

Apprentice Sorcerer's Spellbook

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

Master Sorcerer's Spellbook

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

Sorcerer Lord's Spellbook

Lvl Spell	Range	Duration	Notes
9 Animate Bones (p87)	Touch	Permanent	Create a skeleton from corpse Sorcerer slew.
9 Battlemaster (p88)	N/A	SER	Conjure supernatural warrior.
9 Firestorm	30m	Instant	Speed 18. 6m diameter. 4d10+4 dam (or 4 dam, even if they evade). Magic armour (only) reduces damage by 3.
9 Invisibility	Self	SER	Caster turns completely invisible.
9 Miracle Cure	5m	Instant	Completely heal and cure target.
9 Raise Fog	Self	SER	60m radius dense fog. Sorcerer can see clearly, others reduced to 3m visibility.
10 Doppelganger	N/A	Permanent	Create obedient soulless duplicate person.
10 Hecatomb (p89)	10m Radius	Instant	MA vs. MD. Targets killed. Costs 1d100XP.
10 Pentacle of Entrapment	Special	3days	Requires pentacle. MA vs. MD. 2d12 nearby beings up to 5 th rank trapped.
10 Resurrect	Touch	Instant	Restore life. Target loses 1d3HP permanently.
10 Scry	N/A	3mins	Requires a speculum through which to spy on remote location.
10 Transformation	Self	3mins	Transform into any other rank-equivalent creature.

Player Quick Reference Sheet

Exotic Sorcerer's Spellbook

Exotic sorcery spells are from the Players' Guide, page 85 onwards.

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