

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

Spell	Cast Time	Range	Duration	Save vs	Resist	Components
<input type="checkbox"/> Dancing Lights 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"/> Daze 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"/> Detect Magic 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"/> Flare Evocation	1 action	Close	Instant	Fort negates	Yes	V (--)
Burst of light dazzles 1 creature which suffers a -1 attack penalty.						
<input type="checkbox"/> Ghost Sound 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"/> Light 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"/> Mage Hand Transmutation	1 action	Close	Concentration	None	No	V,S (--)
5 lb telekinesis moves up to 15 ft/round.						
<input type="checkbox"/> Mending Transmutation	1 action	10 ft	Instant	Will negates (harmless, obj)	Yes (h, obj)	V,S (--)
Makes minor repairs on a small (< 1lb) object.						
<input type="checkbox"/> Open/Close Transmutation	1 action	Close	Instant	Will negates (object)	Yes (obj)	V,S,F (Fcs: a brass key)
Opens or closes small or light things.						
<input type="checkbox"/> Prestidigitation Universal	1 action	10 ft	1 hr	See text	No	V,S (--)
Performs minor trick. (see examples)						
<input type="checkbox"/> Read Magic 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"/> Resistance Abjuration	1 action	Touch	1 min	Will negates (harmless)	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"/> Alarm 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"/> Cause Fear Necromancy Fear, Mind-Affecting	1 action	Close	1d4 rnds	Will negates	Yes	V,S (--)
One creature flees for 1d4 rounds.						
<input type="checkbox"/> Charm Person Enchantment (Charm) Mind-Affecting	1 action	Close	1 hr/lvl	Will negates	Yes	V,S (--)
Makes one person your friend.						
<input type="checkbox"/> Cure Light Wounds Conjuration (Healing)	1 action	Touch	Instant	Will half (harmless) (see text)	Yes (h)	V,S (--)
Cures 1d8 +1/level damage (max 1d8+5).						
<input type="checkbox"/> Detect Secret Doors 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"/> Erase Transmutation	1 action	Close	Instant	See text	No	V,S (--)
Mundane or magical writing on 1 scroll or 2 pages vanishes.						
<input type="checkbox"/> Expeditious Retreat Transmutation	1 action	Personal	1 min/lvl (D)	No	No	V,S (--)
Doubles your speed.						
<input type="checkbox"/> Feather Fall Transmutation	Free action	Close	Until landing or 1 rnd/lvl	Will negates (object)	Yes (obj)	V (--)
Objects or creatures within 10 ft radius and weighing less than 300 lbs/level fall slowly.						
<input type="checkbox"/> Grease 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"/> Hypnotism 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"/> Identify 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"/> Mage Armor Conjuration (Creation) Force	1 action	Touch	1 hr/lvl (D)	Will negates (harmless)	Yes (h)	V,S,F (Fcs: a piece of cured leather)
Gives subject +4 armor bonus with no armor penalties.						
<input type="checkbox"/> Magic Weapon Transmutation	1 action	Touch	1 min/lvl	Will negates (harmless, obj)	Yes (h, obj)	V,S,DF (--)
Weapon gains +1 enhancement bonus.						
<input type="checkbox"/> Message Transmutation Language-Dependent	1 action	Medium	10 min/lvl	None	No	V,S,F (Fcs: short piece of copper wire)
Wispersed conversation at a distance.						
<input type="checkbox"/> Protection from Chaos Abjuration Lawful	1 action	Touch	1 min/lvl (D)	Will negates (harmless)	No (see text)	V,S,M/DF (Arcane Mtl: cirlice of powdered silver around subject)
+2 deflection bonus to AC and resistance bonus to Saves; counter mind control; hedge out elementals and outsiders.						
<input type="checkbox"/> Protection from Evil Abjuration Good	1 action	Touch	1 min/lvl (D)	Will negates (harmless)	No (see text)	V,S,M/DF (Arcane Mtl: cirlice of powdered silver around subject)
+2 deflection bonus to AC and resistance bonus to Saves; counter mind control; hedge out elementals and outsiders.						
<input type="checkbox"/> Protection from Good Abjuration Evil	1 action	Touch	1 min/lvl (D)	Will negates (harmless)	No (see text)	V,S,M/DF (Arcane Mtl: cirlice of powdered silver around subject)
+2 deflection bonus to AC and resistance bonus to Saves; counter mind control; hedge out elementals and outsiders.						
<input type="checkbox"/> Protection from Law Abjuration Chaotic	1 action	Touch	1 min/lvl (D)	Will negates (harmless)	No (see text)	V,S,M/DF (Arcane Mtl: cirlice of powdered silver around subject)
+2 deflection bonus to AC and resistance bonus to Saves; counter mind control; hedge out elementals and outsiders.						
<input type="checkbox"/> Silent Image Illusion (Figment)	1 action	Long	Concentration	Will disbelief (interacted)	No	V,S,F (Fcs: a bit of fleece)
Creates minor visual illusion of your design within four 10 ft cubes + one 10 ft cube/level (S).						
<input type="checkbox"/> Sleep 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"/> Summon Monster 1 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"/> Unseen Servant Conjuration (Creation)	1 action	Close	1 hr/lvl	None	No	V,S,M (Mtl: piece of string and bit of wood)
Creates an invisible force that obeys your commands.						
<input type="checkbox"/> Ventriloquism 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"/> Animal Trance Enchantment (Compulsion) Mind-Affecting, Sonic	1 action	Close	Concentration	Will negates (see text)	Yes	V,S (--)
Fascinates 2d6 HD of animals.						
<input type="checkbox"/> Blindness/Deafness Transmutation	1 action	Medium	Permanent (D)	Fort negates	Yes	V (--)
Makes subject blind or deaf.						
<input type="checkbox"/> Blur Illusion (Glamour)	1 action	Touch	1 min/lvl	Will negates (harmless)	Yes (h)	V (--)
Attacks miss subject 20% of the time.						
<input type="checkbox"/> Bull's Strength Transmutation	1 action	Touch	1 hr/lvl	Will negates (harmless)	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"/> Cat's Grace Transmutation	1 action	Touch	1 hr/lvl	Will negates (harmless)	Yes	V,S,M (Mtl: pinch of cat fur)
Gain 1d4+1 enhancement bonus to DEX for 1 hr/level.						
<input type="checkbox"/> Cure Moderate Wounds Conjuration (Healing)	1 action	Touch	Instant	Will half (harmless) (see text)	Yes (h)	V,S (--)
Cures 2d8 +1/level damage (max 2d8+10).						
<input type="checkbox"/> Darkness 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"/> Daylight 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"/> Delay Poison Conjuration (Healing)	1 action	Touch	1 hr/lvl	Fort negates (harmless)	Yes (h)	V,S,DF (--)
Stops poison from harming subject.						
<input type="checkbox"/> Detect Thoughts 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 circle arc. (see table)						

<input type="checkbox"/> Entrhall 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"/> Glitterdust Conjuration (Creation)	1 action	Medium	1 rd/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"/> Hold Person Enchantment (Compulsion) Mind-Affecting	1 action	Medium	1 rd/lvl	Will negates	Yes	V,S,F/DF (Arcane Fcs: a small straight peice of iron.)
	Holds one Medium sized (or smaller) humanoid helpless.					
<input type="checkbox"/> Hypnotic Pattern Illusion (Pattern) Mind-Affecting	1 action	Medium	Conc. + 2 rmds	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"/> Invisibility Illusion (Glamer)	1 action	Personal or Touch	10 min/lvl	None or Will negates (harmless, 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"/> Levitate 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"/> Locate Object 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"/> Magic Mouth Illusion (Glamer)	1 action	Close	Perm. until dischrq	Will negates (object)	Yes (obj)	V,S,M (Mtl: small bit of honey comb and jade dust worth 10gp)
	Speaks once when triggered.					
<input type="checkbox"/> Minor Image Illusion (Fgment)	1 action	Long	Conc. + 2 rmds	Will disbelief (interacted)	No	V,S,F (Fcs: a bit of fleece)
<input type="checkbox"/> Mirror Image Illusion (Fgment)	1 action	Personal	1 min/lvl	--	--	V,S (-)
	Creates 1d4 +1/level (max 8) decoy duplicates of caster.					
<input type="checkbox"/> Misdirection Illusion (Glamer)	1 action	Close	1 hr/lvl	Will negates (object)	No	V,S (-)
	Misleads divinations for one creature or object up to 10 cu ft.					
<input type="checkbox"/> Obscure Object Abjuration	1 action	Touch	8 hrs	Will negates (object)	Yes (obj)	V,S,M/DF (Arcane Mtl: a piece of chameleon skin)
	Masks a 100 lb/level object against divination.					
<input type="checkbox"/> Pyrotechnics 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"/> Scare Necromancy Fear, Mind-Affecting	1 action	Medium	1 rd/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"/> See Invisibility 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"/> Shatter Evocation Sonic	1 action	Close	Instant	See text	Yes (obj)	V,S,M/DF (Arcane Mtl: a chip of mica)
	crystalline creatures.					
<input type="checkbox"/> Silence Illusion (Glamer)	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"/> Sound Burst 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"/> Suggestion 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"/> Summon Monster 2 Conjuration (Summoning) see text	1 full round	Close	1 rd/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"/> Summon Swarm Conjuration (Summoning)	1 full round	Close	Conc. + 2 rmds	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"/> Tasha's Hideous Laughter Enchantment (Compulsion)	1 action	Close	1d3 rmds	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"/> Tongues 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"/> Undetectable Alignment Abjuration	1 action	Close	24 hr	Will negates (object)	Yes (h)	V,S (-)
	Conceals alignment of creature or object.					
<input type="checkbox"/> Whispering Wind Transmutation Teleportation	1 action	one mile/lvl	until dischrq (max 1 hr/lvl)	None	No	V,S (-)
	Sends a short message to a spot 10 ft in radius.					