

Know n	Cas t	Scrol l	Spell
<b>0-LEVEL BARD SPELLS (CANTRIPS)</b>			
			<b>Dancing Lights:</b> Creates torches or other lights.
			<b>Daze:</b> Humanoid creature of 4 HD or less loses next action.
			<b>Detect Magic:</b> Detects spells and magic items within 60 ft.
			<b>Flare:</b> Dazzles one creature (-1 on attack rolls).
			<b>Ghost Sound:</b> Figment sounds.
			<b>Know Direction:</b> You discern north.
			<b>Light:</b> Object shines like a torch.
			<b>Lullaby:</b> Makes subject drowsy; -5 on Spot and Listen checks, -2 on Will saves against <i>sleep</i> .
			<b>Mage Hand:</b> 5-pound telekinesis.
			<b>Mending:</b> Makes minor repairs on an object.
			<b>Message:</b> Whispered conversation at distance.
			<b>Open/Close:</b> Opens or closes small or light things.
			<b>Prestidigitation:</b> Performs minor tricks.
			<b>Read Magic:</b> Read scrolls and spellbooks.
			<b>Resistance:</b> Subject gains +1 on saving throws.
			<b>Summon Instrument:</b> Summons one instrument of the caster's choice.
<b>1ST-LEVEL BARD SPELLS</b>			
			<b>Alarm:</b> Wards an area for 2 hours/level.
			<b>Animate Rope:</b> Makes a rope move at your command.
			<b>Cause Fear:</b> One creature of 5 HD or less flees for 1d4 rounds.
			<b>Charm Person:</b> Makes one person your friend.
			<b>Comprehend Languages:</b> You understand all spoken and written languages.
			<b>Cure Light Wounds:</b> Cures 1d8 damage +1/level (max +5).
			<b>Detect Secret Doors:</b> Reveals hidden doors within 60 ft.
			<b>Disguise Self:</b> Changes your appearance.
			<b>Erase:</b> Mundane or magical writing vanishes.
			<b>Expeditious Retreat:</b> Your speed increases by 30 ft.
			<b>Feather Fall:</b> Objects or creatures fall slowly.
			<b>Grease:</b> Makes 10-ft. square or one object slippery.
			<b>Hideous Laughter:</b> Subject loses actions for 1 round/ level.
			<b>Hypnotism:</b> Fascinates 2d4 HD of creatures.
			<b>Identify m:</b> Determines properties of magic item.
			<b>Lesser Confusion:</b> One creature is <i>confused</i> for 1 round.
			<b>Magic Mouth m:</b> Speaks once when triggered.
			<b>Magic Aura:</b> Alters object's magic aura.
			<b>Obscure Object:</b> Masks object against scrying.
			<b>Remove Fear:</b> Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
			<b>Silent Image:</b> Creates minor illusion of your design.
			<b>Sleep:</b> Puts 4 HD of creatures into magical slumber.
			<b>Summon Monster I:</b> Calls extraplanar creature to fight for you.
			<b>Undetectable Alignment:</b> Conceals alignment for 24 hours.
			<b>Unseen Servant:</b> Invisible force obeys your commands.
			<b>Ventriloquism:</b> Throws voice for 1 min./level.
<b>2ND-LEVEL BARD SPELLS</b>			
			<b>Alter Self:</b> Assume form of a similar creature.
			<b>Animal Messenger:</b> Sends a Tiny animal to a specific place.
			<b>Animal Trance:</b> Fascinates 2d6 HD of animals.
			<b>Blindness/Deafness:</b> Makes subject blind or deaf.
			<b>Blur:</b> Attacks miss subject 20% of the time.
			<b>Calm Emotions:</b> Calms creatures, negating emotion effects.
			<b>Cat's Grace:</b> Subject gains +4 to Dex for 1 min./level.

			<b>Cure Moderate Wounds:</b> Cures 2d8 damage +1/level (max +10).
			<b>Darkness:</b> 20-ft. radius of supernatural shadow.
			<b>Daze Monster:</b> Living creature of 6 HD or less loses next action.
			<b>Delay Poison:</b> Stops poison from harming subject for 1 hour/ level.
			<b>Detect Thoughts:</b> Allows “listening” to surface thoughts.
			<b>Eagle’s Splendor:</b> Subject gains +4 to Cha for 1 min./level.
			<b>Enthrall:</b> Captivates all within 100 ft. + 10 ft./level.
			<b>Fox’s Cunning:</b> Subject gains +4 to Int for 1 min./level.
			<b>Glitterdust:</b> Blinds creatures, outlines invisible creatures.
			<b>Heroism:</b> Gives +2 on attack rolls, saves, skill checks.
			<b>Hold Person:</b> Paralyzes one humanoid for 1 round/level.
			<b>Hypnotic Pattern:</b> Fascinates (2d4 + level) HD of creatures.
			<b>Invisibility:</b> Subject is invisible for 1 min./level or until it attacks.
			<b>Locate Object:</b> Senses direction toward object (specific or type).
			<b>Minor Image:</b> As <i>silent image</i> , plus some sound.
			<b>Mirror Image:</b> Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
			<b>Misdirection:</b> Misleads divinations for one creature or object.
			<b>Pyrotechnics:</b> Turns fire into blinding light or choking smoke.
			<b>Rage:</b> Gives +2 to Str and Con, +1 on Will saves, –2 to AC.
			<b>Scare:</b> Panics creatures of less than 6 HD.
			<b>Shatter:</b> Sonic vibration damages objects or crystalline creatures.
			<b>Silence:</b> Negates sound in 15-ft. radius.
			<b>Sound Burst:</b> Deals 1d8 sonic damage to subjects; may stun them.
			<b>Suggestion:</b> Compels subject to follow stated course of action.
			<b>Summon Monster II:</b> Calls extraplanar creature to fight for you.
			<b>Summon Swarm:</b> Summons swarm of bats, rats, or spiders.
			<b>Tongues:</b> Speak any language.
			<b>Whispering Wind:</b> Sends a short message 1 mile/level.
<b>3RD-LEVEL BARD SPELLS</b>			
			<b>Blink:</b> You randomly vanish and reappear for 1 round/level.
			<b>Charm Monster:</b> Makes monster believe it is your ally.
			<b>Clairaudience/Clairvoyance:</b> Hear or see at a distance for 1 min./level.
			<b>Confusion:</b> Subjects behave oddly for 1 round/level.
			<b>Crushing Despair:</b> Subjects take –2 on attack rolls, damage rolls, saves, and checks.
			<b>Cure Serious Wounds:</b> Cures 3d8 damage +1/level (max +15).
			<b>Daylight:</b> 60-ft. radius of bright light.
			<b>Deep Slumber:</b> Puts 10 HD of creatures to sleep.
			<b>Dispel Magic:</b> Cancels magical spells and effects.
			<b>Displacement:</b> Attacks miss subject 50%.
			<b>Fear:</b> Subjects within cone flee for 1 round/level.
			<b>Gaseous Form:</b> Subject becomes insubstantial and can fly slowly.
			<b>Geas, Lesser:</b> Commands subject of 7 HD or less.
			<b>Glibness:</b> You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.
			<b>Good Hope:</b> Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
			<b>Haste:</b> One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
			<b>Illusory Script m:</b> Only intended reader can decipher.
			<b>Invisibility Sphere:</b> Makes everyone within 10 ft. invisible.
			<b>Major Image:</b> As <i>silent image</i> , plus sound, smell and thermal effects.
			<b>Phantom Steed:</b> Magic horse appears for 1 hour/level.
			<b>Remove Curse:</b> Frees object or person from curse.
			<b>Scrying f:</b> Spies on subject from a distance.

			<b>Sculpt Sound:</b> Creates new sounds or changes existing ones.
			<b>Secret Page:</b> Changes one page to hide its real content.
			<b>See Invisibility:</b> Reveals invisible creatures or objects.
			<b>Sepia Snake Sigil m:</b> Creates text symbol that immobilizes reader.
			<b>Slow:</b> One subject/level takes only one action/round, -2 to AC and attack rolls.
			<b>Speak with Animals:</b> You can communicate with animals.
			<b>Summon Monster III:</b> Calls extraplanar creature to fight for you.
			<b>Tiny Hut:</b> Creates shelter for ten creatures.
<b>4TH-LEVEL BARD SPELLS</b>			
			<b>Break Enchantment:</b> Frees subjects from enchantments, alterations, curses, and petrification.
			<b>Cure Critical Wounds:</b> Cures 4d8 damage +1/level (max +20).
			<b>Detect Scrying:</b> Alerts you of magical eavesdropping.
			<b>Dimension Door:</b> Teleports you short distance.
			<b>Dominate Person:</b> Controls humanoid telepathically.
			<b>Freedom of Movement:</b> Subject moves normally despite impediments.
			<b>Hallucinatory Terrain:</b> Makes one type of terrain appear like another (field into forest, or the like).
			<b>Hold Monster:</b> As <i>hold person</i> , but any creature.
			<b>Invisibility, Greater:</b> As <i>invisibility</i> , but subject can attack and stay invisible.
			<b>Legend Lore m f:</b> Lets you learn tales about a person, place, or thing.
			<b>Locate Creature:</b> Indicates direction to familiar creature.
			<b>Modify Memory:</b> Changes 5 minutes of subject's memories.
			<b>Neutralize Poison:</b> Immunizes subject against poison, detoxifies venom in or on subject.
			<b>Rainbow Pattern:</b> Lights fascinate 24 HD of creatures.
			<b>Repel Vermin:</b> Insects, spiders, and other vermin stay 10 ft. away.
			<b>Secure Shelter:</b> Creates sturdy cottage.
			<b>Shadow Conjuration:</b> Mimics conjuring below 4th level, but only 20% real.
			<b>Shout:</b> Deafens all within cone and deals 5d6 sonic damage.
			<b>Speak with Plants:</b> You can talk to normal plants and plant creatures.
			<b>Summon Monster IV:</b> Calls extraplanar creature to fight for you.
			<b>Zone of Silence:</b> Keeps eavesdroppers from overhearing conversations.
<b>5TH-LEVEL BARD SPELLS</b>			
			<b>Cure Light Wounds, Mass:</b> Cures 1d8 damage +1/level for many creatures.
			<b>Dispel Magic, Greater:</b> As <i>dispel magic</i> , but +20 on check.
			<b>Dream:</b> Sends message to anyone sleeping.
			<b>False Vision m:</b> Fools scrying with an illusion.
			<b>Heroism, Greater:</b> Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
			<b>Mind Fog:</b> Subjects in fog get -10 to Wis and Will checks.
			<b>Mirage Arcana:</b> As <i>hallucinatory terrain</i> , plus structures.
			<b>Mislead:</b> Turns you invisible and creates illusory double.
			<b>Nightmare:</b> Sends vision dealing 1d10 damage, fatigue.
			<b>Persistent Image:</b> As <i>major image</i> , but no concentration required.
			<b>Seeming:</b> Changes appearance of one person per two levels.
			<b>Shadow Evocation:</b> Mimics evocation of lower than 5th level, but only 20% real.
			<b>Shadow Walk:</b> Step into shadow to travel rapidly.
			<b>Song of Discord:</b> Forces targets to attack each other.
			<b>Suggestion, Mass:</b> As <i>suggestion</i> , plus one subject/level.
			<b>Summon Monster V:</b> Calls extraplanar creature to fight for you.
<b>6TH-LEVEL BARD SPELLS</b>			
			<b>Analyze Dweomer r:</b> Reveals magical aspects of subject.
			<b>Animate Objects:</b> Objects attack your foes.

		<b>Cat's Grace, Mass:</b> As <i>cat's grace</i> , affects one subject/level.
		<b>Charm Monster, Mass:</b> As <i>charm monster</i> , but all within 30 ft.
		<b>Cure Moderate Wounds, Mass:</b> Cures 2d8 damage +1/level for many creatures.
		<b>Eagle's Splendor, Mass:</b> As <i>eagle's splendor</i> , affects one subject/level.
		<b>Eyebite:</b> Target becomes panicked, sickened, and comatose.
		<b>Find the Path:</b> Shows most direct way to a location.
		<b>Fox's Cunning, Mass:</b> As <i>fox's cunning</i> , affects one subject/level.
		<b>Geas/Quest:</b> As <i>lesser geas</i> , plus it affects any creature.
		<b>Heroes' Feast:</b> Food for one creature/level cures and grants combat bonuses.
		<b>Irresistible Dance:</b> Forces subject to dance.
		<b>Permanent Image:</b> Includes sight, sound, and smell.
		<b>Programmed Image m:</b> As <i>major image</i> , plus triggered by event.
		<b>Project Image:</b> Illusory double can talk and cast spells.
		<b>Scrying, Greater:</b> As <i>scrying</i> , but faster and longer.
		<b>Shout, Greater:</b> Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.
		<b>Summon Monster VI:</b> Calls extraplanar creature to fight for you.
		<b>Sympathetic Vibration:</b> Deals 2d10 damage/round to freestanding structure.
		<b>Veil:</b> Changes appearance of group of creatures.