### Sorcerer Spell List

#### Zero Level Spells

<table>
<thead>
<tr>
<th>Spell</th>
<th>Slots Used Today</th>
<th>Slots</th>
<th>Level Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acid Splash</td>
<td>[C]</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Arcane Mark [Univ]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dampen* [C]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dancing Lights [V]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Daze [E]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Detect Magic [D]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Detect Poison [D]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Disrupt Undead [N]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Exterminate* [N]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Flare [V]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Flavor* [G]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ghost Sound [I]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Groom* [I]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Guess<em>Tinate</em> [D]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Itch* [T]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Know Direction [D]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Light [V]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mage Hand [T]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mending [T]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Message [T]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Open/Close [T]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Prestidigitation [Univ]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ray of Frost [V]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Read Magic [D]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Resistance [A]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sneeze* [N]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Spark* [V]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tall Tale* [E]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tie/Untie* [T]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Touch of Fatigue [N]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Umbrella* [A]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Yawn* [E]</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*New zero-level spells

#### Additional Spells & Feats

- **Abjuration**
- **Evocation**
- **Illusion**
- **Necromancy**
- **Transmutation**

#### Schools of Magic

- **Abjuration**
- **Evocation**
- **Illusion**
- **Necromancy**
- **Transmutation**

### School of Magic Points

1 point = 1 spell per day

### Bonus Spells

**Bonus Spells Known**

<table>
<thead>
<tr>
<th>Spell</th>
<th>Level</th>
<th>Level</th>
<th>Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>4</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>5</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>6</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>7</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>8</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>9</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>10</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>11</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>12</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>13</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>14</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>15</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>16</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>17</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>18</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>19</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>20</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>21</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>22</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>23</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>24</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>25</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>26</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>27</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>28</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>29</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>30</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

#### Bonus Spells per Day

<table>
<thead>
<tr>
<th>Level</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
</tr>
<tr>
<td>2</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
</tr>
<tr>
<td>3</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
</tr>
<tr>
<td>4</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
</tr>
<tr>
<td>5</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
</tr>
<tr>
<td>6</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
</tr>
<tr>
<td>7</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
</tr>
<tr>
<td>8</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
</tr>
</tbody>
</table>

### Calculating the DC

10 + spell level + charisma modifier. Spell Focus in the school grants +1. Greater Spell Focus grants +2. Gnome receive +1 for illusions.

### Spell Focus Feats

- **Abjuration**
- **Evocation**
- **Illusion**
- **Necromancy**
- **Transmutation**

### Overcoming Spell Resistance

- Roll a caster level check (d20 + caster level)
- Spell penetration feat grants +2.
- Greater Spell penetration grants +4.

### Metamagic Feats

- **Empower Spell**
- **Energy Substitution (0)**
- **Enlarge Spell (1)**
- **Extend Spell (1)**
- **Heighten Spell (var.)**
- **Maximize Spell (3)**
- **Permanency (6)**
- **Steady Spell (2)**
- **Particle Spell (5)**
- **Silent Spell (1)**

### High Arcana (Slot Cost)

- **Arcane Fire (5th)**
- **Arcane Reach (7th)**
- **Mastery of Counterspelling (7th)**
- **Mastery of Elements (8th)**
- **Mastery of Shaping (9th)**
- **Spell Power (5th)**
- **Spell Like Ability (5th+)**

### Other Magical Feats

- **Augment Summoning**
- **Combat Casting**
- **Echew Materials**
- **Improved Counterspell**
- **Weapon Focus: Ray**

---

**Neil Summer**

Open Game License v 1.0a: wizards.com/d20
Sorcerer Spell List

**Fourth Level Spells**

- Animate Dead [N]
- Arcane Eye [D]
- Bestow Curse [N]
- Charm Monster [E]
- Confusion [E]
- Contagion [N]
- Crushing Despair [E]
- Detect Scrying [D]
- Dimension Door [C]
- Dimensional Anchor [A]
- Enervation [N]
- Enlarge Person, Mass [T]
- E’s Black Tentacles [C]
- Fear [N]
- Fire Shield [V]
- Fire Trap [A]
- Geas, Lesser [E]
- Globule of Invulnerability, Lesser [A]
- Haluciinatory Terrain [I]
- Ice Storm [V]
- Illusory Wall [I]
- Invisibility, Greater [I]
- L’s Secure Shelter [C]
- Locate Creature [D]
- Minor Creation [C]
- O’s Resilient Sphere [V]
- Phantasmal Killer [I]
- Polymorph [T]
- Rainbow Pattern [I]
- Reduce Person, Mass [T]
- Remove Curse [A]
- Searing [D]
- Shadow Conjuration [I]
- Shout [V]
- Solid Fog [C]
- Stone Shape [T]
- Stoneshkin [A]
- Summon Monster IV [C]
- Wall of Fire [V]
- Wall of Ice [V]

**Fifth Level Spells**

- Animal Growth [T]
- B’s Interposing Hand [V]
- Baleful Polymorph [T]
- Blind [N]
- Break Enchantment [A]
- Cloudkill [C]
- Cone of Cold [V]
- Contact Other Plane [D]
- Dismissal [A]
- Dominate Person [E]
- Dream [I]
- Fabricate [T]
- False Vision [I]
- Feeblemind [I]
- Hold Monster [E]
- L’s Secret Chest [C]
- M’s Faithful Hound [C]
- M’s Private Sanctum [A]
- Magic Jar [N]
- Major Creation [C]
- Mind Fog [E]
- Mirage Arcana [I]
- Nightmare [I]
- Overland Flight [T]
- Passwall [T]
- Permanency [Univ]
- Persistent Image [I]
- Planar Binding, Lesser [C]
- Rainmaking [I]
- R’s Telepathic Bond [D]
- Seeming [I]
- Sending [V]
- Shadow Evocation [I]
- Summon Monster VI [C]
- Symbol of Pain [N]
- Symbol of Sleep [E]
- Tellemisnice [I]
- Teleport [C]
- Transmute Mud to Rock [T]
- Wall of Iron [C]
- Wall of Stone [C]

**Sixth Level Spells**

- Acid Fog [C]
- Analyze Dweomer [D]
- Antimagic Field [A]
- B’s Forceful Hand [V]
- Bear’s Endurance, Mass [T]
- Bull’s Strength, Mass [T]
- Cat’s Grace, Mass [T]
- Chain Lightning [V]
- Circle of Death [N]
- Contingency [V]
- Control Water [T]
- Create Undead [N]
- Disintegrate [T]
- Dispel Magic, Greater [A]
- Eagle’s Splendor, Mass [T]
- Eyebite [N]
- Flesh to Stone [T]
- Fox’s Cunning, Mass [T]
- Geas/Quest [E]
- Globe of Invulnerability [A]
- Guards and Wards [A]
- Hardening* [T]
- Heroism, Greater [E]
- Legend Lore [D]
- Mislaid [I]
- Move Earth [T]
- O’s Freezing Sphere [V]
- Owl’s Wisdom, Mass [T]
- Permanent Image [I]
- Planar Binding [C]
- Programmed Image [I]
- Repulsion [A]
- Shadow Walk [I]
- Stone to Flesh [T]
- Suggestion, Mass [E]
- Summon Monster VI [C]
- Teleportation Circle [C]
- Teleportation Sphere [V]
- True Seeing [D]
- Undeath to Death [N]
- Veil [I]
- Wall of Iron [C]

**Seventh Level Spells**

- Arcane Sight, Greater [D]
- Banishment [A]
- B’s Grasping Hand [V]
- Control Undead [N]
- Control Weather [T]
- Delayed Blast Fireball [V]
- D’s Instant Summons [C]
- Ethereal Jaunt [T]
- Finger of Death [N]
- Forcecage [V]
- Hold Person, Mass [E]
- Insanity [E]
- Invisibility, Mass [I]
- Limited Wish [Univ]
- M’s Magnificent Mansion [C]
- M’s Sword [V]
- Phase Door [C]
- Plane Shift [C]
- Power Word Blind [E]
- Protect Statue [A]
- Shadow Conjuration, Greater [I]
- Simulacrum [I]
- Spell Turning [A]
- Statue [T]
- Summon Monster VII [C]
- Symbol of Stunning [E]
- Symbol of Weakness [N]
- Teleport, Greater [C]
- Teleport Object [C]
- Vision [D]
- Waves of Exhaustion [N]

**Eighth Level Spells**

- Antipathy [E]
- B’s Clenched Fist [V]
- Binding [E]
- Charm Monster, Mass [E]
- Clone [N]
- Create Greater Undead [N]
- Demand [E]
- Dimensional Lock [A]
- Dissemblance [D]
- Horrid Wilting [N]
- Incendiary Cloud [C]
- Iron Body [T]
- Madding Scream* [E]
- Maze [C]
- Mind Blank [A]
- Moment of Prescience [D]
- O’s Irresistible Dance [E]
- O’s Telekinetic Sphere [V]
- Planar Binding, Greater [C]
- Polymorph Any Object [I]
- Power Word Stun [E]
- Prismatic Wall [A]
- Protection From Spells [A]
- Praying Eyes, Greater [D]
- Scintillating Pattern [I]
- Screech [I]
- Shadow Evocation, Greater [I]
- Shoat, Greater [V]
- Summon Monster VIII [C]
- Sunburst [V]
- Symbol of Death [N]
- Symbol of Insanity [E]
- Sympathy [E]
- Temporal Stasis [T]
- Trap the Soul [C]

**Ninth Level Spells**

- Astral Projection [N]
- B’s Crushing Hand [V]
- Dominate Monster [E]
- Energy Drain [N]
- Ethereality [T]
- Foresight [D]
- Freedom [A]
- Gate [C]
- Genisis* [C]
- Hold Monster, Mass [E]
- Imprisonment [A]
- M’s Disjunction [A]
- Meteor Swarm [V]
- Power Word Kill [E]
- Prismatic Sphere [A]
- Refuge [C]
- Shades [I]
- Shapechange [T]
- Soul Bind [N]
- Summon Monster IX [C]
- Teleportation Sphere [V]
- Time Stop [T]
- Wall of the Banshee [N]
- Weird [I]
- Wish [Univ]

---

*Genesis spell described in epic rules

**Additional Spells & Feats**

**Schools of Magic**

- Abjuration [D]
- Illusion [V]
- Conjuration [N]
- Necromancy [A]
- Divination [T]
- Transmutation [C]
- Enchantment [V]
- Evocation [D]

**Overcoming Spell Resistance**

Roll a caster level check:

- (d20 + caster level)

**Metamagics (Level Cost)**

- Empower Spell [2]
- Reach Spell [2]
- Energy Subst. [0]
- Repeat Spell [3]
- Enlarge Spell [1]
- Silent Spell [1]
- Extend Spell [1]
- Still Spell [1]
- Heighten Spell [var]

**Maximize Spell**

- +3 [Wide]
- +3 [Persistant]

A sorcerer may trade one known spell upon reaching an even level, starting at 4th level, but the spell must be two or more spell levels below the highest level spell the sorcerer can cast.