

Bard Spells

SPELLS PER DAY						
BONUS SPELLS						
SPELLS KNOWN						
LEVEL	0	1	2	3	4	5
LEVEL	6					
SPELL SAVE DC						

RANGES

CLOSE	MEDIUM	LONG
25 ft + 5 ft / 2 LVLS	100 ft + 10 ft / LVL	400 ft + 40 ft / LVL

LEVEL 0

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
1	☐ Dancing Lights	Figment torches or other lights	Illus	V,S	1 a	Medium	Within 10 ft-rad area	1 min	Will disblf	-	190
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
3	☐ Detect Magic	Detects spells and magic items	Univ	V,S	1 a	60 ft	Quarter circle	Conc, 1 min/lvl (D)	-	-	193
4	☐ Flare	Dazzles 1 creature (-1 attack)	Evoc	V	1 a	Close	Burst of light	Inst (1 min)	Fort negs	Yes	206
5	☐ Ghost Sound	Figment sounds	Illus	V,S,M	1 a	Close	Noise of 4/lvl (20)	1 rnd/lvl	Will disblf	-	209
6	☐ Light	Object shines like a torch	Evoc	V,M	1 a	Touch	Light in 20-ft rad	10 min/lvl (D)	-	-	222
7	☐ Mage Hand	5-lbs telekinesis	Trans	V,S	1 a	Close	Move 15 ft	Concentrate	-	-	223
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
9	☐ Open / Close	Opens / closes small or light things	Trans	V,S,F	1 a	Close	Object not locked	Instantaneous	Will negs	Yes	233
10	☐ Prestidigitation	Performs minor tricks	Univ	V,S	1 a	10 ft	Lift 1 lbs etc. tricks	1 h	-	-	238
11	☐ Read Magic	Read scrolls and spellbooks	Univ	V,S,F	1 a	Personal	You, 250 words/min	10 min/lvl	-	-	243
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
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
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
3	☐ Charm Person	Makes one person your friend	Ench	V,S	1 a	Close	1 person	1 h/lvl	Will negs	Yes	183
4	☐ Cure Light Wounds	Cures 1d8+1/lvl (max +5)	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	190
5	☐ Detect Secret Doors	Reveals hidden doors withing 60 ft	Div	V,S	1 a	60 ft	Quarter circle	Conc, 1min/lvl (D)	-	-	193
6	☐ Erase	Mundane or magical writing vanish	Trans	V,S	1 a	Close	1 scroll or 2 pages	Instantaneous	Special	-	200
7	☐ Expeditious Retreat	Doubles your speed	Trans	V,S	1 a	Personal	You, speed/jump x2	1 min/lvl (D)	-	-	202
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
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
10	☐ Hypnotism	Fascinates 2d4 HD of creats	Ench	V,S	1 a	Close	Max 30 ft apart	2d4 rnds (D)	Will negs	Yes	215
11	☐ Identify	Determines feature of magic item	Div	V,S,M	8 h	Touch	1 touched obj/lvl	Instantaneous	-	-	216
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
13	☐ Magic Weapon	Weapon gains +1 bonus	Trans	V,S,F	1 a	Touch	+1 att/dmg	1 min/lvl	Will negs	Yes	225
14	☐ Message	Whispered conversation at distance	Trans	V,S,F	1 a	Medium	1 creature/lvl	10 min/lvl	-	-	227
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
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
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
18	☐ Summon Monster I	Calls outsider to fight for you	Conj	V,S,F	Fullrnd	Clse	Summoned creat	1 rnd/lvl (D)	-	-	258
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
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
1	☐ Animal Trance	Fascinates 2d6 HD of animals	Ench	V,S	1 a	Close	Animals, Int 1 or 2	Conc	Will negs	Yes	173
2	☐ Blindness / Deafness	Makes subject blind or deaf	Trans	V	1 a	Medium	Living creat	Permanent (D)	Fort negs	Yes	180
3	☐ Blur	Attacks miss subject 20%	Illus	V	1 a	Touch	½ concealment	1 min/lvl	Will negs	Yes	181
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
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
6	☐ Cure Moderate Wounds	Cures 2d8+1/lvl (max +10)	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	190
7	☐ Darkness	20-ft rad of supernatural darkness	Evoc	V,M	1 a	Touch	Obj, 20-ft radius	10 min/lvl (D)	-	-	190
8	☐ Daylight	60-ft rad of bright light	Evoc	V,S	1 a	Touch	Obj, 60-ft radius	10 min/lvl	-	-	191
9	☐ Delay Poison	Stops poison from harming subject	Conj	V,S,DF	1 a	Touch	Creature touched	1 h/lvl	Fort negs	Yes	191
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
11	☐ Enthral	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
12	☐ Glitterdust	Blinds creatures, outline invisible	Conj	V,S,M	1 a	Medium	Within 10 ft spread	1 rnd/lvl	Will negs	Yes	209
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
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
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
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	☐ Locate Object	Senses direction toward obj	Div	V,S,F	1 a	Long	Rad 400 ft + 40 ft/lvl	1 min/lvl	-	-	223
18	☐ Magic Mouth	Speaks once when triggered	Illus	V,S,M	1 a	Close	Creature or object	Perm until dischrgd	Will negs	Yes	224
19	☐ 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	☐ 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	☐ 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	☐ Obscure Object	Maks object against divination	Abjur	V,S,M	1 a	Touch	Up to 100 lb/lvl	8 hours	Will negs	Yes	232
23	☐ 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	☐ 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	☐ See Invisibility	Reveals invisible creatures or objs	Div	V,S,M	1 a	Medium	Cone	10 min/lvl (D)	-	-	248

26	☐ Shatter	Sonic vibration damages objects	Evoc	V,S,M	1 a	Close	3-ft rad, 1 lb/lvl	Instantaneous	Special	Yes	251
27	☐ Silence	Negates sound in 15-ft radius	Illus	V,S	1 a	Long	15-ft radius	1 min/lvl	Will negs	Yes	252
28	☐ 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	☐ Suggestion	Compels subject to follow	Ench	V,M	1 a	Close	One living creature	1 h/lvl	Will negs	Yes	257
30	☐ 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	☐ 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	☐ 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	☐ Tongues	Speak any language	Div	V,M	1 a	Touch	Creature touched	10 min/lvl	-	-	265
34	☐ Undetectable Alignment	Conceals alignment for 24 hours	Abjur	V,S	1 a	Close	One creat or object	24 hours	Will negs	Yes	267
35	☐ 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	☐ Bestow Curse	-6 abi / -4 att, saves, checks etc.	Trans	V,S	1 a	Touch	Creature touched	Permanent	Will negs	Yes	178
2	☐ Blink	Randomly vanish and reappear	Trans	V,S	1 a	Personal	You	1 rnd/lvl (D)	-	-	180
3	☐ 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	☐ 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	☐ 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	☐ Cure Serious Wounds	Cures 3d8+1/lvl (max +15)	Conj	V,S	A	Touch	Creature touched	Instantaneous	Will half	Yes	190
7	☐ Dispel Magic	Cancels magical spells and effects	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	196
8	☐ Displacement	Attacks miss subject 50%	Illus	V,M	1 a	Touch	Creature touched	1 rnd/lvl	Will negs	Yes	197
9	☐ Emotion	Arouses strong emotion in subject	Ench	V,S	1 a	Medium	All creats 15-ft rad	Concentrate	Will negs	Yes	199
10	☐ 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	☐ Gaseous Form	Subject insubstantial, can fly slowly	Trans	S,M	1 a	Touch	Reduct 20/+1, fly 10	2 min/lvl (D)	-	-	207
12	☐ 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	☐ 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	☐ Haste	Extra partial action, +4 AC	Trans	V,S,M	1 a	Close	One creature	1 rnd/lvl	Fort negs	Yes	212
15	☐ Illusory Script	Only intended reader can decipher	Illus	V,S,M	Special	Touch	Weight 10 lb	1 day/level	Will negs	Yes	216
16	☐ 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	☐ 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	☐ 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	☐ 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	☐ 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	☐ 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	☐ 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	☐ Remove Curse	Frees object or person from curse	Abjur	V,S	1 a	Touch	Creat or item touched	Instantaneous	Will negs	Yes	244
24	☐ Remove Disease	Cures all diseases affecting subject	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Fort negs	Yes	244
25	☐ Scrying	Spies on subject from a distance	Div	V,S,M,F	1 h	Special	Magical sensor	1 min/lvl	-	-	247
26	☐ 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	☐ 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	☐ 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	☐ 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	☐ 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	☐ Break Enchantment	Frees subject from enchants etc.	Abjur	V,S	1 min	Close	1 creat/lvl,within 30ft	Instantaneous	Special	-	181
2	☐ Cure Critical Wounds	Cures 4d8+1/lvl (max +20)	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	190
3	☐ Detect Scrying	Alerts of magical eavesdropping	Div	V,S,M	1 a	120 ft	120-ft-rad emanation	24 h	-	-	193
4	☐ Dimension Door	Teleports you and up to 500 lb	Trans	V	1 a	Long	50 lb/lvl	Instantaneous	Spec	Spec	195
5	☐ Dismissal	Force creat return to native plane	Abjur	V,S,F	1 a	Close	Extraplanar creature	Instantaneous	Will negs	Yes	196
6	☐ Dominate Person	Controls humanoid telepathically	Ench	V,S	1 a	Medium	Medium or smaller	1 day/lvl	Will negs	Yes	197
7	☐ 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	☐ Hold Monster	Holds creature helpless	Ench	V,S,M	1 a	Medium	One living creature	1 rnd/lvl (D)	Will negs	Yes	214
9	☐ 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	☐ Legend Lore	Learn tales about person,place etc.	Div	V,S,M,F	Special	Personal	You	Special	-	-	219
11	☐ Leomund's Secure Shelter	Creates sturdy cottage	Conj	V,S,M	10 min	Close	20 ft sq structure	2 h/lvl (D)	-	-	220
12	☐ Locate Creature	Indicates direction to familiar creat	Div	V,S,M	1 a	Long	Circle 400 ft + 40/lvl	10 min/lvl	-	-	223
13	☐ Modify Memory	Changes 5 minutes of memories	Ench	V,S	1 a	Close	One living creature	Permanent	Will negs	Yes	230
14	☐ 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	☐ 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	☐ Shout	Deafens all within cone, 2d6 dmg	Evoc	V	1 a	Close	Cone, 2d6 rnds deaf	Instantaneous	Fort part	Yes	252
17	☐ 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	☐ Contact Other Plane	Ask question of extraplanar entity	Div	V	10 min	Personal	You	Concentrate	-	-	187
2	☐ 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	☐ Dream	Sends message to anyone sleeping	Illus	V,S	1 min	Unlimited	Living creat touched	Special	-	Yes	198
4	☐ False Vision	Fools scrying with an illusion	Illus	V,S,M	1 a	Close	25 ft + 5 ft/2 lvls	1 min/lvl	-	-	202
5	☐ Greater Dispel	Greater dispel magic, +20 on check	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	210
6	☐ 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	☐ 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	☐ 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	☐ Misperad	Turns you invisible and creates illus	Illus	S	1 a	Close	You / illusory double	1 rnd/lvl	Will disblf	-	230
___ 10	☐ Nightmare	Sends vision dealing 1d10 damage	Illus	V,S	10 min	Unlimited	Tired, 1d10 damage	Instantaneous	Will negs	Yes	232
___ 11	☐ 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	☐ 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	☐ Control Weather	Changes weather in local area	Trans	V,S	10 min	2 miles	2-mile-rad circle	4d12 hours	-	-	188
___ 2	☐ Eyebite	Charm,fear,sicken or sleep subject	Trans	V,S	1 a	Close	You	1 rnd/3 lvls	Special	Yes	202
___ 3	☐ Geas / Quest	Command any creature	Ench	V	1 a	Close	One living creature	1 day/lvl / dischrgd	-	Yes	208
___ 4	☐ Greater Scrying	Spies on subject from a distance	Div	V,S	1 a	Special	Magical sensor	1 h/lvl	-	-	211
___ 5	☐ 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	☐ 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	☐ 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	☐ 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	☐ Programmed Image	Triggered by event	Illus	V,S,M	1 a	Long	20-ft + 10-ft cube/lvl	Perm / triggered	Will disblf	-	239
___ 10	☐ 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	☐ 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	☐ 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	☐ 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