

## SPELL SAVE

 DC MOD

## ARCANE SPELL FAILURE

 %

CONDITIONAL MODIFIERS

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

## 0 LEVEL

### Abjuration

- Resistance

### Conjuration

- Acid Splash

### Divination

- Detect Poison
- Detect Magic
- Read Magic

### Enchantment

- Daze

### Evocation

- Dancing Lights
- Flare
- Light
- Ray of Frost

### Illusion

- Ghost Sound

### Necromancy

- Disrupt Undead
- Touch of Fatigue

### Transmutation

- Mage Hand
- Mending
- Message
- Open/Close

### Universal

- Arcane Mark
- Prestidigitation

## 1ST LEVEL

### Abjuration

- Alarm
- Endure Elements
- Hold Portal
- Protection from Chaos
- Protection from Evil
- Protection from Good
- Protection from Law

- Shield

### Conjuration

- Grease
- Mage Armor
- Mount
- Obscuring Mist
- Summon Monster I
- Unseen Servant

### Divination

- Comprehend Languages
- Detect Secret Doors
- Detect Undead
- Identify
- True Strike

### Enchantment

- Charm Person
- Hypnotism
- Sleep

### Evocation

- Burning Hands
- Magic Missile
- Shocking Grasp
- Tenser's Floating Disk

### Illusion

- Color Spray
- Disguise Self
- Nystul's Magic Aura
- Silent Image
- Ventriloquism

### Necromancy

- Cause Fear
- Chill Touch
- Ray of Enfeeblement

### Transmutation

- Animate Rope
- Enlarge Person
- Erase
- Expeditious Retreat
- Feather Fall
- Jump
- Magic Weapon
- Reduce Person

## 2ND LEVEL

### Abjuration

- Arcane Lock
- Obscure Object
- Protection from Arrows
- Resist Energy

### Conjuration

- Fog Cloud
- Glitterdust
- Melf's Acid Arrow
- Summon Monster II
- Summon Swarm
- Web

### Divination

- Detect Thoughts
- Locate Object
- See Invisibility

### Enchantment

- Daze Monster
- Tasha's Hideous Laughter

- Touch of Idiocy

### Evocation

- Continual Flame
- Darkness
- Flaming Sphere
- Gust of Wind
- Scorching Ray
- Shatter

### Illusion

- Blur
- Hypnotic Pattern
- Invisibility
- Leomund's Trap
- Magic Mouth
- Minor Image
- Mirror Image
- Misdirection

### Necromancy

- Blindness/Deafness
- Command Undead
- False Life
- Ghoul Touch
- Scare
- Spectral Hand

### Transmutation

- Alter Self
- Bear's Endurance
- Bull's Strength
- Cat's Grace
- Eagle's Splendor
- Fox's Cunning
- Knock
- Levitate
- Owl's Wisdom
- Pyrotechnics
- Rope Trick
- Spider Climb
- Whispering Wind

## 3RD LEVEL

### Abjuration

- Dispel Magic
- Explosive Runes
- Magic Circle against Chaos
- Magic Circle against Evil
- Magic Circle against Good
- Magic Circle against Law
- Nondetection
- Protection from Energy

### Conjuration

- Phantom Steed
- Sepia Snake Sigil
- Sleet Storm
- Stinking Cloud
- Summon Monster III

### Divination

- Arcane Sight
- Clairaudience/Clairvoyance
- Tongues

### Enchantment

- Deep Slumber
- Heroism
- Hold Person
- Rage
- Suggestion

### Evocation

- Daylight
- Fireball
- Leomund's Tiny Hut
- Lightning Bolt
- Wind Wall

### Illusion

- Displacement
- Illusory Script
- Invisibility Sphere
- Major Image

### Necromancy

- Gentle Repose
- Halt Undead
- Ray of Exhaustion
- Vampiric Touch

### Transmutation

- Blink
- Flame Arrow
- Fly
- Gaseous Form
- Haste
- Keen Edge
- Magic Weapon, Greater
- Secret Page
- Shrink Item
- Slow
- Water Breathing

## 4TH LEVEL

### Abjuration

- Dimensional Anchor
- Fire Trap
- Globe of Invulnerability, Lesser
- Remove Curse
- Stoneskin

### Conjuration

- Dimension Door
- Evard's Black Tentacles
- Leomund's Secure Shelter
- Minor Creation
- Solid Fog
- Summon Monster IV

### Divination

- Arcane Eye
- Detect Scrying
- Locate Creature
- Scrying

### Enchantment

- Charm Monster
- Confusion
- Crushing Despair
- Geas, Lesser

### Evocation

- Fire Shield
- Ice Storm
- Otiluke's Resilient Sphere
- Shout
- Wall of Fire
- Wall of Ice

### Illusion

- Hallucinatory Terrain
- Illusory Wall
- Invisibility, Greater
- Phantasmal Killer

- Rainbow Pattern
- Shadow Conjunction

**Necromancy**

- Animate Dead
- Bestow Curse
- Contagion
- Elevation
- Fear

**Transmutation**

- Enlarge Person, Mass
- Polymorph
- Rary's Mnemonic Enhancer\*
- Stone Shape

**5TH LEVEL**

**Abjuration**

- Break Enchantment
- Dismissal
- Mordenkainen's Private Sanctum

**Conjuration**

- Cloudkill
- Leomund's Secret Chest
- Major Creation
- Mordenkainen's Faithful Hound
- Planar Binding, Lesser
- Summon Monster V
- Teleport
- Wall of Stone

**Divination**

- Contact Other Plane
- Prying Eyes
- Rary's Telepathic Bond

**Enchantment**

- Dominate Person
- Feeblemind
- Hold Monster
- Mind Fog
- Symbol of Sleep

**Evocation**

- Bigby's Interposing Hand
- Cone of Cold
- Sending
- Wall of Force

**Illusion**

- Dream
- False Vision
- Mirage Arcana
- Nightmare
- Persistent Image
- Seeming
- Shadow Evocation

**Necromancy**

- Blight
- Magic Jar
- Symbol of Pain
- Waves of Fatigue

**Transmutation**

- Animal Growth
- Baleful Polymorph
- Fabricate
- Overland Flight
- Passwall
- Telekinesis
- Transmute Mud to Rock

- Transmute Rock to Mud

**Universal**

- Permanency

**6TH LEVEL**

**Abjuration**

- Antimagic Field
- Dispel Magic, Greater
- Globe of Invulnerability
- Guards and Wards
- Repulsion

**Conjuration**

- Acid Fog
- Planar Binding
- Summon Monster VI
- Wall of Iron

**Divination**

- Analyze Dweomer
- Legend Lore
- True Seeing

**Enchantment**

- Geas/Quest
- Heroism, Greater
- Suggestion, Mass
- Symbol of Persuasion

**Evocation**

- Bigby's Forceful Hand
- Chain Lightning
- Contingency
- Otiluke's Freezing Sphere

**Illusion**

- Mislead
- Permanent Image
- Programmed Image
- Shadow Walk
- Veil

**Necromancy**

- Circle of Death
- Create Undead
- Eyebite
- Symbol of Fear
- Undeath to Death

**Transmutation**

- Bear's Endurance, Mass
- Bull's Strength, Mass
- Cat's Grace, Mass
- Control Water
- Disintegrate
- Eagle's Splendor, Mass
- Flesh to Stone
- Fox's Cunning, Mass
- Mordenkainen's Lucubration\*
- Move Earth
- Owl's Wisdom, Mass
- Stone to Flesh
- Tenser's Transformation

**7TH LEVEL**

**Abjuration**

- Banishment
- Sequester
- Spell Turning

**Conjuration**

- Drawmij's Instant Summons
- Mordenkainen's Magnificent Mansion
- Phase Door
- Plane Shift
- Summon Monster VII
- Teleport, Greater
- Teleport Object

**Divination**

- Arcane Sight, Greater
- Scrying, Greater
- Vision

**Enchantment**

- Hold Person, Mass
- Insanity
- Power Word Blind
- Symbol of Stunning

**Evocation**

- Bigby's Grasping Hand
- Delayed Blast Fireball
- Forcecage
- Mordenkainen's Sword
- Prismatic Spray

**Illusion**

- Invisibility, Mass
- Project Image
- Shadow Conjunction, Greater
- Simulacrum

**Necromancy**

- Control Undead
- Finger of Death
- Symbol of Weakness
- Waves of Exhaustion

**Transmutation**

- Control Weather
- Ethereal Jaunt
- Reverse Gravity
- Statue

**Universal**

- Limited Wish

**8TH LEVEL**

**Abjuration**

- Dimensional Lock
- Mind Blank
- Prismatic Wall
- Protection from Spells

**Conjuration**

- Incendiary Cloud
- Maze
- Planar Binding, Greater
- Summon Monster VIII
- Trap the Soul

**Divination**

- Discern Location
- Moment of Prescience
- Prying Eyes, Greater

**Enchantment**

- Antipathy
- Binding
- Charm Monster, Mass
- Demand

- Otto's Irresistible Dance
- Power Word Stun
- Symbol of Insanity
- Sympathy

**Evocation**

- Bigby's Clenched Fist
- Otiluke's Telekinetic Sphere
- Polar Ray
- Shout, Greater
- Sunburst

**Illusion**

- Scintillating Pattern
- Screen
- Shadow Evocation, Greater

**Necromancy**

- Clone
- Create Greater Undead
- Horrid Wilting
- Symbol of Death

**Transmutation**

- Iron Body
- Polymorph Any Object
- Temporal Stasis

**9TH LEVEL**

**Abjuration**

- Freedom
- Imprisonment
- Mordenkainen's Disjunction
- Prismatic Sphere

**Conjuration**

- Gate
- Refuge
- Summon Monster IX
- Teleportation Circle

**Divination**

- Foresight

**Enchantment**

- Dominate Monster
- Hold Monster, Mass
- Power Word Kill

**Evocation**

- Bigby's Crushing Hand
- Meteor Swarm

**Illusion**

- Shades
- Weird

**Necromancy**

- Astral Projection
- Energy Drain
- Soul Bind
- Wail of the Banshee

**Transmutation**

- Etherealness
- Shapechange
- Time Stop

**Universal**

- Wish

\*Wizard Only