

## SPELL SAVE

DC MOD

CONDITIONAL MODIFIERS

| SPELL SAVE DC            | LEVEL | SPELLS PER DAY           | BONUS SPELLS             |
|--------------------------|-------|--------------------------|--------------------------|
| <input type="checkbox"/> | 0     | <input type="checkbox"/> | 0                        |
| <input type="checkbox"/> | 1ST   | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | 2ND   | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | 3RD   | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | 4TH   | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | 5TH   | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | 6TH   | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | 7TH   | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | 8TH   | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | 9TH   | <input type="checkbox"/> | <input type="checkbox"/> |

## 0 LEVEL

- Create Water
- Cure Minor Wounds
- Detect Magic
- Detect Poison
- Guidance
- Inflict Minor Wounds
- Light
- Mending
- Purify Food and Drink
- Read Magic
- Resistance
- Virtue

## 1ST LEVEL

- Bane
- Bless
- Bless Water
- Cause Fear
- Command
- Comprehend Languages
- Cure Light Wounds
- Curse Water
- Deathwatch
- Detect Chaos
- Detect Evil
- Detect Good
- Detect Law
- Detect Undead
- Divine Favor
- Doom
- Endure Elements
- Entropic Shield
- Hide from Undead
- Inflict Light Wounds
- Magic Stone
- Magic Weapon
- Obscuring Mist
- Protection from Chaos
- Protection from Evil
- Protection from Good
- Protection from Law
- Remove Fear
- Sanctuary
- Shield of Faith
- Summon Monster I

## 2ND LEVEL

- Aid
- Align Weapon
- Augury
- Bear's Endurance
- Bull's Strength
- Calm Emotions
- Consecrate
- Cure Moderate Wounds
- Darkness
- Death Knell
- Delay Poison
- Desecrate
- Eagle's Splendor
- Enthrall
- Find Traps
- Gentle Repose
- Hold Person
- Inflict Moderate Wounds
- Make Whole
- Owl's Wisdom
- Remove Paralysis
- Resist Energy
- Restoration, Lesser
- Shatter
- Shield Other
- Silence
- Sound Burst
- Spiritual Weapon
- Status
- Summon Monster II
- Undetectable Alignment
- Zone of Truth

## 3RD LEVEL

- Animate Dead
- Bestow Curse
- Blindness/Deafness
- Contagion
- Continual Flame
- Create Food and Water
- Cure Serious Wounds
- Daylight
- Deeper Darkness
- Dispel Magic
- Glyph of Warding
- Helping Hand
- Inflict Serious Wounds
- Invisibility Purge
- Locate Object
- Magic Circle against Chaos
- Magic Circle against Evil
- Magic Circle against Good
- Magic Circle against Law
- Magic Vestment
- Meld into Stone
- Obscure Object
- Prayer
- Protection from Energy
- Remove Blindness/Deafness
- Remove Curse
- Remove Disease
- Searing Light
- Speak with Dead
- Stone Shape
- Summon Monster III
- Water Breathing
- Water Walk

## 4RD LEVEL

- Air Walk
- Control Water
- Cure Critical Wounds
- Death Ward
- Dimensional Anchor
- Discern Lies
- Dismissal
- Divination
- Divine Power
- Freedom of Movement
- Giant Vermin
- Imbue with Spell Ability
- Inflict Critical Wounds
- Magic Weapon, Greater
- Neutralize Poison
- Planar Ally, Lesser
- Poison
- Repel Vermin
- Restoration
- Sending
- Spell Immunity
- Summon Monster IV
- Tongues

## 5TH LEVEL

- Atonement
- Break Enchantment
- Command, Greater
- Commune
- Cure Light Wounds, Mass
- Dispel Chaos
- Dispel Evil
- Dispel Good
- Dispel Law
- Disrupting Weapon
- Flame Strike
- Hallow
- Inflict Light Wounds, Mass
- Insect Plague
- Mark of Justice
- Plane Shift
- Raise Dead
- Righteous Might
- Scrying
- Slay Living
- Spell Resistance
- Summon Monster V
- Symbol of Pain
- Symbol of Sleep
- True Seeing
- Unhallow
- Wall of Stone

## 6TH LEVEL

- Animate Objects
- Antilife Shell
- Banishment
- Bear's Endurance, Mass
- Blade Barrier
- Bull's Strength, Mass
- Create Undead
- Cure Moderate Wounds, Mass
- Dispel Magic, Greater
- Eagle's Splendor, Mass
- Find the Path
- Forbiddance

- Geas/Quest
- Glyph of Warding, Greater
- Harm
- Heal
- Heroes' Feast
- Inflict Moderate Wounds, Mass
- Owl's Wisdom, Mass
- Planar Ally
- Summon Monster VI
- Symbol of Fear
- Symbol of Persuasion
- Undeath to Death
- Wind Walk
- Word of Recall

## 7TH LEVEL

- Blasphemy
- Control Weather
- Cure Serious Wounds, Mass
- Destruction
- Dictum
- Ethereal Jaunt
- Holy Word
- Inflict Serious Wounds, Mass
- Refuge
- Regenerate
- Repulsion
- Restoration, Greater
- Resurrection
- Scrying, Greater
- Summon Monster VII
- Symbol of Stunning
- Symbol of Weakness
- Word of Chaos

## 8TH LEVEL

- Antimagic Field
- Cloak of Chaos
- Create Greater Undead
- Cure Critical Wounds, Mass
- Dimensional Lock
- Discern Location
- Earthquake
- Fire Storm
- Holy Aura
- Planar Ally, Greater
- Inflict Critical Wounds, Mass
- Shield of Law
- Spell Immunity, Greater
- Summon Monster VIII
- Symbol of Death
- Symbol of Insanity
- Unholy Aura

## 9TH LEVEL

- Astral Projection
- Energy Drain
- Etherealness
- Gate
- Heal, Mass
- Implosion
- Miracle
- Soul Bind
- Storm of Vengeance
- Summon Monster IX
- True Resurrection