

## Sorcerer Spellbook

| Le | vel 0            | $Spells/day_{\perp}$                                 | Spell DC |
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|    |                  | Spells used:   |          |
| _  | Spell            | Description  |          |
|    | Resistance       | Subject gains $+1$ on saving throws.                 |          |
| Ш  | Acid Splash      | Orb deals 1d3 acid damage.                           |          |
| Ш  | Detect Poison    | Detects poison in one creature or small object.      |          |
|    | Detect Magic     | Detects spells and magic items within 60 ft.         |          |
|    | Read Magic       | Read scrolls and spellbooks.                         |          |
|    | Daze             | Humanoid creature of 4 HD or less loses next action. |          |
|    | Dancing Lights   | Creates torches or other lights.                     |          |
|    | Flare            | Dazzles one creature (-1 on attack rolls).           |          |
|    | Light            | Object shines like a torch.                          |          |
|    | Ray of Frost     | Ray deals 1d3 cold damage.                           |          |
|    | Ghost Sound      | Figment sounds.                                      |          |
|    | Disrupt Undead   | Deals 1d6 damage to one undead.                      |          |
|    | Touch of Fatigue | Touch attack fatigues target.                        |          |
|    | Mage Hand        | 5-pound telekinesis.                                 |          |
|    | Mending          | Makes minor repairs on an object.                    |          |
|    | Message          | Whispered conversation at distance.                  |          |
|    | Open/Close       | Opens or closes small or light things.               |          |
|    | Arcane Mark      | Inscribes a personal rune (visible or invisible).    |          |
|    | Prestidigitation | Performs minor tricks.                               |          |
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|     |                            | Spells used: $\square$ $\square$ $\square$ $\square$ $\square$ $\square$ $\square$ $\square$ |
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|     | 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: $\square$ $\square$ $\square$ $\square$ $\square$ $\square$ $\square$ $\square$ |
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|          | 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:   |
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|               | 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:   |
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|   | 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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| Spell                  | Description   |
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| 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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| 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.   |
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|           |                             | Spells used:   |
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|           | 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 Status               | Subject can become a statue at will.   |
|           | Limited Wish                |  |
|           | Limited Wish                | Alters realitywithin spell limits.   |
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|              |                           | Spells used: $\square$ $\square$ $\square$ $\square$ $\square$ $\square$ $\square$ |
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|              | 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  |
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| 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.                            |
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