

3.0 Bard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
SPELLS CAST/DAY										
BONUS SPELLS										
SPELLS KNOWN										

LEVEL	0	1	2	3	4	5	6	7	8	9
SPELL SAVE DC										
SPELL FOCUS										

CASTER LVL

METAMAGIC FEATS

RANGES

CLOSE

25 ft + 5 ft / 2 LVLS

MEDIUM

100 ft + 10 ft / LVL

LONG

400 ft + 40 ft / LVL

LEVEL 0

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/>	1 Dancing Lights	Figment torches or other lights	Illus	V,S	1 a	Medium	Within 10 ft-rad area	1 min	Will disblf	-	190
<input type="checkbox"/>	2 Daze	Creature loses next action	Ench	V,S,M	1 a	Close	1 creat up to 4 HD	1 rnd	Will negs	Yes	191
<input type="checkbox"/>	3 Detect Magic	Detects spells and magic items	Univ	V,S	1 a	60 ft	Quarter circle	Conc, 1 min/lvl (D)	-	-	193
<input type="checkbox"/>	4 Flare	Dazzles 1 creature (-1 attack)	Evoc	V	1 a	Close	Burst of light	Inst (1 min)	Fort negs	Yes	206
<input type="checkbox"/>	5 Ghost Sound	Figment sounds	Illus	V,S,M	1 a	Close	Noise of 4/lvl (20)	1 rnd/lvl	Will disblf	-	209
<input type="checkbox"/>	6 Light	Object shines like a torch	Evoc	V,M	1 a	Touch	Light in 20-ft rad	10 min/lvl (D)	-	-	222
<input type="checkbox"/>	7 Mage Hand	5-lbs telekinesis	Trans	V,S	1 a	Close	Move 15 ft	Concentrate	-	-	223
<input type="checkbox"/>	8 Mending	Makes minor repairs on an object	Trans	V,S	1 a	10 ft	Object up to 1 lbs	Instantaneous	Will negs	Yes	227
<input type="checkbox"/>	9 Open / Close	Opens / closes small or light things	Trans	V,S,F	1 a	Close	Object not locked	Instantaneous	Will negs	Yes	233
<input type="checkbox"/>	10 Prestidigitation	Performs minor tricks	Univ	V,S	1 a	10 ft	Lift 1 lbs etc. tricks	1 h	-	-	238
<input type="checkbox"/>	11 Read Magic	Read scrolls and spellbooks	Univ	V,S,F	1 a	Personal	You, 250 words/min	10 min/lvl	-	-	243
<input type="checkbox"/>	12 Resistance	Subject gains +1 on saves	Abjur	V,S,M	1 a	Touch	Creature touched	1 min	Will negs	Yes	245

LEVEL 1

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/>	1 Alarm	Wards an area for 2 h/lvl	Abjur	V,S,F	1 a	Close	25-ft-rad emanation	2 h/lvl (D)	-	-	172
<input type="checkbox"/>	2 Cause Fear	One creature flees for 1d4 rnds	Necro	V,S	1 a	Close	-2 to att/dmg/saves	1d4 rnds	Will negs	Yes	182
<input type="checkbox"/>	3 Charm Person	Makes one person your friend	Ench	V,S	1 a	Close	1 person	1 h/lvl	Will negs	Yes	183
<input type="checkbox"/>	4 Cure Light Wounds	Cures 1d8+1/lvl (max +5)	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	190
<input type="checkbox"/>	5 Detect Secret Doors	Reveals hidden doors withing 60 ft	Div	V,S	1 a	60 ft	Quarter circle	Conc, 1min/lvl (D)	-	-	193
<input type="checkbox"/>	6 Erase	Mundane or magical writing vanish	Trans	V,S	1 a	Close	1 scroll or 2 pages	Instantaneous	Special	-	200
<input type="checkbox"/>	7 Expeditious Retreat	Doubles your speed	Trans	V,S	1 a	Personal	You, speed/jump x2	1 min/lvl (D)	-	-	202
<input type="checkbox"/>	8 Feather Fall	Objects or creatures fall slowly	Trans	V	Freeact	Close	10-ft-rad, 300 lb/lvl	Land or 1 rnd/lvl	Will negs	Yes	203
<input type="checkbox"/>	9 Grease	Makes 10-ft square or obj slippery	Conj	V,S,M	1 a	Close	Obj or 10ft x 10ft sq	1 rnd/lvl (D)	Special	No	210
<input type="checkbox"/>	10 Hypnotism	Fascinates 2d4 HD of creats	Ench	V,S	1 a	Close	Max 30 ft apart	2d4 rnds (D)	Will negs	Yes	215
<input type="checkbox"/>	11 Identify	Determines feature of magic item	Div	V,S,M	8 h	Touch	1 touched obj/lvl	Instantaneous	-	-	216
<input type="checkbox"/>	12 Mage Armor	Give subject +4 armor bonus	Conj	V,S,F	1 a	Touch	Creature touched	1 h/lvl (D)	Will negs	Yes	223
<input type="checkbox"/>	13 Magic Weapon	Weapon gains +1 bonus	Trans	V,S,F	1 a	Touch	+1 att/dmg	1 min/lvl	Will negs	Yes	225
<input type="checkbox"/>	14 Message	Whispered conversation at distance	Trans	V,S,F	1 a	Medium	1 creature/lvl	10 min/lvl	-	-	227
<input type="checkbox"/>	15 Protection from Chaos / Evil / Good / Law	+2 AC and saves etc.	Abjur	V,S,M	1 a	Touch	Creature touched	1 min/lvl	Will negs	-	240
<input type="checkbox"/>	16 Silent Image	Creates minor illus of your design	Illus	V,S,F	1 a	Long	4 10-ft cubes+1/lvl	Concentrate	Will disblf	-	252
<input type="checkbox"/>	17 Sleep	Put 2d4 HD of creats into slumber	Ench	V,S,M	1 a	Medium	Within 15 ft-rad burst	1 min/lvl	Will negs	Yes	252
<input type="checkbox"/>	18 Summon Monster I	Calls outsider to fight for you	Conj	V,S,F	Fullrnd	Clse	Summoned creat	1 rnd/lvl (D)	-	-	258
<input type="checkbox"/>	19 Unseen Servant	Creates invis force that obeys you	Conj	V,S,M	1 a	Close	Str 2, speed 15 ft	1 h/lvl	-	-	268
<input type="checkbox"/>	20 Ventriloquism	Throws voice for 1 min/lvl	Illus	V,F	1 a	Close	Usually speech	1 min/lvl (D)	Will disblf	-	269

LEVEL 2

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/>	1 Animal Trance	Fascinates 2d6 HD of animals	Ench	V,S	1 a	Close	Animals, Int 1 or 2	Conc	Will negs	Yes	173
<input type="checkbox"/>	2 Blindness / Deafness	Makes subject blind or deaf	Trans	V	1 a	Medium	Living creat	Permanent (D)	Fort negs	Yes	180
<input type="checkbox"/>	3 Blur	Attacks miss subject 20%	Illus	V	1 a	Touch	½ concealment	1 min/lvl	Will negs	Yes	181
<input type="checkbox"/>	4 Bull's Strength	Subject gains 1d4+1 Str, 1 h/lvl	Trans	V,S,M	1 a	Touch	Creature touched	1 h/lvl	Will negs	Yes	181
<input type="checkbox"/>	5 Cat's Grace	Subject Gains 1d4+1 Dex, 1 h/lvl	Trans	V,S,M	1 a	Touch	Creature touched	1 h/lvl	-	Yes	182
<input type="checkbox"/>	6 Cure Moderate Wounds	Cures 2d8+1/lvl (max +10)	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	190
<input type="checkbox"/>	7 Darkness	20-ft rad of supernatural darkness	Evoc	V,M	1 a	Touch	Obj, 20-ft radius	10 min/lvl (D)	-	-	190
<input type="checkbox"/>	8 Daylight	60-ft rad of bright light	Evoc	V,S	1 a	Touch	Obj, 60-ft radius	10 min/lvl	-	-	191
<input type="checkbox"/>	9 Delay Poison	Stops poison from harming subject	Conj	V,S,DF	1 a	Touch	Creature touched	1 h/lvl	Fort negs	Yes	191
<input type="checkbox"/>	10 Detect Thoughts	Allows "listening" surface thoughts	Div	V,S,F	1 a	60 ft	Quarter circle	Conc, 1 min/lvl (D)	Will negs	-	194
<input type="checkbox"/>	11 Enthrall	Captives all within 100 ft + 10 ft/lvl	Ench	V,S	Fullrnd	Medium	Any number of creats	Up to 1 h	Will negs	Yes	200
<input type="checkbox"/>	12 Glitterdust	Blinds creatures, outline invisible	Conj	V,S,M	1 a	Medium	Within 10 ft spread	1 rnd/lvl	Will negs	Yes	209
<input type="checkbox"/>	13 Hold Person	Holds one person helpless, 1 rnd/lvl	Ench	V,S,F	1 a	Medium	Med-size or smaller	1 rnd/lvl (D)	Will negs	Yes	214
<input type="checkbox"/>	14 Hypnotic Pattern	Fascinates 2d4+1 HD/lvl creats	Illus	(V),S,M	1 a	Medium	15 ft-rad spread	Conc +2 rnds	Will negs	Yes	215
<input type="checkbox"/>	15 Invisibility	Invisible 10 min/lvl or until attacks	Illus	V,S,M	1 a	Prsl,touch	Weight 100 lb/lvl	10 min/lvl (D)	Will negs	Yes	218
<input type="checkbox"/>	16 Levitate	Subject moves up/down	Trans	V,S,F	1 a	Prsl,close	100 lb/lvl, move 20 ft	10 min/lvl (D)	-	-	222

17	<input type="checkbox"/>	Locate Object	Senses direction toward obj	Div	V,S,F	1 a	Long	Rad 400 ft + 40 ft/lvl	1 min/lvl	-	-	223
18	<input type="checkbox"/>	Magic Mouth	Speaks once when triggered	Illus	V,S,M	1 a	Close	Creature or object	Perm until dischrgd	Will negs	Yes	224
19	<input type="checkbox"/>	Minor Image	Minor illusion with some sound	Illus	V,S,F	1 a	Long	4 10-ft cubes + 1/lvl	Conc +2 rounds	Will disblf	No	228
20	<input type="checkbox"/>	Mirror Image	Duplicates of you (1d4 + 1/3 lvls)	Illus	V,S	1 a	Personal	1d4 + 1/3 lvls, max 8	1 min/lvl	-	-	229
21	<input type="checkbox"/>	Misdirection	Misleads divinations for obj or creat	Illus	V,S	1 a	Close	Size 10-ft cube	1 h/lvl	Will negs	No	230
22	<input type="checkbox"/>	Obscure Object	Makes object against divination	Abjur	V,S,M	1 a	Touch	Up to 100 lb/lvl	8 hours	Will negs	Yes	232
23	<input type="checkbox"/>	Pyrotechnics	Fire into blinding light or smoke	Trans	V,S,M	1 a	Long	Up to 20-ft cube	1d4+1 rnds	Special	Spec	241
24	<input type="checkbox"/>	Scare	Panics creatures up to 5 HD	Necro	V,S,M	1 a	Medium	All creatures 15-ft rad	1 rnd/lvl	Will negs	Yes	247
25	<input type="checkbox"/>	See Invisibility	Reveals invisible creatures or objs	Div	V,S,M	1 a	Medium	Cone	10 min/lvl (D)	-	-	248
26	<input type="checkbox"/>	Shatter	Sonic vibration damages objects	Evoc	V,S,M	1 a	Close	3-ft rad, 1 lb/lvl	Instantaneous	Special	Yes	251
27	<input type="checkbox"/>	Silence	Negates sound in 15-ft radius	Illus	V,S	1 a	Long	15-ft radius	1 min/lvl	Will negs	Yes	252
28	<input type="checkbox"/>	Sound Burst	Deals 1d8 sonic damage, may stun	Evoc	V,S,DF	1 a	Close	10-ft-rad spread	Instantaneous	Will part	Yes	254
29	<input type="checkbox"/>	Suggestion	Compels subject to follow	Ench	V,M	1 a	Close	One living creature	1 h/lvl	Will negs	Yes	257
30	<input type="checkbox"/>	Summon Monster II	Calls outsiders to fight for you	Conj	V,S,F	Fullrnd	Close	1 or 1:1d3	1 rnd/lvl (D)	-	-	258
31	<input type="checkbox"/>	Summon Swarm	Swarm of crawling or flying creats	Conj	V,S,M	Fullrnd	Close	Dmg 1 / 1d4+1/3 lvls	Conc + 2 rnds	-	-	261
32	<input type="checkbox"/>	Tasha's Hideous Laughter	Subject loses actions for 1d3 rnds	Ench	V,S,M	1 a	Close	1 creat	1d3 rounds	Will negs	Yes	263
33	<input type="checkbox"/>	Tongues	Speak any language	Div	V,M	1 a	Touch	Creature touched	10 min/lvl	-	-	265
34	<input type="checkbox"/>	Undetectable Alignment	Conceals alignment for 24 hours	Abjur	V,S	1 a	Close	One creat or object	24 hours	Will negs	Yes	267
35	<input type="checkbox"/>	Whispering Wind	Sends a message 1 mile/lvl	Trans	V,S	1 a	1 mile/lvl	10-ft-rad spread	Until dest or 1 h/lvl	-	-	272

LEVEL 3

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
1	<input type="checkbox"/>	Bestow Curse	-6 abi / -4 att, saves, checks etc.	Trans	V,S	1 a	Touch	Creature touched	Permanent	Will negs	Yes	178
2	<input type="checkbox"/>	Blink	Randomly vanish and reappear	Trans	V,S	1 a	Personal	You	1 rnd/lvl (D)	-	-	180
3	<input type="checkbox"/>	Charm Monster	Makes monster believe its your ally	Ench	V,S	1 a	Close	One living creature	1 h/lvl	Will negs	Yes	183
4	<input type="checkbox"/>	Clairaudience / Clairvoyance	Hear or see at a distance, 1 min/lvl	Div	V,S,F	1 a	Special	Magical sensor	1 min/lvl (D)	-	-	184
5	<input type="checkbox"/>	Confusion	Makes behave oddly, 1 rnd/lvl	Ench	V,S,M	1 a	Medium	All creats 15-ft rad	1 rnd/lvl	Will negs	Yes	186
6	<input type="checkbox"/>	Cure Serious Wounds	Cures 3d8+1/lvl (max +15)	Conj	V,S	A	Touch	Creature touched	Instantaneous	Will half	Yes	190
7	<input type="checkbox"/>	Dispel Magic	Cancels magical spells and effects	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	196
8	<input type="checkbox"/>	Displacement	Attacks miss subject 50%	Illus	V,M	1 a	Touch	Creature touched	1 rnd/lvl	Will negs	Yes	197
9	<input type="checkbox"/>	Emotion	Arouses strong emotion in subject	Ench	V,S	1 a	Medium	All creats 15-ft rad	Concentrate	Will negs	Yes	199
10	<input type="checkbox"/>	Fear	Subjects within gone flee 1 rnd/lvl	Necro	V,S,M	1 a	Close	Cone, -2 morale	1 rnd/lvl	Will negs	Yes	203
11	<input type="checkbox"/>	Gaseous Form	Subject insubstantial, can fly slowly	Trans	S,M	1 a	Touch	Reduct 20/+1, fly 10	2 min/lvl (D)	-	-	207
12	<input type="checkbox"/>	Greater Magic Weapon	+1/3 levels, max +5	Trans	V,S,M	1 a	Close	Weapon or 50 proj.	1 hour/lvl	Will negs	Yes	210
13	<input type="checkbox"/>	Gust Of Wind	Blows away or knows down creats	Evoc	V,S,F	1 a	Medium	10 ft wide, 10 ft high	1 rnd	Fort negs	Yes	212
14	<input type="checkbox"/>	Haste	Extra partial action, +4 AC	Trans	V,S,M	1 a	Close	One creature	1 rnd/lvl	Fort negs	Yes	212
15	<input type="checkbox"/>	Illusory Script	Only intended reader can decipher	Illus	V,S,M	Special	Touch	Weight 10 lb	1 day/level	Will negs	Yes	216
16	<input type="checkbox"/>	Invisibility Sphere	Everyone within 10 ft invisible	Illus	V,S,M	1 a	Prsl,touch	10 ft rad sphere	10 min/lvl (D)	Will negs	Yes	218
17	<input type="checkbox"/>	Keen Edge	Doubles weapon's threat range	Trans	V,S	1 a	Close	Weapon or 50 proj.	10 min/lvl (D)	Will negs	Yes	219
18	<input type="checkbox"/>	Leomund's Tiny Hut	Creates shelter for 10 creatures	Evoc	V,S,M	1 a	20 ft	20-ft-rad sphere	2 h/lvl (D)	-	-	220
19	<input type="checkbox"/>	Lesser Geas	Commands subject 7 HD or less	Ench	V	1 a	Close	Creat up to 7 HD	1 day/lvl / dischrgd	Will negs	Yes	221
20	<input type="checkbox"/>	Magic Circle against Chaos / Evil / Good / Law	Protection 10-ft-radius, 10 min/lvl	Abjur	V,S,M	1 a	Touch	Emanates 10 ft	10 min/lvl	Will negs	-	223
21	<input type="checkbox"/>	Major Image	Illusion plus sound, smell, thermal	Illus	V,S,F	1 a	Long	4 10-ft cubes+1/lvl	Conc + 3 rnds	Will disblf	-	225
22	<input type="checkbox"/>	Phantom Steed	Magic horse appears for 1 h/lvl	Conj	V,S	10 min	0 ft	AC18, HP 7+1/lvl	1 h/lvl	-	-	235
23	<input type="checkbox"/>	Remove Curse	Frees object or person from curse	Abjur	V,S	1 a	Touch	Creat or item touched	Instantaneous	Will negs	Yes	244
24	<input type="checkbox"/>	Remove Disease	Cures all diseases affecting subject	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Fort negs	Yes	244
25	<input type="checkbox"/>	Scrying	Spies on subject from a distance	Div	V,S,M,F	1 h	Special	Magical sensor	1 min/lvl	-	-	247
26	<input type="checkbox"/>	Sculpt Sound	Creates new sounds or changes	Trans	V,S	1 a	Close	1 creat or obj/lvl	1 h/lvl (D)	Will negs	Yes	248
27	<input type="checkbox"/>	Sepia Snake Sigil	Symbol that immobilizes reader	Conj	V,S,M	10 min	Touch	Book or written work	Perm or discharged	Ref negs	-	249
28	<input type="checkbox"/>	Slow	1/lvl only partial actions, -2 AC/att	Trans	V,S,M	1 a	Close	1 creat/lvl, 30 ft apart	1 rnd/lvl	Will negs	Yes	253
29	<input type="checkbox"/>	Summon Monster III	Calls outsiders to fight for you	Conj	V,S,F	Fullrnd	Close	1 or 1:1d4+1, 2:1d3	1 rnd/lvl (D)	-	-	259
30	<input type="checkbox"/>	Wind Wall	Deflects arrows, small creats, gases	Evoc	V,S,M	1 a	Medium	10/lvl long,5/lvl high	1 rnd/lvl	-	Yes	273

LEVEL 4

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
1	<input type="checkbox"/>	Break Enchantment	Frees subject from enchants etc.	Abjur	V,S	1 min	Close	1 creat/lvl,within 30ft	Instantaneous	Special	-	181
2	<input type="checkbox"/>	Cure Critical Wounds	Cures 4d8+1/lvl (max +20)	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	190
3	<input type="checkbox"/>	Detect Scrying	Alerts of magical eavesdropping	Div	V,S,M	1 a	120 ft	120-ft-rad emanation	24 h	-	-	193
4	<input type="checkbox"/>	Dimension Door	Teleports you and up to 500 lb	Trans	V	1 a	Long	50 lb/lvl	Instantaneous	Spec	Spec	195
5	<input type="checkbox"/>	Dismissal	Force creat return to native plane	Abjur	V,S,F	1 a	Close	Extraplanar creature	Instantaneous	Will negs	Yes	196
6	<input type="checkbox"/>	Dominate Person	Controls humanoids telepathically	Ench	V,S	1 a	Medium	Medium or smaller	1 day/lvl	Will negs	Yes	197
7	<input type="checkbox"/>	Hallucinatory Terrain	Makes terrain appear like another	Illus	V,S,M	10 min	Long	One 30-ft cube/lvl	2 h/lvl	Will disblf	-	212
8	<input type="checkbox"/>	Hold Monster	Holds creature helpless	Ench	V,S,M	1 a	Medium	One living creature	1 rnd/lvl (D)	Will negs	Yes	214
9	<input type="checkbox"/>	Improved Invisibility	Subject can attack & stay invisible	Illus	V,S	1 a	Prsl,touch	You or creat touched	1 min/lvl (D)	Will negs	--	217
10	<input type="checkbox"/>	Legend Lore	Learn tales about person,place etc.	Div	V,S,M,F	Special	Personal	You	Special	-	-	219
11	<input type="checkbox"/>	Leomund's Secure Shelter	Creates sturdy cottage	Conj	V,S,M	10 min	Close	20 ft sq structure	2 h/lvl (D)	-	-	220
12	<input type="checkbox"/>	Locate Creature	Indicates direction to familiar creat	Div	V,S,M	1 a	Long	Circle 400 ft + 40/lvl	10 min/lvl	-	-	223
13	<input type="checkbox"/>	Modify Memory	Changes 5 minutes of memories	Ench	V,S	1 a	Close	One living creature	Permanent	Will negs	Yes	230
14	<input type="checkbox"/>	Neutralize Poison	Detoxifies venom in or on subject	Conj	V,S,M	1 a	Touch	Creat / obj 1 cu ft/lvl	Instantaneous	Will negs	Yes	232
15	<input type="checkbox"/>	Rainbow Pattern	Prevent 24 HD creats attacking	Illus	(V),SMF	1 a	Medium	15-ft radius sphere	Conc +1 rnd/lvl (D)	Will negs	Yes	241
16	<input type="checkbox"/>	Shout	Deafens all within cone, 2d6 dmg	Evoc	V	1 a	Close	Cone, 2d6 rnds deaf	Instantaneous	Fort part	Yes	252
17	<input type="checkbox"/>	Summon Monster IV	Calls outsiders to fight for you	Conj	V,S,F	1 a	Close	4:1,3:1d3,2-1:1d4+1	1 rnd/lvl (D)	-	-	259

LEVEL 5

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___ 1	<input type="checkbox"/> Contact Other Plane	Ask question of extraplanar entity	Div	V	10 min	Personal	You	Concentrate	-	-	187
___ 2	<input type="checkbox"/> Control Water	Raises, lowers or parts water	Trans	V,S,M	1 a	Long	10 x 10 x 2 ft /lvl	10 min/lvl (D)	-	-	188
___ 3	<input type="checkbox"/> Dream	Sends message to anyone sleeping	Illus	V,S	1 min	Unlimited	Living creat touched	Special	-	Yes	198
___ 4	<input type="checkbox"/> False Vision	Foolds scrying with an illusion	Illus	V,S,M	1 a	Close	25 ft + 5 ft/2 lvls	1 min/lvl	-	-	202
___ 5	<input type="checkbox"/> Greater Dispelling	Greater dispel magic, +20 on check	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	210
___ 6	<input type="checkbox"/> Healing Circle	Cures 1d8+1/lvl dmg in all dirs	Conj	V,S	1 a	20 ft	20-ft radius burst	Instantaneous	Fort half	Yes	213
___ 7	<input type="checkbox"/> Mind Fog	Subjects in fog get -10 Wis / Will	Ench	V,S	1 a	Medium	Fills 20-ft cube	30 min + 2d6 rnds	Will negs	Yes	228
___ 8	<input type="checkbox"/> Mirage Arcana	Make terrain appear like another	Illus	V,S	1 a	Long	20-ft cube/lvl	Conc + 1 h/lvl (D)	Will disblf	No	229
___ 9	<input type="checkbox"/> Mislead	Turns you invisible and creates illus	Illus	S	1 a	Close	You / illusory double	1 rnd/lvl	Will disblf	-	230
___ 10	<input type="checkbox"/> Nightmare	Sends vision dealing 1d10 damage	Illus	V,S	10 min	Unlimited	Tired, 1d10 damage	Instantaneous	Will negs	Yes	232
___ 11	<input type="checkbox"/> Persistent Image	Illusion, no concentration required	Illus	V,S,F	1 a	Long	4 10-ft cubes + 1/lvl	1 min/lvl (D)	Will disblf	-	235
___ 12	<input type="checkbox"/> Summon Monster V	Calls outsider to fight for you	Conj	V,S,F	1 a	Close	5:1 4:1d3 1-3:1d4+1	1 rnd/lvl (D)	-	-	259

LEVEL 6

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___ 1	<input type="checkbox"/> Control Weather	Changes weather in local area	Trans	V,S	10 min	2 miles	2-mile-rad circle	4d12 hours	-	-	188
___ 2	<input type="checkbox"/> Eyebite	Charm,fear,sicken or sleep subject	Trans	V,S	1 a	Close	You	1 rnd/3 lvls	Special	Yes	202
___ 3	<input type="checkbox"/> Geas / Quest	Command any creature	Ench	V	1 a	Close	One living creature	1 day/lvl / dischrtd	-	Yes	208
___ 4	<input type="checkbox"/> Greater Scrying	Spies on subject from a distance	Div	V,S	1 a	Special	Magical sensor	1 h/lvl	-	-	211
___ 5	<input type="checkbox"/> Mass Haste	Extra partial action, affects 1/lvl	Trans	V,S,M	1 a	Close	Creat/lvl, 30 ft apart	1 rnd/lvl	Fort negs	Yes	226
___ 6	<input type="checkbox"/> Mass Suggestion	Compels subject/lvl to follow	Ench	V,M	1 a	Medium	Creat/lvl, 30 ft apart	1 h/lvl	Will negs	Yes	226
___ 7	<input type="checkbox"/> Permanent Image	Includes sight, sound and smell	Illus	V,S,M	1 a	Long	20-ft + 10-ft cube/lvl	Permanent (D)	Will disblf	-	235
___ 8	<input type="checkbox"/> Plane Shift	1-8 subjects travel to another plane	Trans	V,S,F	1 a	Touch	1-8 joining hands	Instantaneous	Will negs	Yes	236
___ 9	<input type="checkbox"/> Programmed Image	Triggered by event	Illus	V,S,M	1 a	Long	20-ft + 10-ft cube/lvl	Perm / triggered	Will disblf	-	239
___ 10	<input type="checkbox"/> Project Image	Illusory double can talk, cast spells	Illus	V,S,M	1 a	Medium	Shadow duplicate	1 rnd/lvl (D)	Will disblf	-	239
___ 11	<input type="checkbox"/> Repulsion	Creatures can't approach you	Abjur	V,S,F	1 a	10 ft/lvl	10-ft rad/lvl	1 rnd/lvl (D)	Will negs	Yes	245
___ 12	<input type="checkbox"/> Summon Monster VI	Calls outsider to fight for you	Conj	V,S,F	Fullrnd	Close	6:1 5:1d3 1-4:1d4+1	1 rnd/lvl (D)	-	-	259
___ 13	<input type="checkbox"/> Veil	Change appearance of creatures	Illus	V,S	1 a	Long	1+ creats, 30 ft apart	Conc +1 h/lvl (D)	Will negs	Yes	269