

## Bard Level 0

							Spells/Day	Spells known		DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □ Dancing Lights	Ev	VS	1 act	medium	Up to four lights, all within a 10-ft.-radius area	1 min(D)	none	no	Creates torches or other lights.	
_____ □ Daze	En	VSM	1 act	close	one humanoid creature of 4 HD or less	1 rnd	Will neg	yes	Humanoid creature of 4 HD or less loses next action.	
_____ □ Detect Magic	Di	VS	1 act	60 ft.	cone-shaped emanation	conc, min./lvl(D)	1 none	no	Detects spells and magic items within 60 ft.	
_____ □ Flare	Ev	V	1 act	close	burst of light	instantaneous	Fort neg	yes	Dazzles one creature (–1 on attack rolls).	
_____ □ Ghost Sound	Il	VSM	1 act	close	illusory sounds	1 rnd/lvl(D)	Will disbelief	no	Figment sounds.	
_____ □ Know Direction	Di	VS	1 act	personal	object touched	instantaneous	10 min./lvl	none	You discern north.	
_____ □ Light	Ev	VM/DF	1 act	touch	living creatures within a 10-ft.-radius burst	concentration + 1 rnd/lvl(D)	Will neg	yes	Object shines like a torch. Makes subject drowsy –5 on Perception checks, –2 on Will saves against sleep.	
_____ □ Lullaby	En	VS	1 act	medium	one nonmagical, unattended object weighing up to 5 lbs.	concentration	none	no	5-pound telekinesis.	
_____ □ Mage Hand	Tr	VS	1 act	close	one object of up to 1 lb./level	instantaneous	Will neg	yes	Makes minor repairs on an object.	
_____ □ Mending	Tr	VS	10 mins	10 ft.	one creature/level	10 min./lvl	none	no	Whisper conversation at distance.	
_____ □ Message	Tr	VSF	1 act	medium	object weighing up to 30 lbs. or portal that can be opened or closed	instantaneous	Will neg	yes	Opens or closes small or light things.	
_____ □ Open/Close	Tr	VSF	1 act	close	see textsee textsee text	1 h	see text	no	Performs minor tricks.	
_____ □ Prestidigitation	Un	VS	1 act	10 ft.	you	10 min./lvl	Will neg	yes	Read scrolls and spellbooks.	
_____ □ Read Magic	Di	VSF	1 act	personal	creature touched	1 min	Will neg	yes	Subject gains +1 on saving throws.	
_____ □ Resistance	Ab	VSM/DF	1 act	touch	one summoned handheld musical instrument	1 min./lvl(D)	none	no	Summons one musical instrument.	
_____ □ Summon Instrument	Co	VS	1 rnd	0 ft.						

## Bard Level 1

							Spells/Day	Spells known		DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □ Alarm	Ab	VSF/DF	1 act	close	20-ft.-radius emanation centered on a point in space	2 hs/lvl(D)	none	no	Wards an area for 2 hours/level.	
_____ □ Animate Rope	Tr	VS	1 act	medium	one rope-like object, length up to 50 ft. + 5 ft./level; see text	1 rnd/lvl	none	no	Makes a rope move at your command.	
_____ □ Cause Fear	Ne	VS	1 act	close	one living creature with 5 or fewer HD	1d4 rnds or 1 rnd; see text	Will partial	yes	One creature of 5 HD or less flees for 1d4 rounds.	
_____ □ Charm Person	En	VS	1 act	close	one humanoid creature	1 h/lvl	Will neg	yes	Makes one person your friend.	
_____ □ Comprehend Languages	Di	VSM/DF	1 act	personal	you	10 min./lvl			You understand all languages.	
_____ □ Confusion, Lesser	En	VSDF	1 act	close	one living creature	1 rnd	Will neg	yes	One creature is confused for 1 round.	
_____ □ Cure Light Wounds	Co	VS	1 act	touch	creature touched	instantaneous	Will half*	yes*	Cures 1d8 damage + 1/level (max +5).	
_____ □ Detect Secret Doors	Di	VS	1 act	60 ft.	cone-shaped emanation	conc, min./lvl(D)	1 none	no	Reveals hidden doors within 60 ft.	
_____ □ Disguise Self	Il	VS	1 act	personal	you	10 min./lvl(D)			Changes your appearance.	
_____ □ Erase	Tr	VS	1 act	close	one scroll or two pages	instantaneous	see text	no	Mundane or magical writing vanishes.	
_____ □ Expeditious Retreat	Tr	VS	1 act	personal	you	1 min./lvl(D)			Your base land speed increases by 30 ft.	
_____ □ Feather Fall	Tr	V	1 immediate action	close	one Medium or smaller freefalling object or creature/ level, no two of which may be more than 20 ft. apart	until landing or 1 rnd/lvl	Will neg	yes	Objects or creatures fall slowly.	
_____ □ Grease	Co	VSM	1 act	close	one object or 10-ft. square	1 min./lvl(D)	see text	no	Makes 10-ft. square or one object slippery.	
_____ □ Hideous Laughter	En	VSM	1 act	close	one creature; see text	1 rnd/lvl	Will neg	yes	Subject loses actions for 1 round/ level.	
_____ □ Hypnotism	En	VS	1 rnd	close	several living creatures, no two of which may be more than 30 ft. apart	2d4 rnds(D)	Will neg	yes	Fascinates 2d4 HD of creatures.	
_____ □ Identify	Di	VSM	1 act	60 ft.	cone-shaped emanation	3 rnds/lvl(D)	none	no	Gives +10 bonus to identify magic items.	
_____ □ Magic Aura	Il	VSF	1 act	touch	one touched object weighing up to 5 lbs./level	1 day/lvl(D)	none; see text	no	Alters object's magic aura.	
_____ □ Magic Mouth	Il	VSM*	1 act	close	one creature or object	permanent until discharged	Will neg	yes	Objects speaks once when triggered.	
_____ □ Obscure Object	Ab	VSM/DF	1 act	touch	one object touched of up to 100 lbs./level	8 hs(D)	Will neg	yes	Masks object against scrying.	
_____ □ Remove Fear	Ab	VS	1 act	close	one creature plus one additional creature per four levels, no two of which can be more than 30 ft. apart	10 mins; see text	Will neg	yes	Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.	
_____ □ Silent Image	Il	VSF	1 act	long	visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)	concentration	Will disbelief	no	Creates minor illusion of your design.	
_____ □ Sleep	En	VSM	1 rnd	medium	one or more living creatures within a 10-ft.-radius burst	1 min./lvl	Will neg	yes	Puts 4 HD of creatures into magical slumber.	
_____ □ Summon Monster I	Co	VSF/DF	1 rnd	close	one summoned creature	1 rnd/lvl(D)	none	no	Summons extraplanar creature to fight for you.	
_____ □ Undetectable Alignment	Ab	VS	1 act	close	one creature or object	24 hs	Will neg	yes	Conceals alignment for 24 hours.	
_____ □ Unseen Servant	Co	VSM	1 act	close	one invisible, mindless, shapeless servant	1 h/lvl	none	no	Invisible force obeys your commands.	
_____ □ Ventriloquism	Il	VF	1 act	close	intelligible sound, usually speech	1 min./lvl(D)	Will disbelief	no	Throws voice for 1 min./level.	

## Bard Level 2

							Spells/Day	Spells known		DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □ Alter Self	Tr	VSM	1 act	personal	you	1 min./lvl(D)			Assume form of a Small or Medium humanoid.	
_____ □ Animal Messenger	En	VSM	1 min	close	one Tiny animal	1 day/lvl	none; see text	yes	Sends a Tiny animal to a specific place.	
_____ □ Animal Trance	En	VS	1 act	close	animals or magical beasts with Intelligence 1 or 2	concentration	Will neg	yes	Fascinates 2d6 HD of animals.	
_____ □ Blindness/Deafness	Ne	V	1 act	medium	one living creature	permanent (D)	Fort neg	yes	Makes subject blind or deaf.	
_____ □ Blur	Il	V	1 act	touch	creature touched	1 min./lvl(D)	Will neg	yes	Attacks miss subject 20% of the time.	
_____ □ Calm Emotions	En	VSDF	1 act	medium	creatures in a 20-ft.-radius spread	conc, rnd/lvl(D)	1 Will neg	yes	Calms creatures, negating emotion effects.	
_____ □ Cat's Grace	Tr	VSM	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Subject gains +4 to Dex for 1 min./level.	
_____ □ Cure Wounds	Co	VS	1 act	touch	creature touched	instantaneous	Will half*	yes*	Cures 2d8 damage + 1/level (max +10).	
_____ □ Darkness	Ev	VM/DF	1 act	touch	object touched	1 min./lvl(D)	none	no	20-ft. radius of supernatural shadow.	
_____ □ Daze Monster	En	VSM	1 act	medium	one living creature of 6 HD or less	1 rnd	Will neg	yes	Living creature of 6 HD or less loses next action.	
_____ □ Delay Poison	Co	VSDF	1 act	touch	creature touched	1 h/lvl	Fort neg	yes	Stops poison from harming target for 1 hour/level.	
_____ □ Detect Thoughts	Di	VSF/DF	1 act	60 ft.	cone-shaped emanation	conc, min./lvl(D)	1 Will neg; see text	no	Allows “listening” to surface thoughts.	
_____ □ Eagle's Splendor	Tr	VSM/DF	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Subject gains +4 to Cha for 1 min./level.	
_____ □ Enthral	En	VS	1 rnd	medium	any number of creatures	1 h or less	Will neg; see text	yes	Captivates all within 100 ft. + 10 ft./level.	
_____ □ Fox's Cunning	Tr	VSM/DF	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Subject gains +4 to Int for 1 min./level.	
_____ □ Glitterdust	Co	VSM	1 act	medium	creatures and objects within 10-ft.-radius spread	1 rnd/lvl	Will neg	no	Blinds creatures, outlines invisible creatures.	
_____ □ Heroism	En	VS	1 act	touch	creature touched	10 min./lvl	Will neg	yes	Gives +2 on attack rolls, saves, skill checks.	
_____ □ Hold Person	En	VSF/DF	1 act	medium	one humanoid creature	1 rnd/lvl*(D)	Will neg; see text	yes	Paralyzes one humanoid for 1 round/level.	
_____ □ Hypnotic Pattern	Il	V*	1 act	medium	colorful lights in a 10-ft.-radius spread	Concentration + 2 rnds	Will neg	yes	Fascinates (2d4 + level) HD of creatures.	
_____ □ Invisibility	Il	VSM/DF	1 act	personal or touch	you or a creature or object weighing no more than 100 lbs./level	1 min./lvl(D)	Will neg	yes	Subject is invisible for 1 min./level or until it attacks.	
_____ □ Locate Object	Di	VSF/DF	1 act	long	circle, centered on you, with a radius of 400 ft. + 40 ft./level	1 min./lvl	none	no	Senses direction toward object (specific or type).	
_____ □ Minor Image	Il	VSF	1 act	long	visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)	concentration + 2 rnds	Will disbelief	no	As silent image, plus some sound.	

## Bard Level 2

							Spells/Day	Spells known		DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □ Mirror Image	Il	VS	1 act	personal	you	1 min./lvl				Creates decoy duplicates of you (1d4 + 1 per three levels, max 8).
_____ □ Misdirection	Il	VS	1 act	close	one creature or object, up to a 10-ft. cube in size	1 h/lvl	none or Will neg; see text	no		Misleads divinations for one creature or object.
_____ □ Pyrotechnics	Tr	VSM	1 act	long	one fire source, up to a 20-ft. cube	1d4+1 rnds, or 1d4+1 rnds after creatures leave the smoke cloud; see text	Will neg or Fort neg; see text	yes or no; see text		Turns fire into blinding light or choking smoke.
_____ □ Rage	En	VS	1 act	medium	one willing living creature per three levels, no two of which may be more than 30 ft. apart	concentration + 1 rnd/lvl(D)	none	yes		Gives +2 to Str and Con, +1 on Will saves, -2 to AC.
_____ □ Scare	Ne	VSM	1 act	medium	one living creature per three levels, no two of which can be more than 30 ft. apart	1 rnd/lvl or 1 rnd; see text for cause fear	Will partial	yes		Panics creatures of less than 6 HD.
_____ □ Shatter	Ev	VSM/DF	1 act	close	5-ft.-radius spread; or one solid object or one crystalline creature5-ft.-radius spread; or one solid object or one crystalline creature	instantaneous	Will neg or Fort half; see text	yes		Sonic vibration damages objects or crystalline creatures.
_____ □ Silence	Il	VS	1 rnd	long	20-ft.-radius emanation centered on a creature, object, or point in space	1 rnd/lvl(D)	Will neg; see text or none	yes; see text or no		Negates sound in 20-ft. radius.
_____ □ Sound Burst	Ev	VSF/DF	1 act	close	10-ft.-radius spread	instantaneous	Fort partial	yes		Deals 1d8 sonic damage and may stun subjects.
_____ □ Suggestion	En	VM	1 act	close	one living creature	1 h/lvl or until completed	Will neg	yes		Compels subject to follow stated course of action.
_____ □ Summon Monster II	Co	VSF/DF	1 rnd	close	one summoned creature	1 rnd/lvl(D)	none	no		Summons extraplanar creature to fight for you.
_____ □ Summon Swarm	Co	VSM/DF	1 rnd	close	one swarm of bats, rats, or spiders	concentration + 2 rnds	none	no		Summons swarm of bats, rats, or spiders.
_____ □ Tongues	Di	VM/DF	1 act	touch	creature touched	10 min./lvl	Will neg	no		Speak and understand any language.
_____ □ Whispering Wind	Tr	VS	1 act	1 mile/lvl	10-ft.-radius spread	no more than 1 h/lvl or until discharged (destination is reached)	none	no		Sends a short message 1 mile/level.

## Bard Level 3

							Spells/Day	Spells known		DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □ Blink	Tr	VS	1 act	personal	you	1 rnd/lvl(D)				You randomly vanish and reappear for 1 round/level.
_____ □ Charm Monster	En	VS	1 act	close	one living creature	1 day/lvl	Will neg	yes		Makes monster believe it is your ally.
_____ □ Clairaudience/Clairvoyance	Di	VSF/DF	10 mins	long	magical sensor	1 min./lvl(D)	none	no		Hear or see at a distance for 1 min./level.
_____ □ Confusion	En	VSM/DF	1 act	medium	all creatures in a 15-ft.-radius burst	1 rnd/lvl	Will neg	yes		Subjects behave oddly for 1 round/level.
_____ □ Crushing Despair	En	VSM	1 act	30 ft.	cone-shaped burst	1 min./lvl	Will neg	yes		Subjects take -2 on attack rolls, damage rolls, saves, and checks.
_____ □ Cure Serious Wounds	Co	VS	1 act	touch	creature touched	instantaneous	Will half*	yes*		Cures 3d8 damage + 1/level (max +15).
_____ □ Daylight	Ev	VS	1 act	touch	object touched	10 min./lvl(D)	none	no		60-ft. radius of bright light.
_____ □ Deep Slumber	En	VSM	1 rnd	close	one or more living creatures within a 10-ft.-radius burst	1 min./lvl	Will neg	yes		Puts 10 HD of creatures to sleep.
_____ □ Dispel Magic	Ab	VS	1 act	medium	one spellcaster, creature, or object	instantaneous	none	no		Cancels one magical spell or effect.
_____ □ Displacement	Il	VM	1 act	touch	creature touched	1 rnd/lvl(D)	Will neg	yes		Attacks miss subject 50% of the time.
_____ □ Fear	Ne	VSM	1 act	30 ft.	cone-shaped burst	1 rnd/lvl or 1 rnd; see text	Will partial	yes		Subjects within cone flee for 1 round/level.
_____ □ Gaseous Form	Tr	SM/DF	1 act	touch	willing corporeal creature touched	2 min./lvl(D)	none	no		Subject becomes insubstantial and can fly slowly.
_____ □ Geas, Lesser	En	V	1 rnd	close	one living creature with 7 HD or less	1 day/lvl or until discharged(D)	Will neg	yes		Commands subject of 7 HD or less.
_____ □ Glibness	Tr	S	1 act	personal	you	10 min./lvl(D)				You gain +20 bonus on Bluff checks, and your lies can escape magical discernment.
_____ □ Good Hope	En	VS	1 act	medium	one living creature/level, no two of which may be more than 30 ft. apart	1 min./lvl	Will neg	yes		Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
_____ □ Haste	Tr	VSM	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	1 rnd/lvl	Fort neg	yes		One creature/level moves faster, receives +1 on attack rolls, AC, and Reflex saves.
_____ □ Illusory Script	Il	VSM*	1 min per page	touch	one touched object weighing no more than 10 lbs.	one day/lvl(D)	Will neg; see text	yes		Only select creatures can read text.
_____ □ Invisibility Sphere	Il	VSM	1 act		10-ft.-radius emanation around the creature	1 min./lvl (D)	Will neg	yes		Makes everyone within 10 feet invisible.
_____ □ Major Image	Il	VSF	1 act	long	visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)	Concentration + 3 rnds	Will disbelief	no		As silent image, plus sound, smell, and thermal effects.
_____ □ Phantom Steed	Co	VS	10 mins	0 ft.	one quasi-real, horselike creature	1 h/lvl(D)	none	no		Magic horse appears for 1 hour/level.
_____ □ Remove Curse	Ab	VS	1 act	touch	creature or object touched	instantaneous	Will neg	yes		Frees object or person from curse.
_____ □ Scrying	Di	VSM*/DF*	1 h	see text	magical sensor	1 min./lvl	Will neg	yes		Spies on subject from a distance.
_____ □ Sculpt Sound	Tr	VS	1 act	close	one creature or object/level, no two of which can be more than 30 ft. apart	1 h/lvl(D)	Will neg	yes		Creates new sounds or changes existing ones into new sounds.
_____ □ Secret Page	Tr	VSM	10 mins	touch	page touched, up to 3 sq. ft. in size	permanent	none	no		Changes one page to hide its real content.
_____ □ See Invisibility	Di	VSM	1 act	personal	you	10 min./lvl(D)				Reveals invisible creatures or objects.
_____ □ Sepia Snake Sigil	Co	VSM*	10 mins	touch	one touched book or written work	permanent or until discharged; until released or 1d4 days + 1 day/lvl; see text	Ref neg	no		Creates a snake-shaped text symbol that immobilizes reader.
_____ □ Slow	Tr	VSM	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	1 rnd/lvl	Will neg	yes		One subject/level takes only one action/round, -1 to AC, Reflex saves, and attack rolls.
_____ □ Speak with Animals	Di	VS	1 act	personal	you	1 min./lvl				You can communicate with animals.
_____ □ Summon Monster III	Co	VSF/DF	1 rnd	close	one summoned creature	1 rnd/lvl(D)	none	no		Summons extraplanar creature to fight for you.
_____ □ Tiny Hut	Ev	VSM	1 act	20 ft.	20-ft.-radius sphere centered on your location	2 hs/lvl(D)	none	no		Creates shelter for 10 creatures.

## Bard Level 4

							Spells/Day	Spells known		DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □ Break Enchantment	Ab	VS	1 min	close	up to one creature per level, all within 30 ft. of each other	instantaneous	see text	no		Frees subjects from enchantments, transmutations, and curses.
_____ □ Cure Critical Wounds	Co	VS	1 act	touch	creature touched	instantaneous	Will half*	yes*		Cures 4d8 damage + 1/level (max +20).
_____ □ Detect Scrying	Di	VSM	1 act	40 ft.	40-ft.-radius emanation centered on you	24 hs	none	no		Alerts you to magical eavesdropping.
_____ □ Dimension Door	Co	V	1 act	long	you and touched objects or other touched willing creatures	instantaneous	none and Will neg	no and yes		Teleports you a short distance.
_____ □ Dominate Person	En	VS	1 rnd	close	one humanoid	1 day/lvl	Will neg	yes		Controls humanoid telepathically.
_____ □ Freedom of Movement	Ab	VSM , DF	1 act	personal or touch	you or creature touched	10 min./lvl	Will neg	yes		Subject moves normally despite impediments to restrict movement.

## Bard Level 4

							Spells/Day	Spells known		DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □ Hallucinatory Terrain	Il	VSM	10 mins	long	one 30-ft. cube/level	2 hs/lvl(D)	Will disbelief	no	Makes one type of terrain appear like another (field as forest, or the like).	
_____ □ Hold Monster	En	VSM/DF	1 act	medium	one living creature	1 rnd/lvl*(D)	Will neg; see text	yes	As hold person, but any creature.	
_____ □ Invisibility, Greater	Il	VS	1 act	personal or touch	you or creature touched	1 rnd/lvl(D)	Will neg	yes	As invisibility, but subject can attack and stay invisible.	
_____ □ Legend Lore	Di	VSM*	see text	personal	you	see text			Lets you learn tales about a person, place, or thing.	
_____ □ Locate Creature	Di	VSM	1 act	long	circle, centered on you, with a radius of 400 ft. + 40 ft./level	10 min./lvl	none	no	Indicates direction to known creature.	
_____ □ Modify Memory	En	VS	1 rnd; see text	close	one living creature	permanent	Will neg	yes	Changes 5 minutes of subject's memories.	
_____ □ Neutralize Poison	Co	VSM/DF	1 act	touch	creature or object of up to 1 cu. ft./level touched	instantaneous or 10 min./lvl; see text	Will neg	yes	Immunizes subject against poison, detoxifies venom in or on subject.	
_____ □ Rainbow Pattern	Il	V*	1 act	medium	colorful lights with a 20-ft-radius spread	Concentration +1 rnd/lvl(D)	Will neg	yes	Lights fascinate 24 HD of creatures.	
_____ □ Repel Vermin	Ab	VSDF	1 act	10 ft.	10-ft.-radius emanation centered on you	10 min./lvl(D)	none or Will neg; see text	yes	Insects, spiders, and other vermin stay 10 ft. away.	
_____ □ Secure Shelter	Co	VSM	10 mins	close	20-ft-square structure	2 hs/lvl(D)	none	no	Creates sturdy cottage.	
_____ □ Shadow Conjuration	Il	VS	1 act	see text	see text	see text	Will disbelief ; varies; see text	yes; see text	Mimics conjuration below 4th level, but only 20% real.	
_____ □ Shout	Ev	V	1 act	30 ft.	cone-shaped burst	instantaneous	Fort partial or Ref neg*	yes	Deafens all within cone and deals 5d6 sonic damage.	
_____ □ Speak with Plants	Di	VS	1 act	personal	you	1 min./lvl			You can talk to plants and plant creatures.	
_____ □ Summon Monster IV	Co	VSF/DF	1 rnd	close	one summoned creature	1 rnd/lvl(D)	none	no	Summons extraplanar creature to fight for you.	
_____ □ Zone of Silence	Il	VS	1 rnd	personal	5-ft.-radius emanation centered on you	1 h/lvl(D)			Keeps eavesdroppers from overhearing you.	

## Bard Level 5

							Spells/Day	Spells known		DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □ Cure Light Wounds, Mass	Co	VS	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	instantaneous	Will half or Will half; see text	yes or yes; see text	Cures 1d8 damage + 1/level, affects 1 subject/level.	
_____ □ Dispel Magic, Greater	Ab	VS	1 act	medium	one spellcaster, creature, or object	instantaneous	none	no	Works as dispel magic, but can affect multiple targets.	
_____ □ Dream	Il	VS	1 min	unlimited	one living creature touched	see text	none	yes	Sends message to anyone sleeping.	
_____ □ False Vision	Il	VSM*	1 act	touch	40-ft.-radius emanation	1 h/lvl(D)	none	no	Fools scrying with an illusion.	
_____ □ Heroism, Greater	En	VS	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.	
_____ □ Mind Fog	En	VS	1 act	medium	fog spreads in 20-ft. radius, 20 ft. high	30 mins and 2d6 rnds; see text	Will neg	yes	Subjects in fog get -10 to Wis and Will checks.	
_____ □ Mirage Arcana	Il	VS	1 act	long	one 20-ft. cube/level	concentration +1 h/ lvl(D)	Will disbelief	no	As hallucinatory terrain, plus structures.	
_____ □ Mislead	Il	S	1 act	close	youone illusory double	1 rnd/lvl and concentration + 3 rnds; see text(D)	none or Will disbelief*	no	Turns you invisible and creates illusory double.	
_____ □ Nightmare	Il	VS	10 mins	unlimited	one living creature	instantaneous	Will neg; see text	yes	Sends vision dealing 1d10 damage, fatigue.	
_____ □ Persistent Image	Il	VSF	1 act	long	visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)	1 min./lvl(D)	Will disbelief	no	As major image, but no concentration required.	
_____ □ Seeming	Il	VS	1 act	close	one creature per two levels, no two of which can be more than 30 ft. apart	12 hs(D)	Will neg or Will disbelief	yes or no; see text	Changes appearance of one person per two levels.	
_____ □ Shadow Evocation	Il	VS	1 act	see text	see text	see text	Will disbelief	yes	Mimics evocation of lower than 5th level, but only 20% real.	
_____ □ Shadow Walk	Il	VS	1 act	touch	up to one touched creature/level	1 h/lvl(D)	Will neg	yes	Step into shadow to travel rapidly.	
_____ □ Song of Discord	En	VS	1 act	medium	creatures within a 20-ft-radius spread	1 rnd/lvl	Will neg	yes	Forces targets to attack each other.	
_____ □ Suggestion, Mass	En	VM	1 act	medium	one creature/level, no two of which can be more than 30 ft. apart	1 h/lvl or until completed	Will neg	yes	As suggestion, affects subject/level.	
_____ □ Summon Monster V	Co	VSF/DF	1 rnd	close	one summoned creature	1 rnd/lvl(D)	none	no	Summons extraplanar creature to fight for you.	

## Bard Level 6

							Spells/Day	Spells known		DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □ Analyze Dweomer	Di	VSF*	1 act	close	one object or creature per caster level	1 rnd/lvl(D)	none or Will neg; see text	no	Reveals magical aspects of subject.	
_____ □ Animate Objects	Tr	VS	1 act	medium	one Small object per caster level; see text	1 rnd/lvl	none	no	Objects attack your foes.	
_____ □ Cat's Grace, Mass	Tr	VSM	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	1 min./lvl	Will neg	yes	As cat's grace, affects 1 subject/level.	
_____ □ Charm Monster, Mass	En	V	1 act	close	One or more creatures, no two of which can be more than 30 ft. apart	1 day/lvl	Will neg	yes	As charm monster, but all within 30 ft.	
_____ □ Cure Moderate Wounds, Mass	Co	VS	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	instantaneous	Will half or Will half; see text	yes or yes; see text	Cures 2d8 damage + 1/level, affects 1 subject/level.	
_____ □ Eagle's Splendor, Mass	Tr	VSM/DF	1 act	close	One creature/level, no two of which can be more than 30 ft. apart	1 min./lvl	Will neg	yes	As eagle's splendor, affects 1 subject/level.	
_____ □ Eyebite	Ne	VS	1 act	close	one living creature	1 rnd/lvl	Fort neg	yes	Target becomes panicked, sickened, and/or comatose.	
_____ □ Find the Path	Di	VSF	3 rnds	personal or touch	you or creature touched	10 min./lvl	none or Will neg	no or yes	Shows most direct way to a location.	
_____ □ Fox's Cunning, Mass	Tr	VSM/DF	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	1 min./lvl	Will neg	yes	As fox's cunning, affects 1 subject/level.	
_____ □ Geas/Quest	En	V	10 mins	close	one living creature	1 day/lvl or until discharged(D)	none	yes	As lesser geas, but affects any creature.	
_____ □ Heroes' Feast	Co	VSDF	10 mins	close	feast for one creature/level	1 h plus 12 hs; see text	none	no	Food for one creature/level cures and grants combat bonuses.	
_____ □ Irresistible Dance	En	V	1 act	touch	living creature touched	1d4+1 rnds	Will partial	yes	Forces subject to dance.	
_____ □ Permanent Image	Il	VSF	1 act	long	figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)	permanent(D)	Will disbelief	no	Permanent illusion, includes sight, sound, smell, and thermal effects.	
_____ □ Programmed Image	Il	VSM*	1 act	long	visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)	permanent until triggered, then 1 rnd/lvl	Will disbelief	no	As major image, plus triggered by event.	
_____ □ Project Image	Il	VSM*	1 act	medium	one shadow duplicate	1 rnd/lvl(D)	Will disbelief	no	Illusory double can talk and cast spells.	
_____ □ Scrying, Greater	Di	VS	1 act	see text	magical sensor	1 h/lvl	Will neg	yes	As scrying, but faster and longer.	

## Bard Level 6

							Spells/Day _____	Spells known _____		DC _____
	Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description
_____ □	Shout, Greater	Ev	VSF	1 act	60 ft.	cone-shaped burst	instantaneous	Fort partial or Ref neg*	yes	Devastating yell deals 10d6 sonic damage; stuns creatures.
_____ □	Summon Monster VI	Co	VSF/DF	1 rnd	close	one summoned creature	1 rnd./lvl(D)	none	no	Summons extraplanar creature to fight for you.
_____ □	Sympathetic Vibration	Ev	VSF	10 mins	touch	one freestanding structure	up to 1 rnd./lvl	none; see text	yes	Deals 2d10 damage/round to freestanding structure.
_____ □	Veil	Il	VS	1 act	long	one or more creatures, no two of which can be more than 30 ft. apart	concentration + 1 h./lvl(D)	Will neg; see text	yes; see text	Changes appearance of group of creatures.