

Novice Mystic's Spellbook

Dragon Warriors Reference Sheet (p90)

d20 > 13 + Mystic's Rank – Spell Level = **Psychic Fatigue!**

Lvl	Spell	Range	Duration	Notes
1	Invigorate (p90)	Self	Instant	Heals 2 HP.
1	Mirage	10m	SER	Mobile visual man-sized illusion. 10% chance to disbelieve.
1	See Enchantment	Sight	SER	May see magical auras but not type of magic.
1	Suspend Animation	Self	Special	Induce death-like coma for up to 1 year 1 day.
2	Darksight	Self	SER	Grants Elfsight (see p123).
2	Dazzle (p91)	5m Radius	Instant	Blinds creatures in range for 1 round.
2	Might	Self	SER	Increases Strength to 16 (or 19 if already 16+).
2	Pursuit	Self	1 day	Infallible tracking of 1 target.
3	Allseeing Eye	Self	SER	See invisible objects within 10m.
3	Mind Cloak	Self	10 mins	Prevents magical detection by <i>ESP</i> , <i>Scry</i> , <i>Pursuit</i> or similar magic.
3	Nourish	Self	1 day	Provides refreshment and nourishment.
3	Telekinesis	25m	SER	Move a single object up to 0.5kg up to 15m per round (approx. Speed 8).
4	Clairvoyance	Self	SER	See everything within a 5m 360° radius, even through solid objects.
4	Enthrall	5m	SER	MA vs. MD. Target trusts mystic.
4	Hidden Target	Self	SER	Ignore ranged penalties for poor visibility, invisibility, etc. Must know there is a target.
4	Telepathy (p92)	10km	10 mins	Communicate with a known target in range.
5	Force Field	SER	SER	Absorbs 15 HP non-magical physical damage.
5	Mystic Blast	30m	Instant	Speed 16. Causes 3d6+1-AF damage.
5	Pass Unseen	Self	SER	Infallible stealth against all rank 0-4 targets.
5	Truthsense (p93)	Self	SER	85% chance to detect lies.
6	Assessment	10m Radius	Instant	Determine Profession, rank and HP of all targets up to rank 10. Blocked by <i>Mind Cloak</i> .
6	Purification	Self	Instant	Heals 8 HP and cures poison and disease.
6	Steel Claw	Self	SER	Unarmed attacks count as a (d12, 8) weapon.
6	Survival	Self	1 day	Survive in extreme environments and survive 1 hour without air.



Enlightened Mystic's Spellbook

Dragon Warriors Reference Sheet (p93)

d20 > 13 + Mystic's Rank – Spell Level = **Psychic Fatigue!**

Lvl Spell	Range	Duration	Notes
7 Duel (p93)	Special	Special	Must fight target to the death without outside assistance.
7 Levitation	Self	SER	Levitate at 10m per combat round.
7 Paralysis	15m	SER	MA vs. MD. Paralyzes target.
7 Protection	Self	Special	+2 MD and +2 AF. +1 Psychic Fatigue checks.
8 Intangibility (p94)	Self	SER	Pass through physical objects. Immune to indirect attack spells.
8 Mindpool	3m	5 rounds	Mystics may combine MD and use best MA.
8 Swiftness	Self	SER	Get two actions (excluding spellcasting) per combat round.
8 Trance	Self	10 mins	Spirit travels up to 5km. Can see and hear.
9 Impregnable Sphere	Self	SER	Surrounded by physically impregnable sphere. Does not block direct attack spells.
9 Phoenix	Self	Instant	Restore to life. Permanently lose 1 HP and all equipment on body.
9 Teleport	Self	Instant	Instantly move to a point up to 100m away within line of sight.
9 Thunderclap	1m	Instant	Speed 12. Causes 6d6+6 damage. Magical armour (only) reduces this by 2 HP. Smash 2m hole in stone half a meter thick.



Exotic Mystic's Spellbook

Dragon Warriors Reference Sheet (Players' Guide pg2)

These exotic spell variants, if chosen (and allowed by the GM), replace one of the mystic's spells of the same level.

d20 > 13 + Mystic's Rank – Spell Level = **Psychic Fatigue!**

Lvl	Spell	Range	Duration	Origin	Notes
1	Pain Mastery	Self	SER	Khitai	Mystic feels no pain.
2	Mind Over Matter (Nephtu's Arm)	Self	1 Action	Kaikuhuran Desert	Increase Strength to 19 for 1 action.
3	Psychic Strike	3m	Instant	Ancient Kaikuhur	Magical Attack to reduce target's Defence to ¼.
4	Monkey Brother	Self	1 hour	Mungoda and Khitai	Increases Reflexes to 18 and enables brachiation at up to 20km per hour. When spell expires, mystic's Reflexes reduced to 1 for an hour.
5	Whisper of the Muse	Self	SER	Khitai and Emphidor	Mystic becomes creative.
6	Fleeting Enlightenment	Touch	SER	Unknown	Target may cast a level 1 mystic spell chosen by caster.
7	One Mind	10m	SER	Mungoda	Links minds of everyone in range. +1 bonus to physical tasks for every two people linked (up to a maximum of +5).
8	Serpent Trance	Self	SER	Unknown	Anticipate attacks against mystic. +5 Defence against each attack with no penalties for darkness or being attacked from behind.
9	Quavering Voice	20m	Instant	Krarth and Yamato	Instantly kill one sentient being or up to 4 non-sentient targets. Does not affect undead or constructs (like golems).

