

Young Warlock's Spellbook

Up to 2 spells marked with an asterisk may be cast in a single round as one action.

Lvl	Spell	Range	Duration	Notes
1	Eyes of Night* (p107)	20m	10 mins	Emit red light from eyes. -2 Stealth.
1	Heal Injury	Touch	Instant	Heal 1d4HP.
1	Imperil	Touch	d20 SER	MA vs. MD. Target takes +1 dam from melee weapons.
1	Perception of Sorcery	Self	d20 SER	Roll d20 under Psychic Talent to detect magic as an action.
1	Silent Warrior	5m	1 round	Conjure warrior to attack at end of combat round with Attack 18 with (d10, 5) weapon.
2	Camouflage	Self	d20 SER	+2 Stealth. No penalties for lack of cover.
2	Fearlessness*	Self	d20 SER	Immune to Fright Attacks.
2	Fortune (p108)	Self	d20 SER	±1 to one die roll once per round.
2	Inquiry	20m Radius	Instant	Determine strength of magical defences.
2	Warning	Self	d20 SER	Immune to surprise and shock attacks.
3	Deceit	Touch	1 day	Causes false reading to magical divinations.
3	Enhancement*	Self	d20 SER	Increase Strength and Reflexes to 18 (or 19 if already 18). -1 when spell expires.
3	Havok	12m	Instant	Speed 14. Causes 3d10-AF damage.
3	Illusion	20m	d20 SER	Mobile illusion (all senses) up to 2m ³ .
3	Telekinesis (p109)	25m	d20 SER	Move a single object up to 0.5kg up to 15m per round (approx. Speed 8).
4	Aegis*	Self	d20 SER	Blocks weapon or indirect spell attacks on a 1 on a d6.
4	Neutralize Toxin	Touch	d20 SER	Immunity to poisons and neutralises poisons.
4	Oracle	N/A	1 min	Ask spirits 3 yes/no questions. Spirits have 75% chance of knowing answer.
4	Turncoat (p110)	5m	d20 SER	MA vs. MD. Target will attack his comrades.
4	Vitality	Self	Instant	Heal up to 12HP.

Player Quick Reference Sheet

Elder Warlock's Spellbook

Up to 2 spells marked with an asterisk may be cast in a single round as one action.

Lvl	Spell	Range	Duration	Notes
5	Force of Will* (p110)	Self	d20 SER	Keep fighting until -20HP.
5	Hellfire	15m	Special	Target takes 3d6 dam per round until fires extinguished (roll 1 on 1d6).
5	Slow	12m	d20 SER	MA vs. MD. 1d8 targets act only on alternate combat rounds.
5	Soulbane	15m	Instant	Speed 17. Reduce MA and MD by 2d8.
5	Terminate Enchantment (p111)	5m	Instant	Dispel a single spell.
6	Annihilate	15m	Instant	MA vs. MD. Destroy a single target up to rank 8.
6	Lunacy	2m	Instant	Only cast in moonlight. 80% to cause Fright Attack with strength 21 that causes insanity.
6	Panoply*	Self	d20 SER	+2AF.
6	Sigil of Destiny	Special	1 day	Protection from one form of harm once.
6	Vaporize (p112)	Self	d20 SER	Transform into mist.
7	Nemesis	15m	d20 SER	+3 to hit, damage, ABR, Speed, MA vs. target. -1d10XP if Warlock fails to slay target.
7	Pacify	15m	d20 SER	MA vs. MD. 2d6 targets will not attack Warlock.
7	Runic Weapon*	12m	d20 SER	Target fights with +3 weapon. Weapon chosen by Warlock from one of his Weapon Groups.
7	Spell Screen	Self	d20 SER	Reduce incoming direct-attack spells by 5MP.
7	The Trickster's Hand	Touch	d20 SER	Protection from missiles up to 20kg. Non-magical missiles return to strike the attacker.
8	Demon Path (p113)	Self	2 mins	Warlock can walk (not run or fight safely) on air.
8	Energy Bolt	15m	Instant	Speed 17. Strike 1d3 targets for 5d10-AF dam.
8	Gauntlet	Special	d20 SER	Conjure animated mail gauntlet servant.
8	Killing Frenzy*	Self	d20 SER	May attack twice per round with a weapon belonging to the Warlock's Weapon Groups.
8	Reincarnate	Touch	Special	Return soul to a quiescent target body.
9	Flying Steed (p114)	N/A	3 hours	Conjures hippogriff mount.
9	Invulnerability	Touch	d20 SER	Renders Warlock and 1 companion invulnerable to various types of attacks.
9	Simulacrum	Self	d20 SER	Conjures the Warlock's double from his shadow.
9	Song of Battle*	Self	d20 SER	Transforms Warlock into ferocious berserker.
9	Teleport	Self	Instant	Instantly move to a point up to 100m away within line of sight.

Player Quick Reference Sheet

Exotic Warlock's Spellbook

Exotic warlock spells are from the Players' Guide, page 89 onwards.

Lvl	Spell	Range	Duration	Origin	Notes
1	Battle Brother	Self	SER	Emphidor	Summons illusory warrior to guard the warlock's flank.
2	Djinn-Borne Leap	Self (20m)	Instant	Caliphate of Zhenir	Make a single leap up to 20m in any direction.
3	Ibn-Azi's Shattering Blow	Touch	Instant	Ta'ashim Lands	Must make successful melee attack and armour bypass check. Target's armour is removed. Beings of stone or metal take 2d4 HP damage.
4	Faestus' Wrath	10m	SER	Emphidian Lands	Cause an enemy's weapon to turn on him.
5	Apep's Fang	Touch	Instant	Ancient Kaikuhuru	Instantly coats a weapon with Assassin's Lotion (p45)
6	Call to Arms	Self + 5 companions	Instant	Khitai	Instantly readies weapon and armour.
7	Jupro's Legion	20m radius of caster	SER	Selentine Priest of Mars	Allies within 20m of caster gain +2 Attack and Defence.
8	Rain of Death	20m radius in bow range	Instant	Unknown	Warlock must fire bow or crossbow. Everyone in target radius must evade Speed 14. Strikes 1d4 times as (1d6, 4) missile weapon.
9	Fog of War	Self	SER	Ereworn	5m radius fog centred on caster. People might become lost in fog.