

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

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

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

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