

**Level 0 Bard spells (select the 6 spells you know)**

Spell	Cast Time	Range	Duration	Save vs	Resist	Components
<input type="checkbox"/> <b>Dancing Lights</b> Evocation Light	1 action	Medium	1 min	Will disbelief (interacted)	No	V,S (--)
Create torch like lights or four lights similar to a Will-o-Wisp within a 10 ft radius.						
<input type="checkbox"/> <b>Daze</b> Enchantment (Compulsion) Mind-Affecting	1 action	Close	1 rnd	Will negates	Yes	V,S,M (Mtl: pinch of wool or similar substance)
Subject takes no action for one round; does not effect creatures of 5 HD or more.						
<input type="checkbox"/> <b>Detect Magic</b> Universal	1 action	60 ft	Conc. up to 1 min/lvl (D)	None	No	V,S (--)
Detects spells and magic items within quarter circle arc. (see table)						
<input type="checkbox"/> <b>Flare</b> Evocation	1 action	Close	Instant	Fort negates	Yes	V (--)
Burst of light dazzles 1 creature which suffers a -1 attack penalty.						
<input type="checkbox"/> <b>Ghost Sound</b> Illusion (Figment)	1 action	Close	1 rnd/lvl (D)	Will disbelief (interacted)	No	V,S,M (Mtl: bit of wool or small lump of wax)
Figment sounds.						
<input type="checkbox"/> <b>Light</b> Evocation Light	1 action	Touch	10 min/lvl (D)	None	No	V,M/DF (Arcane Mtl: a firefly or piece of phosphorescent moss)
Object shines like a torch shedding light in a 20 ft radius.						
<input type="checkbox"/> <b>Mage Hand</b> Transmutation	1 action	Close	Concentration	None	No	V,S (--)
5 lb telekinesis moves up to 15 ft/round.						
<input type="checkbox"/> <b>Mending</b> Transmutation	1 action	10 ft	Instant	Will negates (h, obj)	Yes (h, obj)	V,S (--)
Makes minor repairs on a small (< 1lb) object.						
<input type="checkbox"/> <b>Open/Close</b> Transmutation	1 action	Close	Instant	Will negates (obj)	Yes (obj)	V,S,F (Fcs: a brass key)
Opens or closes small or light things.						
<input type="checkbox"/> <b>Prestidigitation</b> Universal	1 action	10 ft	1 hr	See text	No	V,S (--)
Performs minor trick. (see examples)						
<input type="checkbox"/> <b>Read Magic</b> Universal	1 action	Personal	10 min/lvl	None	No	V,S,F (Fcs: clear crystal or mineral prism)
Read scrolls and spellbooks.						
<input type="checkbox"/> <b>Resistance</b> Abjuration	1 action	Touch	1 min	Will negates (h)	Yes (h)	V,S,M/DF (Arcane Mtl: a miniature cloak)
Subject gains a +1 resistance on saves.						

**Level 1 Bard spells (select the 3 spells you know)**

Spell	Cast Time	Range	Duration	Save vs	Resist	Components
<input type="checkbox"/> <b>Alarm</b> Abjuration	1 action	Close	2 hrs/lvl (D)	None	No	V,S,F/DF (Arcane Fcs: tiny bell and piece of very fine silver wire)
Wards a 25 ft radius area with either a mental or audible alarm.						
<input type="checkbox"/> <b>Cause Fear</b> Necromancy Fear, Mind-Affecting	1 action	Close	1d4 rnds	Will negates	Yes	V,S (--)
One creature flees for 1d4 rounds.						
<input type="checkbox"/> <b>Charm Person</b> Enchantment (Charm) Mind-Affecting	1 action	Close	1 hr/lvl	Will negates	Yes	V,S (--)
Makes one person your friend.						
<input type="checkbox"/> <b>Cure Light Wounds</b> Conjuration (Healing)	1 action	Touch	Instant	Will half (h) (see text)	Yes (h)	V,S (--)
Cures 1d8 +1/level damage (max 1d8+5).						
<input type="checkbox"/> <b>Detect Secret Doors</b> Divination	1 action	60 ft	Conc. up to 1 min/lvl (D)	None	No	V,S (--)
Reveals hidden doors within quarter circle arc.						
<input type="checkbox"/> <b>Erase</b> Transmutation	1 action	Close	Instant	See text	No	V,S (--)
Mundane or magical writing on 1 scroll or 2 pages vanishes.						
<input type="checkbox"/> <b>Expeditious Retreat</b> Transmutation	1 action	Personal	1 min/lvl (D)	No	No	V,S (--)
Doubles your speed.						
<input type="checkbox"/> <b>Feather Fall</b> Transmutation	Free action	Close	Until landing or 1 rnd/lvl	Will negates (obj)	Yes (obj)	V (--)
Objects or creatures within 10 ft radius and weighing less than 300 lbs/level fall slowly.						
<input type="checkbox"/> <b>Grease</b> Conjuration (Creation)	1 action	Close	1 rnd/lvl (D)	See text	No	V,S,M (Mtl: a bit of pork rind or butter)
Makes 10 ft square of one object slippery.						
<input type="checkbox"/> <b>Hypnotism</b> Enchantment (Compulsion) Mind-Affecting	1 action	Close	2d4 rnds (D)	Will negates	Yes	V,S (--)
Fascinates 2d4 HD of creatures (no 2 > 30 ft apart).						
<input type="checkbox"/> <b>Identify</b> Divination	8 hours	Touch	Instant	None	No	V,S,M/DF (Arcane Mtl: a pearl worth 100gp, crushed and stirred into wine with an owl's feather.)
Determines single feature of one magic item/level.						
<input type="checkbox"/> <b>Leather</b>	1 action	Touch	1 hr/lvl (D)	Will negates (h)	Yes (h)	V,S,F (Fcs: a piece of cured leather)

<input type="checkbox"/> <b>Image Armor</b> Conjuration (Creation) Force	Gives subject +4 armor bonus with no armor penalties.					
<input type="checkbox"/> <b>Magic Weapon</b> Transmutation	1 action	Touch	1 min/lvl	Will negates (h, obj)	Yes (h, obj)	V,S,DF (--)
Weapon gains +1 enhancement bonus.						
<input type="checkbox"/> <b>Message</b> Transmutation Language-Dependent	1 action	Medium	10 min/lvl	None	No	V,S,F (Fcs: short piece of copper wire)
Wispered conversation at a distance.						
<input type="checkbox"/> <b>Protection from Chaos</b> Abjuration Lawful	1 action	Touch	1 min/lvl (D)	Will negates (h)	No (see text)	V,S,M/DF (Arcane Mtl: circlce of powdered silver arround subject)
+2 deflection bonus to AC and resistance bonus to Saves; counter mind control; hedge out elementals and outsiders.						
<input type="checkbox"/> <b>Protection from Evil</b> Abjuration Good	1 action	Touch	1 min/lvl (D)	Will negates (h)	No (see text)	V,S,M/DF (Arcane Mtl: circlce of powdered silver arround subject)
+2 deflection bonus to AC and resistance bonus to Saves; counter mind control; hedge out elementals and outsiders.						
<input type="checkbox"/> <b>Protection from Good</b> Abjuration Evil	1 action	Touch	1 min/lvl (D)	Will negates (h)	No (see text)	V,S,M/DF (Arcane Mtl: circlce of powdered silver arround subject)
+2 deflection bonus to AC and resistance bonus to Saves; counter mind control; hedge out elementals and outsiders.						
<input type="checkbox"/> <b>Protection from Law</b> Abjuration Chaotic	1 action	Touch	1 min/lvl (D)	Will negates (h)	No (see text)	V,S,M/DF (Arcane Mtl: circlce of powdered silver arround subject)
+2 deflection bonus to AC and resistance bonus to Saves; counter mind control; hedge out elementals and outsiders.						
<input type="checkbox"/> <b>Silent Image</b> Illusion (Figment)	1 action	Long	Concentration	Will disbelief (interacted)	No	V,S,F (Fcs: a bit of fleece)
Creats minor visual illusion of your design within four 10 ft cubes + one 10 ft cube/level (S).						
<input type="checkbox"/> <b>Sleep</b> Enchantment (Compulsion) Mind-Affecting	1 action	Medium	1 min/lvl	Will negates	Yes	V,S,M/DF (Arcane Mtl: pinch of fine sand, rose petals, or a live cricket)
Put 2d4 HD of creatures within 15 ft radius into comatose slumber.						
<input type="checkbox"/> <b>Summon Monster 1</b> Conjuration (Summoning) see text	1 full round	Close	1 rnd/lvl (D)	None	No	V,S,F/DF (Arcane Fcs: a tiny bag and a small candle)
Calls outsider to fight for you. (see table)						
<input type="checkbox"/> <b>Unseen Servant</b> Conjuration (Creation)	1 action	Close	1 hr/lvl	None	No	V,S,M (Mtl: piece of string and bit of wood)
Creates and invisible force that obeys your commands.						
<input type="checkbox"/> <b>Ventriloquism</b> Illusion (Figment)	1 action	Close	1 min/ lvl (D)	Will disbelief (interacted)	No	V,F (Fcs: parchment rolled into a small cone)
Caster voice seems to issue from someplace else.						

### Level 2 Bard spells (select the 2 spells you know)

Spell	Cast Time	Range	Duration	Save vs	Resist	Components
<input type="checkbox"/> <b>Animal Trance</b> Enchantment (Compulsion) Mind-Affecting, Sonic	1 action	Close	Concentration	Will negates (see text)	Yes	V,S (--)
Fascinates 2d6 HD of animals.						
<input type="checkbox"/> <b>Blindness/Deafness</b> Transmutation	1 action	Medium	Permanent (D)	Fort negates	Yes	V (--)
Makes subject blind or deaf.						
<input type="checkbox"/> <b>Blur</b> Illusion (Glamer)	1 action	Touch	1 min/lvl	Will negates (h)	Yes (h)	V (--)
Attacks miss subject 20% of the time.						
<input type="checkbox"/> <b>Bull's Strength</b> Transmutation	1 action	Touch	1 hr/lvl	Will negates (h)	Yes (h)	V,S,M/DF (Arcane Mtl: a few hairs or a pinch of dung from a bull)
Gain 1d4+1 enhancement bonus to STR for 1 hr/level.						
<input type="checkbox"/> <b>Cat's Grace</b> Transmutation	1 action	Touch	1 hr/lvl	Will negates (h)	Yes	V,S,M (Mtl: pinch of cat fur)
Gain 1d4+1 enhancement bonus to DEX for 1 hr/level.						
<input type="checkbox"/> <b>Cure Moderate Wounds</b> Conjuration (Healing)	1 action	Touch	Instant	Will half (h) (see text)	Yes (h)	V,S (--)
Cures 2d8 +1/level damage (max 2d8+10).						
<input type="checkbox"/> <b>Darkness</b> Evocation Darkness	1 action	Touch	10 min/lvl (D)	None	No	V,M/DF (Arcane Mtl: bit of fur and a piece of pitch or coal)
20 ft radius of darkness around object touched.						
<input type="checkbox"/> <b>Daylight</b> Evocation Light	1 action	Touch	10 min/lvl	None	No	V,S (--)
Creates light as bright a full daylight in a 60 ft radius.						
<input type="checkbox"/> <b>Delay Poison</b> Conjuration (Healing)	1 action	Touch	1 hr/lvl	Fort negates (h)	Yes (h)	V,S,DF (--)
Stops poison from harming subject.						
<input type="checkbox"/> <b>Detect Thoughts</b> Divination Mind-Affecting	1 action	60 ft	Conc. up to 1 min/lvl (D)	Will negates (see text)	No	V,S,F/DF (Arcane Fcs: a copper piece)
Allows 'listening' to surface thoughts within a quarter cricle arc. (see table)						
<input type="checkbox"/> <b>Entrhall</b> Enchantment (Charm) Language-Dependent, Mind-Affecting, Sonic	1 full round	Medium	1 hour	Will negates (see text)	Yes	V,S (--)
Captivates all within range.						
<input type="checkbox"/> <b>Glitterdust</b> Conjuration (Creation)	1 action	Medium	1 rnd/lvl	Will negates (blinding only)	Yes	V,S,M (Mtl: Ground mica)
Blinds creatures, outlines invisible creatures within a 10 ft spread.						
<input type="checkbox"/> <b>Hold Person</b>	1 action	Medium	1 rnd/lvl	Will negates	Yes	V,S,F/DF (Arcane Fcs: a small straight piece of iron)

Enchantment (Compulsion) Mind-Affecting	Focuses one medium sized (or smaller) humanoid beings.					single piece of iron.)
<input type="checkbox"/> <b>Hypnotic Pattern</b> Illusion (Pattern) Mind-Affecting	1 action	Medium	Conc. + 2 rnds	Will negates	Yes	(V),S,M (Mtl: a glowing stick of incense or a crystal rod filled with phosphorescent material)
	Fascinates 2d4+1 HD/level of creatures within a 15 ft radius.					
<input type="checkbox"/> <b>Invisibility</b> Illusion (Glamour)	1 action	Personal or Touch	10 min/lvl	None or Will negates (h, obj)	No or Yes (h, obj)	V,S,M/DF (Arcane Mtl: an eyelash encased in gum arabic)
	Subject weighing less than 100 lbs/level is invisible until it attacks.					
<input type="checkbox"/> <b>Levitate</b> Transmutation	1 action	Close	10 min/lvl (D)	None	No	V,S,F (Fcs: Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank at one end)
	Subject up to 100 lbs/level moves up or down at your direction; creatures must be willing.					
<input type="checkbox"/> <b>Locate Object</b> Divination	1 action	Long	1 min/lvl	None	No	V,S,F/DF (Arcane Fcs: a forked twig)
	Sense direction towards object (specific or type) if it's within range.					
<input type="checkbox"/> <b>Magic Mouth</b> Illusion (Glamour)	1 action	Close	Perm. until dischrg	Will negates (obj)	Yes (obj)	V,S,M (Mtl: small bit of honey comb and jade dust worth 10gp)
	Speaks once when triggered.					
<input type="checkbox"/> <b>Minor Image</b> Illusion (Figment)	1 action	Long	Conc. + 2 rnds	Will disbelief (interacted)	No	V,S,F (Fcs: a bit of fleece)
<input type="checkbox"/> <b>Mirror Image</b> Illusion (Figment)	1 action	Personal	1 min/lvl	--	--	V,S (--)
	Creates 1d4 +1/level (max 8) decoy duplicates of caster.					
<input type="checkbox"/> <b>Misdirection</b> Illusion (Glamour)	1 action	Close	1 hr/lvl	Will negates (obj)	No	V,S (--)
	Misleads divinations for one creature or object up to 10 cu ft.					
<input type="checkbox"/> <b>Obscure Object</b> Abjuration	1 action	Touch	8 hrs	Will negates (obj)	Yes (obj)	V,S,M/DF (Arcane Mtl: a piece of chameleon skin)
	Masks a 100 lb/level object against divination.					
<input type="checkbox"/> <b>Pyrotechnics</b> Transmutation	1 action	Long	See text	Will or Fort negates (see text)	See text	V,S,M (Mtl: one fire source)
	2 versions Turns one fire up to a 20 ft cube into blinding light or choking smoke.					
<input type="checkbox"/> <b>Scare</b> Necromancy Fear, Mind-Affecting	1 action	Medium	1 rnd/lvl	Will negates	Yes	V,S,M (Mtl: a bit of bone from a lesser undead)
	Panics creatures up to 5 HD within a 15 ft radius.					
<input type="checkbox"/> <b>See Invisibility</b> Divination	1 action	Medium	10 min/lvl (D)	None	No	V,S,M (Mtl: a pinch of talc and a small sprinkling of powdered silver)
	Reveals invisible creatures or objects within a cone area.					
<input type="checkbox"/> <b>Shatter</b> Evocation Sonic	1 action	Close	Instant	See text	Yes (obj)	V,S,M/DF (Arcane Mtl: a chip of mica)
	Sonic vibration destroys all fragile objects within 3 ft radius, sunders single object, or deals 1d6/level (max 10d6) damage to crystalline creatures.					
<input type="checkbox"/> <b>Silence</b> Illusion (Glamour)	1 action	Long	1 min/lvl	Will negates (see text)	See text	V,S (--)
	Negates all sound within a 15 ft radius.					
<input type="checkbox"/> <b>Sound Burst</b> Evocation Sonic	1 action	Close	Instant	Will partial	Yes	V,S,F/DF (Arcane Fcs: small musical instrument)
	Deals 1d8 sonic damage to subjects within a 10 ft radius; may stun them.					
<input type="checkbox"/> <b>Suggestion</b> Enchantment (Compulsion) Language-Dependent, Mind-Affecting	1 action	Close	1 hr/lvl or until completed	Will negates	Yes	V,M (Mtl: a snake's tongue and either a bit of honeycomb or a drop of sweet oil)
	Compels subject to follow stated course of action.					
<input type="checkbox"/> <b>Summon Monster 2</b> Conjuration (Summoning) see text	1 full round	Close	1 rnd/lvl (D)	None	No	V,S,F/DF (Arcane Fcs: a tiny bag and a small candle)
	Calls outsider to fight for you. (see table)					
<input type="checkbox"/> <b>Summon Swarm</b> Conjuration (Summoning)	1 full round	Close	Conc. + 2 rnds	None	No	V,S,M/DF (Arcane Mtl: square of red cloth)
	Summons 5 ft swarm of small crawling or flying creatures. (see table)					
<input type="checkbox"/> <b>Tasha's Hideous Laughter</b> Enchantment (Compulsion)	1 action	Close	1d3 rnds	Will negates	Yes	V,S,M (Mtl: tiny tarts thrown at the target and a feather waved in the air)
	Subject loses actions for 1d3 rounds.					
<input type="checkbox"/> <b>Tongues</b> Divination	1 action	Touch	10 min/lvl	None	No	V,M/DF (Arcane Mtl: small clay model of a ziggurat which shatters)
	Speak any language.					
<input type="checkbox"/> <b>Undetectable Alignment</b> Abjuration	1 action	Close	24 hr	Will negates (obj)	Yes (h)	V,S (--)
	Conceals alignment of creature or object.					
<input type="checkbox"/> <b>Whispering Wind</b> Transmutation Teleportation	1 action	one mile/lvl	until dischrg (max 1 hr/lvl)	None	No	V,S (--)
	Sends a short message to a spot 10 ft in radius.					