

**DISRUPT UNDEAD**

SORCERER

0



RAY



1 STANDARD ACTION



INSTANTANEOUS



VERBAL



SOMATIC

**RANGE**

CLOSE (25 FT. + 5 FT./2 LEVELS) OR SEE TEXT

**DESCRIPTION**

MAKE A RANGED TOUCH ATTACK TO HIT. IF THE RAY HITS AN UNDEAD CREATURE, IT DEALS 1D6 POINTS OF DAMAGE TO IT

CORE  
RULEBOOK**FLARE**

SORCERER

0



BURST OF LIGHT



1 STANDARD ACTION



INSTANTANEOUS



VERBAL



SOMATIC

**RANGE**

CLOSE (25 FT. + 5 FT./2 LEVELS) OR SEE TEXT

**DESCRIPTION**

DAZZLES ONE CREATURE (1 ON ATTACK ROLL-S) FOR 1 MINUTE.

CORE  
RULEBOOK**ACID SPLASH**

SORCERER

0



ONE MISSILE OF ACID



1 STANDARD ACTION



INSTANTANEOUS



VERBAL



SOMATIC

**RANGE**

CLOSE (25 FT. + 5 FT./2 LEVELS)

**DESCRIPTION**

YOU SHOOT AN ORB THAT DEALS 1D3 ACID DAMAGE TO YOUR TARGET.

CORE  
RULEBOOK**ARCANE MARK**

SORCERER

0



SEE DESCRIPTION



1 STANDARD ACTION



PERMANENT



VERBAL



SOMATIC

**RANGE**

TOUCH

**DESCRIPTION**

INSCRIBES A PERSONAL RUNE ON AN OBJECT OR CREATURE (VISIBLE OR INVISIBLE).

CORE  
RULEBOOK**BLEED**

SORCERER

0



ONE LIVING CREATURE



1 STANDARD ACTION



INSTANTANEOUS



VERBAL



SOMATIC

**RANGE**

CLOSE (25 FT. + 5 FT./2 LEVELS)

**AREA****DESCRIPTION**

CAUSE A STABILIZED CREATURE TO RESUME DYING.

CORE  
RULEBOOK**DANCING LIGHTS**

SORCERER

0



SEE DESCRIPTION



1 STANDARD ACTION



1 MIN



VERBAL



SOMATIC

**RANGE**

MEDIUM (100 FT. + 10 FT./LEVEL)

**AREA**

10-FT. RADIUS

ONE OR MORE LIVING CREATURES WITHIN A 10-FT.-RADIUS BURST

**DESCRIPTION**

CREATES UP TO 4 LIGHTS WITHIN A 10 FT RADIUS ARE.

CORE  
RULEBOOK**DAZE**

SORCERER

0



SEE DESCRIPTION



1 STANDARD ACTION



1 ROUND



VERBAL



SOMATIC

**RANGE**

CLOSE (25 FT. + 5 FT./2 LEVELS)

**AREA****DESCRIPTION**

A SINGLE HUMANOID CREATURES WITH 4HD OR LESS LOSES ITS NEXT ACTION.

CORE  
RULEBOOK**DETECT MAGIC**

SORCERER

0



1 STANDARD ACTION



CONCENTRATION: 1 MIN./LVL



VERBAL



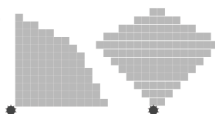
SOMATIC

**RANGE**

60 FT

**AREA**

60-FT. CONE

**DESCRIPTION**

DETECTS ALL SPELLS AND MAGIC ITEMS WITHIN A 60 FT. CONE AREA.

THE AMOUNT OF INFORMATION REVEALED DEPENDS ON HOW LONG YOU STUDY A PARTICULAR AREA OR SUBJECT.

CORE  
RULEBOOK**DETECT POISON**

SORCERER

0



SEE DESCRIPTION



1 STANDARD ACTION



INSTANTANEOUS



VERBAL



SOMATIC

**RANGE**

CLOSE (25 FT. + 5 FT./2 LEVELS)


**AREA****DESCRIPTION**


DETECTS POISON IN ONE CREATURE, ONE OBJECT, OR A 5-FT. CUBE


CORE  
RULEBOOK

## GHOST SOUND

**SORCERER**  
**0**

 ILLUSORY SOUNDS

 1 STANDARD ACTION

 1 ROUND/LEVEL

**RANGE**  
CLOSE (25 FT. + 5 FT./2 LEVELS) OR SEE TEXT

**DESCRIPTION**  
GHOST SOUND ALLOWS YOU TO CREATE A VOLUME OF SOUND THAT RISES, RECEDES, APPROACHES, OR REMAINS AT A FIXED PLACE.

**VERBAL**  
**SOMATIC**  
**MATERIAL**

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**CORE RULEBOOK**

## LIGHT

**SORCERER**  
**0**

 OBJECT TOUCHED

 1 STANDARD ACTION

 10 MIN./LEVEL

**RANGE**  
TOUCH

**DESCRIPTION**  
THE OBJECT YOU TOUCH SHINES LIKE A TORCH.  
YOU CAN ONLY HAVE ONE LIGHT SPELL ACTIVE AT ANY ONE TIME.


**VERBAL**  
**MATERIAL**


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**CORE RULEBOOK**

## MAGE HAND

**SORCERER**  
**0**

 SEE DESCRIPTION

 1 STANDARD ACTION

 CONCENTRATION

**RANGE**  
CLOSE (25 FT. + 5 FT./2 LEVELS)

**DESCRIPTION**  
TELEKINESIS ON ONE NONMAGICAL, UNATTENDED OBJECT WEIGHING UP TO 5 LBS.


**VERBAL**  
**SOMATIC**


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**CORE RULEBOOK**

## MENDING

**SORCERER**  
**0**

 ONE OBJECT OF UP TO 1 LB./LVL

 10 MINUTES

 INSTANTANEOUS

**RANGE**  
10 FT

**DESCRIPTION**  
MAKES MINOR REPAIRS ON AN OBJECT.


**VERBAL**  
**SOMATIC**


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**CORE RULEBOOK**

## MESSAGE

**SORCERER**  
**0**

 ONE CREATURE/LVL

 1 STANDARD ACTION

 10 MIN./LVL

**RANGE**  
MEDIUM (100 FT. + 10 FT./LEVEL)

**DESCRIPTION**  
YOU CAN WHISPER MESSAGES AND RECEIVE WHISPERED REPLIES.

**VERBAL**  
**SOMATIC**  
**FOCUS**

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**CORE RULEBOOK**

## OPEN/CLOSE

**SORCERER**  
**0**

 SEE DESCRIPTION

 1 STANDARD ACTION

 INSTANTANEOUS

**RANGE**  
CLOSE (25 FT. + 5 FT./2 LEVELS)

**DESCRIPTION**  
OPENS OR CLOSES SMALL OR LIGHT THINGS.  
TARGET MUST BE OBJECT WEIGHING UP TO 30 LBS. OR PORTAL THAT CAN BE OPENED OR CLOSED


**VERBAL**  
**SOMATIC**  
**FOCUS**


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**CORE RULEBOOK**

## PRESTIDIGITATION

**SORCERER**  
**0**

 SEE DESCRIPTION

 1 STANDARD ACTION

 1 HOUR

**RANGE**  
10 FT

**DESCRIPTION**  
A PRESTIDIGITATION CAN SLOWLY LIFT 1 POUND OF MATERIAL.  
IT CAN COLOR, CLEAN, OR SOIL ITEMS IN A 1-FOOT CUBE EACH ROUND.  
IT CAN CHILL, WARM, OR FLAVOR 1 POUND OF NONLIVING MATERIAL.


**VERBAL**  
**SOMATIC**


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**CORE RULEBOOK**

## RAY OF FROST

**SORCERER**  
**0**

 RAY

 1 STANDARD ACTION

 INSTANTANEOUS

**RANGE**  
CLOSE (25 FT. + 5 FT./2 LEVELS)

**DESCRIPTION**  
A RANGED ATTACK THAT IF SUCCESSFUL DEALS 1D5 POINTS OF COLD DAMAGE TO THE TARGET.

**VERBAL**  
**SOMATIC**

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**CORE RULEBOOK**

## READ MAGIC

**SORCERER**  
**0**

 YOURSELF

 1 STANDARD ACTION

 10 MIN./LVL

**RANGE**  
PERSONAL

**DESCRIPTION**  
YOU CAN DECIPHER MAGICAL INSCRIPTIONS ON OBJECTS (BOOKS, SCROLLS, WEAPONS, AND THE LIKE) THAT WOULD OTHERWISE BE UNINTELLIGIBLE.

**VERBAL**  
**SOMATIC**  
**FOCUS**

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**CORE RULEBOOK**

# RESISTANCE

CREATURE TOUCHED

1 STANDARD ACTION

1 MINUTE (10 ROUNDS)

**RANGE**  
TOUCH

SORCERER

0

VERBAL  
 SOMATIC  
 MATERIAL

DESCRIPTION

SUBJECT GAINS +1 ON SAVING THROWS.

CORE RULEBOOK

# TOUCH OF FATIGUE

CREATURE TOUCHED

1 STANDARD ACTION

1 ROUND/LVL

**RANGE**  
TOUCH

SORCERER

0

VERBAL  
 SOMATIC  
 MATERIAL

DESCRIPTION

SUCCESS ON A TOUCH ATTACK: THE SUBJECT IS IMMEDIATELY FATIGUED FOR THE SPELL'S DURATION.

CORE RULEBOOK

CORE RULEBOOK

CORE RULEBOOK

CORE RULEBOOK

CORE RULEBOOK

CORE RULEBOOK

CORE RULEBOOK

CORE RULEBOOK

**ALARM**

SORCERER

**1**

1 STANDARD ACTION



2 HOURS/LVL

**RANGE**

CLOSE (25 FT. + 5 FT./2 LEVELS)

**AREA**20-FT.-RADIUS  
EMANATION CENTERED  
ON A POINT IN SPACE

20-FT. RADIUS

**DESCRIPTION**

WARDS AN AREA. ALERTS YOU (AUDIBLY OR MENTALLY) IF ANYONE ENTERS THE AREA WITHOUT MENTIONING A PASSWORD YOU SET.



VERBAL



SOMATIC



FOCUS

CORE  
RULEBOOK**ANIMATE ROPE**

SORCERER

**1**

ONE ROPE-LIKE OBJECT, SEE TEXT



1 STANDARD ACTION



1 ROUND/LVL

**RANGE**

MEDIUM (100 FT. + 10 FT./LEVEL)

**DESCRIPTION**

MAKES A ROPE MOVE AT YOUR COMMAND.



VERBAL



SOMATIC

CORE  
RULEBOOK**BURNING HANDS**

SORCERER

**1**

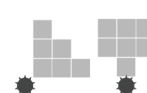
1 STANDARD ACTION



INSTANTANEOUS

**RANGE**

15 FT.

**AREA**

CONE-SHAPED BURST

15-FT. CONES

**DESCRIPTION**

A CONE OF SEARING FLAME SHOOTS FROM YOUR FINGERTIPS. ANY CREATURE IN THE AREA OF THE FLAMES TAKES 1d4 POINTS OF FIRE DAMAGE PER CASTER LEVEL (MAXIMUM 5d4).



VERBAL



SOMATIC

CORE  
RULEBOOK**CAUSE FEAR**

SORCERER

**1**

ONE LIVING CREATURE. SEE TEXT



1 STANDARD ACTION



1d4 ROUNDS OR 1 ROUND; SEE TEXT

**RANGE**

CLOSE (25 FT. + 5 FT./2 LEVELS)

**DESCRIPTION**

ONE CREATURE OF 5 HD OR LESS FLEES FOR 1d4 ROUNDS. IF IT SUCCEEDS ON A WILL SAVE IT IS JUST SHAKEN FOR 1 ROUND INSTEAD.



VERBAL



SOMATIC

CORE  
RULEBOOK**CHARM PERSON**

SORCERER

**1**

ONE HUMANOID CREATURE



1 STANDARD ACTION



1 HOUR/LEVEL

**RANGE**

CLOSE (25 FT. + 5 FT./2 LEVELS) OR SEE TEXT

**DESCRIPTION**

MAKES ONE PERSON YOUR FRIEND.



VERBAL



SOMATIC

CORE  
RULEBOOK**CHILL TOUCH**

SORCERER

**1**

SEE DESCRIPTION



1 STANDARD ACTION



INSTANTANEOUS

**RANGE**

TOUCH

**DESCRIPTION**

THE CREATURE OR CREATURES YOU TOUCH (UP TO ONE/LEVEL) TAKES 1d6 DAMAGE AND 1 STR DAMAGE IF THEY FAIL THEIR FORTITUDE SAVING THROW.



VERBAL



SOMATIC

CORE  
RULEBOOK**COLOUR SPRAY**

SORCERER

**1**

ONE HUMANOID CREATURE



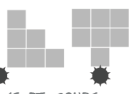
1 STANDARD ACTION



INSTANTANEOUS; SEE TEXT

**RANGE**

15 FT.

**AREA**

CONE-SHAPED BURST

15-FT. CONES

**DESCRIPTION**

KNOCKS UNCONSCIOUS, BLINDS, AND/OR STUNS WEAK CREATURES.



VERBAL



SOMATIC



MATERIAL

CORE  
RULEBOOK**COMPREHEND LANGUAGES**

SORCERER

**1**

YOU



1 STANDARD ACTION



10 MIN./LEVEL

**RANGE**

PERSONAL

**DESCRIPTION**

YOU UNDERSTAND ALL SPOKEN AND WRITTEN LANGUAGES.



VERBAL



SOMATIC



MATERIAL

CORE  
RULEBOOK**DETECT SECRET DOORS**

SORCERER

**1**

YOU



1 STANDARD ACTION



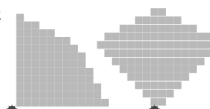
CONCENTRATION, SEE TEXT

**RANGE**

60 FT.

**AREA**

60-FT. CONE

**DESCRIPTION**

REVEALS HIDDEN DOORS WITHIN 60 FT. THE LONGER YOU CONCENTRATE, THE MORE YOU MAY REVEAL. YOU CAN CONCENTRATE UP TO 1 MIN./LEVEL.



VERBAL



SOMATIC



MATERIAL

CORE  
RULEBOOK

## DETECT UNDEAD

SORCERER

1

1 STANDARD ACTION

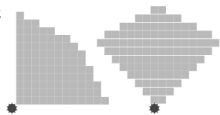
CONCENTRATION, SEE TEXT

## RANGE

60 FT.

## AREA

60-FT. CONE



## DESCRIPTION

REVEALS UNDEAD WITHIN 60 FT. THE LONGER YOU CONCENTRATE, THE MORE YOU LEARN ABOUT THE UNDEAD IN THE AREA, IF ANY. YOU CAN CONCENTRATE UP TO 1 MIN./LEVEL.

CORE  
RULEBOOK

VERBAL



SOMATIC



MATERIAL

## DISGUISE SELF

SORCERER

1

you

1 STANDARD ACTION

10 MIN./LVL

## RANGE

PERSONAL

## DESCRIPTION

CHANGES YOUR APPEARANCE. YOU MAKE YOURSELF, INCLUDING CLOTHING, ARMOR, WEAPONS, AND EQUIPMENT LOOK DIFFERENT. YOU CAN SEEM 1 FOOT SHORTER OR TALLER, THIN, FAT, OR IN BETWEEN. SEE THE CORE BOOK FOR MORE.

CORE  
RULEBOOK

VERBAL



SOMATIC



MATERIAL

## ENDURE ELEMENTS

SORCERER

1

CREATURE TOUCHED

1 STANDARD ACTION

24 HOURS

## RANGE

TOUCH

## DESCRIPTION

EXIST COMFORTABLY IN HOT OR COLD REGIONS.

CORE  
RULEBOOK

VERBAL



SOMATIC



MATERIAL

## ENLARGE PERSON

SORCERER

1

ONE HUMANOID CREATURE

1 ROUND

1 MIN./LEVEL

## RANGE

CLOSE (25 FT. + 5 FT./2 LEVELS)

## DESCRIPTION

HUMANOID CREATURE DOUBLES IN SIZE.

CORE  
RULEBOOK

VERBAL



SOMATIC



MATERIAL

## ERASE

SORCERER

1

ONE SCROLL OR TWO PAGES

1 STANDARD ACTION

INSTANTANEOUS

## RANGE

CLOSE (25 FT. + 5 FT./2 LEVELS)

## DESCRIPTION

MUNDANE OR MAGICAL WRITING VANISHES.

CORE  
RULEBOOK

VERBAL



SOMATIC



MATERIAL

## EXPEDITIOUS RETREAT

SORCERER

1

you

1 STANDARD ACTION

1 MIN./LEVEL

## RANGE

PERSONAL

## DESCRIPTION

THIS SPELL INCREASES YOUR BASE LAND SPEED BY 30 FEET.

CORE  
RULEBOOK

VERBAL



SOMATIC



MATERIAL

## FEATHER FALL

SORCERER

1

SEE TEXT

1 IMMEDIATE ACTION

UNTIL LANDING OR 1 ROUND/LVL

## RANGE

CLOSE (25 FT. + 5 FT./2 LEVELS)

## AREA



CONE-SHAPED BURST

15-FT. CONES

## DESCRIPTION

TARGET ONE MEDIUM OR SMALLER FREEFALLING OBJECT OR CREATURE/LEVEL, NO TWO OF WHICH MAY BE MORE THAN 20 FT. APART. THE AFFECTED CREATURES OR OBJECTS FALL SLOWLY.

CORE  
RULEBOOK

VERBAL

## FLOATING DISK

SORCERER

1

3-FT.-DIAMETER DISK OF FORCE

1 STANDARD ACTION

1 HOUR/LEVEL

## RANGE

CLOSE (25 FT. + 5 FT./2 LEVELS)

## DESCRIPTION

CREATES 3-FT.-DIAMETER HORIZONTAL DISK THAT HOLDS 100 LBS./LEVEL.

CORE  
RULEBOOK

VERBAL



SOMATIC



MATERIAL

## GREASE

SORCERER

1

ONE OBJECT OR 10-FT. SQUARE

1 STANDARD ACTION

1 MIN./LEVEL

## RANGE

CLOSE (25 FT. + 5 FT./2 LEVELS)

## DESCRIPTION

MAKES 10-FT. SQUARE OR ONE OBJECT SLIPPERY.

CORE  
RULEBOOK

VERBAL



SOMATIC



MATERIAL

## HOLD PORTAL

**SORCERER** **1**

ONE PORTAL, SEE TEXT

1 STANDARD ACTION

1 MIN./LEVEL

**RANGE**  
MEDIUM (100 FT. + 10 FT./LEVEL)

**VERBAL**

**DESCRIPTION**  
THIS SPELL MAGICALLY HOLDS SHUT A DOOR, GATE, WINDOW, OR SHUTTER OF WOOD, METAL, OR STONE. THE SIZE OF THE PORTAL CAN BE UP TO 20 SQ. FT./LEVEL

**CORE RULEBOOK**

## HYPNOTISM

**SORCERER** **1**

1 ROUND

2D4 ROUNDS

**RANGE**  
CLOSE (25 FT. + 5 FT./2 LEVELS)

**AREA**  
SEVERAL LIVING CREATURES, NO TWO OF WHICH MAY BE MORE THAN 30 FT. APART

**VERBAL**

**SOMATIC**

**DESCRIPTION**  
FASCINATES 2D4 HD OF CREATURES.

**CORE RULEBOOK**

## IDENTIFY

**SORCERER** **1**

1 STANDARD ACTION

3 ROUNDS/LEVEL

**RANGE**  
60 FT

**AREA**  
60-FT. CONE

**VERBAL**

**SOMATIC**

**MATERIAL**

**DESCRIPTION**  
GIVES +10 BONUS TO IDENTIFY MAGIC ITEMS.

**CORE RULEBOOK**

## JUMP

**SORCERER** **1**

CREATURE TOUCHED

1 STANDARD ACTION

1 MIN./LEVEL

**RANGE**  
TOUCH

**VERBAL**

**SOMATIC**

**MATERIAL**

**DESCRIPTION**  
THE SUBJECT GETS A +10 ENHANCEMENT BONUS ON ACROBATICS CHECKS MADE TO ATTEMPT HIGH JUMPS OR LONG JUMPS.

**CORE RULEBOOK**

## MAGE ARMOR

**SORCERER** **1**

CREATURE TOUCHED

1 STANDARD ACTION

1 HOUR/LEVEL

**RANGE**  
TOUCH

**VERBAL**

**SOMATIC**

**MATERIAL**

**DESCRIPTION**  
GIVES SUBJECT +4 ARMOR BONUS.

**CORE RULEBOOK**

## MAGIC AURA

**SORCERER** **1**

OBJECT TOUCHED, SEE TEXT

1 STANDARD ACTION

1 DAY/LEVEL

**RANGE**  
TOUCH

**VERBAL**

**SOMATIC**

**FOCUS**

**DESCRIPTION**  
ALTERS OBJECT'S MAGIC AURA. THE OBJECT TOUCHED CAN WEIGH UP TO 5 LBS./LEVEL

**CORE RULEBOOK**

## MAGIC MISSILE

**SORCERER** **1**

SEE TEXT

1 STANDARD ACTION

INSTANTANEOUS

**RANGE**  
MEDIUM (100 FT. + 10 FT./LEVEL)

**VERBAL**

**SOMATIC**

**DESCRIPTION**  
A MISSILE OF MAGICAL ENERGY DARTS FORTH FROM YOUR FINGERTIP AND STRIKES ITS TARGET, DEALING 1D4+1 POINTS OF FORCE DAMAGE

**CORE RULEBOOK**

## MAGIC WEAPON

**SORCERER** **1**

WEAPON TOUCHED

1 STANDARD ACTION

1 MIN./LVL (10 ROUNDS/LVL)

**RANGE**  
TOUCH

**VERBAL**

**SOMATIC**

**DIVINE FOCUS**

**DESCRIPTION**  
WEAPON GAINS +1 BONUS.

**CORE RULEBOOK**

## MOUNT

**SORCERER** **1**

ONE MOUNT

1 ROUND

2 HOURS/LEVEL

**RANGE**  
CLOSE (25 FT. + 5 FT./2 LEVELS)

**VERBAL**

**SOMATIC**

**MATERIAL**

**DESCRIPTION**  
YOU SUMMON A LIGHT HORSE OR A PONY (YOUR CHOICE) TO SERVE YOU AS A MOUNT. THE STEED SERVES WILLINGLY AND WELL. THE MOUNT COMES WITH A BIT AND BRIDLE AND A RIDING SADDLE.

**CORE RULEBOOK**

**OBSCURING MIST**

SORCERER

1

ONE PORTAL, SEE TEXT

1 STANDARD ACTION

1 MIN./LEVEL

**RANGE**

20 FT.

**AREA**

20-FT. RADIUS

**DESCRIPTION**

YOU CONJURE A CLOUD THAT SPREADS IN 20-FT. RADIUS FROM YOU, 20 FT. HIGH



VERBAL



SOMATIC



MATERIAL

CORE  
RULEBOOK**PROTECTION FROM CHAOS**

SORCERER

1

CREATURE TOUCHED

1 STANDARD ACTION

1 MIN./LEVEL

**RANGE**

TOUCH

**DESCRIPTION**

+2 TO AC AND SAVES, PLUS ADDITIONAL PROTECTION AGAINST CHAOS.



VERBAL



SOMATIC



MATERIAL

CORE  
RULEBOOK**PROTECTION FROM EVIL**

SORCERER

1

CREATURE TOUCHED

1 STANDARD ACTION

1 MIN./LEVEL

**RANGE**

TOUCH

**DESCRIPTION**

+2 TO AC AND SAVES, PLUS ADDITIONAL PROTECTION AGAINST EVIL.



VERBAL



SOMATIC



MATERIAL

CORE  
RULEBOOK**PROTECTION FROM GOOD**

SORCERER

1

CREATURE TOUCHED

1 STANDARD ACTION

1 MIN./LEVEL

**RANGE**

TOUCH

**DESCRIPTION**

+2 TO AC AND SAVES, PLUS ADDITIONAL PROTECTION AGAINST GOOD.



VERBAL



SOMATIC



MATERIAL

CORE  
RULEBOOK**PROTECTION FROM LAW**

SORCERER

1

CREATURE TOUCHED

1 STANDARD ACTION

1 MIN./LEVEL

**RANGE**

TOUCH

**DESCRIPTION**

+2 TO AC AND SAVES, PLUS ADDITIONAL PROTECTION AGAINST LAW.



VERBAL



SOMATIC



MATERIAL

CORE  
RULEBOOK**RAY OF ENFEEBLEMENT**

SORCERER

1

RAY

1 STANDARD ACTION

1 ROUND/LEVEL

**RANGE**

CLOSE (25 FT. + 5 FT./2 LEVELS)

**DESCRIPTION**

RAY CAUSES 1D6 STR PENALTY + 1 PER 2 LEVELS. YOU MUST SUCCEED ON A RANGED TOUCH ATTACK TO STRIKE THE TARGET.



VERBAL



SOMATIC

CORE  
RULEBOOK**REDUCE PERSON**

SORCERER

1

ONE HUMANOID CREATURE

1 ROUND

1 MIN./LVL

**RANGE**

CLOSE (25 FT. + 5 FT./2 LEVELS)

**DESCRIPTION**

HUMANOID CREATURE HALVES IN SIZE.



VERBAL



SOMATIC



MATERIAL

CORE  
RULEBOOK**SHIELD**

SORCERER

1

YOU

1 STANDARD ACTION

1 MIN./LVL (10 ROUNDS/LVL)

**RANGE**

PERSONAL

**DESCRIPTION**

INVISIBLE DISC GIVES +4 TO AC, IT ALSO BLOCKS MAGIC MISSILES.



VERBAL



SOMATIC

CORE  
RULEBOOK**SHOCKING GRASP**

SORCERER

1

CREATURE OR OBJECT TOUCHED

1 STANDARD ACTION

INSTANTANEOUS

**RANGE**

TOUCH

**DESCRIPTION**

YOUR SUCCESSFUL MELEE TOUCH ATTACK DEALS 1D6 POINTS OF ELECTRICITY DAMAGE PER CASTER LEVEL (MAXIMUM 5D6).



VERBAL



SOMATIC

CORE  
RULEBOOK

**SILENT IMAGE**

SORCERER

**1**

SEE DESCRIPTION

1 STANDARD ACTION

CONCENTRATION

**RANGE**

LONG (400 FT. + 40 FT./LEVEL)



VERBAL



SOMATIC



FOCUS

**DESCRIPTION**

CREATES MINOR ILLUSION OF YOUR DESIGN. THE ILLUSION IS A VISUAL FIGMENT THAT CANNOT EXTEND BEYOND FOUR 10-FT. CUBES + ONE 10-FT. CUBE/LEVEL (5)

CORE  
RULEBOOK**SLEEP**

SORCERER

**1**

SEE DESCRIPTION

1 ROUND

1 MIN./LEVEL

**RANGE**

MEDIUM (100 FT. + 10 FT./LEVEL)

**AREA**

10-FT. RADIUS

ONE OR MORE LIVING CREATURES WITHIN A 10-FT.-RADIUS BURST

**DESCRIPTION**

PUTS 4 HD OF CREATURES INTO MAGICAL SLUMBER.



VERBAL



SOMATIC



FOCUS



MATERIAL

CORE  
RULEBOOK**SUMMON MONSTER 1**

SORCERER

**1**

ONE SUMMONED CREATURE

1 ROUND

1 ROUND/LEVEL

**RANGE**

CLOSE (25 FT. + 5 FT./2 LEVELS)



VERBAL



SOMATIC



FOCUS

**DESCRIPTION**

SUMMONS EXTRAPLANAR CREATURE TO FIGHT FOR YOU. SEE THE RULEBOOK FOR MORE DETAILS

CORE  
RULEBOOK**TRUE STRIKE**

SORCERER

**1**

YOU

1 STANDARD ACTION

SEE TEXT

**RANGE**

PERSONAL



VERBAL



FOCUS

**DESCRIPTION**

YOUR NEXT SINGLE ATTACK ROLL (IF IT IS MADE BEFORE THE END OF THE NEXT ROUND) GAINS A +20 INSIGHT BONUS.

CORE  
RULEBOOK**UNSEEN SERVANT**

SORCERER

**1**

OBEDIENT INVISIBLE FORCE

1 STANDARD ACTION

1 HOUR/LEVEL

**RANGE**

CLOSE (25 FT. + 5 FT./2 LEVELS)

**DESCRIPTION**

INVISIBLE FORCE OBEYS YOUR COMMANDS.



VERBAL



SOMATIC



FOCUS



MATERIAL

CORE  
RULEBOOK**VENTRILOQUISM**

SORCERER

**1**

SEE TEXT

1 STANDARD ACTION

1 MIN./LEVEL

**RANGE**

CLOSE (25 FT. + 5 FT./2 LEVELS)



VERBAL



FOCUS

**DESCRIPTION**

YOU CAN MAKE YOUR VOICE (OR ANY SOUND THAT YOU CAN NORMALLY MAKE VOCALLY) SEEM TO ISSUE FROM SOMEPLACE ELSE. YOU CAN SPEAK IN ANY LANGUAGE YOU KNOW.

CORE  
RULEBOOKCORE  
RULEBOOKCORE  
RULEBOOKCORE  
RULEBOOK