

BARD SPELLS

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0-Level Bard Spells (Cantrips)

<input type="checkbox"/>	Dancing Lights: None; [Light]	# Readied
<input type="checkbox"/>	Daze: SR; Will; [Mind-Affecting].	Slots Available
<input type="checkbox"/>	Detect Magic: None.	DC
<input type="checkbox"/>	Flare: SR; Fort; [Light].	
<input type="checkbox"/>	Ghost Sound: Will (if interacted with).	
<input type="checkbox"/>	Know Direction: Personal.	
<input type="checkbox"/>	Light: None; [Light].	
<input type="checkbox"/>	Lullaby: SR; Will; [Mind-Affecting].	
<input type="checkbox"/>	Mage Hand: None.	
<input type="checkbox"/>	Mending: SR ^H ^O ; Will ^H ^O .	
<input type="checkbox"/>	Message: None; [Language-Dependent].	
<input type="checkbox"/>	Open/Close: SR ^O ; Will ^O .	
<input type="checkbox"/>	Prestidigitation: See text.	
<input type="checkbox"/>	Read Magic: Personal.	
<input type="checkbox"/>	Resistance: SR ^H ; Will ^H .	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Summon Instrument: None.	

1st-Level Bard Spells

<input type="checkbox"/>	<input checked="" type="checkbox"/> Alarm: SR; None.	# Readied
<input type="checkbox"/>	Animate Rope: None.	Slots Available
<input type="checkbox"/>	Cause Fear: SR; Will part; [Fear] [Mind-Affecting].	DC
<input type="checkbox"/>	<input checked="" type="checkbox"/> Charm Person: SR; Will; [Mind-Affecting].	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Comprehend Languages: Personal.	
<input type="checkbox"/>	Confusion, Lesser: SR; Will; [Mind-Affecting]	
<input type="checkbox"/>	Cure Light Wounds: SR ^H (see text); Will ^H (see text).	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Detect Secret Doors: None.	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Disguise Self: Personal.	
<input type="checkbox"/>	Erase: See text.	
<input type="checkbox"/>	Expeditious Retreat: Personal.	
<input type="checkbox"/>	Feather Fall: To creatures: Will ^H . To objects: SR ^O ; Will ^O .	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Grease: See text.	
<input type="checkbox"/>	Hideous Laughter: SR; Will; [Mind-Affecting].	
<input type="checkbox"/>	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Hypnotism: SR; Will; [Mind-Affecting].	
<input type="checkbox"/>	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Identify ^M: None.	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Magic Aura: None (see text).	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Magic Mouth ^M: SR ^O ; Will ^O .	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Obscure Object: SR ^H ; Will ^H .	
<input type="checkbox"/>	Remove Fear: SR ^H ; Will ^H .	
<input type="checkbox"/>	Silent Image: Will (if interacted with).	
<input type="checkbox"/>	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Sleep: SR; Will; [Mind-Affecting].	
<input type="checkbox"/>	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Summon Monster I: None; [see text].	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Undetectable Alignment: SR ^H ; Will ^H .	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Unseen Servant: None.	
<input type="checkbox"/>	Ventriloquism: Will (if interacted with).	

2nd-Level Bard Spells

<input type="checkbox"/>	<input checked="" type="checkbox"/> Alter Self: Personal.	# Readied
<input type="checkbox"/>	<input checked="" type="checkbox"/> Animal Messenger: SR; See text; [Mind-Affecting].	Slots Available
<input type="checkbox"/>	<input checked="" type="checkbox"/> Animal Trance: SR; Will (see text); [Mind-Affecting] [Sonic].	DC
<input type="checkbox"/>	<input checked="" type="checkbox"/> Blindness/Deafness: SR; Fort.	
<input type="checkbox"/>	Blur: SR ^H ; Will ^H .	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Calm Emotions: SR; Will; [Mind-Affecting].	
<input type="checkbox"/>	Cat's Grace: SR; Will ^H .	
<input type="checkbox"/>	Cure Moderate Wounds: SR ^H (see text); Will ^H (see text).	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Darkness: None; [Darkness].	
<input type="checkbox"/>	Daze Monster: SR; Will; [Mind-Affecting].	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Delay Poison: SR ^H ; Fort ^H .	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Detect Thoughts: Will; [Mind-Affecting].	
<input type="checkbox"/>	Eagle's Splendor: SR; Will ^H .	
<input type="checkbox"/>	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Enthrall: SR; Will; [Language-Dependent] [Mind-Affecting] [Sonic].	
<input type="checkbox"/>	Fox's Cunning: SR; Will ^H .	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Glitterdust: Will (blinding only).	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Heroism: SR ^H ; Will ^H ; [Mind-Affecting].	
<input type="checkbox"/>	Hold Person: SR; Will (see text); [Mind-Affecting].	
<input type="checkbox"/>	Hypnotic Pattern: SR; Will; [Mind-Affecting].	
<input type="checkbox"/>	Invisibility: To creatures: SR ^H ; Will ^H . To objects: SR ^H ^O ; Will ^H ^O .	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Locate Object: None.	
<input type="checkbox"/>	Minor Image: Will (if interacted with).	
<input type="checkbox"/>	Mirror Image: Personal.	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Misdirection: None or Will (see text)	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Pyrotechnics: See text.	
<input type="checkbox"/>	Rage: SR; None; [Mind-Affecting].	
<input type="checkbox"/>	Scare: SR; Will part; [Fear] [Mind-Affecting].	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Shatter: To creatures: Fort ½. To objects: SR ^O ; Will ^O (see text); [Sonic].	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Silence: See text.	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Sound Burst: SR; Fort part; [Sonic].	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Suggestion: SR; Will; [Language-Dependent] [Mind-Affecting].	
<input type="checkbox"/>	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Summon Monster II: None; [see text].	
<input type="checkbox"/>	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Summon Swarm: None.	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Tongues: Will ^H .	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Whispering Wind: None; [Air].	

☐: Readied empty: **Rote**, 1 std action ☒: Longer than 1 std action
*: read spell ☒: **Restricted**
†: **Ritual**

3 rd –Level Bard Spells		# Readied
<input type="checkbox"/>	Blink: Personal.	Slots Available
<input checked="" type="checkbox"/>	Charm Monster: SR; Will; [Mind-Affecting].	DC
<input type="checkbox"/>	<input checked="" type="checkbox"/> Clairaudience/Clairvoyance:	
<input checked="" type="checkbox"/>	Confusion: SR; Will; [Mind-Affecting]	
<input checked="" type="checkbox"/>	Crushing Despair: SR; Will; [Mind-Affecting].	
<input type="checkbox"/>	Cure Serious Wounds: SR ^H (see text); Will ^H (see text).	
<input checked="" type="checkbox"/>	Daylight: None; [Light].	
<input checked="" type="checkbox"/>	Deep Slumber: SR; Will; [Mind-Affecting].	
<input type="checkbox"/>	* Dispel Magic: None.	
<input type="checkbox"/>	Displacement: SR ^H ; Will ^H .	
<input checked="" type="checkbox"/>	Fear: SR; Will part; [Fear] [Mind-Affecting].	
<input type="checkbox"/>	Gaseous Form: None.	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/> Geas, Lesser: SR; Will; [Language-Dependent] [Mind-Affecting].	
<input checked="" type="checkbox"/>	Glibness: Personal.	
<input checked="" type="checkbox"/>	Good Hope: SR ^H ; Will ^H ; [Mind-Affecting].	
<input checked="" type="checkbox"/>	Haste: SR ^H ; Fort ^H .	
<input type="checkbox"/>	† <input checked="" type="checkbox"/> Illusory Script ^M: SR; Will (see text); [Mind-Affecting].	
<input checked="" type="checkbox"/>	Invisibility Sphere: To creatures: SR ^H ; Will ^H . To objects: SR ^H ^O ; Will ^H ^O .	
<input type="checkbox"/>	Major Image: Will (if interacted with).	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/> Phantom Steed: None.	
<input type="checkbox"/>	Remove Curse: SR ^H ; Will ^H .	
<input type="checkbox"/>	† <input checked="" type="checkbox"/> Srying ^F: SR; Will.	
<input checked="" type="checkbox"/>	Sculpt Sound: SR ^O ; Will ^O .	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/> Secret Page: None.	
<input checked="" type="checkbox"/>	See Invisibility: Personal.	
<input type="checkbox"/>	† <input checked="" type="checkbox"/> Sepia Snake Sigil ^M: Reflex; [Force].	
<input checked="" type="checkbox"/>	Slow: SR; Will.	
<input type="checkbox"/>	Speak with Animals: Personal.	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Summon Monster III: None; [see text].	
<input checked="" type="checkbox"/>	Tiny Hut: None; [Force].	

4 th –Level Bard Spells		# Readied
<input type="checkbox"/>	<input checked="" type="checkbox"/> Break Enchantment: See text.	Slots Available
<input type="checkbox"/>	Cure Critical Wounds: SR ^H (see text); Will ^H (see text).	DC
<input checked="" type="checkbox"/>	Detect Srying: None.	
<input checked="" type="checkbox"/>	Dimension Door: To creatures: None. To objects: SR ^O ; Will ^O	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Dominate Person: SR; Will; [Mind-Affecting].	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Freedom of Movement: SR ^H ; Will ^H .	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Hallucinatory Terrain: Will (if interacted with).	
<input type="checkbox"/>	Hold Monster: SR; Will (see text); [Mind-Affecting].	
<input type="checkbox"/>	Invisibility, Greater: Will ^H .	
<input type="checkbox"/>	† <input checked="" type="checkbox"/> Legend Lore ^M ^F: Personal.	
<input checked="" type="checkbox"/>	Locate Creature: None.	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Modify Memory: Will; [Mind-Affecting].	
<input checked="" type="checkbox"/>	Neutralize Poison: SR ^H ^O ; Will ^H ^O .	
<input checked="" type="checkbox"/>	Rainbow Pattern: SR; Will; [Mind-Affecting].	
<input checked="" type="checkbox"/>	Repel Vermin: SR; None or Will (see text).	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/> Secure Shelter: None.	
<input type="checkbox"/>	* Shadow Conjunction: SR (see text); Will (if interacted with (see text).	
<input checked="" type="checkbox"/>	Shout: SR ^O ; Fort part or Reflex ^O (see text); [Sonic].	
<input type="checkbox"/>	Speak with Plants: Personal.	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Summon Monster IV: None; [see text].	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/> Zone of Silence: Personal.	

5 th –Level Bard Spells		# Readied
<input type="checkbox"/>	<input checked="" type="checkbox"/> Cure Light Wounds, Mass: SR or SR ^H (see text); Will or Will ^H (see text).	Slots Available
<input type="checkbox"/>	* Dispel Magic, Greater: None.	DC
<input type="checkbox"/>	* <input checked="" type="checkbox"/> Dream: SR; None; [Mind-Affecting].	
<input type="checkbox"/>	† False Vision ^M: None.	
<input type="checkbox"/>	Heroism, Greater: SR ^H ; Will ^H ; [Mind-Affecting].	
<input checked="" type="checkbox"/>	Mind Fog: SR; Will; [Mind-Affecting].	
<input checked="" type="checkbox"/>	Mirage Arcana: Will (if interacted with).	
<input type="checkbox"/>	Mislead: None or Will (if interacted with) (see text).	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Nightmare: SR; Will (see text); [Evil] [Mind-Affecting].	
<input type="checkbox"/>	Persistent Image: Will (if interacted with).	
<input checked="" type="checkbox"/>	Seeming: See text.	
<input type="checkbox"/>	* Shadow Evocation: SR; Will (if interacted with).	
<input checked="" type="checkbox"/>	Shadow Walk: SR; Will.	
<input checked="" type="checkbox"/>	Song of Discord: SR; Will; [Mind-Affecting] [Sonic].	
<input checked="" type="checkbox"/>	Suggestion, Mass: SR; Will; [Language Dependent] [Mind-Affecting].	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Summon Monster V: None; [see text].	

6 th –Level Bard Spells		# Readied
<input type="checkbox"/>	† Analyze Dweomer ^F: None or Will (see text).	Slots Available
<input checked="" type="checkbox"/>	Animate Objects: None.	DC
<input checked="" type="checkbox"/>	Cat’s Grace, Mass: SR; Will ^H .	
<input checked="" type="checkbox"/>	Charm Monster, Mass: SR; Will; [Mind-Affecting].	
<input checked="" type="checkbox"/>	Cure Moderate Wounds, Mass: SR or SR ^H (see text); Will or Will ^H (see text).	
<input checked="" type="checkbox"/>	Eagle’s Splendor, Mass: SR; Will ^H .	
<input type="checkbox"/>	Eyebite: SR; Fort; [Evil].	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/> Find the Path: As personal: None. On others: SR; Will.	
<input checked="" type="checkbox"/>	Fox’s Cunning, Mass: SR; Will ^H .	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/> Geas/Quest: SR; Will; [Language-Dependent] [Mind-Affecting].	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Heroes’ Feast: None; [Creation].	
<input type="checkbox"/>	Irresistible Dance: SR; None; [Mind-Affecting].	
<input checked="" type="checkbox"/>	Permanent Image: Will (if interacted with).	
<input type="checkbox"/>	* Programmed Image ^M: Will (if interacted with).	
<input type="checkbox"/>	† Project Image: Will (if interacted with).	
<input checked="" type="checkbox"/>	Srying, Greater: SR; Will.	
<input checked="" type="checkbox"/>	Shout, Greater: SR ^O ; Fort part or Reflex ^O (see text); [Sonic].	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Summon Monster VI: None; [see text].	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Sympathetic Vibration: SR; None (see text); [Sonic].	
<input checked="" type="checkbox"/>	Veil: SR (see text); Will (see text).	

7 th –Level Bard Spells		# Readied
<input type="checkbox"/>	<input checked="" type="checkbox"/> Cure Serious Wounds, Mass: SR or SR ^H (see text); Will or Will ^H (see text).	Slots Available
<input checked="" type="checkbox"/>	Hold Person, Mass: SR; Will (see text); [Mind-Affecting].	DC
<input checked="" type="checkbox"/>	Insanity: SR; Will; [Mind-Affecting].	
<input checked="" type="checkbox"/>	Invisibility, Mass: See text.	
<input type="checkbox"/>	Power Word Blind: SR; None; [Mind-Affecting].	
<input type="checkbox"/>	* Shadow Conjunction, Greater: SR (see text); Will (if interacted with) (see text).	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Summon Monster VII: None; [see text].	
<input type="checkbox"/>	† Vision ^M ^X: Personal.	

8 th –Level Bard Spells		# Readied
<input type="checkbox"/>	<input checked="" type="checkbox"/> Cure Critical Wounds, Mass: SR or SR ^H (see text); Will or Will ^H (see text).	Slots Available
<input type="checkbox"/>	<input checked="" type="checkbox"/> Discern Location: None.	DC
<input checked="" type="checkbox"/>	Moment of Prescience: Personal.	
<input type="checkbox"/>	Power Word Stun: SR; None; [Mind-Affecting].	
<input checked="" type="checkbox"/>	Scintillating Pattern: SR; None; [Mind-Affecting].	
<input checked="" type="checkbox"/>	Screen: None (see text).	
<input type="checkbox"/>	* Shadow Evocation, Greater: SR; Will (if interacted with).	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Summon Monster VIII: None; [see text].	

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*: read spell

empty: **Rote**, 1 std action
×: **Restricted**
†: **Ritual**

☒: Longer than 1
std action

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