

## Sorcorer Spellbook

Le	vel 0	$Spells/day_{-}$	Spell DC
		Spells used:	
	Spell Resistance Acid Splash Detect Poison Detect Magic Read Magic Daze Dancing Lights Flare Light Ray of Frost Ghost Sound Disrupt Undead Touch of Fatigue Mage Hand Mending Message Open/Close Arcane Mark Prestidigitation	Description Subject gains +1 on saving throws. Orb deals 1d3 acid damage. Detects poison in one creature or small object. Detects spells and magic items within 60 ft. Read scrolls and spellbooks. Humanoid creature of 4 HD or less loses next action. Creates torches or other lights. Dazzles one creature (-1 on attack rolls). Object shines like a torch. Ray deals 1d3 cold damage. Figment sounds. Deals 1d6 damage to one undead. Touch attack fatigues target. 5-pound telekinesis. Makes minor repairs on an object. Whispered conversation at distance. Opens or closes small or light things. Inscribes a personal rune (visible or invisible). Performs minor tricks.	
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		Spells used: $\square$ $\square$ $\square$ $\square$ $\square$ $\square$ $\square$ $\square$
	Spell	Description
	Alarm	Wards an area for 2 hours/level.
	Endure Elements	Exist comfortably in hot or cold environments.
	Hold Portal	Holds door shut.
	Protection from Cha/Ev/G/L	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.
	Shield	Invisible disc gives +4 to AC, blocks magic missiles.
	Grease	Makes 10-ft. square or one object slippery.
	Mage Armor	Gives subject +4 armor bonus.
	Mount	Summons riding horse for 2 hours/level.
	Obscuring Mist	Fog surrounds you.
	Summon Monster I	Calls extraplanar creature to fight for you.
	Unseen Servant	Invisible force obeys your commands.
	Comprehend Languages	You understand all spoken and written languages.
	Detect Secret Doors	Reveals hidden doors within 60 ft.
	Detect Undead	Reveals undead within 60 ft.
	Identify	Determines properties of magic item.
	True Strike	+20 on your next attack roll.
	Charm Person	Makes one person your friend.
	Hypnotism	Fascinates 2d4 HD of creatures.
	Sleep	Puts 4 HD of creatures into magical slumber.
	Burning Hands	1d4/level fire damage (max 5d4).
	Floating Disk	Creates 3-ftdiameter horizontal disk that holds 100 lb./level.
	Magic Missile	1d4+1 damage; +1 missile per two levels above 1st (max 5).
	Shocking Grasp	Touch delivers 1d6/level electricity damage (max 5d6).
	Color Spray	Knocks unconscious, blinds, and/or stuns weak creatures.
	Disguise Self	Changes your appearance.
	Magic Aura	Alters objects magic aura.
	Silent Image	Creates minor illusion of your design.
	Ventriloquism	Throws voice for 1 min./level.
	Cause Fear	One creature of 5 HD or less flees for 1d4 rounds.
	Chill Touch	One touch/level deals 1d6 damage and possibly 1 Str damage.
	Ray of Enfeeblement	Ray deals 1d6 +1 per two levels Str damage.
	Animate Rope	Makes a rope move at your command.
	Enlarge Person	Humanoid creature doubles in size.
	Erase	Mundane or magical writing vanishes.
	Expeditious Retreat	Your speed increases by 30 ft.
	Feather Fall	Objects or creatures fall slowly.
	Jump	Subject gets bonus on Jump checks.
	Magic Weapon	Weapon gains $+1$ bonus.
	Reduce Person	Humanoid creature halves in size.
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		Spells used: $\square$ $\square$ $\square$ $\square$ $\square$ $\square$ $\square$ $\square$
	Spell	Description
	Arcane Lock	Magically locks a portal or chest.
	Obscure Object	Masks object against scrying.
	Protection from Arrows	Subject immune to most ranged attacks.
	Resist Energy	Ignores first 10 (or more) points of damage/attack from specified energy type.
	Acid Arrow	Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
	Fog Cloud	Fog obscures vision.
	Glitterdust	Blinds creatures, outlines invisible creatures.
	Summon Monster II	Calls extraplanar creature to fight for you.
	Summon Swarm	Summons swarm of bats, rats, or spiders.
	Web	Fills 20-ftradius spread with sticky spiderwebs.
	Detect Thoughts	Allows listening to surface thoughts.
	Locate Object	Senses direction toward object (specific or type).
	See Invisibility	Reveals invisible creatures or objects.
	Daze Monster	Living creature of 6 HD or less loses next action.
	Hideous Laughter	Subject loses actions for 1 round/level.
	Touch of Idiocy	Subject takes 1d6 points of Int, Wis, and Cha damage.
	Continual Flame	Makes a permanent, heatless torch.
	Darkness	20-ft. radius of supernatural shadow.
	Flaming Sphere	Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
	Gust of Wind	Blows away or knocks down smaller creatures.
	Scorching Ray	Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).
	Shatter	Sonic vibration damages objects or crystalline creatures.
	Blur	Attacks miss subject 20% of the time.
	Hypnotic Pattern	Fascinates (2d4 + level) HD of creatures.
	Invisibility	Subject is invisible for 1 min./level or until it attacks.
	Magic Mouth	Speaks once when triggered.
	Minor Image	As silent image, plus some sound.
	Mirror Image	Creates decoy duplicates of you $(1d4 + 1 per three levels, max 8)$ .
	Misdirection	Misleads divinations for one creature or object.
	Phantom Trap	Makes item seem trapped.
	Blindness/Deafness	Makes subject blinded or deafened.
	Command Undead	Undead creature obeys your commands.
	False Life	Gain 1d10 temporary hp $+1/\text{level (max }+10)$ .
	Ghoul Touch	Paralyzes one subject, which exudes stench that makes those nearby sickened.
	Scare	Panics creatures of less than 6 HD.
	Spectral Hand	Creates disembodied glowing hand to deliver touch attacks.
	Alter Self	Assume form of a similar creature.
	Bears Endurance	Subject gains +4 to Con for 1 min./level.
	Bulls Strength	Subject gains +4 to Str for 1 min./level.
	Cats Grace	Subject gains +4 to Dex for 1 min./level.
	Darkvision	See 60 ft. in total darkness.
	Eagles Splendor	Subject gains +4 to Cha for 1 min./level.
$\sqcup$	Foxs Cunning	Subject gains +4 Int for 1 min./level.
Н	Knock	Opens locked or magically sealed door.
	Levitate	Subject moves up and down at your direction.
	Owls Wisdom	Subject gains +4 to Wis for 1 min./level.
	Pyrotechnics	Turns fire into blinding light or choking smoke.
	Rope Trick	As many as eight creatures hide in extradimensional space.
	Spider Climb	Grants ability to walk on walls and ceilings.
	Whispering Wind	Sends a short message 1 mile/level.
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		Spells used:
	Spell	Description
	Dispel Magic	Cancels magical spells and effects.
	Explosive Runes	Deals 6d6 damage when read.
	Magic Circle against Ch/Ev/G/L	As protection spells, but 10-ft. radius and 10 min./level.
	Nondetection	Hides subject from divination, scrying.
	Protection from Energy	Absorb 12 points/level of damage from one kind of energy.
	Phantom Steed	Magic horse appears for 1 hour/level.
	Sepia Snake Sigil	Creates text symbol that immobilizes reader.
	Sleet Storm	Hampers vision and movement.
	Stinking Cloud	Nauseating vapors, 1 round/level.
	Summon Monster III	Calls extraplanar creature to fight for you.
	Arcane Sight	Magical auras become visible to you.
	Clairaudience/Clairvoyance	Hear or see at a distance for 1 min./level.
	Tongues	Speak any language.
	Deep Slumber	Puts 10 HD of creatures to sleep.
	Heroism	Gives +2 bonus on attack rolls, saves, skill checks.
	Hold Person	Paralyzes one humanoid for 1 round/level.
	Rage	Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.
	Suggestion	Compels subject to follow stated course of action.
	Daylight	60-ft. radius of bright light.
	Fireball	1d6 damage per level, 20-ft. radius.
	Lightning Bolt	Electricity deals 1d6/level damage.
	Tiny Hut	Creates shelter for ten creatures.
	Wind Wall	Deflects arrows, smaller creatures, and gases.
	Displacement	Attacks miss subject 50%.
	Illusory Script	Only intended reader can decipher.
	Invisibility Sphere	Makes everyone within 10 ft. invisible.
	Major Image	As silent image, plus sound, smell and thermal effects.
	Gentle Repose	Preserves one corpse.
	Halt Undead	Immobilizes undead for 1 round/level.
	Ray of Exhaustion	Ray makes subject exhausted.
	Vampiric Touch	Touch deals 1d6/two levels damage; caster gains damage as hp.
	Blink	You randomly vanish and reappear for 1 round/level.
	Flame Arrow	Arrows deal +1d6 fire damage.
	Fly	Subject flies at speed of 60 ft.
	Gaseous Form	Subject becomes insubstantial and can fly slowly.
	Haste	One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
	Keen Edge	Doubles normal weapons threat range.
	Magic Weapon, Greater	+1/four levels (max +5).
	Secret Page	Changes one page to hide its real content.
	Shrink Item	Object shrinks to one-sixteenth size.
	Slow	One subject/level takes only one action/round, -1 to AC, reflex saves, and attack rolls.
	Water Breathing	Subjects can breathe underwater.
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		Spells used:
	Spell	Description
	Dimensional Anchor	Bars extradimensional movement.
	Fire Trap	Opened object deals 1d4 damage +1/level.
	Globe of Invulnerability, Lesser	Stops 1st- through 3rd-level spell effects.
	Remove Curse	Frees object or person from curse.
	Stoneskin	Ignore 10 points of damage per attack.
	Black Tentacles	Tentacles grapple all within 20 ft. spread.
	Dimension Door	Teleports you short distance.
	Minor Creation	Creates one cloth or wood object.
	Secure Shelter	Creates sturdy cottage.
	Solid Fog	Blocks vision and slows movement.
	Summon Monster IV	Calls extraplanar creature to fight for you.
	Arcane Eye	Invisible floating eye moves 30 ft./round.
	Detect Scrying	Alerts you of magical eavesdropping.
	Locate Creature	Indicates direction to familiar creature.
	Scrying	Spies on subject from a distance.
	Charm Monster	Makes monster believe it is your ally.
	Confusion	Subjects behave oddly for 1 round/level.
	Crushing Despair	Subjects take -2 on attack rolls, damage rolls, saves, and checks.
	Geas, Lesser	Commands subject of 7 HD or less.
	Fire Shield	Creatures attacking you take fire damage; youre protected from heat or cold.
	Ice Storm	Hail deals 5d6 damage in cylinder 40 ft. across.
	Resilient Sphere	Force globe protects but traps one subject.
	Shout	Deafens all within cone and deals 5d6 sonic damage.
	Wall of Fire	Deals 2d4 fire dmg out to 10 ft. and 1d4 out to 20 ft. Passing wall deals 2d6 dmg $\pm 1/\text{lvl}$ .
	Wall of Ice	Ice plane creates wall with 15 hp $+1$ /level, or hemisphere can trap creatures inside.
	Hallucinatory Terrain	Makes one type of terrain appear like another (field into forest, or the like).
	Illusory Wall	Wall, floor, or ceiling looks real, but anything can pass through.
	Invisibility, Greater	As invisibility, but subject can attack and stay invisible.
	Phantasmal Killer	Fearsome illusion kills subject or deals 3d6 damage.
	Rainbow Pattern	Lights fascinate 24 HD of creatures.
	Shadow Conjuration	Mimics conjuration below 4th level, but only 20% real.
	Animate Dead	Creates undead skeletons and zombies.
	Bestow Curse	-6 to an ability score; -4 on atk rolls, saves, checks; or $50\%$ chance of losing each action.
	Contagion	Infects subject with chosen disease.
	Enervation	Subject gains 1d4 negative levels.
	Fear	Subjects within cone flee for 1 round/level.
	Enlarge Person, Mass	Enlarges several creatures.
	Polymorph	Gives one willing subject a new form.
	Reduce Person, Mass	Reduces several creatures.
	Stone Shape	Sculpts stone into any shape.
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Spells/day Spell DC
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Spells used:			
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Spell	Description
Break Enchantment	Frees subjects from enchantments, alterations, curses, and petrification.
Dismissal	Forces a creature to return to native plane.
Mages Private Sanctum	Prevents anyone from viewing or scrying an area for 24 hours.
Cloudkill	Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.
Mages Faithful Hound	Phantom dog can guard, attack.
Major Creation	As minor creation, plus stone and metal.
Planar Binding, Lesser	Traps extraplanar creature of 6 HD or less until it performs a task.
Secret Chest	Hides expensive chest on Ethereal Plane; you retrieve it at will.
Summon Monster V	Calls extraplanar creature to fight for you.
Teleport	Instantly transports you as far as 100 miles/level.
Wall of Stone	Creates a stone wall that can be shaped.
Contact Other Plane	Lets you ask question of extraplanar entity.
Prying Eyes	1d4 + 1/level floating eyes scout for you.
Telepathic Bond	Link lets allies communicate.
Dominate Person	Controls humanoid telepathically.
Feeblemind	Subjects Int and Cha drop to 1.
Hold Monster	As hold person, but any creature.
Mind Fog	Subjects in fog get -10 to Wis and Will checks.
Symbol of Sleep	Triggered rune puts nearby creatures into catatonic slumber.
Cone of Cold	1d6/level cold damage.
Interposing Hand	Hand provides cover against one opponent.
Sending	Delivers short message anywhere, instantly.
Wall of Force	Wall is immune to damage.
Dream	Sends message to anyone sleeping.
False Vision	Fools scrying with an illusion.
Mirage Arcana	As hallucinatory terrain, plus structures.
Nightmare	Sends vision dealing 1d10 damage, fatigue.
Persistent Image	As major image, but no concentration required.
Seeming	Changes appearance of one person per two levels.
Shadow Evocation	Mimics evocation below 5th level, but only 20% real.
Blight	Withers one plant or deals 1d6/level damage to plant creature.
Magic Jar	Enables possession of another creature.
Symbol of Pain	Triggered rune wracks nearby creatures with pain.
Waves of Fatigue	Several targets become fatigued.
Animal Growth	One animal/two levels doubles in size.
Baleful Polymorph	Transforms subject into harmless animal.
Fabricate	Transforms raw materials into finished items.
Overland Flight	You fly at a speed of 40 ft. and can hustle over long distances.
Passwall	Creates passage through wood or stone wall.
Telekinesis	Moves object, attacks creature, or hurls object or creature.
Transmute Mud to Rock	Transforms two 10-ft. cubes per level.
Transmute Rock to Mud	Transforms two 10-ft. cubes per level.
Permanency	Makes certain spells permanent.
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	Spells used: $\square$ $\square$ $\square$ $\square$ $\square$ $\square$ $\square$ $\square$
Spell	Description
Antimagic Field	Negates magic within 10 ft.
Dispel Magic, Greater	As dispel magic, but $+20$ on check.
Globe of Invulnerability	As lesser globe of invulnerability, plus 4th-level spell effects.
Guards and Wards	Array of magic effects protect area.
Repulsion	Creatures cant approach you.
Acid Fog	Fog deals acid damage.
Planar Binding	As lesser planar binding, but up to 12 HD.
Summon Monster VI	Calls extraplanar creature to fight for you.
Wall of Iron	30 hp/four levels; can topple onto foes.
Analyze Dweomer	Reveals magical aspects of subject.
Legend Lore	Lets you learn tales about a person, place, or thing.
True Seeing	Lets you see all things as they really are.
Geas/Quest	As lesser geas, plus it affects any creature.
Heroism, Greater	Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
Suggestion, Mass	As suggestion, plus one subject/level.
Symbol of Persuasion	Triggered rune charms nearby creatures.
Chain Lightning	1d6/level damage; 1 secondary bolt/level each deals half damage.
Contingency	Sets trigger condition for another spell.
Forceful Hand	Hand pushes creatures away.
Freezing Sphere	Freezes water or deals cold damage.
Mislead	Turns you invisible and creates illusory double.
Permanent Image	Includes sight, sound, and smell.
Programmed Image	As major image, plus triggered by event.
Shadow Walk	Step into shadow to travel rapidly.
Veil	Changes appearance of group of creatures.
Circle of Death	Kills 1d4/level HD of creatures.
Create Undead	Creates ghouls, ghasts, mummies, or mohrgs.
Eyebite	Target becomes panicked, sickened, and comatose.
Symbol of Fear	Triggered rune panics nearby creatures.
Undeath to Death	Destroys 1d4/level HD of undead (max 20d4).
Bears Endurance, Mass	As bears endurance, affects one subject/level.
Bulls Strength, Mass	As bulls strength, affects one subject/ level.
Cats Grace, Mass	As cats grace, affects one subject/level.
Control Water	Raises or lowers bodies of water.
Disintegrate	Makes one creature or object vanish.
Eagles Splendor, Mass	As eagles splendor, affects one subject/level.
Flesh to Stone	Turns subject creature into statue.
Foxs Cunning, Mass	As foxs cunning, affects one subject/ level.
Move Earth	Digs trenches and build hills.
Owls Wisdom, Mass	As owls wisdom, affects one subject/ level.
Stone to Flesh	Restores petrified creature.
Transformation	You gain combat bonuses.

		Spells used:
	C===11	Description
	Spell Banishment	Description  Parish as 2 HD /level of outropleren proctures
	Sequester Sequester	Banishes 2 HD/level of extraplanar creatures.  Subject is invisible to sight and scrying; renders creature comatose.
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	Spell Turning	Reflect 1d4+6 spell levels back at caster.
	Instant Summons	Prepared object appears in your hand.
	Mages Magnificent Mansion	Door leads to extradimensional mansion.
	Phase Door	Creates an invisible passage through wood or stone.
	Plane Shift	As many as eight subjects travel to another plane.
	Summon Monster VII	Calls extraplanar creature to fight for you.
	Teleport, Greater	As teleport, but no range limit and no off-target arrival.
	Teleport Object	As teleport, but affects a touched object.
	Arcane Sight, Greater	As arcane sight, but also reveals magic effects on creatures and objects.
	Scrying, Greater	As scrying, but faster and longer.
	Vision	As legend lore, but quicker and strenuous.
	Hold Person, Mass	As hold person, but all within 30 ft.
	Insanity	Subject suffers continuous confusion.
	Power Word Blind	Blinds creature with 200 hp or less.
	Symbol of Stunning	Triggered rune stuns nearby creatures.
	Delayed Blast Fireball	1d6/level fire damage; you can postpone blast for 5 rounds.
	Forcecage	Cube or cage of force imprisons all inside.
	Grasping Hand	Hand provides cover, pushes, or grapples.
	Mages Sword	Floating magic blade strikes opponents.
	Prismatic Spray	Rays hit subjects with variety of effects.
	Invisibility, Mass	As invisibility, but affects all in range.
	Project Image	Illusory double can talk and cast spells.
	Shadow Conjuration, Greater	As shadow conjuration, but up to 6th level and 60% real.
	Simulacrum	Creates partially real double of a creature.
	Control Undead	Undead dont attack you while under your command.
	Finger of Death	Kills one subject.
	Symbol of Weakness	Triggered rune weakens nearby creatures.
	Waves of Exhaustion	Several targets become exhausted.
	Control Weather	Changes weather in local area.
	Ethereal Jaunt	You become ethereal for 1 round/level.
	Reverse Gravity	Objects and creatures fall upward.
	Statue	Subject can become a statue at will.
	Limited Wish	
	Limited Wish	Alters realitywithin spell limits.
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		Spells used: $\square$ $\square$ $\square$ $\square$ $\square$ $\square$ $\square$
	Spell	Description
П	Dimensional Lock	Teleportation and interplanar travel blocked for one day/level.
	Mind Blank	Subject is immune to mental/emotional magic and scrying.
	Prismatic Wall	Walls colors have array of effects.
	Protection from Spells	Confers +8 resistance bonus.
	Incendiary Cloud	
	·	Cloud deals 4d6 fire damage/round.
	Maze	Traps subject in extradimensional maze.
	Planar Binding, Greater	As lesser planar binding, but up to 18 HD.
	Summon Monster VIII	Calls extraplanar creature to fight for you.
	Trap the Soul	Imprisons subject within gem.
	Discern Location	Reveals exact location of creature or object.
$\mathbb{H}$	Moment of Prescience	You gain insight bonus on single attack roll, check, or save.
	Prying Eyes, Greater	As prying eyes, but eyes have true seeing.
	Antipathy	Object or location affected by spell repels certain creatures.
	Binding	Utilizes an array of techniques to imprison a creature.
	Charm Monster, Mass	As charm monster, but all within 30 ft.
	Demand	As sending, plus you can send suggestion.
	Irresistible Dance	Forces subject to dance.
	Power Word Stun	Stuns creature with 150 hp or less.
	Symbol of Insanity	Triggered rune renders nearby creatures insane.
	Sympathy	Object or location attracts certain creatures.
	Clenched Fist	Large hand provides cover, pushes, or attacks your foes.
	Polar Ray	Ranged touch attack deals 1d6/level cold damage.
	Shout, Greater	Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.
	Sunburst	Blinds all within 10 ft., deals 6d6 damage.
	Telekinetic Sphere	As resilient sphere, but you move sphere telekinetically.
	Scintillating Pattern	Twisting colors confuse, stun, or render unconscious.
	Screen	Illusion hides area from vision, scrying.
	Shadow Evocation, Greater	As shadow evocation, but up to 7th level and 60% real.
	Clone	Duplicate awakens when original dies.
	Create Greater Undead	Create shadows, wraiths, spectres, or devourers.
	Horrid Wilting	Deals 1d6/level damage within 30 ft.
	Symbol of Death	Triggered rune slavs nearby creatures.
	Iron Body	Your body becomes living iron.
	Polymorph Any Object	Changes any subject into anything else.
	Temporal Stasis	Puts subject into suspended animation.
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Spells	/day	_ Spell DC	
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Spells used:

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