

Elemental Earth Magic

Dragon Warriors Reference Sheet (p95)

Spell-focus for Earth Elementalism is a gnarled vine root fashioned into the shape of a staff.

Lvl	Spell	Range	Duration	Notes
1	Abundance (p96)	N/A	SER	Produce 1 fruit per round. Darkness: The fruit produced will contain a medium poison.
2	Spider Magic	10m	Instant	Conceal target, such as archway or path. Darkness: Concealment spreads at 1m per round, subject to SER. Touch causes 1 damage and -1 AF.
3	Forest Murmurs	N/A	10 mins	Communicate with plants – 90% accurate. Darkness: Causes all uses of Forest Murmurs on the target to provide false information.
4	Create Bog	10m	SER	Speed 12. Target immobilised by sludge. Darkness: Creates bottomless pit of sludge.
5	Roots	20m	SER	Speed 16. Roots attempt to entangle targets within 2m radius of target. Darkness: Roots will strangle and crush as (d6, 4) weapon.
6	Rock Wall (p97)	10m	SER	Make a rock grow to 10 times its normal size. Darkness: Spell is permanent and not subject to an SER.
7	Fissure	1m	Instant	Speed 18 or fall in fissure. 3m wide, 5m long. Darkness: Falling into the fissure is fatal (SER applies).
8	Give up the Dead	10m	SER	Raise obedient human and animal skeletons within 10m radius. Darkness: Spell is permanent and not subject to an SER.
9	Tremor (p98)	20m	SER	Cause violent tremors in 5m radius for up to 6 rounds (subject to SER) causing incrementally more damage to people and structures. Darkness: Spell will run the full 6 rounds and is not subject to an SER.
10	Summon the Man of Stone	N/A	SER	Create titanic man of stone from free-standing rock to serve until SER made and last for 1 hour. Darkness: Stone Man is aggressive once freed from control.



Elemental Air Magic

Dragon Warriors Reference Sheet (p95)

Spell-focus for Air Elementalism is an Aeolian Harp.

Lvl	Spell	Range	Duration	Notes
1	Cutting Power of the Mind (p99)	Self	SER	Intelligence rises to 18 (19 if it is already 18). +2 to attack with ranged weapons. Darkness: Additional +1 damage with ranged weapons.
2	Stargaze	Self	1 day	Survival spell to reduce impact of hunger, heat/cold, lack of air, etc. Darkness: Complete immunity to harm. Risk of evaporating. Create aural illusions.
3	False Rumours	N/A	SER	Darkness: Illusion is always of a demonic moan that causes a Fright Attack 14. Causes madness.
4	Windwall	Special	SER	Wall of wind 1m thick, 20m long (with caster at the centre). Causes 1d8 damage. Darkness: Wall can move up to 1m per round.
5	Summon the Host of the Air	1 mile	1 hour*	Summon insects or birds to attack/spy. Darkness: Always summon insects and a flight of birds of prey.
6	Intangibility (p100)	Self	SER	Pass through anything except enchanted metal. Darkness: May target an opponent with this spell (MA vs. MD applies).
7	Garrotte	10m*	SER	Speed 19. Chokes target for 3 HP per round. Darkness: Speed 19. 1d20 dam and deafens target.
8	Flight	Self	1 hour	Fly at double movement rate. Darkness: May target an opponent with this spell (MA vs. MD applies) and control their flight.
9	Spin	10m*	SER	Causes target to spin for 1d2 damage per round. Darkness: Damage increases to 1d6 HP per round.
10	Banshee	N/A	Special	Summons banshee for 5d10 XP. Deafen everyone within 10m and single-mindedly pursue 1 target to the death. Darkness: Costs 10d10 XP and Banshee will need 100 victims.

* Values not provided in the rulebook and values given are based on my own house rules.



Elemental Water Magic

Dragon Warriors Reference Sheet (p95)

Spell-focus for Water Elementalism is a crystal vial of purest spring water.

Lvl	Spell	Range	Duration	Notes
1	Rain (p101)	5m Radius	5 mins	Cause light rain. May extinguish small fires. Darkness: Rain is mildly acidic (treat as mild poison).
2	Wave Mastery	10m Radius	1 hour*	Propel any sized ship in any direction and halve wave height. Darkness: Can be used to direct other ships and create 6m waves to attack other ships.
3	Icewall	Special	Up to 6 hours	Surround caster or someone close to caster (Speed 10) in a wall of ice. Darkness: Ice does not melt and more resistant to damage.
4	Walk on Water	Self	SER	Elementalist may walk on water as if solid. Darkness: Duration increases to exactly 1 hour.
5	Ice Spear	Self	Instant	Conjure a spear of ice (d10, 8) to throw. Attack score of 20 with range penalties as if a javelin. Darkness: May cause paralysis (MA vs. MD applies).
6	Breathe Under Water	Self	10 mins	Breathe freely under water. Darkness: May be used offensively to make a target only be able to breathe water (MA vs. MD applies).
7	Blizzard	20m Radius	SER	Conjure a blizzard to reduce movement and visibility. Darkness: Blizzard causes 2 HP or 1 AF dam per round.
8	Freeze (p102)	60m	Instant	Speed 16. Immobilise target for 10 rounds. Must survive shock or die. Darkness: Speed 20.
9	Lightning	Special	Special	Charge a copper rod with lightning to use on various effects up to 3 times. Darkness: Rod has 5 charges and may be used to permanently create a zombie.
10	Summon Tidal Wave	Special	Special	Conjure 10m wall of water to sweep across ships and coastal/lakefront settlements. Costs 1d4 permanent HP. Darkness: Tidal wave will continue to move over land at 50m per round until SER made.

* Duration not provided in the rulebook and value given is based on my own house rules.



Elemental Fire Magic

Dragon Warriors Reference Sheet (p95)

Spell-focus for Fire Elementalism is an amulet of volcanic rock.

Lvl	Spell	Range	Duration	Notes
1	Candle	10m Radius	1 hour	Light equivalent to torch only visible to caster. Darkness: Creates darkness instead of light (+3 Evasion and +3 Defence).
2	Pyrotechnics	20m*	SER	Create illusion involving light and fire. Darkness: Create monstrous illusions from shadows.
3	Fire Arrow	N/A	Instant	Enchants an arrow that the caster must shoot immediately. +5 Attack, (d10, 10) weapon. Sets target on fire (if combustible). Darkness: Conjure an arrow of darkness with same damage and attack bonus.
4	Sheet of Flame	Special	SER	Conjure wall of fire. May surround caster or opponent (Speed 14). Darkness: May move the <i>Sheet of Flame</i> at 1m per round.
5	Protection from Fire (p104)	Self	SER	Immunity to all fire damage. Darkness: Any fire-based attack spell rebounds on caster.
6	Extinguish	1-mile Radius	SER*	All lights and fires are extinguished. Elementalist can see as if daylight. Darkness: Additionally, area is dank and drizzly.
7	Flash	Line of Sight	Instant	Might cause temporary blindness to all in area. Darkness: Blindness is permanent.
8	Fire Weapon	20m	SER	Increase dam and ABR of target weapon by 2. Darkness: Weapon automatically bypasses armour.
9	Conflagration	1 mile	Instant	Cause a fire anywhere within range that he can see or has visited in the last week. Darkness: If fire created is indoors, all doors and windows will shut/jam/lock.
10	Summon the Holocaust	N/A	1 hour	Conjure a Holocaust to serve the caster. Darkness: Holocaust does not disappear after an hour, but is freed from elementalists' control and lasts for 1 day.

* Values not provided in the rulebook and are based on my own house rules.



Elemental Darkness Magic

Dragon Warriors Reference Sheet (p95)

Spell-focus for Darkness Elementalism is an orb of darkness.

Lvl	Spell	Range	Duration	Notes
1	Catspaw (p104)	Self	10 mins	+1 Stealth per 2 ranks. Geas: Absence of shadow is permanent after 10 uses.
2	Darkeyes (p105)	Self	1 hour	Grants panoptical vision. Can also see small movement. Geas: Sudden light blinds elementalists for 1d20 rounds.
3	Benight	5m Radius	SER	Speed 20. Causes darkness and an insanity (MA vs. MD applies). Geas: If no-one succumbs to the madness, the elementalists might.
4	Curtain of Night	Special	SER	Conjure wall of darkness through which the elementalists can see. Reflects hostile fire/light magic back at caster. Geas: Elementalists might die if he passes through his own <i>Curtain of Night</i> .
5	Javelin of Darkness	Self	Instant	Conjure a javelin to throw as a (d6, 3) weapon. Everyone within 10m of target may be blinded (MA vs. MD applies). Geas: 3 uses causes star-shaped sooty patch to appear on the elementalists' palm.
6	Shadowfall	1-mile Radius	Special	All targets subject to an attack of Phobia (p124) that lasts up to 2d6 hours. Geas: 3 uses causes intermittent sunlight phobia.
7	Summon the Creatures of the Night	Special	Special	Summon dire phantasms to serve the caster until an hour before sunrise. Geas: Might become a wraith.
8	Eclipse of the Moon	Line of sight	10 rounds	Anyone observing the moon subject to a fright attack of 12 or become phobic about darkness. Geas: 3 uses causes a shadowy half-moon to appear on the elementalists' forehead.
9	Shadow Self (p106)	Self	Instant	Flee as a shadow and reform when safe. Geas: Permanent loss of 1 HP.
10	Summon Balor, Prince of Darkness	20m Radius	Instant	Inescapable death for everyone, including the elementalists.



Elemental Air Magic

Dragon Warriors Reference Sheet (First Edition, Bk5, p26)

Spell-focus for Air Elementalism is an Aeolian Harp.

Lvl	Spell	Range	Duration	Notes
1	Create Light Breeze	10m	SER	Change wind direction to hear a whispered conversation, disperse gas, blow out candles, etc. Darkness: Breeze brings false rumours and conspiratorial whispering to the ears of the caster's choice.
2	Stargaze	Self	1 day	Survival spell to reduce impact of hunger, heat/cold, lack of air, etc. Darkness: Complete immunity to harm. Risk of evaporating. Create aural illusions.
3	False Rumours	N/A	SER	Darkness: Illusion is always of a demonic moan that causes a Fright Attack 14. Causes madness.
4	Windwall	Special	SER	Wall of wind 1m thick, 20m long (with caster at the centre). Causes 1d8 damage. Darkness: Wall can move up to 1m per round.
5	Summon the Host of the Air	1 mile	1 hour*	Summon insects or birds to attack/spy. Darkness: Always summon insects and a flight of birds of prey.
6	Intangibility	Self	SER	Pass through anything except enchanted metal. Darkness: May target an opponent with this spell (MA vs. MD applies).
7	Garrote	10m*	SER	Speed 19. Chokes target for 3 HP per round. Darkness: Speed 19. 1d20 damage and deafens target.
8	Flight	Self	1 hour	Fly at double movement rate. Darkness: May target an opponent with this spell (MA vs. MD applies) and control their flight.
9	Spin	10m*	SER	Causes target to spin for 1d2 damage per round. Darkness: Damage increases to 1d6 HP per round.
10	Banshee	N/A	Special	Summons banshee for 5d10 XP. Deafen everyone within 10m and single-mindedly pursue 1 target to the death. Darkness: Costs 10d10 XP and Banshee will need 100 victims.

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This sheet is for first edition elementalists. The second edition replaced the Air Elementalist's first-rank spell.



Exotic Elemental Magic (Air & Earth)

Dragon Warriors Reference Sheet (Players' Guide p95)

Air

Lvl	Spell	Range	Duration	Origin	Notes
1	Leaf on the Wind	Self	SER	Mercanian Coast	Fall 10m per round for no damage. Darkness: Target another with this spell with a range of touch.
4	Chosen of Tor	Self	SER	Mercanian Coast	-4 penalty to attack the elemental. Darkness: Attackers also suffer an insanity (MA vs. MD applies).
6	Winds of Change	10m	SER	Desert of Songs	Change opinion of target. Darkness: May only induce a negative change of opinion.
8	Summon Rukh	100m	SER	Batubatan	Summon a Rukh (large flying bird). Darkness: Rukh's shadow causes a 1d6 fright attack (see p122).

Earth

Lvl	Spell	Range	Duration	Origin	Notes
2	Feet of the Earth	Self	SER	Thuland	Caster cannot be moved unless willed and may walk up vertical earth/stone surfaces. Darkness: Kills plant life within 3m radius. Effect moves as caster does.
4	Skadi's Path	Self	Instant	Mercanian Coast	Transports caster to a location up to 30m away connected by stone ground. Darkness: Stone spikes shoot up within 3m radius. Speed 12. 2d6-AF HP damage.
5	Earth Mother's Womb	Touch	8 hours	Thuland and Mercania	Willing target entombed in earth for 8 hours heals 10 HP. Elementalists so entombed also restore all of their Earth magic points. Darkness: Restore Darkness magic points instead of Earth magic points.
7	Master of Earth and Stone	20m	SER (Perm)	Thuland and Glissom	Sculpt 1 cubic metre of earth and stone per round. Darkness: Normal insects and animals will not approach the sculpted earth or stone.
10	Skadi's Fortress	Self	1 day	Thuland	Raise a fortress and cheval de frise from surrounding stone. Darkness: Characters below second rank may not approach or harm the fortress.



Exotic Elemental Magic (Fire & Water)

Dragon Warriors Reference Sheet (Players' Guide p95)

Fire

Lvl	Spell	Range	Duration	Origin	Notes
2	Brigantia's Heart	Touch	1 Night	Glissom	Bless a fire. +2 HP for sleeping nearby. Darkness: Fire instead causes malignant smoke. 4 hours' exposure like medium poison (p122).
3	Iffrit's Cloak	Self	SER	Desert of Songs/Azure Coast	Blinds enemies within a 3m radius (-3 Attack and Defence). Ignite flammable materials within 2m. Darkness: Embers are Speed 12. Causes 1d8-AF HP damage.
5	Fires of Purification	Self	Instant	Khitai	Cure disease, poison and mental malady. Darkness: Transfers disease, poison, and/or madness to another target (MA vs. MD applies)
8	Blood of Molten Fire	Self	SER	Desert of Songs	Blood turns to magma. Speed 12 for 6 HP damage if caster's skin is cut and destroys non-magical weapon (8 HP damage if natural weapon). Darkness: No additional effect.
9	Wrath of the Hearth Spirit	Building	SER	Khitai	Strike intruder Speed 16, 10-AF HP damage. 1 target per round. Darkness: Hearth spirit goes insane and attacks at random.

Water

Lvl	Spell	Range	Duration	Origin	Notes
1	Marid's Gift	Touch	Instant	Marid giants	Purifies water (including salt water). Up to 10m x 10m x 2m volume. Darkness: Reverse effect; polluting a like amount of water.
4	Lyrr's Cleansing	Touch	Instant	Unknown	Immerse target in running water to effect a <i>Dispel Magic</i> (p84). Darkness: Requires stagnant water, not running water.
6	Ship of Fay	10m	1 hour	Coastal Ellesland and Mercania	Summons longboat to carry 8 passengers, who remember nothing, 100 miles. Darkness: Passengers suffer two sleepless nights (-1 to all actions).
9	Manannán's Due	200m	Instant	Mercanian Coast	2d8 targets (no higher than 1 st rank) drown themselves (MA vs. MD applies) Darkness: Targets cannot be saved with a <i>Wave Mastery</i> spell.



Exotic Elemental Magic (Darkness)

Dragon Warriors Reference Sheet (Players' Guide p95)

Darkness

Lvl	Spell	Range	Duration	Origin	Notes
3	Dark Thoughts	10m	SER	Krarth	Target goes into a berserk, murderous rage. Geas: Upon first casting, the elementalists closest friend or family member will betray him.
7	Dark Rebirth	Touch	Variable	Krarth	Temporarily resurrects the target, but without a soul, and slightly mad... Geas: Target can only be resurrected with this spell. No other forms of resurrection will work.
10	Karach	Touch	Perm	Special	Fashions a doppelganger of an individual from clay under his complete control. Geas: Caster loses 1d2 Looks on each casting.

