

# Demonologist's Spellbook

## Dragon Warriors Reference Sheet (p79)

Demonologists may only ever achieve the spellcasting abilities of a sorcerer of rank 4.

Lvl	Spell	Range	Duration	Notes
1	<b>Dragonbreath (p80)</b>	20m	Instant	Speed 12. 1d6+6-AF damage.
1	<b>Image</b>	20m	Special	Man-size immobile visual image.
1	<b>Lesser Healing</b>	Touch	Instant	Heal 2 HP.
1	<b>Moonglow</b>	Self	10mins	5m circle of dim light.
1	<b>Portal</b>	Touch	Special	Open a door or hold it shut with Strength 16.
1	<b>Weaken</b>	20m	SER	MA vs. MD. Causes -2 Attack and -1 Damage.
2	<b>Detect Aura</b>	Self	SER	See magical auras.
2	<b>Hold off the Dead</b>	2m Radius	SER	Keeps undead at bay.
2	<b>Inflict Wound</b>	3m	Instant	MA vs. MD. 5 HP dam, not reduced by AF.
2	<b>Peer</b>	20m	SER	See what is happening within 3m of target.
2	<b>Tangleroots (p81)</b>	15m	SER	Speed 14. Entangle an enemy.
2	<b>Warding</b>	Self	SER	+2 difficulty to hit demonologist.
3	<b>Banquet</b>	N/A	N/A	Feed 5 people with bland food.
3	<b>Beacon</b>	15m	SER	Reveal invisible creatures and objects.
3	<b>Command (p82)</b>	5m	SER	MA vs. MD to control. Only target ranks 0 to 3.
3	<b>Greater Healing</b>	5m	Instant	Heal 7 HP.
3	<b>Illusion</b>	20m	SER	Mobile illusion (all senses) up to 2m <sup>3</sup> .
3	<b>Wolfcall</b>	N/A	SER	Call wolves. Must be outdoors.
4	<b>Antidote</b>	5m	Instant	Reduce strength of poisons.
4	<b>Curse</b>	15m	SER	MA vs. MD. Curse 1d4 targets with bad luck. All die rolls adversely adjusted by ±2.
4	<b>Disease</b>	15m	Special	MA vs. MD. 2 damage per round until dead.
4	<b>Oracle</b>	N/A	1min	Ask spirits 3 yes/no questions. Spirits have 75% chance of knowing answer.
4	<b>Shadowbolt (p83)</b>	20m	Instant	Speed 14. 2d6+10-AF damage.
4	<b>Wall of Magic</b>	Touch	SER	Absorb MP from incoming direct-attack spells.



# Vile Demonologist's Spellbook

## Dragon Warriors Reference Sheet (Players' Guide p100)

Alternative demonology spells for the irrepressibly wicked from the Players' Guide, which replace the traditional sorcerer spell list for demonologists.

Lvl	Spell	Range	Duration	Notes
1	<b>Demonic Vitality</b>	Self	Instant	Sacrifice a small animal to heal 1d4 HP.
1	<b>Vice</b>	10m	Instant	Learn target's vice.
1	<b>Gleam of Malevolence</b>	Self	SER	Animals will not approach caster. Humans Attack the caster with a -1 penalty.
1	<b>Festering Blow</b>	Touch	1 Attack	+2 damage and target will not heal naturally. Spell wasted if attack misses.
2	<b>Torment of the Pit</b>	10m	SER	MA vs. MD. -3 to all actions due to pain.
2	<b>Vanity</b>	Self	2 hours	Increase Looks to 16 (or 19 if already 16+). When spell ends, Looks drops to 3 for 8 hours.
2	<b>Eye for an Eye</b>	10m	Instant	MA vs. MD. Causes 1d6 damage; which heals caster. Target must have hurt caster in last 5 rounds.
2	<b>Dark Divination</b>	20m	Instant	Learn darkest secret of target.
3	<b>Wrath</b>	10m	SER	Friendly target gains +3 Attack; +1 Armour Bypass; +1 damage; -5 Defence.
3	<b>Glutton's Curse</b>	10m	SER	MA vs MD. Target overcome by hunger.
3	<b>Lord of Lies</b>	Self	SER	Everyone believes the caster's next lie, until the spell expires.
3	<b>Scent of the Fallen</b>	Self	SER	Caster can smell when someone lies.
4	<b>Witch Steed</b>	Touch	1 night	MA vs. MD. Pig, goat or human serves as the caster's steed. Causes 1d8 HP damage to target.
4	<b>Phylactery</b>	Touch	Special	Create blood ring to heal caster up to 8 HP. Costs 2 HP to create.
4	<b>Hellsbreath</b>	10m	Instant	Speed 14 poisonous fumes cause 2d6 HP damage to up to 1d4 targets.
4	<b>Indulgence</b>	20m	SER	Target must indulge greatest vice without regard for social convention.

