy/Nagash) Talent to perform this ritual as well as having some means of lighting a fire.

Consequences: The Balefire feeds upon your soul, burning away your magic potential. Your Magic Characteristic is reduced to 0 for the next month. In addition, you lose a number of wounds equal to double your normal Magic Characteristic.

Casting Number: 12

Casting Time: 4 hours

Description: With a gleeful cry, you ignite the ground around your feet which burns with a thick, oily smoke and send huge ethereal flames arcing towards your foe, hemming their movement with leaping amethyst balefire. You may select any single house sized structure or vehicle that you can see, which is surrounded by a curtain of ghostly purple flame for the next hour. Balefire burns the souls of anyone attempting to pass through it, causing the loss of 1d10 wounds regardless if Toughness Bonus and any Armour worn. Balefire fully affects Daemons and Undead as it burns away the magic sustaining them. In addition, due to the effect it has upon the Winds of Magic, spell casters within 24 yards (12 squares) of the Balefire must subtract 1 from every Magic Dice rolled.

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Fortitude: Arcane (Death); The Teclis Codex II	Ward Against Abomination: Arcane (Death); Realms of Sorcery p144
Grief's End: Arcane (Death); Realms of Sorcery p143	Whispered Warnings: Arcane (Death); The Teclis Codex II
Holseher's Mind Link: Arcane (Death); The Teclis Codex II	Wild Kin of Zandox: Arcane (Death); The Teclis Codex II
Icy Grip of Death, the: Arcane (Death); Realms of Sorcery p143	Wind of Death: Arcane (Death); Core Rulebook p151/Realms of Sorcery p144
Iyrtu's Embrace: Arcane (Death); The Teclis Codex II	Youth's Bane: Arcane (Death); Core Rulebook p151/Realms of Sorcery p144
Knocks of the Departed: Arcane (Death); Realms of Sorcery p143	

Amethyst Wizard Armour

Armour	Cost	Enc	Location(s) Covered	Armour Type	AP	Availability
Bone Skullcap	6 gc	30	Head	Light Armour	1	Very Rare
Bone Corselet	12 gc	60	Body	Light Armour	1	Scarce
Full Bone Armour	50 gc	210	All	Light Armour	1	Scarce

Chapter II of the unofficial Spell Supplement for Warhammer Fantasy Roleplay

Amethyst Wizard Spell Lists

Elemental	Mystical	Cardinal	Battle	Elven	Spiritualist
Acceptance of Fate	The Animus Imprisoned	Acceptance of Fate	Acceptance of Fate	Amaranth	Alter Allegiance
Death's Door	Death's Messenger	The Animus Imprisoned	Dark Hand of Death	The Caress of Laniph	Balefire of Judgement
Death'sight	Death's Release	Death's Messenger	Death's Door	The Choking Foe	The Caress of Laniph
Final Words	Grief's End	Death'sight	Doom and Darkness	The Fate of Bjuna	The Choking Foe
Reaping Scythe	The Icy Grip of Death	Knocks of the Departed	Reaping Scythe	The Icy Grip of Death	Doom and Darkness
Steal Life	Knocks of the Departed	Limbwither	Steal Life	Ilyrtu's Embrace	Fortitude
Swift Passing	Life's End	Reaping Scythe	Steal Soul	Purple Sun of Xereus	Soul Share
Tide of Years	Limbwither	Steal Life	Swift Passing	Reaping Scythe	Soul Steel
Wind of Death	Tomb Robber's Curse	Ward Against Abomination	Walking Death	Speed of Lykos	Spirit Control
Youth's Bane	Ward Against Abomination	Youth's Bane	Wind of Death	Wild Kin of Zandox	Walking Death

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