

# Apprentice Sorcerer's Spellbook

## Dragon Warriors Reference Sheet (p79)

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 sorcerer.
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 0-3 <sup>rd</sup> rank.
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 $\pm 2$ .
4	<b>Disease</b>	15m	Special	MA vs. MD. 2 damage per round until dead.
4	<b>Oracle</b>	N/A	1 min	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.



# Master Sorcerer's Spellbook

## Dragon Warriors Reference Sheet (p79)

Lvl	Spell	Range	Duration	Notes
5	<b>Banish (p83)</b>	Touch	Special	MA vs. MD. Banish target to Limbo.
5	<b>Divination</b>	N/A	1 min	Ask any question. 75% to know answer.
5	<b>Fossilize</b>	20m	Special	MA vs. MD. Target turned to stone.
5	<b>Mantlet (p84)</b>	3m Radius	SER	Non-magical missile attacks blocked.
5	<b>Reanimate the Dead</b>	5m	SER	Raise 1d6 humanoid zombies.
5	<b>Transfix</b>	20m	SER	MA vs. MD. 2d4 targets unable to act.
6	<b>Armour</b>	Self	SER	AF6 armour. Does not hamper spellcasting.
6	<b>Cure Disease</b>	1m	Instant	Cure disease in target.
6	<b>Dishearten</b>	30m	Instant	MA vs. MD. Destroy target's heart. Cause 1d4 dam even if resisted.
6	<b>Dispel Magic</b>	5m	Instant	Dispel all magic in range (including own spells).
6	<b>Phantasm</b>	N/A	Instant	Conjure creature from another dimension.
6	<b>Sword of Damocles</b>	10m	Special	Conjure a sword (d10+2, 4d6) above target to strike at some point in the future with speed 17.
7	<b>Deathlight (p85)</b>	40m	Instant	Speed 16. 1d4 targets. 3d6+10-AF damage.
7	<b>Enslave</b>	30m	SER	MA vs. MD. Target must obey sorcerer.
7	<b>Nova</b>	5m	Instant	Speed 18. All in range struck by 1d3 beams, each causing 3d8-AF damage.
7	<b>Spell Screen</b>	Self	SER	Reduce incoming direct-attack spells by 5 MP.
7	<b>Stasis</b>	20m	Special	MA vs. MD. Freeze 1d3 targets in time.
7	<b>Vorpal Blade</b>	Self	SER	Sorcerer attacks with a +3 magical sword.
8	<b>Astral Gate (p86)</b>	N/A	Special	Opens portal to anywhere up to 150km away.
8	<b>Bastion</b>	N/A	SER	Creates impenetrable wall up to 25m <sup>2</sup> .
8	<b>Burden (p87)</b>	15m	SER	Speed 16 or targets are unable to move.
8	<b>Destrier</b>	N/A	Special	Conjures a fey warhorse for the Sorcerer to ride. May be cast only at night or in an underworld.
8	<b>Evil Eye</b>	Self	SER	40% chance of causing a 1d12 Fright Attack.
8	<b>Rune</b>	N/A	Special	Creates a magical trap.



# Sorcerer Lord's Spellbook

## Dragon Warriors Reference Sheet (p79)

Lvl Spell	Range	Duration	Notes
9 <b>Animate Bones (p87)</b>	Touch	Permanent	Create a skeleton from corpse sorcerer slew.
9 <b>Battlemaster (p88)</b>	N/A	SER	Conjure supernatural warrior.
9 <b>Firestorm</b>	30m	Instant	Speed 18. 6m diameter. 4d10+4 dam (or 4 dam, even if they evade). Magic armour (only) reduces damage by 3.
9 <b>Invisibility</b>	Self	SER	Caster turns completely invisible.
9 <b>Miracle Cure</b>	5m	Instant	Completely heal and cure target.
9 <b>Raise Fog</b>	Self	SER	60m radius dense fog. Sorcerer can see clearly, others reduced to 3m visibility.
10 <b>Doppelganger</b>	N/A	Permanent	Create obedient soulless duplicate person.
10 <b>Hecatomb (p89)</b>	10m Radius	Instant	MA vs. MD. Targets killed. Costs 1d100 XP.
10 <b>Pentacle of Entrapment</b>	Special	3days	Requires pentacle. MA vs. MD. 2d12 nearby beings up to 5 <sup>th</sup> rank trapped.
10 <b>Resurrect</b>	Touch	Instant	Restore life. Target loses 1d3 HP permanently.
10 <b>Scry</b>	N/A	3mins	Requires a speculum through which to spy on remote location.
10 <b>Transformation</b>	Self	3mins	Transform into any other rank-equivalent creature.



# Exotic Sorcerer's Spellbook

## Dragon Warriors Reference Sheet (Players' Guide p85)

Lvl	Spell	Range	Duration	Origin	Notes
1	<b>Witchbane</b>	10m	Instant	Algandy	Speed 12. 1d6+6-AF damage. Affects supernatural beings only.
1	<b>Bedevil</b>	10m	Perm	Algandy	Targeted tool thwarts its intended purpose.
2	<b>Echoes of Spyte</b>	20m	SER	Krarth	Listen to everything as if caster standing at target point.
3	<b>Summon Lesser Djinn</b>	N/A	SER	Ta'ashim Lands	Summons minor djinn servant. Cannot attack.
4	<b>Udjat</b>	Self	SER	Kaikuhuru	Increase Intelligence and Psychic Talent to 16 (or 18 if already 16+).
5	<b>Mask of Tooth and Claw</b>	Self	5min + SER	Mungoda	Transform caster into a sabre-toothed tiger (Bestiary, p45)
5	<b>Mask of Feather and Talon</b>	Self	5min + SER	Mungoda	Transform caster into an ordinary raptor.
5	<b>Lugh's Spear/Ghost Assegai</b>	2m	SER	Ellesland/ Mungoda	Spear attacks once per round one friend or foe within 2m of sorcerer (Attack: 22; Defence: 23) as a (1d8, 5) weapon.
6	<b>Ushabati</b>	Touch	SER/1hr	Ancient Kaikuhuru	Transforms a figurine into a servant or warrior, depending on figurine.
7	<b>Shoulders of the Colossus</b>	Touch	SER	Ancient Emphidor	Grow to 4m in height; Strength 19; Movement 15m (30m); +2AF.
8	<b>Possession</b>	10m	5min+ SER	Krarth	Transfer sorcerer's consciousness to another body.
9	<b>Spirit Leach</b>	10m	SER	Wyrd	Conjures a spectral worm to drain MP (Attack 23).
10	<b>Sleep of Ages</b>	Touch	Special	Kaikuhuru	Willing target falls asleep for up to 100 years.

