

# DUNGEONS & DRAGONS

## Sorcerer Spellbook

Level 0

Spells/day\_\_\_ Spell DC\_\_\_

Spells used: ☐☐☐☐☐☐☐☐☐☐

Spell	Description
<input type="checkbox"/> Resistance	Subject gains +1 on saving throws.
<input type="checkbox"/> Acid Splash	Orb deals 1d3 acid damage.
<input type="checkbox"/> Detect Poison	Detects poison in one creature or small object.
<input type="checkbox"/> Detect Magic	Detects spells and magic items within 60 ft.
<input type="checkbox"/> Read Magic	Read scrolls and spellbooks.
<input type="checkbox"/> Daze	Humanoid creature of 4 HD or less loses next action.
<input type="checkbox"/> Dancing Lights	Creates torches or other lights.
<input type="checkbox"/> Flare	Dazzles one creature (-1 on attack rolls).
<input type="checkbox"/> Light	Object shines like a torch.
<input type="checkbox"/> Ray of Frost	Ray deals 1d3 cold damage.
<input type="checkbox"/> Ghost Sound	Figment sounds.
<input type="checkbox"/> Disrupt Undead	Deals 1d6 damage to one undead.
<input type="checkbox"/> Touch of Fatigue	Touch attack fatigues target.
<input type="checkbox"/> Mage Hand	5-pound telekinesis.
<input type="checkbox"/> Mending	Makes minor repairs on an object.
<input type="checkbox"/> Message	Whispered conversation at distance.
<input type="checkbox"/> Open/Close	Opens or closes small or light things.
<input type="checkbox"/> Arcane Mark	Inscribes a personal rune (visible or invisible).
<input type="checkbox"/> Prestidigitation	Performs minor tricks.

Level 1

Spells/day\_\_ Spell DC\_\_

Spells used: ☐☐☐☐☐☐☐☐☐☐

Spell	Description
<input type="checkbox"/> Alarm	Wards an area for 2 hours/level.
<input type="checkbox"/> Endure Elements	Exist comfortably in hot or cold environments.
<input type="checkbox"/> Hold Portal	Holds door shut.
<input type="checkbox"/> Protection from Cha/Ev/G/L	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.
<input type="checkbox"/> Shield	Invisible disc gives +4 to AC, blocks magic missiles.
<input type="checkbox"/> Grease	Makes 10-ft. square or one object slippery.
<input type="checkbox"/> Mage Armor	Gives subject +4 armor bonus.
<input type="checkbox"/> Mount	Summons riding horse for 2 hours/level.
<input type="checkbox"/> Obscuring Mist	Fog surrounds you.
<input type="checkbox"/> Summon Monster I	Calls extraplanar creature to fight for you.
<input type="checkbox"/> Unseen Servant	Invisible force obeys your commands.
<input type="checkbox"/> Comprehend Languages	You understand all spoken and written languages.
<input type="checkbox"/> Detect Secret Doors	Reveals hidden doors within 60 ft.
<input type="checkbox"/> Detect Undead	Reveals undead within 60 ft.
<input type="checkbox"/> Identify	Determines properties of magic item.
<input type="checkbox"/> True Strike	+20 on your next attack roll.
<input type="checkbox"/> Charm Person	Makes one person your friend.
<input type="checkbox"/> Hypnotism	Fascinates 2d4 HD of creatures.
<input type="checkbox"/> Sleep	Puts 4 HD of creatures into magical slumber.
<input type="checkbox"/> Burning Hands	1d4/level fire damage (max 5d4).
<input type="checkbox"/> Floating Disk	Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.
<input type="checkbox"/> Magic Missile	1d4+1 damage; +1 missile per two levels above 1st (max 5).
<input type="checkbox"/> Shocking Grasp	Touch delivers 1d6/level electricity damage (max 5d6).
<input type="checkbox"/> Color Spray	Knocks unconscious, blinds, and/or stuns weak creatures.
<input type="checkbox"/> Disguise Self	Changes your appearance.
<input type="checkbox"/> Magic Aura	Alters objects magic aura.
<input type="checkbox"/> Silent Image	Creates minor illusion of your design.
<input type="checkbox"/> Ventriloquism	Throws voice for 1 min./level.
<input type="checkbox"/> Cause Fear	One creature of 5 HD or less flees for 1d4 rounds.
<input type="checkbox"/> Chill Touch	One touch/level deals 1d6 damage and possibly 1 Str damage.
<input type="checkbox"/> Ray of Enfeeblement	Ray deals 1d6 +1 per two levels Str damage.
<input type="checkbox"/> Animate Rope	Makes a rope move at your command.
<input type="checkbox"/> Enlarge Person	Humanoid creature doubles in size.
<input type="checkbox"/> Erase	Mundane or magical writing vanishes.
<input type="checkbox"/> Expeditious Retreat	Your speed increases by 30 ft.
<input type="checkbox"/> Feather Fall	Objects or creatures fall slowly.
<input type="checkbox"/> Jump	Subject gets bonus on Jump checks.
<input type="checkbox"/> Magic Weapon	Weapon gains +1 bonus.
<input type="checkbox"/> Reduce Person	Humanoid creature halves in size.

## Level 2

Spells/day\_\_ Spell DC\_\_

Spells used: ☐☐☐☐☐☐☐☐☐☐

Spell	Description
<input type="checkbox"/> Arcane Lock	Magically locks a portal or chest.
<input type="checkbox"/> Obscure Object	Masks object against scrying.
<input type="checkbox"/> Protection from Arrows	Subject immune to most ranged attacks.
<input type="checkbox"/> Resist Energy	Ignores first 10 (or more) points of damage/attack from specified energy type.
<input type="checkbox"/> Acid Arrow	Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
<input type="checkbox"/> Fog Cloud	Fog obscures vision.
<input type="checkbox"/> Glitterdust	Blinds creatures, outlines invisible creatures.
<input type="checkbox"/> Summon Monster II	Calls extraplanar creature to fight for you.
<input type="checkbox"/> Summon Swarm	Summons swarm of bats, rats, or spiders.
<input type="checkbox"/> Web	Fills 20-ft.-radius spread with sticky spiderwebs.
<input type="checkbox"/> Detect Thoughts	Allows listening to surface thoughts.
<input type="checkbox"/> Locate Object	Senses direction toward object (specific or type).
<input type="checkbox"/> See Invisibility	Reveals invisible creatures or objects.
<input type="checkbox"/> Daze Monster	Living creature of 6 HD or less loses next action.
<input type="checkbox"/> Hideous Laughter	Subject loses actions for 1 round/level.
<input type="checkbox"/> Touch of Idiocy	Subject takes 1d6 points of Int, Wis, and Cha damage.
<input type="checkbox"/> Continual Flame	Makes a permanent, heatless torch.
<input type="checkbox"/> Darkness	20-ft. radius of supernatural shadow.
<input type="checkbox"/> Flaming Sphere	Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
<input type="checkbox"/> Gust of Wind	Blows away or knocks down smaller creatures.
<input type="checkbox"/> Scorching Ray	Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).
<input type="checkbox"/> Shatter	Sonic vibration damages objects or crystalline creatures.
<input type="checkbox"/> Blur	Attacks miss subject 20% of the time.
<input type="checkbox"/> Hypnotic Pattern	Fascinates (2d4 + level) HD of creatures.
<input type="checkbox"/> Invisibility	Subject is invisible for 1 min./level or until it attacks.
<input type="checkbox"/> Magic Mouth	Speaks once when triggered.
<input type="checkbox"/> Minor Image	As silent image, plus some sound.
<input type="checkbox"/> Mirror Image	Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
<input type="checkbox"/> Misdirection	Misleads divinations for one creature or object.
<input type="checkbox"/> Phantom Trap	Makes item seem trapped.
<input type="checkbox"/> Blindness/Deafness	Makes subject blinded or deafened.
<input type="checkbox"/> Command Undead	Undead creature obeys your commands.
<input type="checkbox"/> False Life	Gain 1d10 temporary hp +1/level (max +10).
<input type="checkbox"/> Ghoul Touch	Paralyzes one subject, which exudes stench that makes those nearby sickened.
<input type="checkbox"/> Scare	Panics creatures of less than 6 HD.
<input type="checkbox"/> Spectral Hand	Creates disembodied glowing hand to deliver touch attacks.
<input type="checkbox"/> Alter Self	Assume form of a similar creature.
<input type="checkbox"/> Bears Endurance	Subject gains +4 to Con for 1 min./level.
<input type="checkbox"/> Bulls Strength	Subject gains +4 to Str for 1 min./level.
<input type="checkbox"/> Cats Grace	Subject gains +4 to Dex for 1 min./level.
<input type="checkbox"/> Darkvision	See 60 ft. in total darkness.
<input type="checkbox"/> Eagles Splendor	Subject gains +4 to Cha for 1 min./level.
<input type="checkbox"/> Foxs Cunning	Subject gains +4 Int for 1 min./level.
<input type="checkbox"/> Knock	Opens locked or magically sealed door.
<input type="checkbox"/> Levitate	Subject moves up and down at your direction.
<input type="checkbox"/> Owls Wisdom	Subject gains +4 to Wis for 1 min./level.
<input type="checkbox"/> Pyrotechnics	Turns fire into blinding light or choking smoke.
<input type="checkbox"/> Rope Trick	As many as eight creatures hide in extradimensional space.
<input type="checkbox"/> Spider Climb	Grants ability to walk on walls and ceilings.
<input type="checkbox"/> Whispering Wind	Sends a short message 1 mile/level.

## Level 3

Spells/day\_\_ Spell DC\_\_

Spells used: ☐☐☐☐☐☐☐☐☐☐

Spell	Description
<input type="checkbox"/> Dispel Magic	Cancels magical spells and effects.
<input type="checkbox"/> Explosive Runes	Deals 6d6 damage when read.
<input type="checkbox"/> Magic Circle against Ch/Ev/G/L	As protection spells, but 10-ft. radius and 10 min./level.
<input type="checkbox"/> Nondetection	Hides subject from divination, scrying.
<input type="checkbox"/> Protection from Energy	Absorb 12 points/level of damage from one kind of energy.
<input type="checkbox"/> Phantom Steed	Magic horse appears for 1 hour/level.
<input type="checkbox"/> Sepia Snake Sigil	Creates text symbol that immobilizes reader.
<input type="checkbox"/> Sleet Storm	Hampers vision and movement.
<input type="checkbox"/> Stinking Cloud	Nauseating vapors, 1 round/level.
<input type="checkbox"/> Summon Monster III	Calls extraplanar creature to fight for you.
<input type="checkbox"/> Arcane Sight	Magical auras become visible to you.
<input type="checkbox"/> Clairaudience/Clairvoyance	Hear or see at a distance for 1 min./level.
<input type="checkbox"/> Tongues	Speak any language.
<input type="checkbox"/> Deep Slumber	Puts 10 HD of creatures to sleep.
<input type="checkbox"/> Heroism	Gives +2 bonus on attack rolls, saves, skill checks.
<input type="checkbox"/> Hold Person	Paralyzes one humanoid for 1 round/level.
<input type="checkbox"/> Rage	Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.
<input type="checkbox"/> Suggestion	Compels subject to follow stated course of action.
<input type="checkbox"/> Daylight	60-ft. radius of bright light.
<input type="checkbox"/> Fireball	1d6 damage per level, 20-ft. radius.
<input type="checkbox"/> Lightning Bolt	Electricity deals 1d6/level damage.
<input type="checkbox"/> Tiny Hut	Creates shelter for ten creatures.
<input type="checkbox"/> Wind Wall	Deflects arrows, smaller creatures, and gases.
<input type="checkbox"/> Displacement	Attacks miss subject 50%.
<input type="checkbox"/> Illusory Script	Only intended reader can decipher.
<input type="checkbox"/> Invisibility Sphere	Makes everyone within 10 ft. invisible.
<input type="checkbox"/> Major Image	As silent image, plus sound, smell and thermal effects.
<input type="checkbox"/> Gentle Repose	Preserves one corpse.
<input type="checkbox"/> Halt Undead	Immobilizes undead for 1 round/level.
<input type="checkbox"/> Ray of Exhaustion	Ray makes subject exhausted.
<input type="checkbox"/> Vampiric Touch	Touch deals 1d6/two levels damage; caster gains damage as hp.
<input type="checkbox"/> Blink	You randomly vanish and reappear for 1 round/level.
<input type="checkbox"/> Flame Arrow	Arrows deal +1d6 fire damage.
<input type="checkbox"/> Fly	Subject flies at speed of 60 ft.
<input type="checkbox"/> Gaseous Form	Subject becomes insubstantial and can fly slowly.
<input type="checkbox"/> Haste	One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
<input type="checkbox"/> Keen Edge	Doubles normal weapons threat range.
<input type="checkbox"/> Magic Weapon, Greater	+1/four levels (max +5).
<input type="checkbox"/> Secret Page	Changes one page to hide its real content.
<input type="checkbox"/> Shrink Item	Object shrinks to one-sixteenth size.
<input type="checkbox"/> Slow	One subject/level takes only one action/round, -1 to AC, reflex saves, and attack rolls.
<input type="checkbox"/> Water Breathing	Subjects can breathe underwater.

## Level 4

Spells/day\_\_ Spell DC\_\_

Spells used: ☐☐☐☐☐☐☐☐☐☐

Spell	Description
<input type="checkbox"/> Dimensional Anchor	Bars extradimensional movement.
<input type="checkbox"/> Fire Trap	Opened object deals 1d4 damage +1/level.
<input type="checkbox"/> Globe of Invulnerability, Lesser	Stops 1st- through 3rd-level spell effects.
<input type="checkbox"/> Remove Curse	Frees object or person from curse.
<input type="checkbox"/> Stoneskin	Ignore 10 points of damage per attack.
<input type="checkbox"/> Black Tentacles	Tentacles grapple all within 20 ft. spread.
<input type="checkbox"/> Dimension Door	Teleports you short distance.
<input type="checkbox"/> Minor Creation	Creates one cloth or wood object.
<input type="checkbox"/> Secure Shelter	Creates sturdy cottage.
<input type="checkbox"/> Solid Fog	Blocks vision and slows movement.
<input type="checkbox"/> Summon Monster IV	Calls extraplanar creature to fight for you.
<input type="checkbox"/> Arcane Eye	Invisible floating eye moves 30 ft./round.
<input type="checkbox"/> Detect Scrying	Alerts you of magical eavesdropping.
<input type="checkbox"/> Locate Creature	Indicates direction to familiar creature.
<input type="checkbox"/> Scrying	Spies on subject from a distance.
<input type="checkbox"/> Charm Monster	Makes monster believe it is your ally.
<input type="checkbox"/> Confusion	Subjects behave oddly for 1 round/level.
<input type="checkbox"/> Crushing Despair	Subjects take -2 on attack rolls, damage rolls, saves, and checks.
<input type="checkbox"/> Geas, Lesser	Commands subject of 7 HD or less.
<input type="checkbox"/> Fire Shield	Creatures attacking you take fire damage; youre protected from heat or cold.
<input type="checkbox"/> Ice Storm	Hail deals 5d6 damage in cylinder 40 ft. across.
<input type="checkbox"/> Resilient Sphere	Force globe protects but traps one subject.
<input type="checkbox"/> Shout	Deafens all within cone and deals 5d6 sonic damage.
<input type="checkbox"/> Wall of Fire	Deals 2d4 fire dmg out to 10 ft. and 1d4 out to 20 ft. Passing wall deals 2d6 dmg +1/lvl.
<input type="checkbox"/> Wall of Ice	Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.
<input type="checkbox"/> Hallucinatory Terrain	Makes one type of terrain appear like another (field into forest, or the like).
<input type="checkbox"/> Illusory Wall	Wall, floor, or ceiling looks real, but anything can pass through.
<input type="checkbox"/> Invisibility, Greater	As invisibility, but subject can attack and stay invisible.
<input type="checkbox"/> Phantasmal Killer	Fearsome illusion kills subject or deals 3d6 damage.
<input type="checkbox"/> Rainbow Pattern	Lights fascinate 24 HD of creatures.
<input type="checkbox"/> Shadow Conjuration	Mimics conjuration below 4th level, but only 20% real.
<input type="checkbox"/> Animate Dead	Creates undead skeletons and zombies.
<input type="checkbox"/> Bestow Curse	-6 to an ability score; -4 on atk rolls, saves, checks; or 50% chance of losing each action.
<input type="checkbox"/> Contagion	Infects subject with chosen disease.
<input type="checkbox"/> Enervation	Subject gains 1d4 negative levels.
<input type="checkbox"/> Fear	Subjects within cone flee for 1 round/level.
<input type="checkbox"/> Enlarge Person, Mass	Enlarges several creatures.
<input type="checkbox"/> Polymorph	Gives one willing subject a new form.
<input type="checkbox"/> Reduce Person, Mass	Reduces several creatures.
<input type="checkbox"/> Stone Shape	Sculpts stone into any shape.

## Level 5

Spells/day\_\_ Spell DC\_\_

Spells used: ☐☐☐☐☐☐☐☐☐☐

Spell	Description
<input type="checkbox"/> Break Enchantment	Frees subjects from enchantments, alterations, curses, and petrification.
<input type="checkbox"/> Dismissal	Forces a creature to return to native plane.
<input type="checkbox"/> Mages Private Sanctum	Prevents anyone from viewing or scrying an area for 24 hours.
<input type="checkbox"/> Cloudkill	Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.
<input type="checkbox"/> Mages Faithful Hound	Phantom dog can guard, attack.
<input type="checkbox"/> Major Creation	As minor creation, plus stone and metal.
<input type="checkbox"/> Planar Binding, Lesser	Traps extraplanar creature of 6 HD or less until it performs a task.
<input type="checkbox"/> Secret Chest	Hides expensive chest on Ethereal Plane; you retrieve it at will.
<input type="checkbox"/> Summon Monster V	Calls extraplanar creature to fight for you.
<input type="checkbox"/> Teleport	Instantly transports you as far as 100 miles/level.
<input type="checkbox"/> Wall of Stone	Creates a stone wall that can be shaped.
<input type="checkbox"/> Contact Other Plane	Lets you ask question of extraplanar entity.
<input type="checkbox"/> Prying Eyes	1d4 +1/level floating eyes scout for you.
<input type="checkbox"/> Telepathic Bond	Link lets allies communicate.
<input type="checkbox"/> Dominate Person	Controls humanoid telepathically.
<input type="checkbox"/> Feeblemind	Subjects Int and Cha drop to 1.
<input type="checkbox"/> Hold Monster	As hold person, but any creature.
<input type="checkbox"/> Mind Fog	Subjects in fog get -10 to Wis and Will checks.
<input type="checkbox"/> Symbol of Sleep	Triggered rune puts nearby creatures into catatonic slumber.
<input type="checkbox"/> Cone of Cold	1d6/level cold damage.
<input type="checkbox"/> Interposing Hand	Hand provides cover against one opponent.
<input type="checkbox"/> Sending	Delivers short message anywhere, instantly.
<input type="checkbox"/> Wall of Force	Wall is immune to damage.
<input type="checkbox"/> Dream	Sends message to anyone sleeping.
<input type="checkbox"/> False Vision	Fools scrying with an illusion.
<input type="checkbox"/> Mirage Arcana	As hallucinatory terrain, plus structures.
<input type="checkbox"/> Nightmare	Sends vision dealing 1d10 damage, fatigue.
<input type="checkbox"/> Persistent Image	As major image, but no concentration required.
<input type="checkbox"/> Seeming	Changes appearance of one person per two levels.
<input type="checkbox"/> Shadow Evocation	Mimics evocation below 5th level, but only 20% real.
<input type="checkbox"/> Blight	Withers one plant or deals 1d6/level damage to plant creature.
<input type="checkbox"/> Magic Jar	Enables possession of another creature.
<input type="checkbox"/> Symbol of Pain	Triggered rune wracks nearby creatures with pain.
<input type="checkbox"/> Waves of Fatigue	Several targets become fatigued.
<input type="checkbox"/> Animal Growth	One animal/two levels doubles in size.
<input type="checkbox"/> Baleful Polymorph	Transforms subject into harmless animal.
<input type="checkbox"/> Fabricate	Transforms raw materials into finished items.
<input type="checkbox"/> Overland Flight	You fly at a speed of 40 ft. and can hustle over long distances.
<input type="checkbox"/> Passwall	Creates passage through wood or stone wall.
<input type="checkbox"/> Telekinesis	Moves object, attacks creature, or hurls object or creature.
<input type="checkbox"/> Transmute Mud to Rock	Transforms two 10-ft. cubes per level.
<input type="checkbox"/> Transmute Rock to Mud	Transforms two 10-ft. cubes per level.
<input type="checkbox"/> Permanency	Makes certain spells permanent.

## Level 6

Spells/day\_\_\_ Spell DC\_\_\_

Spells used: ☐☐☐☐☐☐☐☐☐☐

Spell	Description
<input type="checkbox"/> Antimagic Field	Negates magic within 10 ft.
<input type="checkbox"/> Dispel Magic, Greater	As dispel magic, but +20 on check.
<input type="checkbox"/> Globe of Invulnerability	As lesser globe of invulnerability, plus 4th-level spell effects.
<input type="checkbox"/> Guards and Wards	Array of magic effects protect area.
<input type="checkbox"/> Repulsion	Creatures cant approach you.
<input type="checkbox"/> Acid Fog	Fog deals acid damage.
<input type="checkbox"/> Planar Binding	As lesser planar binding, but up to 12 HD.
<input type="checkbox"/> Summon Monster VI	Calls extraplanar creature to fight for you.
<input type="checkbox"/> Wall of Iron	30 hp/four levels; can topple onto foes.
<input type="checkbox"/> Analyze Dweomer	Reveals magical aspects of subject.
<input type="checkbox"/> Legend Lore	Lets you learn tales about a person, place, or thing.
<input type="checkbox"/> True Seeing	Lets you see all things as they really are.
<input type="checkbox"/> Geas/Quest	As lesser geas, plus it affects any creature.
<input type="checkbox"/> Heroism, Greater	Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
<input type="checkbox"/> Suggestion, Mass	As suggestion, plus one subject/level.
<input type="checkbox"/> Symbol of Persuasion	Triggered rune charms nearby creatures.
<input type="checkbox"/> Chain Lightning	1d6/level damage; 1 secondary bolt/level each deals half damage.
<input type="checkbox"/> Contingency	Sets trigger condition for another spell.
<input type="checkbox"/> Forceful Hand	Hand pushes creatures away.
<input type="checkbox"/> Freezing Sphere	Freezes water or deals cold damage.
<input type="checkbox"/> Mislead	Turns you invisible and creates illusory double.
<input type="checkbox"/> Permanent Image	Includes sight, sound, and smell.
<input type="checkbox"/> Programmed Image	As major image, plus triggered by event.
<input type="checkbox"/> Shadow Walk	Step into shadow to travel rapidly.
<input type="checkbox"/> Veil	Changes appearance of group of creatures.
<input type="checkbox"/> Circle of Death	Kills 1d4/level HD of creatures.
<input type="checkbox"/> Create Undead	Creates ghouls, ghosts, mummies, or mohrgs.
<input type="checkbox"/> Eyebite	Target becomes panicked, sickened, and comatose.
<input type="checkbox"/> Symbol of Fear	Triggered rune panics nearby creatures.
<input type="checkbox"/> Undeath to Death	Destroys 1d4/level HD of undead (max 20d4).
<input type="checkbox"/> Bears Endurance, Mass	As bears endurance, affects one subject/level.
<input type="checkbox"/> Bulls Strength, Mass	As bulls strength, affects one subject/ level.
<input type="checkbox"/> Cats Grace, Mass	As cats grace, affects one subject/level.
<input type="checkbox"/> Control Water	Raises or lowers bodies of water.
<input type="checkbox"/> Disintegrate	Makes one creature or object vanish.
<input type="checkbox"/> Eagles Splendor, Mass	As eagles splendor, affects one subject/level.
<input type="checkbox"/> Flesh to Stone	Turns subject creature into statue.
<input type="checkbox"/> Foxs Cunning, Mass	As foxs cunning, affects one subject/ level.
<input type="checkbox"/> Move Earth	Digs trenches and build hills.
<input type="checkbox"/> Owls Wisdom, Mass	As owls wisdom, affects one subject/ level.
<input type="checkbox"/> Stone to Flesh	Restores petrified creature.
<input type="checkbox"/> Transformation	You gain combat bonuses.

Level 7

Spells/day\_\_ Spell DC\_\_

Spells used: ☐☐☐☐☐☐☐☐☐☐

Spell	Description
<input type="checkbox"/> Banishment	Banishes 2 HD/level of extraplanar creatures.
<input type="checkbox"/> Sequester	Subject is invisible to sight and scrying; renders creature comatose.
<input type="checkbox"/> Spell Turning	Reflect 1d4+6 spell levels back at caster.
<input type="checkbox"/> Instant Summons	Prepared object appears in your hand.
<input type="checkbox"/> Mages Magnificent Mansion	Door leads to extradimensional mansion.
<input type="checkbox"/> Phase Door	Creates an invisible passage through wood or stone.
<input type="checkbox"/> Plane Shift	As many as eight subjects travel to another plane.
<input type="checkbox"/> Summon Monster VII	Calls extraplanar creature to fight for you.
<input type="checkbox"/> Teleport, Greater	As teleport, but no range limit and no off-target arrival.
<input type="checkbox"/> Teleport Object	As teleport, but affects a touched object.
<input type="checkbox"/> Arcane Sight, Greater	As arcane sight, but also reveals magic effects on creatures and objects.
<input type="checkbox"/> Scrying, Greater	As scrying, but faster and longer.
<input type="checkbox"/> Vision	As legend lore, but quicker and strenuous.
<input type="checkbox"/> Hold Person, Mass	As hold person, but all within 30 ft.
<input type="checkbox"/> Insanity	Subject suffers continuous confusion.
<input type="checkbox"/> Power Word Blind	Blinds creature with 200 hp or less.
<input type="checkbox"/> Symbol of Stunning	Triggered rune stuns nearby creatures.
<input type="checkbox"/> Delayed Blast Fireball	1d6/level fire damage; you can postpone blast for 5 rounds.
<input type="checkbox"/> Forcecage	Cube or cage of force imprisons all inside.
<input type="checkbox"/> Grasping Hand	Hand provides cover, pushes, or grapples.
<input type="checkbox"/> Mages Sword	Floating magic blade strikes opponents.
<input type="checkbox"/> Prismatic Spray	Rays hit subjects with variety of effects.
<input type="checkbox"/> Invisibility, Mass	As invisibility, but affects all in range.
<input type="checkbox"/> Project Image	Illusory double can talk and cast spells.
<input type="checkbox"/> Shadow Conjuration, Greater	As shadow conjuration, but up to 6th level and 60% real.
<input type="checkbox"/> Simulacrum	Creates partially real double of a creature.
<input type="checkbox"/> Control Undead	Undead dont attack you while under your command.
<input type="checkbox"/> Finger of Death	Kills one subject.
<input type="checkbox"/> Symbol of Weakness	Triggered rune weakens nearby creatures.
<input type="checkbox"/> Waves of Exhaustion	Several targets become exhausted.
<input type="checkbox"/> Control Weather	Changes weather in local area.
<input type="checkbox"/> Ethereal Jaunt	You become ethereal for 1 round/level.
<input type="checkbox"/> Reverse Gravity	Objects and creatures fall upward.
<input type="checkbox"/> Statue	Subject can become a statue at will.
<input type="checkbox"/> Limited Wish	Alters realitywithin spell limits.



## Level 8

Spells/day\_\_ Spell DC\_\_

Spells used: ☐☐☐☐☐☐☐☐☐☐

Spell	Description
<input type="checkbox"/> Dimensional Lock	Teleportation and interplanar travel blocked for one day/level.
<input type="checkbox"/> Mind Blank	Subject is immune to mental/emotional magic and scrying.
<input type="checkbox"/> Prismatic Wall	Walls colors have array of effects.
<input type="checkbox"/> Protection from Spells	Confers +8 resistance bonus.
<input type="checkbox"/> Incendiary Cloud	Cloud deals 4d6 fire damage/round.
<input type="checkbox"/> Maze	Traps subject in extradimensional maze.
<input type="checkbox"/> Planar Binding, Greater	As lesser planar binding, but up to 18 HD.
<input type="checkbox"/> Summon Monster VIII	Calls extraplanar creature to fight for you.
<input type="checkbox"/> Trap the Soul	Imprisons subject within gem.
<input type="checkbox"/> Discern Location	Reveals exact location of creature or object.
<input type="checkbox"/> Moment of Prescience	You gain insight bonus on single attack roll, check, or save.
<input type="checkbox"/> Prying Eyes, Greater	As prying eyes, but eyes have true seeing.
<input type="checkbox"/> Antipathy	Object or location affected by spell repels certain creatures.
<input type="checkbox"/> Binding	Utilizes an array of techniques to imprison a creature.
<input type="checkbox"/> Charm Monster, Mass	As charm monster, but all within 30 ft.
<input type="checkbox"/> Demand	As sending, plus you can send suggestion.
<input type="checkbox"/> Irresistible Dance	Forces subject to dance.
<input type="checkbox"/> Power Word Stun	Stuns creature with 150 hp or less.
<input type="checkbox"/> Symbol of Insanity	Triggered rune renders nearby creatures insane.
<input type="checkbox"/> Sympathy	Object or location attracts certain creatures.
<input type="checkbox"/> Clenched Fist	Large hand provides cover, pushes, or attacks your foes.
<input type="checkbox"/> Polar Ray	Ranged touch attack deals 1d6/level cold damage.
<input type="checkbox"/> Shout, Greater	Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.
<input type="checkbox"/> Sunburst	Blinds all within 10 ft., deals 6d6 damage.
<input type="checkbox"/> Telekinetic Sphere	As resilient sphere, but you move sphere telekinetically.
<input type="checkbox"/> Scintillating Pattern	Twisting colors confuse, stun, or render unconscious.
<input type="checkbox"/> Screen	Illusion hides area from vision, scrying.
<input type="checkbox"/> Shadow Evocation, Greater	As shadow evocation, but up to 7th level and 60% real.
<input type="checkbox"/> Clone	Duplicate awakens when original dies.
<input type="checkbox"/> Create Greater Undead	Create shadows, wraiths, spectres, or devourers.
<input type="checkbox"/> Horrid Wilting	Deals 1d6/level damage within 30 ft.
<input type="checkbox"/> Symbol of Death	Triggered rune slays nearby creatures.
<input type="checkbox"/> Iron Body	Your body becomes living iron.
<input type="checkbox"/> Polymorph Any Object	Changes any subject into anything else.
<input type="checkbox"/> Temporal Stasis	Puts subject into suspended animation.

Level 9

Spells/day\_\_ Spell DC\_\_

Spells used: ☐☐☐☐☐☐☐☐☐☐

Spell	Description
<input type="checkbox"/> Freedom	Releases creature from imprisonment.
<input type="checkbox"/> Imprisonment	Entombs subject beneath the earth.
<input type="checkbox"/> Mages Disjunction	Dispels magic, disenchants magic items.
<input type="checkbox"/> Prismatic Sphere	As prismatic wall, but surrounds on all sides.
<input type="checkbox"/> Gate	Connects two planes for travel or summoning.
<input type="checkbox"/> Refuge	Alters item to transport its possessor to you.
<input type="checkbox"/> Summon Monster IX	Calls extraplanar creature to fight for you.
<input type="checkbox"/> Teleportation Circle	Circle teleports any creature inside to designated spot.
<input type="checkbox"/> Foresight	Sixth sense warns of impending danger.
<input type="checkbox"/> Dominate Monster	As dominate person, but any creature.
<input type="checkbox"/> Hold Monster, Mass	As hold monster, but all within 30 ft.
<input type="checkbox"/> Power Word Kill	Kills one creature with 100 hp or less.
<input type="checkbox"/> Crushing Hand	Large hand provides cover, pushes, or crushes your foes.
<input type="checkbox"/> Meteor Swarm	Four exploding spheres each deal 6d6 fire damage.
<input type="checkbox"/> Shades	As shadow conjuration, but up to 8th level and 80% real.
<input type="checkbox"/> Weird	As phantasmal killer, but affects all within 30 ft.
<input type="checkbox"/> Astral Projection	Projects you and companions onto Astral Plane.
<input type="checkbox"/> Energy Drain	Subject gains 2d4 negative levels.
<input type="checkbox"/> Soul Bind	Traps newly dead soul to prevent resurrection.
<input type="checkbox"/> Wail of the Banshee	Kills one creature/level.
<input type="checkbox"/> Etherealness	Travel to Ethereal Plane with companions.
<input type="checkbox"/> Shapechange	Transforms you into any creature, and change forms once per round.
<input type="checkbox"/> Time Stop	You act freely for 1d4+1 rounds.
<input type="checkbox"/> Wish	As limited wish, but with fewer limits.