

## Sorcerer Spell Sheet

### 0-Level Sorcerer Spells

- **Acid Splash:** Orb deals 1d3 acid damage.
- **Arcane Mark:** Inscribes a personal rune (visible or invisible).
- **Dancing Lights:** Creates torches or other lights.
- **Daze:** Humanoid creature of 4 HD or less loses next action.
- **Detect Magic:** Detects spells and magic items within 60 ft.
- **Detect Poison:** Detects poison in one creature or small object.
- **Disrupt Undead:** Deals 1d6 damage to one undead.
- **Flare:** Dazzles one creature (-1 on attack rolls).
- **Ghost Sound:** Figment sounds.
- **Light\*:** Object shines like a torch.
- **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.
- **Prestidigitation:** Performs minor tricks.
- **Ray of Frost:** Ray deals 1d3 cold damage.
- **Read Magic:** Read scrolls and spellbooks.
- **Resistance:** Subject gains +1 on saving throws.
- **Touch of Fatigue:** Touch attack fatigues target.

### 1st-Level Sorcerer Spells

- **Alarm:** Wards an area for 2 hours/level.
- **Animate Rope:** Makes a rope move at your command.
- **Burning Hands:** 1d4/level fire damage (max 5d4).
- **Charm Person:** Makes one person your friend.
- **Chill Touch:** One touch/level deals 1d6 damage and possibly 1 Str damage.
- **Color Spray:** Knocks unconscious, blinds, and/or stuns weak creatures.
- **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.
- **Disguise Self:** Changes your appearance.
- **Endure Elements:** Exist comfortably in hot or cold environments.
- **Enlarge Person\*:** Humanoid creature doubles in size.
- **Erase:** Mundane or magical writing vanishes.

- **Expeditious Retreat:** Your speed increases by 30 ft.
  - **Feather Fall:** Caster falls slowly.
  - **Floating Disk:** Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.
  - **Grease:** Makes 10-ft. square or one object slippery.
  - **Hold Portal:** Holds door shut.
  - **Hypnotism:** Fascinates 2d4 HD of creatures.
  - **Identify:** Determines properties of magic item.
  - **Jump:** Subject gets bonus on Jump checks.
  - **Mage Armor:** Gives subject +4 armor bonus.
  - **Magic Aura:** Alters object's magic aura.
  - **Magic Missile:** 1d4+1 damage; +1 missile per two levels above 1st (max 5).
  - **Magic Weapon:** Weapon gains +1 bonus.
  - **Mount:** Summons riding horse for 2 hours/level.
  - **Obscuring Mist:** Fog surrounds you.
  - **Protection from Evil\*:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
  - **Ray of Enfeeblement:** Ray deals 1d6 +1 per two levels Str damage.
  - **Shield:** Invisible disc gives +4 to AC, blocks magic missiles.
  - **Shocking Grasp:** Touch delivers 1d6/level electricity damage (max 5d6).
  - **Silent Image:** Creates minor illusion of your design.
  - **Sleep:** Puts 4 HD of creatures into magical slumber.
  - **Summon Monster I:** Calls creature to fight for you.
  - **True Strike:** +20 on your next attack roll.
  - **Unseen Servant:** Invisible force obeys your commands.
  - **Ventriloquism:** Throws voice for 1 min./level.
- ### 2nd-Level Sorcerer Spells
- **Acid Arrow:** Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
  - **Alter Self:** Assume form of a similar creature.
  - **Arcane Lock:** Magically locks a portal or chest.
  - **Blur:** Attacks miss subject 20% of the time.
  - **Bull's Strength:** Subject gains +4 to Str for 1 min./level.
  - **Cat's Grace:** Subject gains +4 to Dex for 1 min./level.
  - **Command Undead:** Undead creature obeys your commands.
  - **Continual Light\*:** Makes a permanent, heatless torch.
  - **Darkvision:** See 60 ft. in total darkness.

- **Daze Monster:** Living creature of 6 HD or less loses next action.
- **Detect Thoughts:** Allows "listening" to surface thoughts.
- **False Life:** Gain 1d10 temporary hp +1/level (max +10).
- **Flaming Sphere:** Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
- **Fog Cloud:** Fog obscures vision.
- **Fox's Cunning:** Subject gains +4 Mind for 1 min./level.
- **Ghoul Touch:** Paralyzes one subject, which exudes stench
- **Glitterdust:** Blinds creatures, outlines invisible creatures.
- **Gust of Wind:** Blows away or knocks down smaller creatures.
- **Hideous Laughter:** Subject loses actions for 1 round/level.
- **Hypnotic Pattern:** Fascinates (2d4 + level) HD of creatures.
- **Invisibility:** Subject is invisible for 1 min./level or until it attacks.
- **Knock:** Opens locked or magically sealed door.
- **Levitate:** Subject moves up and down at your direction.
- **Locate Object\*:** Senses direction toward object (specific or type).
- **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.
- **Obscure Object:** Masks object against scrying.
- **Phantom Trap:** Makes item seem trapped.
- **Protection from Arrows:** Subject immune to most ranged attacks.
- **Pyrotechnics:** Turns fire into blinding light or choking smoke.
- **Resist Energy:** Ignores first 10 (or more) points of damage/attack from specified energy type.
- **Rope Trick:** As many as eight creatures hide in extra-dimensional space.
- **Scare:** Panics creatures of less than 6 HD.
- **Scorching Ray:** Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).
- **See Invisibility:** Reveals invisible creatures or objects.
- **Shatter:** Sonic vibration damages objects or crystalline creatures.
- **Spectral Hand:** Creates disembodied glowing hand to deliver touch attacks.
- **Spider Climb:** Grants ability to walk on walls and ceilings.
- **Summon Monster II:** Calls creature to fight for you.

**□□□ Summon Swarm:** Summons swarm of bats, rats, or spiders.  
**□□□ Touch of Idiocy:** Subject takes 1d6 points of Mind damage.  
**□□□ Web:** Fills 20-ft.-radius spread with sticky spiderwebs.

### 3rd-Level Sorcerer Spells

**□□□ Arcane Sight:** Magical auras become visible to you.  
**□□□ Clairaudience/Clairvoyance:** Hear or see at a distance for 1 min./level.  
**□□□ Daylight\*:** 60-ft. radius of bright light.  
**□□□ Deep Slumber:** Puts 10 HD of creatures to sleep.  
**□□□ Dispel Magic:** Cancels magical spells and effects.  
**□□□ Displacement:** Attacks miss subject 50%.  
**□□□ Explosive Runes:** Deals 6d6 damage when read.  
**□□□ Fireball:** 1d6 damage per level, 20-ft. radius.  
**□□□ Flame Arrow:** Arrows deal +1d6 fire damage.  
**□□□ Fly:** Subject flies at speed of 60 ft.  
**□□□ Gaseous Form:** Subject becomes insubstantial and can fly slowly.  
**□□□ Gentle Repose:** Preserves one corpse.  
**□□□ Halt Undead:** Immobilizes undead for 1 round/level.  
**□□□ Haste\*:** One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.  
**□□□ Heroism:** Gives +2 bonus on attack rolls, saves, skill checks.  
**□□□ Hold Person:** Paralyzes one humanoid for 1 round/level.  
**□□□ Illusory Script:** Only intended reader can decipher.  
**□□□ Invisibility Sphere:** Makes everyone within 10 ft. invisible.  
**□□□ Keen Edge:** Doubles normal weapon's threat range.  
**□□□ Lightning Bolt:** Electricity deals 1d6/level damage.  
**□□□ Magic Circle against Evil\*:** As protection spells, but 10-ft. radius and 10 min./level.  
**□□□ Magic Weapon, Greater:** +1/four levels (max +5).  
**□□□ Major Image:** As silent image, plus sound, smell and thermal effects.  
**□□□ Nondetection:** Hides subject from divination, scrying.  
**□□□ Phantom Steed:** Magic horse appears for 1 hour/level.  
**□□□ Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.  
**□□□ Rage:** Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.  
**□□□ Ray of Exhaustion:** Ray makes subject exhausted.  
**□□□ Secret Page:** Changes one page to hide its real content.

**□□□ Sepia Snake Sigil:** Creates text symbol that immobilizes reader.  
**□□□ Shrink Item:** Object shrinks to one-sixteenth size.  
**□□□ Sleet Storm:** Hampers vision and movement.  
**□□□ Stinking Cloud:** Nauseating vapors, 1 round/level.  
**□□□ Suggestion:** Compels subject to follow stated course of action.  
**□□□ Summon Monster III:** Calls creature to fight for you.  
**□□□ Tiny Hut:** Creates shelter for ten creatures.  
**□□□ Tongues:** Speak any language.  
**□□□ Vampiric Touch:** Touch deals 1d6/two levels damage; caster gains damage as hp.  
**□□□ Water Breathing:** Subjects can breathe underwater.  
**□□□ Wind Wall:** Deflects arrows, smaller creatures, and gases.

### 4th-Level Sorcerer Spells

**□□□ Animate Dead:** Creates undead skeletons and zombies.  
**□□□ Arcane Eye:** Invisible floating eye moves 30 ft./round.  
**□□□ Black Tentacles:** Tentacles grapple all within 20 ft. spread.  
**□□□ Charm Monster:** Makes monster believe it is your ally.  
**□□□ Confusion:** Subjects behave oddly for 1 round/level.  
**□□□ Contagion:** Infects subject with chosen disease.  
**□□□ Crushing Despair:** Subjects take -2 on attack rolls, damage rolls, saves, and checks.  
**□□□ Detect Scrying:** Alerts you of magical eavesdropping.  
**□□□ Dimension Door:** Teleports you short distance.  
**□□□ Dimensional Anchor:** Bars extra-dimensional movement.  
**□□□ Enervation:** Subject gains 1d4 negative levels.  
**□□□ Enlarge Person, Mass\*:** Enlarges several creatures.  
**□□□ Fear:** Subjects within cone flee for 1 round/level.  
**□□□ Fire Shield:** Creatures attacking you take fire damage; you're protected from heat or cold.  
**□□□ Fire Trap:** Opened object deals 1d4 damage +1/level.  
**□□□ Geas, Lesser:** Commands subject of 7 HD or less.  
**□□□ Globe of Invulnerability, Lesser:** Stops 1st- through 3rd-level spell effects.  
**□□□ Hallucinatory Terrain:** Makes one type of terrain appear like another (field into forest, or the like).  
**□□□ Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.  
**□□□ Illusory Wall:** Wall, floor, or ceiling looks real, but anything can pass through.

**□□□ Invisibility, Greater:** As invisibility, but subject can attack and stay invisible.  
**□□□ Locate Creature:** Indicates direction to familiar creature.  
**□□□ Minor Creation:** Creates one cloth or wood object.  
**□□□ Phantasmal Killer:** Fearsome illusion kills subject or deals 3d6 damage.  
**□□□ Polymorph:** Gives one willing subject a new form.  
**□□□ Rainbow Pattern:** Lights fascinate 24 HD of creatures.  
**□□□ Remove Curse\*:** Frees object or person from curse.  
**□□□ Resilient Sphere:** Force globe protects but traps one subject.  
**□□□ Scrying:** Spies on subject from a distance.  
**□□□ Secure Shelter:** Creates sturdy cottage.  
**□□□ Shadow Conjuration:** Mimics conjuration below 4th level, but only 20% real.  
**□□□ Shout:** Deafens all within cone and deals 5d6 sonic damage.  
**□□□ Solid Fog:** Blocks vision and slows movement.  
**□□□ Stone Shape:** Sculpts stone into any shape.  
**□□□ Stoneskin:** Ignore 10 points of damage per attack.  
**□□□ Summon Monster IV:** Calls creature to fight for you.  
**□□□ Wall of Fire:** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.  
**□□□ Wall of Ice:** Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.  
**□□□ Whispering Wind:** Sends a short message 1 mile/level.

### 5th-Level Sorcerer Spells

**□□□ Animal Growth:** One animal/two levels doubles in size.  
**□□□ Baleful Polymorph:** Transforms subject into harmless animal.  
**□□□ Blight:** Withers one plant or deals 1d6/level damage to plant creature.  
**□□□ Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.  
**□□□ Cloudkill:** Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Str damage.  
**□□□ Cone of Cold:** 1d6/level cold damage.  
**□□□ Contact Other Plane:** Lets you ask question of extraplanar entity.  
**□□□ Dismissal:** Forces a creature to return to native plane.  
**□□□ Dominate Person:** Controls humanoid telepathically.  
**□□□ Dream:** Sends message to anyone sleeping.  
**□□□ Fabricate:** Transforms raw materials into finished items.  
**□□□ False Vision:** Fools scrying with an

illusion.

- **Feeblemind:** Subject's Mind drop to 1.
- **Hold Monster:** As hold person, but any creature.
- **Interposing Hand:** Hand provides cover against one opponent.
- **Mage's Faithful Hound:** Phantom dog can guard, attack.
- **Mage's Private Sanctum:** Prevents anyone from viewing or scrying an area for 24 hours.
- **Magic Jar:** Enables possession of another creature.
- **Major Creation:** As minor creation, plus stone and metal.
- **Mind Fog:** Subjects in fog get -10 to Mind and Will checks.
- **Mirage Arcana:** As hallucinatory terrain, plus structures.
- **Nightmare:** Sends vision dealing 1d10 damage, fatigue.
- **Overland Flight:** You fly at a speed of 40 ft. and can hustle over long distances.
- **Passwall:** Creates passage through wood or stone wall.
- **Permanency:** Makes certain spells permanent.
- **Persistent Image:** As major image, but no concentration required.
- **Planar Binding, Lesser:** Traps extraplanar creature of 6 HD or less until it performs a task.
- **Prying Eyes:** 1d4 +1/level floating eyes scout for you.
- **Secret Chest:** Hides expensive chest on Ethereal Plane; you retrieve it at will.
- **Seeming:** Changes appearance of one person per two levels.
- **Sending:** Delivers short message anywhere, instantly.
- **Shadow Evocation:** Mimics evocation below 5th level, but only 20% real.
- **Summon Monster V:** Calls creature to fight for you.
- **Symbol of Pain:** Triggered rune wracks nearby creatures with pain.
- **Symbol of Sleep:** Triggered rune puts nearby creatures into catatonic slumber.
- **Telekinesis:** Moves object, attacks creature, or hurls object or creature.
- **Telepathic Bond:** Link lets allies communicate.
- **Teleport:** Instantly transports you as far as 100 miles/level.
- **Transmute Rock to Mud\*:** Transforms two 10-ft. cubes per level.
- **Wall of Force:** Wall is immune to damage.
- **Wall of Stone:** Creates a stone wall that can be shaped.
- **Waves of Fatigue:** Several targets become fatigued.

### 6th-Level Sorcerer Spells

- **Acid Fog:** Fog deals acid damage.
- **Analyze Dweomer:** Reveals magical

aspects of subject.

- **Antimagic Field:** Negates magic within 10 ft.
- **Bull's Strength, Mass:** As bull's strength, affects one subject/level.
- **Cat's Grace, Mass:** As cat's grace, affects one subject/level.
- **Chain Lightning:** 1d6/level damage; 1 secondary bolt/level each deals half damage.
- **Circle of Death:** Kills 1d4/level HD of creatures.
- **Contingency:** Sets trigger condition for another spell.
- **Control Water:** Raises or lowers bodies of water.
- **Create Undead:** Creates ghouls, ghosts, mummies, or mohrgs.
- **Disintegrate:** Makes one creature or object vanish.
- **Dispel Magic, Greater:** As dispel magic, but +20 on check.
- **Eyebite:** Target becomes panicked, sickened, and comatose.
- **Flesh to Stone\*:** Turns subject creature into statue.
- **Forceful Hand:** Hand pushes creatures away.
- **Fox's Cunning, Mass:** As fox's cunning, affects one subject/level.
- **Freezing Sphere:** Freezes water or deals cold damage.
- **Geas/Quest:** As lesser geas, plus it affects any creature.
- **Globe of Invulnerability:** As lesser globe of invulnerability, plus 4th-level spell effects.
- **Guards and Wards:** Array of magic effects protect area.
- **Heroism, Greater:** Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
- **Legend Lore:** Lets you learn tales about a person, place, or thing.
- **Mislead:** Turns you invisible and creates illusory double.
- **Move Earth:** Digs trenches and builds hills.
- **Permanent Image:** Includes sight, sound, and smell.
- **Planar Binding:** As lesser planar binding, but up to 12 HD.
- **Programmed Image:** As major image, plus triggered by event.
- **Repulsion:** Creatures can't approach you.
- **Shadow Walk:** Step into shadow to travel rapidly.
- **Suggestion, Mass:** As suggestion, plus one subject/level.
- **Summon Monster VI:** Calls creature to fight for you.
- **Symbol of Fear:** Triggered rune panics nearby creatures.
- **Symbol of Persuasion:** Triggered rune charms nearby creatures.
- **Transformation:** You gain combat

bonuses.

- **True Seeing:** Lets you see all things as they really are.
- **Undeath to Death:** Destroys 1d4/level HD of undead (max 20d4).
- **Veil:** Changes appearance of group of creatures.
- **Wall of Iron:** 30 hp/four levels; can topple onto foes.

### 7th-Level Sorcerer Spells

- **Arcane Sight, Greater:** As arcane sight, but also reveals magic effects on creatures and objects.
- **Banishment:** Banishes 2 HD/level of extraplanar creatures.
- **Control Undead:** Undead don't attack you while under your command.
- **Control Weather:** Changes weather in local area of up to 10 miles for 1 hour per level.
- **Delayed Blast Fireball:** 1d6/level fire damage; you can postpone blast for up to 5 rounds.
- **Ethereal Jaunt:** You become ethereal for 1 round/level.
- **Finger of Death:** Kills one subject.
- **Forcecage:** Cube or cage of force imprisons all inside.
- **Grasping Hand:** Hand provides cover, pushes, or grapples.
- **Hold Person, Mass:** As hold person, but all within 30 ft.
- **Insanity:** Subject suffers continuous confusion.
- **Instant Summons:** Prepared object appears in your hand.
- **Invisibility, Mass:** As invisibility, but affects all in range.
- **Limited Wish:** Alters reality within spell limits.
- **Mage's Magnificent Mansion:** Door leads to extra-dimensional mansion.
- **Mage's Sword:** Floating magic blade strikes opponents.
- **Phase Door:** Creates an invisible passage through wood or stone.
- **Plane Shift:** As many as eight subjects travel to another plane.
- **Power Word Blind:** Blinds creature with 200 hp or less.
- **Prismatic Spray:** Rays hit subjects with variety of effects.
- **Project Image:** Illusory double can talk and cast spells.
- **Reverse Gravity:** Objects and creatures fall upward.
- **Scrying, Greater:** As scrying, but faster and longer.
- **Sequester:** Subject is invisible to sight and scrying; renders creature comatose.
- **Shadow Conjuration, Greater:** As shadow conjuration, but up to 6th level and 60% real.
- **Simulacrum:** Creates partially real double of a creature.
- **Spell Turning:** Reflect 1d4+6 spell levels back at caster.
- **Statue:** Subject can become a statue at will.

**□□□ Summon Monster VII:** Calls creature to fight for you.  
**□□□ Symbol of Stunning:** Triggered rune stuns nearby creatures.  
**□□□ Symbol of Weakness:** Triggered rune weakens nearby creatures.  
**□□□ Teleport Object:** As teleport, but affects a touched object.  
**□□□ Teleport, Greater:** As teleport, but no range limit and no off-target arrival.  
**□□□ Vision:** As legend lore, but quicker and strenuous.  
**□□□ Waves of Exhaustion:** Several targets become exhausted.

## 8th-Level Sorcerer Spells

**□□□ 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.  
**□□□ Clenched Fist:** Large hand provides cover, pushes, or attacks your foes.  
**□□□ Clone:** Duplicate awakens when original dies.  
**□□□ Create Greater Undead:** Create shadows, wraiths, spectres, or devourers.  
**□□□ Demand:** As sending, plus you can send suggestion.  
**□□□ Dimensional Lock:** Teleportation and interplanar travel blocked for one day/level.  
**□□□ Discern Location:** Reveals exact location of creature or object.  
**□□□ Horrid Wilting:** Deals 1d6/level damage within 30 ft.  
**□□□ Incendiary Cloud:** Cloud deals 4d6 fire damage/round.  
**□□□ Iron Body:** Your body becomes living iron.  
**□□□ Irresistible Dance:** Forces subject to dance.  
**□□□ Maze:** Traps subject in extradimensional maze.  
**□□□ Mind Blank:** Subject is immune to mental/emotional magic and scrying.  
**□□□ Moment of Prescience:** You gain insight bonus on single attack roll, check, or save.  
**□□□ Planar Binding, Greater:** As lesser planar binding, but up to 18 HD.  
**□□□ Polar Ray:** Ranged touch attack deals 1d6/level cold damage.  
**□□□ Polymorph Any Object:** Changes any subject into anything else.  
**□□□ Power Word Stun:** Stuns creature with 150 hp or less.  
**□□□ Prismatic Wall:** Wall's colors have array of effects.  
**□□□ Protection from Spells:** Confers +8 resistance bonus.  
**□□□ Prying Eyes, Greater:** As prying eyes, but eyes have true seeing.  
**□□□ 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.  
**□□□ Shout, Greater:** Devastating yell

deals 10d6 sonic damage; stuns creatures, damages objects.  
**□□□ Summon Monster VIII:** Calls creature to fight for you.  
**□□□ Sunburst:** Blinds all within 10 ft., deals 6d6 damage.  
**□□□ Symbol of Death:** Triggered rune slays nearby creatures.  
**□□□ Symbol of Insanity:** Triggered rune renders nearby creatures insane.  
**□□□ Sympathy:** Object or location attracts certain creatures.  
**□□□ Telekinetic Sphere:** As resilient sphere, but you move sphere telekinetically.  
**□□□ Temporal Stasis:** Puts subject into suspended animation.  
**□□□ Trap the Soul:** Imprisons subject within gem.

## 9th-Level Sorcerer Spells

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