

Demonologist's Spellbook

Demonologists may only ever achieve the spellcasting abilities of a 4th rank Sorcerer.

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	1min	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.

Vile Demonologist's Spellbook

Alternative demonology spells for the irrepressibly wicked are from the Players' Guide, page 100 onwards, which replace the traditional sorcerer spell list for Demonologists.

Lvl	Spell	Range	Duration	Notes
1	Demonic Vitality	Self	Instant	Sacrifice a small animal to heal 1d4HP.
1	Vice	10m	Instant	Learn target's vice.
1	Gleam of Malevolence	Self	SER	Animals will not approach caster. Humans Attack the caster with a -1 penalty.
1	Festering Blow	Touch	1 Attack	+2 damage and target will not heal naturally. Spell wasted if attack misses.
2	Torment of the Pit	10m	SER	MA vs. MD. -3 to all actions due to pain.
2	Vanity	Self	2 hours	Increase Looks to 16 (or 19 if already 16+). When spell ends, Looks drops to 3 for 8 hours.
2	Eye for an Eye	10m	Instant	MA vs. MD. Causes 1d6 damage; which heals caster. Target must have hurt caster in last 5 rounds.
2	Dark Divination	20m	Instant	Learn darkest secret of target.
3	Wrath	10m	SER	Friendly target gains +3 Attack; +1 Armour Bypass; +1 damage; -5 Defence.
3	Glutton's Curse	10m	SER	MA vs MD. Target overcome by hunger.
3	Lord of Lies	Self	SER	Everyone believes the caster's next lie, until the spell expires.
3	Scent of the Fallen	Self	SER	Caster can smell when someone lies.
4	Witch Steed	Touch	1 night	MA vs. MD. Pig, goat or human serves as the caster's steed. Causes 1d8HP damage to target.
4	Phylactery	Touch	Special	Create blood ring to heal caster up to 8HP. Costs 2HP to create.
4	Hellsbreath	10m	Instant	Speed 14 poisonous fumes cause 2d6HP damage to up to 1d4 targets.
4	Indulgence	20m	SER	Target must indulge greatest vice without regard for social convention.