

## Bard

### Spell level 0

<b>Animated Tattoo</b>	Creates a moving image on a subject's body.
<b>Audible Whisper</b>	Everyone within 100 feet can hear everything you say.
<b>Conviviality</b>	Enhance the atmosphere of social gatherings
<b>Dancing Lights</b>	Creates torches or other lights
<b>Daze</b>	Humanoid creature of 4 HD or less loses next action
<b>Detect Doorway</b>	Detect presence of Fey backroads within 60 ft.
<b>Detect Magic</b>	Detects spells and magic items within 60 ft
<b>Distraction</b>	You cause some to look away for a round.
<b>Flare</b>	Dazzles one creature (-1 on attack rolls).
<b>Ghost Sound</b>	Figment sounds
<b>Ghostharp</b>	Object records, plays a song at your command.
<b>Hygiene</b>	Cleans creature of dirt and odors
<b>Keep Dry</b>	One object resists water
<b>Keep Fresh</b>	1 lb. of food does not spoil
<b>Know Direction</b>	You discern north
<b>Learn Heritage</b>	Conveys details about a subject's family and ancestry
<b>Light</b>	Object shines like a torch
<b>Lullaby</b>	subject drowsy; -5 on Spot and Listen checks, -2 on Will saves against sleep
<b>Mage Hand</b>	5-pound telekinesis
<b>Magical Performance</b>	Bestows +5 circumstance bonus to Perform checks
<b>Mending</b>	Makes minor repairs on an object.
<b>Message</b>	Whispered conversation at distance
<b>Minor Disguise</b>	Makes slight changes to your appearance.
<b>Open/Close</b>	Opens or closes small or light things
<b>Prestidigitation</b>	Performs minor tricks.
<b>Quill</b>	Creates a writing quill with limitless ink
<b>Read Magic</b>	Read scrolls and spellbooks
<b>Recent Occupant</b>	Learn name and race of last creature in area.
<b>Resistance</b>	Subject gains +1 on saving throws
<b>Shelve</b>	Places a book back on its shelf in the proper place
<b>Snooze</b>	As sleep, but 1d4 HD affected
<b>Songbird</b>	Perform and gain +1 on your next Cha check.
<b>Stick</b>	Glues an object weighing 5 pounds or less to another object.
<b>Summarize</b>	Summarizes the contents of any book
<b>Summon Instrument</b>	Summons one instrument of the caster's choice.

**Transcribe** Creates a page of text instantly.

### Spell level 1

<b>Accelerated Movement</b>	Balance, Climb, or Move Silently at normal speed with no penalty on the check
<b>Alarm</b>	Wards an area for 2 hours/level
<b>Amplify</b>	Lowers Listen DC by 20.
<b>Animate Rope</b>	Makes a rope move at your command
<b>Animate Toy</b>	You animate a small toy for a child's amusement
<b>Appraising Touch</b>	Gain +10 bonus on Appraise checks.
<b>Bad Luck</b>	Target creature gains -1 penalty to attack rolls and Reflex saves
<b>Battlefield Courage</b>	Protects against morale failures
<b>Beastland Ferocity</b>	Subject fights without penalty while disabled or dying
<b>Betray the Years</b>	Object becomes immune to aging.
<b>Blissful Sleep</b>	Target can sleep even in uncomfortable conditions.
<b>Cause Fear</b>	One creature of 5 HD or less flees for 1d4 rounds
<b>Charm Item</b>	Charms intelligent item
<b>Charm Person</b>	Makes one person your friend
<b>Cheat</b>	Caster rerolls when determining the success of a game of chance
<b>City's Whispers</b>	City spirits bring you information and rumors
<b>Comprehend Languages</b>	You understand all spoken and written languages
<b>Confusion, Lesser</b>	One creature is confused for 1 round
<b>Crabwalk</b>	Touched creature gains bonus while charging.
<b>Crescendo of Indefatigability</b>	+2 bonus to chosen die roll
<b>Critical Strike</b>	For 1 round you gain +1d6 damage, doubled threat range, and +4 on attack rolls to confirm critical threats.
<b>Cure Light Wounds</b>	Cures 1d8 damage +1/level (max +5).
<b>Dead End</b>	Removes spoor of one creature/level.
<b>Detect Fey</b>	Reveals fey creatures within range
<b>Detect Fey Doorway</b>	Reveals doorways to fey sideroads within 60 ft.
<b>Detect Secret Doors</b>	Reveals hidden doors within 60 ft
<b>Detect Treasure</b>	You detect the presence and amount of precious metals and gems.
<b>Discern Bloodline</b>	Know the race of one creature/level
<b>Disguise Self</b>	Changes your appearance

<b>Distort Speech</b>	Subject's speech is 50% unintelligible; subject may miscast spells	<b>Ironguts</b>	Subject gains +5 bonus on saving throws against poison.
<b>Distract</b>	Subjects take -4 on Concentration, Listen, Search, and Spot.	<b>Ironthunder Horn</b>	Intense vibrations trip those in area.
<b>Eagle Eyes</b>	Grants subject a +10 bonus to Spot checks	<b>Ivory Flesh</b>	Flesh turns white, granting +5 circumstance bonus to Hide checks in snow and ice
<b>Erase</b>	Mundane or magical writing vanishes	<b>Jester's Gift</b>	Angers any creature with an Intelligence score greater than 2
<b>Expeditious Retreat</b>	Your speed increases by 30 ft.	<b>Joyful Noise</b>	You negate silence in a 10 ft radius emanation as long as you concentrate
<b>Expeditious Retreat, Swift</b>	Your speed increases by 30 ft. for 1 round	<b>Keen Ear</b>	Grants subject a +10 bonus to Listen checks
<b>Extract Drug</b>	Creates drug from inanimate object	<b>Know Regional Origin</b>	Identifies the region from which a creature or object came
<b>Faerie's Gold</b>	Transform minute quantity of metal into gold for the duration	<b>Locate City</b>	Find nearest city
<b>Feather Fall</b>	Objects or creatures fall slowly	<b>Locate Touchstone</b>	Find nearest planar touchstone on the plane you currently inhabit
<b>Focusing Chant</b>	Gain +1 on attack rolls, skill checks, and ability checks, so long as you do not speak or cast other spells	<b>Magic Mouth</b>	Speaks once when triggered
<b>Friendly Face</b>	Gain +5 bonus on Diplomacy and Gather Information checks	<b>Master's Touch</b>	You gain proficiency in a weapon or shield touched for 1 minute/level
<b>Friends</b>	+10 competence bonus to Bluff, Diplomacy, and Disguise meeting new people	<b>Merfolk's Blessing</b>	Target gains bonus on Swim checks and increased swimming speed.
<b>Glamour</b>	Caster becomes physically attractive	<b>Minor Lasting Image</b>	Creates permanent, tiny, immobile image.
<b>Good Luck</b>	Target creature gains +1 luck bonus to attack rolls and Reflex saves	<b>Nature's Aspect</b>	Temporarily gain an Aspect of Nature
<b>Grease</b>	Makes 10-ft. square or one object slippery	<b>No Light</b>	Prevents normal light from illuminating
<b>Guide Craft</b>	A ship, cart, or wagon moves as you command.	<b>Nystul's Magic Aura</b>	Alters object's magic aura
<b>Guiding Light</b>	+1 on ranged attacks against targets in illuminated area	<b>Obscure Object</b>	Masks object against scrying.
<b>Guilt</b>	One evil target is denied an action.	<b>Phantom Threat</b>	Subject thinks it is flanked.
<b>Healthful Rest</b>	Subject heals at twice the normal rate	<b>Private Conversation</b>	Allows subjects to speak without being overheard.
<b>Herald's Call</b>	Creatures within 30 ft with 5 HD or less are slowed for 1 round	<b>Quickswim</b>	Your swim speed increases by 10 ft.
<b>Hypnotism</b>	Fascinates 2d4 HD of creatures	<b>Ray of Hope</b>	Subject gains +2 bonus on attacks, saves, and checks
<b>Identify</b>	Determines properties of magic item	<b>Remove Fear</b>	Suppresses fear or gives +4 on saves against fear for one subject + one per four levels
<b>Improvisation</b>	You gain a pool of luck bonus points equal to twice your caster level, and can spend them to improve attack rolls, skill checks, and ability checks	<b>Remove Scent</b>	Hides touched creature's scent.
<b>Incite</b>	Subject can't ready actions or delay	<b>Safe Search</b>	Caster can search an area without risk.
<b>Inhibit</b>	Subject delays until next round	<b>Scholar's Touch</b>	Read books in seconds
<b>Insidious Rhythm</b>	Subject has -4 penalty on Intelligence-based skill checks and Concentration checks, and must make Concentration checks to cast spells	<b>Serene Visage</b>	Gain insight bonus on Bluff checks equal to half your level.
<b>Inspirational Boost</b>	The bonuses granted by your inspire courage ability increase by 1	<b>Shock and Awe</b>	Flat-footed creatures get -10 on initiative.
<b>Instant Diversion</b>	Creates illusory doubles of you	<b>Silent Image</b>	Creates minor illusion of your design
<b>Invisibility, Swift</b>	You are invisible for 1 round or until you attack	<b>Silent Sound</b>	Ranged touch attack. 1d6/level of sonic damage (max 5d6)
<b>Iron Shard</b>	Shoots an iron needle for 1d4+level (1d6+level vs Fey) damage	<b>Silent Steel</b>	Silences armor and weapons while Hiding and Moving Silently
		<b>Sleep</b>	Puts 4 HD of creatures into magical slumber
		<b>Sorrow</b>	Subject takes -3 penalty on attacks, saves, and checks
		<b>Sticky Fingers</b>	You get +10 on Sleight of Hand checks.

<b>Summon Fey I</b>	Calls Fey creature to fight for you
<b>Summon Monster I</b>	Calls extraplanar creature to fight for you
<b>Targeting Ray</b>	You and allies are +1 to hit/3 levels against subject.
<b>Tasha's Hideous Laughter</b>	Subject loses actions for 1 round/ level
<b>Tasha's Tickle Finger</b>	Finger of magical force distracts opponents, imposing a -2 penalty to attack rolls and saving throws
<b>Trade Tongue</b>	Allows enough communication to engage in business
<b>Trinket</b>	Change small objects to appear worth up to 50 gp in value
<b>Undersong</b>	Make Perform checks instead of Concentration checks.
<b>Undetectable Alignment</b>	Conceals alignment for 24 hours
<b>Unravel</b>	All cloth on the target unravels, possibly entangling him and ruining clothing and armor
<b>Unseen Servant</b>	Invisible force obeys your commands
<b>Ventriloquism</b>	Throws voice for 1 min./level

## Spell level 2

<b>Addiction</b>	Subject becomes addicted to a drug
<b>Alarm, Greater</b>	As Alarm, but also detects creatures in adjacent planes
<b>Alter Self</b>	Assume form of a similar creature
<b>Animal Messenger</b>	Sends a Tiny animal to a specific place
<b>Animal Trance</b>	Fascinates 2d6 HD of animals
<b>Battle Hymn</b>	Allies can reroll one Will save/round.
<b>Beckoning Call</b>	Lures target creature closer to you
<b>Blade Brothers</b>	Use higher saving throw result between two creatures, but both suffer effects if the save fails
<b>Bladeweave</b>	Your melee attack dazes your opponent
<b>Blindness/Deafness</b>	Makes subject blind or deaf
<b>Blur</b>	Attacks miss subject 20% of the time
<b>Bonefiddle</b>	Spectral fiddle bow deals 3d6 damage/round.
<b>Calm Emotions</b>	Calms creatures, negating emotion effects
<b>Cat's Grace</b>	Subject gains +4 to Dex for 1 min./level
<b>Celerity, Lesser</b>	Take a move action immediately, but be dazed for a round
<b>Circle Dance</b>	Indicates direction to known individual.
<b>Cloak Pool</b>	Hide a color pool on the Astral Plane from view
<b>Cloud of Bewilderment</b>	Generates a nauseating 10-ft cube.

<b>Crown of Veils</b>	Gain +2 to Disguise and Hide, discharge to gain +8
<b>Cryptic Mark</b>	Create invisible marking that appears only to selected persons
<b>Cure Moderate Wounds</b>	Cures 2d8 damage +1/level (max +10)
<b>Curse of Impending Blades</b>	Subject takes -2 penalty to AC
<b>Dance of Ruin</b>	Nondemons take 2d20 points of damage
<b>Dark Way</b>	Creates temporary unbreakable bridge supporting up to 200 lb./level.
<b>Darkness</b>	20-ft. radius of supernatural shadow
<b>Daze Monster</b>	Living creature of 6 HD or less loses next action
<b>Delay Poison</b>	Stops poison from harming subject for 1 hour/ level
<b>Delusions of Grandeur</b>	Subject thinks it is better than it is.
<b>Detect Thoughts</b>	Allows "listening" to surface thoughts
<b>Dirge of the Walking Dead</b>	Allows creature to take actions, even when below 0 hit points
<b>Discolor Pool</b>	Change the color of a color pool on the Astral Plane
<b>Disquietude</b>	Subject avoids physical contact with others.
<b>Disrobe</b>	Strip a creature of items worn or carried
<b>Dissonant Chant</b>	Concentration checks more difficult within area of spell.
<b>Distracting Ray</b>	Ray forces spellcaster to make Concentration check.
<b>Dramatic Visage</b>	Subject takes on a supernatural appearance, creating several effects depending upon the situation
<b>Eagle's Splendor</b>	Subject gains +4 to Cha for 1 min./level
<b>Elation</b>	Allies gain +2 to Strength and Dexterity, +5 ft of speed
<b>Embrace of Darkness</b>	You summon a mobile blot of darkness that hinders enemies.
<b>Enthrall</b>	Captivates all within 100 ft. + 10 ft./level
<b>Entice Gift</b>	Creature gives caster what it is holding
<b>Faerinaal's Hymn</b>	Up to one creature/level cannot take attacks of opportunity
<b>Felonious Friend I</b>	Conjures a being of pure force that can use skills to aid the caster
<b>Fly, Swift</b>	Gain fly speed of 60 ft for 1 round
<b>Fool's Gold</b>	Transform small quantity of metal into gold for the duration
<b>Fox's Cunning</b>	Subject gains +4 to Int for 1 min./level
<b>Gandar's Chatterbox</b>	Creates a chattering mouth that distracts those near it
<b>Glitterdust</b>	Blinds creatures, outlines invisible creatures

<b>Grace</b>	Silvery light grants +2 Dexterity, +10 feet to land speed, melee attacks treated as good; take -20 to Hide checks.	<b>Pyrotechnics</b>	Turns fire into blinding light or choking smoke
<b>Harmonic Chorus</b>	Give another caster +2 caster levels and +2 on save DCs as long as you concentrate	<b>Rage</b>	Gives +2 to Str and Con, +1 on Will saves, -2 to AC
<b>Harmonize</b>	Makes starting a bardic music effect easier	<b>Rally</b>	Cancels the effects of fear or failed morale.
<b>Heartfire</b>	Subjects outlined by fire, take 1d4 damage/round.	<b>Reflective Disguise</b>	Viewers see you as their own species and gender.
<b>Heroism</b>	Gives +2 on attack rolls, saves, skill checks	<b>Resounding Voice</b>	Your voice carries 100 ft/level
<b>Hold Person</b>	Paralyzes one humanoid for 1 round/level	<b>Reveille</b>	Dead creature speaks a short sentence about what caused its death.
<b>Hydrate</b>	Heals dessication damage	<b>Rogue's Stab</b>	Target gains +1d6 sneak attack damage
<b>Hypnotic Pattern</b>	Fascinates (2d4 + level) HD of creatures	<b>Scare</b>	Panics creatures of less than 6 HD
<b>Ice Darts</b>	Icicle missiles deal 2d4 damage, half of which is cold	<b>Second Sight</b>	See creatures concealed by invisibility or fey mask
<b>Immobilize</b>	Renders Constructs unable to move	<b>Shatter</b>	Sonic vibration damages objects or crystalline creatures
<b>Imprint</b>	Caster may memorize text and images and transfer them to blank pages	<b>Silence</b>	Negates sound in 15-ft. radius
<b>Insignia of Alarm</b>	Alert bearers of special insignia	<b>Slipping the Ranks</b>	Allows creature to make short teleportations as part of normal movement
<b>Inspire</b>	Grants allies a +2 morale bonus to Reflex saves and a +1 morale bonus to attack and damage rolls	<b>Song of Festering Death</b>	Subject takes 2d6 damage per round while caster concentrates
<b>Instability</b>	Target loses all strength in his legs	<b>Sonic Weapon</b>	Weapon touched deals +1d6 sonic damage with each hit
<b>Instant Fact</b>	Makes subject accept one item of information as a fact.	<b>Sonic Whip</b>	Whip of magical force keeps animals at bay and can frighten animals as a ranged touch attack
<b>Invisibility</b>	Subject is invisible for 1 min./level or until it attacks	<b>Sonorous Hum</b>	Removes need to concentrate to maintain next spell cast.
<b>Iron Silence</b>	Armor touched has no armor check penalty on Hide and Move Silently for 1 hour/level	<b>Sound Burst</b>	Deals 1d8 sonic damage to subjects; may stun them
<b>Jig of the Waves</b>	Force creatures to dance a jig which causes penalties and forces random movement.	<b>Speak to Allies</b>	Whispered conversation at distance
<b>Know Vulnerabilities</b>	Determine subject's vulnerabilities and resistances.	<b>Stellar Display</b>	Projects the stars when they cannot be seen normally, allowing navigation
<b>Lively Step</b>	You and allies gain +10 increase to speed.	<b>Sting Ray</b>	Subject of ray can take only standard or move action, has -2 AC, and must make Concentration checks to cast spells.
<b>Locate Object</b>	Senses direction toward object (specific or type)	<b>Suggestion</b>	Compels subject to follow stated course of action
<b>Mesmerizing Glare</b>	Your gaze fascinates creatures.	<b>Summon Elysian Thrush</b>	Summon an Elysian Thrush, which accelerates natural healing
<b>Mindless Rage</b>	Target is compelled to attack you physically for 1 round/level	<b>Summon Fey II</b>	Summons fey creature to fight for you
<b>Minor Image</b>	As silent image, plus some sound	<b>Summon Monster II</b>	Calls extraplanar creature to fight for you
<b>Mirror Image</b>	Creates decoy duplicates of you (1d4 +1 per three levels, max 8)	<b>Summon Swarm</b>	Summons swarm of bats, rats, or spiders
<b>Misdirection</b>	Misleads divinations for one creature or object	<b>Surefooted Stride</b>	You can move over rubble as easily as you can over open ground.
<b>Miser's Envy</b>	Subject jealously covets a nearby object.	<b>Tactical Precision</b>	Allies gain additional +2 bonus on attack rolls and +1d6 additional damage against flanked foes
<b>Nightmare Lullaby</b>	Subject is confused.	<b>Tales of Stone and Wood</b>	You gain information about a building you touch.
<b>Peaceful Serenity of Io</b>	Grant subject +4 bonus on Concentration checks and against compulsions and fear effects.	<b>Tongues</b>	Speak any language
<b>Portal Alarm</b>	You are alerted when a creature passes through a warded portal.		
<b>Proud Arrogance</b>	Targets gain +4 bonus on saves against Charm, Compulsion, and Fear		

<b>Vision of Entropy</b>	Confronts target with a vision of the Abyss that causes increasing fear
<b>War Cry</b>	Gain +4 on attack rolls and damage rolls if you charge. Any opponent you damage must save or become panicked for 1 round.
<b>Wave of Grief</b>	Cone imposes -3 penalty in attacks, checks, and saves
<b>Weapon Shift</b>	Touched weapon changes form.
<b>Welter</b>	1 creature / level is shaken and must make a Balance check or fall prone.
<b>Whirling Blade</b>	Hurled slashing weapon magically attacks all foes in a 60 ft line
<b>Whispering Wind</b>	Sends a short message 1 mile/level

### Spell level 3

<b>Absorb Information</b>	Absorb 10 pages of written information/level in 1 minute
<b>Allegro</b>	You and your allies gain +30 ft speed for 1 minute/level
<b>Alter Fortune</b>	Cause one creature to reroll any die roll
<b>Analyze Portal</b>	Find a nearby portal and discover its properties
<b>Analyze Touchstone</b>	Find a nearby planar touchstone and discover its properties
<b>Blink</b>	You randomly vanish and reappear for 1 round/level.
<b>Charm Monster</b>	Makes monster believe it is your ally
<b>Clairaudience/Clairvoyance</b>	Hear or see at a distance for 1 min./level
<b>Cloaked Light</b>	Provides illumination to friends without being visible to enemies.
<b>Confusion</b>	Subjects behave oddly for 1 round/level
<b>Creaking Cacophony</b>	Sound distracts and makes foes vulnerable to sonic damage.
<b>Crisis of Confidence</b>	Target loses Commander Rating; Aura; can't add Cha to Rally checks
<b>Crushing Despair</b>	Subjects take -2 on attack rolls, damage rolls, saves, and checks
<b>Cure Serious Wounds</b>	Cures 3d8 damage +1/level (max +15)
<b>Curse of Impending Blades, Mass</b>	Enemies take -2 penalty to AC
<b>Curse of the Putrid Husk</b>	Subject is unconscious for 1d10 minutes
<b>Daylight</b>	60-ft. radius of bright light
<b>Debilitating Crescendo</b>	Imposes a -2 penalty to attack rolls, AC, and saving throws
<b>Deep Slumber</b>	Puts 10 HD of creatures to sleep
<b>Detect Ship</b>	Detect and identify ships.

<b>Dirge of Discord</b>	All within 20 ft take -4 on attack rolls, Concentration checks, and Dexterity, and reduce speed by 50%
<b>Dispel Magic</b>	Cancels magical spells and effects
<b>Displacement</b>	Attacks miss subject 50%.
<b>Dissonant Chord</b>	Deal 1d8/2 levels of Sonic damage in 10 ft burst
<b>Dolorous Blow</b>	Weapon's threat range is doubled and threats are automatically confirmed.
<b>Dragonskin</b>	+4 natural armor plus energy resistance 10
<b>Energy Shield</b>	Creates an immovable barrier that reduces energy attacks of one type.
<b>False History</b>	Object misleads all attempts to identify it via divination spells and skill checks
<b>False Love's Kiss</b>	Creates a waxy substance that works as a powerful charm spell on any target that the user kisses
<b>Fear</b>	Subjects within cone flee for 1 round/level
<b>Fearsome Fortissimo</b>	Panics all hostile creatures within the area
<b>Fey Mask</b>	As invisibility, plus selected creatures can see targets
<b>Garble</b>	Render a target's speech unintelligible to others
<b>Gaseous Form</b>	Subject becomes insubstantial and can fly slowly
<b>Geas, Lesser</b>	Commands subject of 7 HD or less
<b>G'elsewhere chant</b>	Teleport subject to random safe place within 100 ft.
<b>Glibness</b>	You gain +30 bonus on Bluff checks, and your lies can escape magical discernment
<b>Good Hope</b>	Subjects gain +2 on attack rolls, damage rolls, saves, and checks
<b>Gossip</b>	Causes a humanoid to ceaselessly gossip about important or secret information
<b>Haste</b>	One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves
<b>Haunting Tune</b>	1 subject/level becomes shaken.
<b>Hymn of Praise</b>	Add +2 caster levels to all good-aligned divine casters within range
<b>Illusory Script</b>	Only intended reader can decipher
<b>Infernal Threnody</b>	Add +2 caster levels to all evil-aligned divine casters within range
<b>Insignia of Healing</b>	Bearers of special insignia healed 1d8+1 point/level (max +10)
<b>Invisibility Sphere</b>	Makes everyone within 10 ft. invisible
<b>Invoke the Cerulean Sign</b>	Aberrations become sickened, nauseated, dazed, or stunned
<b>Know Opponent</b>	Learn strengths and weaknesses of foe.
<b>Leomund's Tiny Hut</b>	Creates shelter for ten creatures
<b>Listening Coin</b>	You can eavesdrop through a magic coin

<b>Love's Lament</b>	Cone deals 1d6 Wisdom damage and causes nausea.
<b>Luck of the Fey</b>	Target rerolls last die roll and takes new result
<b>Major Image</b>	As silent image, plus sound, smell and thermal effects
<b>Mantle of Shadows</b>	Grants subject concealment and +4 bonus on Hide checks
<b>Message in a Bottle</b>	Caster may send a message to any location on the same or connected body of water.
<b>Outcast's Curse</b>	You cause minor tribulations to hinder the actions of a single creature
<b>Paraphasic Pianissimo</b>	Causes all within the area to jumble their words, preventing communication and disrupting spells.
<b>Phantom Steed</b>	Magic horse appears for 1 hour/level
<b>Puppeteer</b>	Subject mimics your actions.
<b>Ray of Dizziness</b>	Subject can take only move or standard actions.
<b>Refreshment</b>	Cures all non-lethal damage on one creature
<b>Remove Curse</b>	Frees object or person from curse
<b>Revitalize Legacy, Least</b>	Get extra use of chosen least legacy ability
<b>Roar of the Waves</b>	Make one target/2 levels deafened and shaken.
<b>Sculpt Sound</b>	Creates new sounds or changes existing ones
<b>Secret Page</b>	Changes one page to hide its real content
<b>See Invisibility</b>	Reveals invisible creatures or objects
<b>Sepia Snake Sigil</b>	Creates text symbol that immobilizes reader
<b>Shadow Cache</b>	You open a small portal to the Plane of Shadow through which you can put an item for later retrieval.
<b>Shadow Sight</b>	Allows the caster to see into the shadow world, allowing him to ignore invisibility and concealment
<b>Siren's Call</b>	Compel one creature/2 levels to submerge itself.
<b>Sleep, Greater</b>	Puts 4d6 HD (max 10HD) worth of creatures to sleep.
<b>Slow</b>	One subject/level takes only one action/round, -2 to AC and attack rolls
<b>Speak with Animals</b>	You can communicate with animals
<b>Speechlink</b>	You and one other creature can talk, no matter how far apart
<b>Stunning Screech</b>	All within 30 ft are stunned for 1 round
<b>Summon Fey III</b>	Summons fey creature to fight for you
<b>Summon Monster III</b>	Calls extraplanar creature to fight for you
<b>Suppress Breath Weapon</b>	Subject can't use breath weapon.
<b>Sword Curse</b>	Forces the target to direct attacks and spells randomly.

<b>Tormenting Thirst</b>	Subject is overwhelmed by thirst
<b>Treasure Scent</b>	You detect valuable metals and gems.
<b>Trigger Trap</b>	Sets off mechanical traps in the area of effect
<b>Unluck</b>	Target remakes all rolls, uses worse result for 1 round/level
<b>Warcry</b>	Creatures within 30-ft cone cover for 1d4 rounds
<b>Weapon of Impact</b>	As keen edge, but aids bludgeoning weapons.
<b>Whisper Geas</b>	Target must share information with everyone she meets
<b>Winding Alleys</b>	Trap foe in phantasmal maze
<b>Wing Wither</b>	Reduce maneuverability and flying speed of target for 1 round/level
<b>Wounding Whispers</b>	Sonic aura damages foes that strike you.

### Spell level 4

<b>Baleful Blink</b>	Subject has 50% chance of failure on attacks and spells
<b>Blinding Beauty</b>	You become as beautiful as a nymph, and can blind humanoids who look at you
<b>Break Enchantment</b>	Frees subjects from enchantments, alterations, curses, and petrification
<b>Cacophonic Shield</b>	Shield 10 ft from you blocks blocks sounds, deals 1d6+1/level sonic damage, and deafens creatures that pass through
<b>Celebration</b>	Intoxicate subjects.
<b>Celerity</b>	Take a standard action immediately, but be dazed for a round
<b>Charm Person, Mass</b>	As charm person, but all within 30 ft
<b>City Elemental I</b>	Summons an enhanced earth elemental
<b>Cure Critical Wounds</b>	Cures 4d8 damage +1/level (max +20)
<b>Detect Scrying</b>	Alerts you of magical eavesdropping
<b>Dimension Door</b>	Teleports you short distance
<b>Discern Route</b>	Learn destination of a Fey road
<b>Dispel Water</b>	Cancels water spells and effects or dismisses water creatures
<b>Distort</b>	Impose -10 penalty to all Charisma-based skill checks
<b>Dolorous Motes</b>	Creates clouds of flickering light (1 10-ft cube/level) that dazes creatures
<b>Dominate Item</b>	You control the actions of an intelligent item.
<b>Dominate Person</b>	Controls humanoid telepathically
<b>Drums of War</b>	Enemies take -2 penalty on attacks and saves
<b>Ethereal Mount</b>	Magic horses appear for 1 hour/level
<b>Felonious Friend II</b>	Increases the skills available to the creature conjured
<b>Fitful Sleep</b>	Curse that denies restful sleep and spell preparation until removed

<b>Flowsight</b>	You can scry creatures in contact with a body of water.
<b>Forget</b>	Force a subject to forget a specific memory
<b>Freedom of Movement</b>	Subject moves normally despite impediments
<b>Fugue</b>	Your Perform check creates variety of effects.
<b>Hallucinatory Terrain</b>	Makes one type of terrain appear like another (field into forest, or the like).
<b>Harmonize, Greater</b>	Makes starting and maintaining bardic music effects easier
<b>Hold Monster</b>	As hold person, but any creature
<b>Inner Beauty</b>	Target's physical appearance changes to match its personality; creatures nearby might be nauseated or stunned, target's Charisma and Dexterity scores are adjusted
<b>Inspired Aim</b>	Allies within 40 ft. gain +2 insight bonus on ranged attack rolls
<b>Invisibility, Greater</b>	As invisibility, but subject can attack and stay invisible
<b>Iron Shard, Greater</b>	Shoots iron needles for 1d4+level (1d6+level vs Fey) damage, +1 shard/2 levels over 1st (max +5), +1 hp damage/round for duration
<b>Know the Earth</b>	You gain knowledge of the dungeon areas around you.
<b>Lay of the Land</b>	You gain an overview of the geography around you
<b>Legend Lore</b>	Lets you learn tales about a person, place, or thing
<b>Leomund's Secure Shelter</b>	Creates sturdy cottage
<b>Lethargy</b>	Target affected as if by slow until getting a full night's rest
<b>Locate Creature</b>	Indicates direction to familiar creature
<b>Maddening Babble</b>	Causes 1 point of temporary Wisdom damage per round to creatures in the area of effect
<b>Modify Memory</b>	Changes 5 minutes of subject's memories
<b>Multi Image</b>	Creates multiple images of the caster, all of which can act independently
<b>Neutralize Poison</b>	Immunizes subject against poison, detoxifies venom in or on subject
<b>Portal Alarm, Improved</b>	Warded portal alerts you or a creature designated by you to creatures passing through it.
<b>Privacy</b>	Blocks divination and perception attempts in a 10 ft area around the caster
<b>Protégé</b>	Subject can use bardic music and bardic knowledge as bard of 1/2 your level
<b>Rainbow Pattern</b>	Lights fascinate 24 HD of creatures
<b>Ray Deflection</b>	Ray attacks are reflected away.
<b>Repel Vermin</b>	Insects, spiders, and other vermin stay 10 ft. away
<b>Resistance, Greater</b>	Subject gains +3 on saving throws for 24 hours

<b>Resonating Bolt</b>	Sonic energy deals 1d4 damage/level (max 10d4)
<b>Ring Dance, Lesser</b>	Allows participants to pool experience points for item creation and spell casting
<b>Ruin Delver's Fortune</b>	Cast on another creature's turn and choose one of several benefits.
<b>Shadow Conjunction</b>	Mimics conjuring below 4th level, but only 20% real
<b>Shout</b>	Deafens all within cone and deals 5d6 sonic damage
<b>Sirine's Grace</b>	You gain bonuses to Charisma and Dexterity, AC, and Perform checks, and can breathe water.
<b>Sleepwalking</b>	As suggestion, but cast upon sleeping targets
<b>Speak with Plants</b>	You can talk to normal plants and plant creatures
<b>Spectral Weapon</b>	Use quasi-real weapon to make touch attacks
<b>Stone Shatter</b>	Shatter a stone object or creature.
<b>Summon Fey IV</b>	Summons fey creature to fight for you
<b>Summon Monster IV</b>	Calls extraplanar creature to fight for you
<b>Swift Journey</b>	Travel at twice normal speed for 12 hours
<b>Undeniable Gravity, Legion's</b>	Flying creatures lose flying ability.
<b>Voice of the Dragon</b>	+10 on Bluff, Diplomacy, and Intimidate checks; can use one suggestion.
<b>Zone of Silence</b>	Keeps eavesdroppers from overhearing conversations

### Spell level 5

<b>Antimagic Shield</b>	Creates an immobile barrier to magic on a battlefield.
<b>Blink, Greater</b>	Controlled blinking between the Material and Ethereal Planes grants defenses for 1 round/level
<b>Body Harmonic</b>	Piercing tone deals 1d10 damage to one ability/round.
<b>Bolts of Bedevilment</b>	One ray/round, dazes 1d3 rounds
<b>Boreal Wind</b>	Gust of cold wind deals 1d4 cold damage/level and knocks creatures back
<b>Cacophonous Burst</b>	Noise deals 1d6/level sonic damage to all within area.
<b>Cloak of Hate</b>	Target provokes hostile reactions, takes -10 penalty to Diplomacy checks.
<b>Contact Fey Oracle</b>	As contact other plane, but always true and cryptic
<b>Cure Light Wounds, Mass</b>	Cures 1d8 damage +1/level for many creatures.
<b>Dispel Magic, Greater</b>	As dispel magic, but +20 on check
<b>Dragonsight</b>	Gain low-light vision, darkvision, and blindsense.

<b>Dream</b>	Sends message to anyone sleeping
<b>Energy Bubbles</b>	Random damage in area during duration, plus 1d4 damage/level
<b>False Vision</b>	Fools scrying with an illusion
<b>Featherfeet</b>	Makes the subject's footsteps so slight as not to disturb a fragile surface.
<b>Heroism, Greater</b>	Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp
<b>Hidden Lodge</b>	Creates sturdy cottage camouflaged to blend into natural surroundings
<b>Hide from Dragons</b>	Dragons can't perceive one subject/2 levels.
<b>Leomund's Billet</b>	Creates sturdy barracks
<b>Mind Fog</b>	Subjects in fog get -10 to Wis and Will checks
<b>Mirage Arcana</b>	As hallucinatory terrain, plus structures
<b>Mislead</b>	Turns you invisible and creates illusory double
<b>Morality Undone</b>	Subject becomes evil
<b>Nightmare</b>	Sends vision dealing 1d10 damage, fatigue
<b>Persistent Image</b>	As major image, but no concentration required
<b>Reflective Disguise, Mass</b>	Viewers see subjects as their own species and gender.
<b>Revitalize Legacy, Lesser</b>	Get extra use of chosen lesser legacy ability
<b>Scrying</b>	Spies on subject from a distance
<b>Seeming</b>	Changes appearance of one person per two levels
<b>Shadow Evocation</b>	Mimics evocation of lower than 5th level, but only 20% real
<b>Shadow Walk</b>	Step into shadow to travel rapidly
<b>Sleepless Curse</b>	Ability damage until death or curse is dispelled
<b>Song of Discord</b>	Forces targets to attack each other
<b>Soul Shackles</b>	Imprison soul of dead creature in talisman from which caster can question it
<b>Suggestion, Mass</b>	As suggestion, plus one subject/level
<b>Summon Fey V</b>	Summons Fey creature to fight for you
<b>Summon Monster V</b>	Calls extraplanar creature to fight for you
<b>Sumptuous Feast</b>	Creates a fine meal for up to six people per level
<b>Surefooted Stride, Mass</b>	As surefooted stride but multiple subjects.
<b>Telepathy Block</b>	Blocks all telepathic communication within an 80 ft. radius
<b>Thief of Spells</b>	Ends spell effects on a creature and grants them to you.
<b>Wail of Doom</b>	Deal 1d4 damage/level in 30 ft cone, plus targets panicked or shaken
<b>Zurlien's Eon of Sleep</b>	Places the victim in a sleeping state for years

## Spell level 6

<b>Analyze Dweomer</b>	Reveals magical aspects of subject
<b>Animate Objects</b>	Objects attack your foes
<b>Cat's Grace, Mass</b>	As cat's grace, affects one subject/level
<b>Charm Monster, Mass</b>	As charm monster, but all within 30 ft
<b>City Stride</b>	Teleport between two cities
<b>Cure Moderate Wounds, Mass</b>	Cures 2d8 damage +1/level for many creatures
<b>Dirge</b>	Enemies take 2 points of Str and Dex damage/round.
<b>Eagle's Splendor, Mass</b>	As eagle's splendor, affects one subject/level
<b>Empyrean Ecstasy</b>	Targets immune to pain and mind-influencing effects, and take half damage from melee and ranged attacks; -4 to skill checks
<b>Eyebite</b>	Target becomes panicked, sickened, and comatose.
<b>Familial Geas</b>	Commands subject to undertake a task, which passes to his nearest kin if he dies.
<b>Felonious Friend III</b>	Conjured creature may now attack as well as use skills to aid the caster
<b>Find the Path</b>	Shows most direct way to a location
<b>Fox's Cunning, Mass</b>	As fox's cunning, affects one subject/level
<b>Geas/Quest</b>	As lesser geas, plus it affects any creature.
<b>Heaven's Trumpet</b>	Blast of music paralyzes foes
<b>Heroes' Feast</b>	Food for one creature/level cures and grants combat bonuses
<b>Hindsight</b>	You see into the past
<b>Mephit Mob</b>	Summons 2d6 mephits of a kind you designate
<b>Nixie's Grace</b>	You gain a swim speed, water breathing, lowlight vision, damage reduction 5/cold iron, and enhancements to Dexterity and Wisdom.
<b>Open Doorway</b>	Open doorway without meeting conditions of entry
<b>Otto's Irresistible Dance</b>	Forces subject to dance
<b>Permanent Image</b>	Includes sight, sound, and smell
<b>Programmed Image</b>	As major image, plus triggered by event
<b>Project Image</b>	Illusory double can talk and cast spells
<b>Puppet Master</b>	Caster can control the actions of any construct
<b>Rapture of the Deep</b>	Target becomes comatose.
<b>Ray of Light</b>	Ray blinds subject.
<b>Recurring Nightmare</b>	Creatures gain negative energy levels until death or curse is removed

<b>Resistance, Superior</b>	Subject gains +6 on saving throws for 24 hours
<b>Revenance</b>	Restores dead creature to life for 1 min/level
<b>Scrying, Greater</b>	As scrying, but faster and longer
<b>Shout, Greater</b>	Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects
<b>Snowsong</b>	Musical snowfall aids allies within 30 ft and hinders enemy spellcasters
<b>Soul Link</b>	Grants target a boon, allows monitoring, and establishes a telepathic link that enhances enchantments
<b>Summon Fey VI</b>	Summons Fey creature to fight for you
<b>Summon Monster VI</b>	Calls extraplanar creature to fight for you
<b>Sympathetic Vibration</b>	Deals 2d10 damage/round to freestanding structure
<b>Symphonic Nightmare</b>	Discordant noise haunts subject's sleep.
<b>Veil</b>	Changes appearance of group of creatures
<b>Wave of Pain</b>	Stuns all within cone for 1 round/2 levels

### **Spell level 7**

<b>Greater Image</b>	Creates figment perceived for miles
<b>Summon Fey VII</b>	Summons Fey creature to fight for you

### **Spell level 8**

<b>Summon Fey VIII</b>	Summons Fey creature to fight for you
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### **Spell level 9**

<b>Summon Fey IX</b>	Summons Fey creature to fight for you
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