

D&D 3.5 – BARD SPELL LIST

This is a list of the spells available to bards, taken from Chapter 11 (*Spells*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding list in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in **blue** text. The symbol '–' in the left-hand margin signifies a spell that has changed in some way; '*' signifies a spell that is new in D&D 3.5. '+ ' signifies a spell that existed in 3.0, but was not on the bard spell list there. Finally, a number in the left-hand margin signifies that a spell had a different level in 3.0 (for example, *daylight* was moved from level 2 to level 3). If there is no symbol in the left-hand margin for a spell, then it has not changed at all in the revision (except for the page number in the PHB where it is described). Greyed-out spells are those that have been either renamed, moved to a different level or removed from the bard spell list entirely.

General Notes

Calling and summoning spells: When you use a calling or summoning spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Illusion spells: If "Disbelief" appears in the Save(s) column then a character studying the illusion or interacting with it in some fashion is entitled to a Will saving throw. If successful, the character realises the illusion is false. Figments and phantasms revealed to be false still remain as a translucent outline. If any viewer successfully disbelieves an illusion and communicates this fact to other viewers, each such viewer gains a Will saving throw with a +4 bonus.

(D) **Detection spells:** Each round, you can turn to detect things in a new area. These spells can penetrate barriers, but are blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

(H) **Healing (cure) spells:** These spells deal damage to undead rather than curing them. Undead can attempt a Will save to take half damage.


(P) Refer to more detailed information in the description for this spell in the PHB.

LEVEL 0

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
–	evocation	Dancing Lights [light]	Create illusory torches or other lights • Lights can move up to 100 ft. per round (no concentration required).	V,S	1 action	Medium	Up to 4 lights within 10-ft. radius	1 min. (D)			216
	ench. (compulsion)	Daze [mind-affecting]	Target becomes dazed • Target can take no actions, but has no penalty to AC.	V,S,M	1 action	Close	1 humanoid (max. 4 HD)	1 rnd	Will negs	Yes	217
–	divination	Detect Magic (D)	Detect presence and strength of magical auras	V,S	1 action	60 ft	Cone emanation	Conc., up to 1 min/lvl (D)			219
	evocation	Flare [light]	Create a burst of bright light • When created directly in front of a sighted creature, target is dazzled (–1 to attacks, Spot, Search) for 1 min. (Fort negs, SR applies).	V	1 action	Close	Burst of light	Instant			232
	illusion (figment)	Ghost Sound	Create sounds corresponding to 4 normal humans per level (max. 20)	V,S,M	1 action	Close	Illusory sounds	1 rnd/lvl (D)	Disbelief		235
+	divination	Know Direction	Determine the direction of true north	V,S	1 action	Personal	You	Instant			246
–	evocation	Light [light]	Touched object glows like a torch • Bright light for 20-ft. radius; dim light for additional 20-ft. radius.	V,M	1 action	Touch	1 object	10 min/lvl (D)			248
*	ench. (compulsion)	Lullaby [mind-affecting]	Targets become drowsy; –5 penalty to Listen and Spot checks, –2 penalty to Will saves vs. <i>sleep</i> effects	V,S	1 action	Medium	Living creatures in 10-ft. burst	Conc. + 1 rnd/lvl (D)			249
	trans.	Mage Hand	Move an object at will from a distance • As a move action, object can be moved 15 ft. in any direction.	V,S	1 action	Close	1 object (nonmagical, unattended, up to 5 lb.)	Conc.			249
	trans.	Mending	Repair a small break or tear in an object • Cannot restore a broken magic item's powers.	V,S	1 action	10 ft.	1 object (up to 1 lb.)	Instant	Will negs (h,obj)	Yes (h,obj)	253
1	trans.	Message [language-dependent]	Establish a whispered conversation at a distance • Blocked by <i>silence</i> or any barrier that blocks <i>detect magic</i> .	V,S,F	1 action	Medium	1 creature/lvl	10 min/lvl			253
–	trans.	Open/Close	Open or close a door, chest, box, window, bag, etc. • If anything resists the activity (e.g. a bar on a door) the spell fails.	V,S,F	1 action	Close	1 openable object (up to 30 lb.) or portal	Instant	Will negs (obj)	Yes (obj)	258
	universal	Prestidigitation	Perform minor tricks	V,S	1 action	10 ft	(P)	1 hour			264
–	divination	Read Magic	Read magical writing (one page per minute) • Can identify a <i>glyph of warding</i> (DC 13), <i>greater glyph of warding</i> (DC 16) or any <i>symbol</i> (DC 10 + spell level) with Spellcraft.	V,S,F	1 action	Personal	You	10 min/lvl			269
	abjur.	Resistance	Subject gains +1 resistance bonus on saving throws	V,S,M	1 action	Touch	1 creature	1 min.	Will negs (h)	Yes (h)	272
*	conj. (summoning)	Summon Instrument	Summon musical instrument of caster's choice • Instrument will play only for the caster.	V,S	1 round	0 ft.	1 handheld instrument	1 min/lvl (D)			285

LEVEL 1

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
-	abjur.	Alarm	Sound mental or audible alarm if any creature enters warded area without speaking a chosen password	V,S,F	1 action	Close	20-ft. emanation	2 hr/lvl (D)			197
+	trans.	Animate Rope	Rope or similar object obeys simple spoken commands • Cannot animate objects carried or worn by a creature.	V,S	1 action	Medium	1 ropelike object (up to 50 ft. + 5 ft./lvl)	1 rnd/lvl			199
-	necro.	Cause Fear [fear, mind-affecting]	Target becomes frightened • If the Will save succeeds, the target is merely shaken for 1 round. • Counters and dispels remove fear.	V,S	1 action	Close	1 living creature (max. 5 HD)	1d4 rnds	Will part	Yes	208
	ench. (charm)	Charm Person [mind-affecting]	Target regards caster as trusted friend and ally • Target receives a +5 bonus on its saving throw if it is currently being attacked by the caster or his allies.	V,S	1 action	Close	1 humanoid	1 hr/lvl	Will negs	Yes	209
+	divination	Comprehend Languages	Understand any spoken or written language • You must touch the creature or the writing. Written material can be read at the rate of 1 page (250 words) per minute.	V,S,M	1 action	Personal	You	10 min/lvl			212
	conj. (healing)	Cure Light Wounds (H)	Cure 1d8+1/lvl (max. +5) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	215
-	divination	Detect Secret Doors (D)	Reveal presence of secret doors, compartments, caches, etc.	V,S	1 action	60 ft.	Cone emanation	Conc., up to 1 min/lvl (D)			220
+	illusion (glamer)	Disguise Self (change self)	Change caster's appearance (+10 bonus to Disguise) • An interacting creature can make a Will save to recognise the illusion.	V,S	1 action	Personal	You	10 min/lvl (D)			222
	trans.	Erase	Make mundane or magical writing vanish	V,S	1 action	Close	1 scroll or 2 pages	Instant	(book)		227
-	trans.	Expeditious Retreat	Add +30 ft. enhancement bonus to base land speed • Other modes of movement (climb, fly, swim, etc.) are not affected.	V,S	1 action	Personal	You	1 min/lvl (D)			228
-	trans.	Feather Fall	Free-falling objects or creatures fall slowly • A Large creature or object counts as 2 Medium creatures; a Huge creature or object counts as 2 Large creatures, etc.	V	Free	Close	1 Medium (or smaller) obj. or creature/lvl (max. 20 ft. apart)	Until landing or 1 rnd/lvl	Will negs (h,obj)	Yes (obj)	229
	conj. (creation)	Grease	Makes area or object slippery • Moving through a greased area requires a DC 10 Balance check. • A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and on grapple checks made to resist or escape a grapple or to escape a pin.	V,S,M	1 action	Close	1 object or 10-ft square	1 rnd/lvl (D)	Ref part (book)		237
	ench. (compulsion)	Hypnotism [mind-affecting]	Nearby living creatures (2d4 HD total) become fascinated	V,S	1 action	Close	Living creatures (max. 30 ft. apart)	2d4 rnds (D)	Will negs	Yes	242
-	divination	Identify	Determine all magical properties of a single object • Includes how to activate (if appropriate) and how many charges left.	V,S,M (100)	1 hour	Touch	1 object	Instant			243
+	ench. (compulsion)	Lesser Confusion [mind-affecting] (random action)	Target becomes confused for 1 round	V,S	1 action	Close	1 living creature	1 rnd	Will negs	Yes	212
Mage Armor											
2	illusion (glamer)	Magic Mouth	Speaks a message when specified event occurs • Message must be 25 words or less.	V,S,M (10)	1 action	Close	1 creature/object	Permanent (until discharge)	Will negs (obj)	Yes (obj)	251
Magic Weapon Message ► 0											
+	illusion (glamer)	Nystul's Magic Aura	Item registers to detect spells etc. as if nonmagical, or a specified kind of magic item or subject to a specified spell • An examiner casting identify (or similar) must make a Will save to recognize that the aura is false and detect the item's actual qualities.	V,S,F	1 action	Touch	1 object (up to 5 lb./lvl)	1 day/lvl (D)			257
2	abjur.	Obscure Object	Mask object against divination and scrying	V,S,M	1 action	Touch	1 object (up to 100 lb./lvl)	8 hours (D)	Will negs (obj)	Yes (obj)	258
Protection from Chaos/Evil/Good/Law											
+	abjur.	Remove Fear	Subjects gain +4 morale bonus against fear effects • If already suffering a fear effect, that effect is suppressed. • Counters and dispels cause fear.	V,S	1 action	Close	1 creature, + 1 additional per 4 lvls (max. 30 ft. apart)	10 min.	Will negs (h)	Yes (h)	271
	illusion (figment)	Silent Image	Create illusion of an object, creature or force (visual only)	V,S,F	1 action	Long	4 10-ft. cubes + 1 10-ft. cube/lvl (s)	Conc.	Disbelief		279

–	ench. (compulsion)	Sleep [mind-affecting]	Put 4 HD of living creatures into comatose slumber <ul style="list-style-type: none"> • Creatures with the fewest HD are affected first. 	V,S,M	1 round	Medium	10-ft. radius burst	1 min/lvl	Will negs	Yes	280
–	conj. (summoning)	Summon Monster I	Summon an extraplanar creature to act as directed <ul style="list-style-type: none"> • The creature attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. • A summoned creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. • Creatures cannot be summoned into an environment that cannot support them. 	V,S,F	1 round	Close	1 summoned creature	1 rnd/lvl (D)			285
2	ench. (compulsion)	Tasha's Hideous Laughter [mind-affecting]	Target falls prone and can take no actions <ul style="list-style-type: none"> • A creature of a different type to the caster receives a +4 bonus on its saving throw. 	V,S,M	1 action	Close	1 creature (with INT at least 3)	1 rnd/lvl	Will negs	Yes	292
2	abjur.	Undetectable Alignment	Conceals subject's alignment from all forms of divination	V,S	1 action	Close	1 creature or object	24 hours	Will negs (obj)	Yes (obj)	297
	conj. (creation)	Unseen Servant	Invisible force performs simple tasks at caster's command ()	V,S,M	1 action	Close	1 invisible servant	1 hr/lvl			297
	illusion (figment)	Ventriloquism	Makes caster's voice seem to issue from somewhere else	V,F	1 action	Close	Speech or other sounds	1 min/lvl (D)	Disbelief		298

LEVEL 2

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
+	trans.	Alter Self	Assume form of a different creature of same type <ul style="list-style-type: none"> HD of new creature no more than caster level (max. 5). Caster gains physical abilities only of new form while generally retaining his own abilities (☞). 	V,S	1 action	Personal	You	10 min./lvl (D)			197
+	ench. (compulsion)	Animal Messenger [mind-affecting]	Compel a Tiny animal to go to a designated place <ul style="list-style-type: none"> After reaching the destination, the animal waits there until the duration of the spell expires, then resumes its normal activities. 	V,S,M	1 action	Close	1 Tiny animal	1 day/lvl		Yes	198
	ench. (compulsion)	Animal Trance [sonic, mind-affecting]	Nearby animals (2d6 HD total) become fascinated <ul style="list-style-type: none"> Only magical beasts, dire animals, and animals trained to attack or guard are allowed a saving throw. 	V,S	1 action	Close	Animals or magical beasts in range (with INT 1 or 2)	Conc.	Will negs	Yes	198
-	necro.	Blindness / Deafness	Target becomes blinded or deafened (caster's choice)	V	1 action	Medium	1 living creature	Permanent (D)	Fort negs	Yes	206
-	illusion (glamer)	Blur	Attacks against subject have 20% miss chance <ul style="list-style-type: none"> See invisibility does not counteract the effect, but true seeing does. 	V	1 action	Touch	1 creature	1 min./lvl (D)	Will negs (h)	Yes (h)	206
Bull's Strength											
+	ench. (compulsion)	Calm Emotions [mind-affecting]	Calm agitated creatures <ul style="list-style-type: none"> Mind-affecting spells and effects are suppressed. Any aggressive action or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures. 	V,S	1 action	Medium	20-ft. spread	Conc. up to 1 rnd/lvl (D)	Will negs	Yes	207
-	trans.	Cat's Grace	Subject gains +4 enhancement bonus to Dexterity	V,S,M	1 action	Touch	1 creature	1 min./lvl	Will negs (h)	Yes (h)	208
	conj. (healing)	Cure Moderate Wounds (H)	Cure 2d8+1/lvl (max. +10) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	216
-	evocation	Darkness [darkness]	Object radiates shadowy illumination in 20-ft radius <ul style="list-style-type: none"> All creatures in area gain concealment (20% miss chance), even those with darkvision, low-light vision etc. Normal lights are incapable of brightening the area, as are light spells of lower level. Higher-level light spells are not affected. If the object is placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. Counters and dispels any light spell of equal or lower level. 	V,M	1 action	Touch	1 object	10 min./lvl (D)			216
Daylight ► 3											
*	ench. (compulsion)	Daze Monster [mind-affecting]	Target becomes dazed <ul style="list-style-type: none"> Target can take no actions, but has no penalty to AC. 	V,S,M	1 action	Medium	1 living creature (max. 6 HD)	1 rnd	Will negs	Yes	217
	conj. (healing)	Delay Poison	Subject becomes temporarily immune to poison <ul style="list-style-type: none"> Does not cure any damage already inflicted by poison. 	V,S	1 action	Touch	1 creature	1 hr/lvl	Fort negs (h)	Yes (h)	217
-	divination	Detect Thoughts [mind-affecting] (D)	Detect and eavesdrop on surface thoughts of nearby creatures	V,S,F	1 action	60 ft.	Cone emanation	Conc., up to 1 min./lvl (D)	Will negs (☞)		220
*	trans.	Eagle's Splendor	Subject gains +4 enhancement bonus to Charisma <ul style="list-style-type: none"> CHA-based spellcasters do not gain any additional bonus spells. 	V,S,M	1 action	Touch	1 creature	1 min./lvl	Will negs (h)	Yes (h)	225
	ench. (charm)	Enthrall [sonic, language-dependent, mind-affecting]	Captivates all in affected area while caster continues to speak or sing	V,S	1 round	Medium	All creatures in range	Up to 1 hour	Will negs (☞)	Yes	227
*	trans.	Fox's Cunning	Subject gains +4 enhancement bonus to Intelligence <ul style="list-style-type: none"> INT-based spellcasters do not gain any additional bonus spells. 	V,S,M	1 action	Touch	1 creature	1 min./lvl	Will negs (h)	Yes (h)	233
-	conj. (creation)	Glitterdust	Blind creatures and outline invisible things in area <ul style="list-style-type: none"> Dust cannot be removed until the spell expires; any creature covered by the dust takes a -40 penalty on Hide checks. 	V,S,M	1 action	Medium	10-ft. radius spread	1 rnd/lvl	Will negs (blinding only)	Yes	236
*	ench. (compulsion)	Heroism [mind-affecting]	Target gains +2 morale bonus on attacks, saves, and skill checks	V,S	1 action	Touch	1 creature	10 min./lvl	Will negs (h)	Yes (h)	240
-	ench. (compulsion)	Hold Person [mind-affecting]	Target freezes, paralyzed; can take no actions <ul style="list-style-type: none"> Each round on its turn, the target may attempt a new saving throw to end the effect (full-round action, no attack of opportunity). 	V,S,F	1 action	Medium	1 humanoid	1 rnd/lvl (D)	Will negs	Yes	241
-	illusion (pattern)	Hypnotic Pattern [mind-affecting]	Sighted creatures (total HD 2d4+1/lvl (max. +10)) become fascinated	V,S,M	1 action	Medium	10-ft. radius spread	Conc. + 2 rnds	Will negs	Yes	242

-	illusion (glamer)	Invisibility	Subject remains invisible until it attacks	V,S,M	1 action	Touch	1 creature/object (up to 100 lb./lvl)	1 min/lvl (D)	Will negs (h,obj)	Yes (h,obj)	245
		Levitate									
	divination	Locate Object	Indicates direction to object (specific or generic) • To find a specific object, it must have been observed first-hand. • Lead blocks the spell. Creatures cannot be found using this spell.	V,S,F	1 action	Long	Circle centered on caster	1 min/lvl			249
		Magic Mouth ▶ 1									
	illusion (figment)	Minor Image	As <i>silent image</i> , plus minor sounds • Cannot produce understandable speech.	V,S,F	1 action	Long	4 10-ft. cubes + 1 10-ft. cube/lvl (s)	Conc. + 2 rnds	Disbelief		254
-	illusion (figment)	Mirror Image	Creates decoy duplicates (1d4 + 1 per 3 lvls, max. 8) • A figment's AC is 10 + size modifier + DEX modifier.	V,S	1 action	Personal	You	1 min/lvl (D)			254
	illusion (glamer)	Misdirection	Subject aura <i>detects</i> as that of another chosen object • Caster of a detection spell on the subject must make a Will save to avoid being fooled.	V,S	1 action	Close	1 creature/object (up to 10-ft. cube in size)	1 hr/lvl			254
		Obscure Object ▶ 1									
	trans.	Pyrotechnics	<i>Fireworks</i> : Blind creatures within 120 ft <i>Smoke Cloud</i> : 20-ft radius cloud blocks all vision; affected creatures suffer -4 penalty to STR and DEX • Penalties persist for 1d4+1 rnds after creature leaves the cloud.	V,S,M (fire source)	1 action	Long	1 fire source (up to 20-ft. cube)	1d4+1 rnds 1 rnd/lvl	Will negs Fort negs	Yes	267
*	ench. (compulsion)	Rage [mind-affecting] (emotion: rage)	Affected creatures gain +2 morale bonus to STR and CON, +1 morale bonus on Will saves, -2 penalty to AC • As for barbarian's rage, except subject is not fatigued at end of rage.	V,S	1 action	Medium	1 willing living creature per 3 lvls (max. 30 ft. apart)	Conc. + 1 rnd/lvl (D)		Yes	268
-	necro.	Scare [fear, mind-affecting]	As <i>cause fear</i> , but affects multiple creatures • Creatures with more than 5 HD are not affected.	V,S,M	1 action	Medium	1 living creature / 3 lvls (max.30 ft. apart)	1 rnd/lvl	Will part	Yes	274
		See Invisibility ▶ 3									
-	evocation	Shatter [sonic]	Destroy all nonmagical brittle objects in affected area • Objects weighing more than 1 lb/lvl are not affected. Destroy single solid object (regardless of composition) Deal 1d6/lvl sonic damage (max. 10d6) to a crystalline creature	V,S,M	1 action	Close	5-ft radius spread 1 object (up to 10 lb./lvl) 1 crystalline creature	Instant	Will negs (obj) Fort half	Yes (obj)	278
-	illusion (glamer)	Silence	Suppresses all sound in affected area • The effect is immobile unless cast on a mobile creature or object.	V,S	1 action	Long	20-ft radius emanation	1 min/lvl (D)	Will negs (obj)	Yes (obj)	279
-	evocation	Sound Burst [sonic]	Deal 1d8 sonic damage and stun creatures for 1 rnd • Successful save negates stunning but does not affect damage.	V,S,F	1 action	Close	10-ft radius spread	Instant	Fort part	Yes	281
	ench. (compulsion)	Suggestion [language-dependent, mind-affecting]	Target follows suggested reasonable course of action • A very reasonable suggestion may cause the target to take a penalty of -1 or -2 on the save (at the DM's discretion).	V,M	1 action	Close	1 living creature	1 hr/lvl (or until completed)	Will negs	Yes	285
	conj. (summoning)	Summon Monster II	Summon extraplanar creature(s) to act as directed • Can summon 1 level-2 creature, or 1d3 level-1 creatures. • Summoned creatures act as described for <i>summon monster I</i> .	V,S,F	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			286
-	conj. (summoning)	Summon Swarm	Swarm of small creatures attacks all creatures in area • If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can (caster has no control of it).	V,S,M	1 round	Close	1 swarm of bats, rats or spiders (caster's choice)	Conc. + 2 rnds			289
		Tasha's Hideous Laughter ▶ 1									
-	divination	Tongues	Subject can speak and understand any language	V,M	1 action	Touch	1 creature	10 min/lvl	Will negs (h)		294
		Undetectable Alignment ▶ 1									
-	trans.	Whispering Wind [air]	Send a message or sound to a specified location • Message can be no more than 25 words.	V,S	1 action	1 mile per lvl	10-ft radius spread	1 hr/lvl (or until discharged)			301

LEVEL 3

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
	Bestow Curse									
trans.	Blink	Randomly 'blink' between Material and Ethereal planes • Physical attacks and spells have 50% miss chance (½).	V,S	1 action	Personal	You	1 rnd/lvl (D)			206
ench. (charm)	Charm Monster [mind-affecting]	As <i>charm person</i> , but can affect any living creature	V,S	1 action	Close	1 living creature	1 day/lvl	Will negs	Yes	209
– divination (scrying)	Clairaudience/ Clairvoyance	Hear or see as if you were at a specified location • Location must be known, but line of effect is not needed.	V,S,F	1 action	Long	Magical sensor	1 min/lvl (D)			209
ench. (compulsion)	Confusion [mind-affecting]	Affected creatures become confused (☹) • Any confused creature which is attacked automatically attacks its attackers on its next turn.	V,S,M	1 action	Medium	15-ft radius burst	1 rnd/lvl	Will negs	Yes	212
* ench. (compulsion)	Crushing Despair [mind-affecting] (emotion: despair)	Affected creatures suffer –2 penalty on attacks, saves, skill and ability checks, and weapon damage rolls • Counters and dispels <i>good hope</i> .	V,S,M	1 action	30 ft.	Cone	1 min/lvl	Will negs	Yes	215
conj. (healing)	Cure Serious Wounds (H)	Cure 3d8+1/lvl (max. +15) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	215
2 evocation	Daylight [light]	Object sheds light as bright as full daylight in 60-ft radius, and dim light for additional 60 ft. beyond • Creatures that take penalties in bright light also take them while within the radius of this magical light. However, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light (e.g. vampires). • Counters and dispels any darkness spell of equal or lower level.	V,S	1 action	Touch	1 object	10 min/lvl (D)			216
* ench. (compulsion)	Deep Slumber [mind-affecting]	As <i>sleep</i> , but affects 10 HD of living creatures	V,S,M	1 round	Close	10-ft. radius burst	1 min/lvl	Will negs	Yes	217
– abjur.	Dispel Magic These spells cannot be dispelled by <i>dispel magic</i> : • any Instantaneous-duration spell • <i>antimagic field</i> • curses from <i>bestow curse</i> • <i>forbiddance</i> (unless dispeller's lvl is at least as high as caster's) • <i>forcecage</i> • <i>geas</i> (or lesser <i>geas</i>) • <i>globe</i> (or lesser <i>globe</i>) of invulnerability* • <i>mark of justice</i> • <i>Otiluke's resilient sphere</i> * • <i>Otiluke's telekinetic sphere</i> * • <i>prismatic sphere/wall</i> • <i>wall of force</i> * unless a targeted dispel is used	<u>Targeted dispel</u> : Cancel spells on one object or creature • Make a successful dispel check (1d20 + caster level, max. +10) against each ongoing spell currently in effect on the target (DC 11 + spell's caster level) to cancel it. • Against a magic item, make a successful dispel check against the item's caster level to suppress all of the item's magical properties for 1d4 rnds. • For an object or creature that is the effect of an ongoing spell (e.g. <i>summon monster</i>), make a dispel check to end the spell that conjured it. <u>Area dispel</u> : Cancel up to 1 spell on each object/creature in area • For each creature or object that is the target of ongoing spells, make a dispel check against the spell with the highest caster level. If that fails, make dispel checks against progressively weaker spells until one is dispelled or all checks fail. Magic items are not affected. • For each ongoing area or effect spell centered within the area, make a dispel check to cancel the spell. • For each ongoing area or effect spell overlapping the area, make a dispel check to end the effect, but only within the area of the <i>dispel magic</i> . • For objects or creatures that are the effect of an ongoing spell (e.g. <i>summon monster</i>), make a dispel check to end the spell that conjured it, in addition to attempting to dispel spells targeting the creature or object. <u>Counterspell</u> : Disrupt spell being cast • Make a dispel check to counter the other spellcaster's spell.	V,S	1 action	Medium	1 object or creature 20-ft. radius burst 1 spellcaster	Instant			223
– illusion (glamer)	Displacement	Attacks against subject have 50% miss chance	V,M	1 action	Touch	1 creature	1 rnd/lvl (D)	Will negs (h)	Yes (h)	223
	Emotion ► <i>rage</i> , <i>crushing despair</i> , <i>good hope</i>									
– necro.	Fear [fear, mind-affecting]	Living creatures in affected area become panicked • If its Will save succeeds, a creature is merely shaken for 1 round.	V,S,M	1 action	30 ft.	Cone	1 rnd/lvl	Will part	Yes	229

–	trans.	Gaseous Form	Subject becomes insubstantial and gains DR 10/magic • Subject can fly at 10 ft./rnd with perfect maneuverability	V,S,M	1 action	Touch	1 willing corporeal creature	2 min/lvl (D)			234
* trans.		Glibness	Caster gains +30 to Bluff checks for convincing others • If a truth-detecting magical effect is directed against you, the user must make a caster level check (DC 15 + your caster level) to succeed.	V,S	1 action	Personal	You	10 min/lvl (D)			236
* ench. (compulsion)		Good Hope [mind-affecting] (emotion: hope)	Subjects gain a +2 morale bonus on attacks, saves, skill and ability checks, and weapon damage rolls • Counters and dispels <i>crushing despair</i> .	V,S	1 action	Medium	1 living creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	237
Greater Magic Weapon											
Gust of Wind											
–	trans.	Haste	Subjects gain +1 bonus to attacks, +1 dodge bonus to AC and Reflex saves, +30 ft. to all movement modes • When making a full attack, a hasted creature may make one extra attack with any weapon held, at its full base attack bonus. • Dispel and counters <i>slow</i> . Multiple <i>haste</i> effects don't stack.	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 rnd/lvl	Fort negs (h)	Yes (h)	239
–	illusion (phantasm)	Illusory Script [mind-affecting]	Message can be read only by the intended reader(s) • Unauthorised reading triggers implanted <i>suggestion</i> lasting 30 min.	V,S,M (50+)	1 min (at least)	Touch	1 object (up to 10 lb.)	1 day/lvl (D)	Will negs	Yes	243
–	illusion (glamer)	Invisibility Sphere	As <i>invisibility</i> , but affects all within 10 ft. of subject • The area is mobile with the recipient. If the recipient attacks, the spell ends. Other affected creatures who attack negate the effect only for themselves.	V,S,M	1 action	Touch	10-ft. radius emanation	1 min/lvl (D)	Will negs (h,obj)	Yes (h,obj)	245
Keen Edge											
	evocation	Leomund's Tiny Hut [force]	Sphere shelters up to 10 Medium-size creatures • Sphere is immobile, and the spell ends if the caster leaves the sphere. • Sphere is opaque from outside, but transparent from inside.	V,S,M	1 action	20 ft.	Sphere, centered on caster	2 hr/lvl (D)			247
–	ench. (compulsion)	Lesser Geas [language-dependent, mind-affecting]	Compel a living creature to carry out a task • Subject suffers –2 penalty to each ability score (cumulative, up to a maximum of –8, but ability scores cannot go below 1) each day it is prevented from obeying the <i>lesser geas</i> . Ability score penalties are removed 24 hours after the subject resumes obeying the <i>lesser geas</i> .	V	1 round	Close	1 living creature (max. 7 HD)	1 day/lvl (or until discharged) (D)	Will negs	Yes	235
Magic Circle vs Chaos/Evil/Good/Law											
	illusion (figment)	Major Image	As <i>minor image</i> , plus full sound, smell, thermal effects • While concentrating, caster can move the image within the range. • The image disappears when struck unless it is caused to respond appropriately.	V,S,F	1 action	Long	4 10-ft. cubes + 1 10-ft. cube/lvl (s)	Conc. + 3 rnds	Disbelief		252
–	conj. (creation)	Phantom Steed	Conjures a magical, horse-like mount • Steed's abilities depend on caster level (☞).	V,S	10 min	0 ft.	1 quasi-real, horse-like creature	1 hr/lvl (D)			260
	abjur.	Remove Curse	Frees object or creature from curses • For a cursed shield, weapon or suit of armor, the spell does not remove the curse from the item but merely frees the victim from the item's effects. • Counters and dispels <i>bestow curse</i> .	V,S	1 action	Touch	1 creature or item	Instant	Will negs (h)	Yes (h)	270
Remove Disease											
–	divination (scrying)	Scrying	Observe subject from any distance away • Will save DC is modified by caster's knowledge of target (☞). If the target is on another plane, it gets a +5 bonus to its Will save. If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours. • The scrying sensor has the caster's full visual acuity. These spells have a 5% chance per caster level of operating through the sensor: <i>detect magic</i> , <i>detect chaos/evil/good/law</i> , <i>message</i> .	V,S,M, F (fine mirror, at least 2 ft. x 4 ft.) (1000+)	1 hour	Any	Magical sensor	1 min/lvl	Will negs	Yes	274
	trans.	Sculpt Sound	Change the sounds that creatures or objects make • A spellcaster whose voice is changed dramatically cannot cast spells with verbal components.	V,S	1 action	Close	1 creature/object per lvl (max. 30 ft. apart)	1 hr/lvl (D)	Will negs (obj)	Yes (obj)	275
+ trans.		Secret Page	Changes one page to hide its real content	V,S,M	10 min	Touch	1 page (up to 3 sq.ft.)	Permanent			275
2 divination		See Invisibility	Caster can see invisible/ethereal creatures and objects	V,S,M	1 action	Personal	You	10 min/lvl (D)			275
conj. (creation)		Sepia Snake Sigil [force]	When text is read, symbol strikes the reader • If reader fails a Reflex save, it is encased in a force field, holding it in suspended animation until released by caster or 1d4+1/lvl days elapse. The field provides the target with no protection against injury.	V,S,M (500)	10 min	Touch	1 book or written work	Permanent (until discharge)			276

-	trans.	Slow	Targets suffer -1 penalty to AC, melee attacks, melee damage and Reflex saves, and move at half normal speed (rounded down to the next 5-ft. increment) <ul style="list-style-type: none"> A <i>slowed</i> creature may take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Dispels and counters <i>haste</i>. Multiple <i>slow</i> effects don't stack. 	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 rnd/lvl	Will negs	Yes	280
+	divination	Speak with Animals	Comprehend and communicate with normal animals	V,S	1 action	Personal	You	1 min/lvl			281
	conj. (summoning)	Summon Monster III	Summon extraplanar creature(s) to act as directed <ul style="list-style-type: none"> Can summon 1 level-3 creature, or 1d3 level-2 creatures, or 1d4+1 level-1 creatures. Summoned creatures act as described for <i>summon monster I</i>. 	V,S,F	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			286
Wind Wall											

LEVEL 4

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
abjur.	Break Enchantment	Frees victims from enchantments, transmutations and curses <ul style="list-style-type: none"> Make a check (1d20 + caster level, max. +15) against each magical effect currently affecting the target (DC 11 + effect's caster level) to break it. For cursed magic items, the DC is 25. The spell does not remove the curse from the item; it merely frees the victim from the item's effects. 	V,S	1 min	Close	1 creature/lvl (max. 30 ft. apart)	Instant			207
conj. (healing)	Cure Critical Wounds (H)	Cure 4d8+1/lvl (max. +20) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	215
- divination	Detect Scrying	Alerts you to scrying spells or effects	V,S,M	1 action	40 ft.	Emanation from caster	24 hr			219
- conj. (teleport.)	Dimension Door	Transport self and allies to any location within range <ul style="list-style-type: none"> You cannot take any other actions until your next turn. A Large creature or object counts as 2 Medium creatures; a Huge creature or object counts as 2 Large creatures, etc. 	V	1 action	Long	1 willing Medium (or smaller) object/creature per 3 lvls	Instant	Will negs (obj)	Yes (obj)	221
Dismissal										
- ench. (compulsion)	Dominate Person [mind-affecting]	Control a humanoid (Medium-size or smaller) telepathically <ul style="list-style-type: none"> If you and the subject have no common language, only basic commands can be communicated. You know what the subject is experiencing, but do not receive direct sensory input from it, nor can it communicate with you telepathically. A dominated creature continues to attempt to carry out its orders to the exclusion of all other activities except those necessary for day-to-day survival. A Sense Motive check against DC 15 (rather than the usual 25) can determine that the creature's behavior is being influenced by an enchantment effect. Changing your instructions or giving a new command is a move action. By concentrating fully on the spell (a standard action) you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. A subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are ignored. If you do not spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw. Protection from evil or similar prevents you from exercising control or using the telepathic link while the subject is warded, but neither prevents the establishment of domination nor dispels it. 	V,S	1 round	Close	1 humanoid	1 day/lvl	Will negs	Yes	224
+ abjur.	Freedom of Movement	Subject ignores magical impediments to movement <ul style="list-style-type: none"> Can move and attack normally while underwater. Automatically succeeds at resisting grapples and escaping pins. 	V,S,M	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	233
- illusion (glamer)	Greater Invisibility (improved invisibility)	As invisibility, but spell doesn't end if the subject attacks	V,S	1 action	Touch	1 creature	1 rnd/lvl (D)	Will negs (h,obj)	Yes (h,obj)	245
- illusion (glamer)	Hallucinatory Terrain	Makes one type of natural terrain appear as another	V,S,M	10 min	Long	1 30-ft. cube/lvl (S)	2 hr/lvl (D)	Disbelief		238
ench. (compulsion)	Hold Monster [mind-affecting]	As hold person, but can affect any living creature	V,S,M	1 action	Medium	1 living creature	1 rnd/lvl (D)	Will negs	Yes	241
Improved Invisibility ► greater invisibility										
divination	Legend Lore	Bring to mind legends about an important person, place or thing	V,S,M (250), F (50)	(📖)	Personal	You	Instant			246
conj. (creation)	Leomund's Secure Shelter	Creates a sturdy and secure cottage or lodge	V,S,M, (F)	10 min	Close	20-ft. square structure	2 hr/lvl (D)			246
divination	Locate Creature	Indicates direction to a known creature or creature of a known kind <ul style="list-style-type: none"> Running water blocks the spell. It cannot detect objects. 	V,S,M	1 action	Long	Circle centered on caster	10 min/lvl			249

-	ench. (compulsion)	Modify Memory [mind-affecting]	Change up to 5 minutes of the subject's memories	V,S	1 round	Close	1 living creature	Permanent	Will negs	Yes	255
	conj. (healing)	Neutralize Poison	Detoxifies poison in or on a creature or object • Does not cure any damage already inflicted by poison.	V,S,M	1 action	Touch	1 creature/object (up to 1 cu.ft./lvl)	Instant	Will negs (h,obj)	Yes (h,obj)	257
-	illusion (pattern)	Rainbow Pattern [mind-affecting]	Sighted creatures (up to 24 HD) become fascinated • Can be moved 30 ft./rnd; fascinated creatures follow it, trying to remain within the area. If led into a dangerous area, a creature gets a second save.	V,S,M, F	1 action	Medium	Colorful lights in a 20-ft radius spread	Conc. + 1 rnd/lvl (D)	Will negs	Yes	268
+	abjur.	Repel Vermin	Keep out or damage vermin (crossing deals 2d6 dmg) • Vermin must make a Will save to cross the barrier. Creatures with HD less than one-third caster level automatically fail.	V,S	1 action	10 ft.	Emanation from caster	10 min/lvl (D)	Will negs	Yes	271
+	illusion (shadow)	Shadow Conjunction	Mimic any Sorcerer or Wizard conjuration (creation) or conjuration (summoning) spell of 3rd level or lower • If recognised as an illusion (Will disbelief), spell's effect is 20% real.	V,S	1 action	<i>(as for mimicked spell)</i>					276
-	evocation	Shout [sonic]	Deafens creatures for 2d6 rnds and deals 5d6 damage • Successful Fort save negates deafness and halves damage. • Any exposed brittle/crystalline object or crystalline creature takes 1d6/lvl damage (max. 15d6). Creatures holding fragile objects can negate damage to them with successful Reflex saves.	V	1 action	30 ft.	Cone burst	Instant	Fort/Ref partial	Yes (obj)	279
+	divination	Speak with Plants	Comprehend and communicate with plants and plant creatures	V,S	1 action	Personal	You	1 min/lvl			282
	conj. (summoning)	Summon Monster IV	Summon extraplanar creature(s) to act as directed • Can summon 1 level-4 creature, or 1d3 level-3 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i> .	V,S,F	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			286
*	illusion (glamer)	Zone of Silence	Sounds within 5-ft. radius emanation from caster cannot be heard outside the zone	V,S	1 round	Personal	You	1 hr/lvl (D)			303

LEVEL 5

School	Name [descriptor(s)]	Details	Comp.	Casting Time	Range	Target/Area/Effect	Duration	Saving Throw(s)	SR?	Pg.
Contact Other Plane										
Control Water										
	illusion (phantasm)	Dream * [mind-affecting]	Sends a message to a sleeping creature	V,S	1 min.	Any	1 living creature	(☞)		Yes 225
–	illusion (glamer)	False Vision	Divination (scrying) into affected area receives false image (as <i>major image</i>) defined at time of casting • The image can be changed as desired by concentration. While you are not concentrating, the image remains static.	V,S,M (250)	1 action	Touch	40-ft radius emanation	1 hr/lvl (D)		229
–	abjur.	Greater Dispel Magic (greater dispelling)	As <i>dispel magic</i> , but max. +20 on dispel check • Unlike <i>dispel magic</i> , this spell can affect curses from <i>bestow curse</i> , and <i>geas/quest</i> , <i>lesser geas</i> , and <i>mark of justice</i> .	V,S	1 action	Medium	see <i>dispel magic</i>	Instant		223
*	ench. (compulsion)	Greater Heroism [mind-affecting]	Target gains +4 morale bonus on attacks, saves, and skill checks, immunity to <i>fear</i> effects, and 1/lvl (max. 20) temporary hit points	V,S	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h) 240
–	conj. (healing)	Mass Cure Light Wounds (H) (healing circle)	Cure 1d8+1/lvl (max. +25) hp damage for each subject	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half (h)	Yes (h) 216
6	ench. (compulsion)	Mass Suggestion [language-dependent, mind-affecting]	As <i>suggestion</i> , but can affect multiple creatures • The same <i>suggestion</i> applies to each target creature.	V,M	1 action	Medium	1 creature/lvl (max. 30 ft. apart)	1 hr/lvl (or until completed)	Will negs	Yes 285
	ench. (compulsion)	Mind Fog [mind-affecting]	Affected creatures suffer –10 competence penalty to WIS checks and Will saves • Penalties remain for 2d6 rnds after affected creature leaves the fog.	V,S	1 action	Medium	Fog filling 20-ft. cube	30 min.	Will negs	Yes 253
	illusion (glamer)	Mirage Arcana	As <i>hallucinatory terrain</i> , and can also disguise structures	V,S	1 action	Long	1 20-ft. cube/lvl (S)	Conc. + 1 hr/lvl (D)	Disbelief	254
	illusion (glamer)	Mislead	As <i>greater invisibility</i> with caster as subject, and also creates illusory double of caster	V,S	1 action	Close	You + 1 illusory double	Conc. + 3 rnds	Disbelief	255
–	illusion (phantasm)	Nightmare * [evil, mind-affecting]	Vision deals 1d10 damage and prevents restful sleep • Will save DC is modified by caster's knowledge of target (☞). • <i>Dispel evil</i> cast on the recipient while you are casting dispels the <i>nightmare</i> and stuns you for 10 minutes per caster level of the <i>dispel evil</i> spell.	V,S	10 min.	Any	1 living creature	Instant	Will negs	Yes 257
	illusion (figment)	Persistent Image	As <i>major image</i> , but follows script with no concentration needed	V,S,M	1 action	Long	4 10-ft. cubes + 1 10-ft. cube/lvl (S)	1 min/lvl (D)	Disbelief	260
+	illusion (glamer)	Seeming	As <i>disguise self</i> , but can affect other creatures as well • An interacting creature can make a Will save to recognise the illusion.	V,S	1 action	Close	1 creature / 2 lvls (max. 30 ft. apart)	12 hr (D)	Will negs (h)	Yes (h) 275
+	illusion (shadow)	Shadow Evocation	Mimic any Sor/Wiz evocation spell of 4th level or lower • If recognised as an illusion (Will disbelief), spell's effect is 20% real.	V,S	1 action	(as for mimicked spell)				277
+	illusion (shadow)	Shadow Walk	Use the Plane of Shadow for rapid travel • Rate of travel is 50 miles/hr, but you reappear on the Material plane a random distance from desired endpoint (☞). • Travel to other planes requires transit of Plane of Shadow (1d4 hr).	V,S	1 action	Touch	1 creature/lvl	1 hr/lvl (D)	Will negs	Yes 277
*	ench. (compulsion)	Song of Discord [mind-affecting]	Affected creatures turn on each other • 50% chance each turn to be forced to attack the nearest creature.	V,S	1 action	Medium	20-ft radius spread	1 rnd/lvl	Will negs	Yes 281
	conj. (summoning)	Summon Monster V	Summon extraplanar creature(s) to act as directed • Can summon 1 level-5 creature, or 1d3 level-4 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i> .	V,S,F	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)		286

* If the recipient is awake when the spell begins, the caster (or, for *dream*, the caster's messenger) may choose to end the spell, or enter a trance until the recipient goes to sleep, whereupon he becomes alert again and finishes casting. While in the trance, the caster/messenger is defenseless, both physically and mentally, and the spell ends if he is disturbed (for *nightmare*, the caster can prevent the spell being ended by making a Concentration check). Creatures who don't sleep or dream (such as elves, but not half-elves) can't be affected by these spells.

LEVEL 6

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
+	divination	Analyze Dweomer	Determine magical properties of creatures or objects <ul style="list-style-type: none"> Can examine one creature or object each round (as a free action). In the case of a magic item, you learn its functions and how to activate them (as for <i>identify</i>). For an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level. An attended object may attempt a Will save to resist the effect, if its holder so desires. If it succeeds, it cannot be affected by another <i>analyze dweomer</i> spell for at least 24 hours. This spell does not function when used on an artifact. 	V,S,F (1500+)	1 action	Close	1 creature/object per lvl	1 rnd/lvl (D)	Will negs (obj)		197
+	trans.	Animate Objects	Objects can be commanded to attack foes <ul style="list-style-type: none"> A Medium object counts as 2 Small objects; a Large object counts as 2 Medium objects, etc. Cannot animate objects carried or worn by a creature. 	V,S	1 action	Medium	1 Small object/lvl	1 rnd/lvl			199
Control Weather											
-	necro.	Eyebite [evil]	Can target one foe (as a move action) each round <ul style="list-style-type: none"> Effect depends on the target's HD - 10+: sickened; 5 to 9: panicked and sickened; 4 or less: comatose, panicked, and sickened. Sickened condition lasts for 10 min./lvl, and cannot be negated by <i>remove disease</i> or <i>heal</i> (but <i>remove curse</i> is effective). Panicked condition lasts 1d4 rounds; afterwards the target is shaken for 10 min./lvl, and automatically becomes panicked again if it sees the caster during that time. Comatose condition lasts 10 min./lvl; target cannot be awakened by any means short of dispelling the effect. Elves are not immune. 	V,S	1 action	Close	1 living creature	1 rnd per 3 lvls	Fort negs	Yes	228
+	divination	Find the Path	Reveal most direct route to specified location	V,S,F	3 rnds	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	230
-	ench. (compulsion)	Geas/Quest [language-dependent, mind-affecting]	As <i>lesser geas</i> , but can affect any living creature <ul style="list-style-type: none"> Subject suffers 3d6 damage each day it is prevented from obeying the <i>geas</i>, and must make a Fortitude save each day or <i>become sickened</i>. These effects end 24 hours after the creature attempts to resume the <i>geas</i>. 	V	10 min	Close	1 living creature	1 day/lvl (or until discharged) (D)		Yes	234
-	divination (scrying)	Greater Scrying	As <i>scrying</i> , but casts faster and lasts longer <ul style="list-style-type: none"> All spells noted under <i>scrying</i> can be cast reliably through the sensor, as well as <i>read magic</i> and <i>tongues</i>. 	V,S	1 action	Any	Magical sensor	1 hr/lvl	Will negs	Yes	275
*	evocation	Greater Shout [sonic]	Affected creatures are stunned for 1 rnd, deafened for 4d6 rnds and suffer 10d6 sonic damage <ul style="list-style-type: none"> Successful Fort save negates stunning and halves damage and duration of deafness. Any exposed brittle/crystalline object or crystalline creature takes 1d6/lvl damage (max. 20d6). Creatures holding fragile objects can negate damage to them with successful Reflex saves. 	V,S,F	1 action	60 ft.	Cone burst	Instant	Fort/Ref partial	Yes (obj)	279
+	conj. (creation)	Heroes' Feast	Feast cures all diseases, sickness, and nausea; grants immunity to poison and fear, 1d8+1 per 2 lvls (max. +10) temp. hp, +1 morale bonus to attacks and Will saves <ul style="list-style-type: none"> Feast takes one hour to consume; if interrupted, the spell is ruined. 	V,S	10 min. (+ 1 hr)	Close	Feast for 1 creature/lvl	12 hr		Yes (h)	240
*	trans.	Mass Cat's Grace	Subjects gain +4 enhancement bonus to Dexterity	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	208
+	ench. (charm)	Mass Charm Monster [mind-affect] (mass charm)	As <i>charm monster</i> , but can affect multiple creatures <ul style="list-style-type: none"> Can affect a number of creatures whose combined HD do not exceed twice the caster's level, or at least one creature regardless of HD. 	V	1 action	Close	1 or more living creatures (max. 30 ft. apart)	1 day/lvl	Will negs	Yes	209
*	conj. (healing)	Mass Cure Moderate Wounds (H)	Cure 2d8+1/lvl (max. +30) hp damage for each subject	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half (h)	Yes (h)	216
*	trans.	Mass Eagle's Splendor	Subjects gain +4 enhancement bonus to Charisma <ul style="list-style-type: none"> CHA-based spellcasters do not gain any additional bonus spells. 	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	225
*	trans.	Mass Fox's Cunning	Subjects gain +4 enhancement bonus to Intelligence <ul style="list-style-type: none"> INT-based spellcasters do not gain any additional bonus spells. 	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	233
Mass Haste ► <i>haste</i> (level 3)											
Mass Suggestion ► 5											

+	ench. (compulsion)	Otto's Irresistible Dance [mind-affecting]	Target suffers –4 penalty to AC, –10 to Reflex saves • Any AC bonus granted by a shield the target holds is negated. • Target provokes attacks of opportunity each round on its turn.	V	1 action	Touch	1 living creature	1d4+1 rnds		Yes	259
	illusion (figment)	Permanent Image	As <i>major image</i> , but image is permanent • While concentrating, caster can move the image within the range.	V,S,M (100)	1 action	Long	1 20-ft. cube + 1 10-ft.cube/lvl (S)	Permanent (D)	Disbelief		260
	Plane Shift										
	illusion (figment)	Programmed Image	As <i>major image</i> , but image is triggered by specific event (as for <i>magic mouth</i>)	V,S,M (25)	1 action	Long	1 20-ft. cube + 1 10-ft.cube/lvl (S)	Until triggered, then 1 rnd/lvl	Disbelief		265
–	illusion (shadow)	Project Image	Shadow duplicate of caster; can talk and cast spells • Duplicate mimics caster unless directed otherwise (as a move action).	V,S,M (5)	1 action	Medium	1 shadow duplicate	1 rnd/lvl (D)	Disbelief		265
	Repulsion										
	conj. (summoning)	Summon Monster VI	Summon extraplanar creatures(s) to act as directed • Can summon 1 level-6 creature, or 1d3 level-5 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i> .	V,S,F	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			287
*	evocation	Sympathetic Vibration [sonic]	Deal 2d10 dmg/rnd to structure (ignoring hardness) • Duration must be chosen at time of casting.	V,S,F	10 min	Touch	1 freestanding structure	Up to 1 rnd/lvl		Yes	291
	illusion (glamer)	Veil	As <i>seeming</i> , but no restriction on new appearance • An interacting creature can make a Will save to recognise the illusion.	V,S	1 action	Long	1 or more creatures (max. 30 ft. apart)	Conc. + 1 hr/lvl (D)	Will negs	Yes	298

Spells Without Somatic Components

Most spells, as can be seen from the tables above, have both verbal (V) and somatic (S) components. The following list shows which bard spells lack somatic components (note that all bard spells have verbal components).

V components only (no S/M/F)	V+M/F components (no S)
0 Flare	0 Light
1 Feather Fall	1 Ventriloquism
2 Blindness/Deafness	2 Darkness
2 Blur	2 Suggestion
3 Lesser Geas	2 Tongues
4 Dimension Door	3 Displacement
4 Shout	6 5 Mass Suggestion
5 Contact Other Plane	
6 Geas/Quest	
+ 6 Mass Charm Monster	
+ 6 Otto's Irresistible Dance	