

## SPELL SAVE

MODIFIER

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

Number of Sorcerer Spells Known

0 \_\_\_ 1st \_\_\_ 2nd \_\_\_ 3rd \_\_\_  
 4th \_\_\_ 5th \_\_\_ 6th \_\_\_ 7th \_\_\_  
 8th \_\_\_ 9th \_\_\_

## 0 LEVEL

### Abjuration

Resistance

### Conjuration

Ray of Frost

### Divination

Detect Poison

### Enchantment

Daze

### Evocation

Dancing Lights

Flare

Light

### Illusion

Ghost Sound

### Necromancy

Disrupt Undead

### Transmutation

Mage Hand

Mending

Open/Close

Repair Minor Damage

### Universal

Arcane Mark

Detect Magic

Prestidigitation

Read Magic

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

Lesser Acid Orb

Lesser Cold Orb

Lesser Electric Orb

Lesser Fire Orb

Lesser Sonic Orb

Magic Missile

Tenser's Floating Disk

### Illusion

Change Self

Color Spray

Nystul's Magical Aura

Nystul's Undetectable Aura

Silent Image

Ventriloquism

### Necromancy

Cause Fear

Chill Touch

Negative Energy Ray

Ray of Enfeeblement

### Transmutation

Animate Rope

Burning Hands

Enlarge

Erase

Expeditious Retreat

Feather Fall

Jump

Magic Weapon

Message

Reduce

Repair Light Damage

Shocking Grasp

Spider Climb

Obscure Object

Protection from Arrows

Resist Elements

### Conjuration

Choke

Fog Cloud

Glitterdust

Ice Knife

Melf's Acid Arrow

Summon Monster II

Summon Swarm

Web

### Divination

Detect Thoughts

Locate Object

See Invisibility

### Enchantment

Indifference

Tasha's Hideous Laughter

### Evocation

Continual Flame

Darkness

Daylight

Flaming Sphere

Shatter

### Illusion

Blur

Disguise Undead

Hypnotic Pattern

Invisibility

Leomund's Trap

Magic Mouth

Minor Image

Mirror Image

Misdirection

### Necromancy

Command Undead

False Life

Ghoul Touch

Scare

Spectral Hand

### Transmutation

Alter Self

Blindness/Deafness

Bull's Strength

Cat's Grace

Darkvision

Eagle's Splendor

Endurance

Fox's Cunning

Knock

Levitate

Owl's Wisdom

Pyrotechnics

Repair Moderate Damage

Rope Trick

Whispering Wind

### Universal

Familiar Pocket

## 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 Elements

### Conjuration

Corpse Candle

Flame Arrow

Phantom Steed

Sepia Snake Sigil

Sleet Storm

Stinking Cloud

Summon Monster III

### Divination

Arcane Sight

Clairaudience/Clairvoyance

Tongues

### Enchantment

Hold Person

Suggestion

### Evocation

Ice Burst

Fireball

Gust of Wind

Leomund's Tiny Hut

Lightning Bolt

Wind Wall

### Illusion

Displacement

Illusory Script

Invisibility Sphere

Major Image

### Necromancy

Feign Death

Gentle Repose

Halt Undead

Negative Energy Burst

Vampiric Touch

### Transmutation

Blink

Fly

Gaseous Form

Greater Magic Weapon

Haste

Keen Edge

Repair Serious Damage

Secret Page

Shrink Item

Slow

Water Breathing

### Universal

Enhance Familiar

## 1ST LEVEL

### Abjuration

Alarm

Endure Elements

Hold Portal

## 2ND LEVEL

### Abjuration

Arcane Lock

Filter

Gaze Screen

**4TH LEVEL**

**Abjuration**

- Dimensional Anchor
- Fire Trap
- Mass Resist Elements
- Minor Globe of Invulnerability
- Otiluke's Dispelling Screen
- Remove Curse
- Stoneskin

**Conjuration**

- 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
- Emotion
- Lesser Geas

**Evocation**

- Acid Orb
- Cold Orb
- Electric Orb
- Fire Shield
- Fire Orb
- Ice Storm
- Otiluke's Resilient Sphere
- Shout
- Sonic Orb
- Wall of Fire
- Wall of Ice

**Illusion**

- Hallucinatory Terrain
- Illusory Wall
- Improved Invisibility
- Phantasmal Killer
- Rainbow Pattern
- Shadow Conjuration

**Necromancy**

- Contagion
- Elevation
- Fear
- Negative Energy Wave

**Transmutation**

- Bestow Curse
- Dimension Door
- Mass Darkvision
- Polymorph Other
- Polymorph Self
- Rary's Mnemonic Enhancer (wizard only)
- Repair Critical Damage

**Universal**

- Fortify Familiar

**5TH LEVEL**

**Abjuration**

- Dismissal
- Energy Buffer
- Mordenkainen's Private Sanctum

**Conjuration**

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

**Divination**

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

**Enchantment**

- Dominate Person
- Feeblemind
- Hold Monster
- Mind Fog

**Evocation**

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

**Illusion**

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

**Necromancy**

- Animate Dead
- Magic Jar
- Spiritwall

**Transmutation**

- Animal Growth
- Fabricate
- Ghostform
- Passwall
- Stone Shape
- Telekinesis
- Teleport
- Transmute Mud to Rock
- Transmute Rock to Mud

**Universal**

- Permanency

**6TH LEVEL**

**Abjuration**

- Antimagic Field
- Globe of Invulnerability
- Greater Dispelling
- Guards and Wards
- Repulsion

**Conjuration**

- Acid Fog
- Planar Binding
- Summon Monster VI

**Divination**

- Analyze Dweomer
- Legend Lore
- True Seeing

**Enchantment**

- Geas/Quest
- Mass Suggestion

**Evocation**

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

**Illusion**

- Greater Shadow Evocation
- Misdread
- Permanent Image
- Programmed Image
- Project Image
- Shades
- Veil

**Necromancy**

- Circle of Death
- Undeath to Death

**Transmutation**

- Control Water
- Control Weather
- Disintegrate
- Eyebite
- Flesh to Stone
- Mass Fly
- Mass Haste
- Mordenkainen's Lucubration (wizard only)
- Move Earth
- Stone to Flesh
- Tenser's Transformation

**Universal**

- Imbue Familiar with Spell Ability

**7TH LEVEL**

**Abjuration**

- Banishment
- Energy Immunity
- Otiluke's Greater Dispelling Screen
- Sequester
- Spell Turning

**Conjuration**

- Drawmij's Instant Summons
- Mordenkainen's Magnificent Mansion
- Phase Door
- Power Word, Stun
- Summon Monster VII

**Divination**

- Greater Scrying
- Vision

**Enchantment**

- Insanity

**Evocation**

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

**Illusion**

- Mass Invisibility
- Shadow Walk
- Simulacrum

**Necromancy**

- Control Undead
- Finger of Death

**Transmutation**

- Ethereal Jaunt
- Mass Teleport
- Plane Shift
- Reverse Gravity
- Statue
- Teleport without Error
- Vanish

**Universal**

- Limited Wish

**8TH LEVEL**

**Abjuration**

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

**Conjuration**

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

**Divination**

- Discern Location

**Enchantment**

- Antipathy
- Binding
- Demand
- Mass Charm
- Otto's Irresistible Dance
- Sympathy

## Evocation

- Bigby's Clenched Fist
- Great Shout
- Otiluke's Telekinetic Sphere
- Sunburst

## Illusion

- Screen

## Necromancy

- Clone
- Horrid Wilting

## Transmutation

- Etherealness
- Iron Body
- Polymorph Any Object

## Universal

- Symbol

## 9TH LEVEL

### Abjuration

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

### Conjuration

- Gate
- Power Word, Kill
- Summon Monster IX

### Divination

- Foresight

### Enchantment

- Dominate Monster

### Evocation

- Bigby's Crushing Hand
- Chain Contingency
- Meteor Swarm

### Illusion

- Weird

### Necromancy

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

### Transmutation

- Refuge
- Shapechange
- Teleportation Circle
- Temporal Stasis
- Time Stop

### Universal

- Wish