

Neutral Good

Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Ignan, Infernal, Orc, Sylvan, Undercommon

Innate Racial Spells									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
At Will	Suggestion	10	Will negates	1 standard action	(CASTERLEVEL) hours or until completed	Close (25 Feet)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
Effect: Compels subject to follow stated course of action.					Target: One living creature				
* =Domain/Speciality Spell									
Bard Spells									

Bard Spells											
LEVEL	0	1	2	3	4	5	6	7	8	9	
KNOWN	6	4	4	4	3	0	0	0	0	0	
PER DAY	3	5	4	4	2	0	0	0	0	0	

LEVEL 0									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Daze	15	Will negates	1 standard action	11 round	Close (50 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Humanoid creature of 4 HD or less loses next action.					Target: One humanoid creature of 4 HD or less				
□□□□□	Detect Magic	15	None	1 standard action	Concentration, up to 11 minutes [D]	60 ft.	V, S	No	Divination
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shaped emanation				
□□□□□	Flare	15	Fortitude negates	1 standard action	Instantaneous	Close (50 Feet)	V	Yes	Evocation [Light]
Effect: Dazzles one creature [-1 on attack rolls].					Target: Burst of light				
□□□□□	Know Direction	15	None	1 standard action	Instantaneous	Personal	V, S	No	Divination
Effect: You discern north.					Target: You				
□□□□□	Mage Hand	15	None	1 standard action	Concentration	Close (50 Feet)	V, S	No	Transmutation
Effect: 5-pound telekinesis.					Target: One nonmagical, unattended object weighing up to 5 lb.				
□□□□□	Summon Instrument	15	None	1 round	11 minutes [D]	0 ft.	V, S	No	Conjuration (Summoning)
Effect: Summons one instrument of the caster's choice.					Target: One summoned handheld musical instrument				

LEVEL 1									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Detect Secret Doors	16	None	1 standard action	Concentration, up to 11 minutes [D]	60 ft.	V, S	No	Divination
Effect: Reveals hidden doors within 60 ft.					Target: Cone-shaped emanation				
□□□□□	Disguise Self	16	None	1 standard action	110 minutes [D]	Personal	V, S	No	Illusion (Glamer)
Effect: Changes your appearance.					Target: You				
□□□□□	Erase	16	See text	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Transmutation
Effect: Mundane or magical writing vanishes.					Target: One scroll or two pages				
□□□□□	Unseen Servant	16	None	1 standard action	11 hours	Close (50 Feet)	V, S, M	No	Conjuration (Creation)
Effect: Invisible force obeys your commands.					Target: One invisible, mindless, shapeless servant				

LEVEL 2									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Alter Self	17	None	1 standard action	110 minutes [D]	Personal	V, S	No	Transmutation
Effect: Assume form of a similar creature.					Target: You				
□□□□□	Daze Monster	17	Will negates	1 standard action	11 round	Medium (210 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Living creature of 6 HD or less loses next action.					Target: One living creature of 6 HD or less				
□□□□□	Detect Thoughts	17	Will negates; see text	1 standard action	Concentration, up to 11 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
Effect: Allows "listening" to surface thoughts.					Target: Cone-shaped emanation				
□□□□□	Eagle's Splendor	17	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M/DF	Yes	Transmutation
Effect: Subject gains +4 to Cha for 11 minutes.					Target: Creature touched				

LEVEL 3									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Crushing Despair	18	Will negates	1 standard action	11 minutes	30 ft.	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subjects take -2 on attack rolls, damage rolls, saves, and checks.					Target: Cone-shaped burst				
□□□□□	Fear	18	Will partial	1 standard action	11 rounds or 1 round; see text	30 ft.	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
Effect: Subjects within cone flee for 11 rounds.					Target: Cone-shaped burst				
□□□□□	Geas, Lesser	18	Will negates	1 round	11 days or until discharged [D]	Close (50 Feet)	V	Yes	Enchantment (Compulsion)
Effect: Commands subject of 7 HD or less.					Target: One living creature with 7 HD or less				
□□□□□	Haste	18	Fortitude negates (harmless)	1 standard action	11 rounds	Close (50 Feet)	V, S, M	Yes (harmless)	Transmutation
Effect: 11 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.					Target: 11 creatures, no two of which can be more than 30 ft. apart				

LEVEL 4									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Break Enchantment	19	See text	1 minute	Instantaneous	Close (50 Feet)	V, S	No	Abjuration
Effect: Frees subjects from enchantments, alterations, curses, and petrification.					Target: Up to 11 creatures, all within 30 ft. of each other				
□□□□□	Detect Scrying	19	None	1 standard action	24 hours	40 ft.	V, S, M	No	Divination
Effect: Alerts you of magical eavesdropping.					Target: 40-ft.-radius emanation centered on you				
□□□□□	Freedom of Movement	19	Will negates (harmless)	1 standard action	110 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
Effect: Subject moves normally despite impediments.					Target: You or creature touched				
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