

SPELL SAVE

 DC MOD

ARCANE SPELL FAILURE

 %

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	0
<input type="text"/>	<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>

- Feather Fall
- Grease
- Hypnotism
- Identify
- Lesser Confusion
- Magic Mouth
- Nystul's Magic Aura
- Obscure Object
- Remove Fear
- Silent Image
- Sleep
- Summon Monster I
- Tasha's Hideous Laughter
- Undetectable Alignment
- Unseen Servant
- Ventriloquism

2ND LEVEL

- Alter Self
- Animal Messenger
- Animal Trance
- Blindness/Deafness
- Blur
- Calm Emotions
- Cat's Grace
- Cure Moderate Wounds
- Darkness
- Daze Monster
- Delay Poison
- Detect Thoughts
- Eagle's Splendor
- Enthrall
- Fox's Cunning
- Glitterdust
- Heroism
- Hold Person
- Hypnotic Pattern
- Invisibility
- Locate Object
- Minor Image
- Mirror Image
- Misdirection
- Pyrotechnics
- Rage
- Scare
- Shatter
- Silence
- Sound Burst
- Suggestion
- Summon Monster II

- Summon Swarm
- Tongues
- Whispering Wind

3RD LEVEL

- Blink
- Charm Monster
- Clairaudience/Clairvoyance
- Confusion
- Crushing Despair
- Cure Serious Wounds
- Daylight
- Deep Slumber
- Dispel Magic
- Displacement
- Fear
- Gaseous Form
- Geas, Lesser
- Glibness
- Good Hope
- Haste
- Illusory Script
- Invisibility Sphere
- Leomund's Tiny Hut
- Major Image
- Phantom Steed
- Remove Curse
- Scrying
- Sculpt Sound
- Secret Page
- See Invisibility
- Sepia Snake Sigil
- Slow
- Speak with Animals
- Summon Monster III

4TH LEVEL

- Break Enchantment
- Cure Critical Wounds
- Detect Scrying
- Dimension Door
- Dominate Person
- Freedom of Movement
- Hallucinatory Terrain
- Hold Monster
- Invisibility, Greater
- Legend Lore
- Leomund's Secure Shelter
- Locate Creature

- Modify Memory
- Neutralize Poison
- Rainbow Pattern
- Repel Vermin
- Shadow Conjunction
- Shout
- Speak with Plants
- Summon Monster IV
- Zone of Silence

5TH LEVEL

- Cure Light Wounds, Mass
- Dispel Magic Greater
- Dream
- False Vision
- Heroism, Greater
- Mind Fog
- Mirage Arcana
- Mislead
- Nightmare
- Persistent Image
- Seeming
- Shadow Evocation
- Shadow Walk
- Song of Discord
- Suggestion, Mass
- Summon Monster V

6TH LEVEL

- Analyze Dweomer
- Animate Objects
- Cat's Grace, Mass
- Charm Monster, Mass
- Cure Moderate Wounds, Mass
- Eagle's Splendor, Mass
- Eyebite
- Find the Path
- Fox's Cunning, Mass
- Geas/Quest
- Heroes' Feast
- Otto's Irresistible Dance
- Permanent Image
- Programmed Image
- Project Image
- Scrying, Greater
- Shout, Greater
- Summon Monster VI
- Sympathetic Vibration
- Veil

0 LEVEL

- Dancing Lights
- Daze
- Detect Magic
- Flare
- Ghost Sound
- Know Direction
- Light
- Lullaby
- Mage Hand
- Mending
- Message
- Open/Close
- Prestidigitation
- Read Magic
- Resistance
- Summon Instrument

1ST LEVEL

- Alarm
- Animate Rope
- Cause Fear
- Charm Person
- Comprehend Languages
- Cure Light Wounds
- Detect Secret Doors
- Disguise Self
- Erase
- Expeditious Retreat