

Pathfinder Bard Spells

0 Level

Dancing Lights
Daze
Delusional Pride (Ul. Magic)
Detect Magic
Ear-Piercing Scream (Ul. Magic)
Easy Math (Song & Silence)
Fine Tuning (Song & Silence)
Flare
Forced Quiet (Ul. Magic)
Fumbletongue (Ul. Magic)
Ghost Sounds
Ghostharp (S. Comp.)
Haunted Fey Aspect (Ul. Combat)
Horn of Pursuit (Ul. Magic)
Ki Arrow (Ul. Magic)
Know Direction
Light
Lullaby
Mage Hand
Mending
Message
Minor Disguise (S. Comp.)
Open/Close
Percussion (Song & Silence)
Play Instrument (Ul. Magic)
Prestidigitation
Read Magic
Resistance
Sift (Adv. Player's)
Songbird (S. Comp.)
Spark (Adv. Player's)
Stick (S. Comp.)
Summon Instrument
Summon Minor Monster (Ul. Magic)
Toilsome Chant (Race-Dwarf)
Unnatural Lust (Ul. Magic)
Unprepared Combatant (Ul. Magic)
Unwitting Ally (Adv. Player's)
Urban Grace (Race-Half-Elf)
Vocal Alteration (Ul. Magic)
Youthful Appearance (Ul. Magic)

1st Level

Abjuring Step (Ul. Combat)
Abundant Ammunition (Ul. Combat)
Accelerated Movement (C. Adv. & S. Comp.)
Adoration (Ul. Combat)
Alarm
Ambient Song (Song & Silence)

Amplify (S. Comp.)
Animate Rope
Anticipate Peril (Ul. Magic)
Appraising Touch (S. Comp.)
Armor Lock (C. Scoundrel)
Beastland Ferocity (Planar & S. Comp.)
Beguiling Gift (Adv. Player's)
Borrow Skill (Adv. Player's)
Cause Fear
Catfeet (C. Mage)
Charm Person
Cheat (S. Comp.)
Combined Talent (C. Mage)
Compel Hostility (Ul. Combat)
Comprehend Languages
Chord of Shards (Ul. Magic)
Crabwalk (S. Comp.)
Critical Strike (S. Comp.)
Cure Light Wounds
Dancing Lantern (Adv. Player's)
Dead End (S. Comp.)
Deadeye's Lore (Ul. Combat)
Delusional Pride (Ul. Magic)
Detect Secret Doors
Detect Weaponry (City)
Disguise Self
Distort Speech (C. Adv. & S. Comp.)
Distract (S. Comp.)
Ear-Piercing Scream (Ul. Magic)
Erase
Expedit. Retreat, Swift (C. Adv. & S. Comp.)
Feather Fall
Feather Step (Adv. Player's)
Flare Burst (Adv. Player's)
Focusing Chant (C. Adv. & S. Comp.)
Forced Quiet (Ul. Magic)
Fumbletongue (Ul. Magic)
Grease
Guided Path (C. Mage)
Guiding Light (S. Comp.)
Healthful Rest (C. Adv. & S. Comp.)
Herald's Call (C. Adv. & S. Comp.)
Horn of Pursuit (Ul. Magic)
Hypnotism
Identify
Immediate Assistance (C. Mage)
Improvisation (S. Comp.)
Incite (S. Comp.)
Inhibit (S. Comp.)
Innocence (Adv. Player's)

Insidious Rhythm (S. Comp.)
Inspirational Boost (C. Adv. & S. Comp.)
Instant Diversion (R. of Dragon)
Invigorate (Adv. Player's)
Invisibility, Swift (S. Comp.)
Ironguts (S. Comp.)
Ironthunder Horn (S. Comp.)
Jitterbugs (Race-Gnome)
Joyful Noise (C. Adv. & S. Comp.)
Ki Arrow (Ul. Magic)
Lesser Confusion
Liberating Command (Ul. Combat)
Locate Touchstone (Planar)
Locate Gaze (Ul. Combat)
Lucky Streak (C. Scoundrel)
Lullaby (Song & Silence)
Mage Burr (C. Scoundrel)
Magic Mouth
Master's Touch (PHB2)
Memory Lapse (Adv. Player's)
Mimicry (C. Scoundrel)
Moment of Greatness (Ul. Combat)
Negative Reaction (Ul. Combat)
Nystul's Magic Aura
Obscure Object
Phantom Threat (C. Warrior & S. Comp.)
Play Instrument (Ul. Magic)
Ray of Hope (Ex. D.)
Recharge Innate Magic (Race-Gnome)
Remove Fear
Remove Scent (S. Comp.)
Resinous Tar (C. Mage)
Restful Sleep (Adv. Player's)
Saving Finale (Adv. Player's)
Secret Weapon (City)
See Alignment (Ul. Combat)
Serene Visage (S. Comp.)
Share Language (Adv. Player's)
Share Talents (PHB2)
Shock and Awe (S. Comp.)
Silent image
Sleep
Solid Note (Adv. Player's)
Sow Thought (Race-Changeling)
Stay the Hand (PHB2)
Sticky Fingers (S. Comp.)
Summon Component (C. Mage)
Summon Minor Monster (Ul. Magic)
Summon Monster I
Targeting Ray (S. Comp.)
Tasha's Hideous Laughter
Timely Inspiration (Adv. Player's)

Toilsome Chant (Race-Dwarf)
Touch of Gracelessness (Adv. Player's)
Undersong (S. Comp.)
Undetectable Alignment
Unnatural Lust (Ul. Magic)
Unseen Servant
Unprepared Combatant (Ul. Magic)
Vanish (Adv. Player's)
Ventriloquism
Vigilant Slumber (C. Mage)
Vocal Alteration (Ul. Magic)
Windy Escape (Race-Slyph)
Youthful Appearance (Ul. Magic)

2nd Level

Acute Senses (Ul. Magic)
Alarm, Greater (S. Comp.)
Allegro (Ul. Magic)
Alter Self
Animal Messenger
Animal Trance
Animate Instruments (C. Scoundrel)
Battle Hymn (S. Comp.)
Bestow Insight (Race-Human)
Blade Brothers (PHB2)
Bladeweave (C. Adv.)
Blindness/Deafness
Blistering Invective (Ul. Combat)
Blood Biography (Adv. Player's)
Blur
Boiling Blood (Ul. Magic)
Bonafiddle (S. Comp.)
Bothersome Babble (C. Mage)
Cacophonous Call (Adv. Player's)
Calm Emotions
Cat's Grace
Catapult (C. Scoundrel)
Caterwaul (C. Mage)
Celerity, Lesser
Circle Dance (S. Comp.)
Cloak Pool (Planar & S. Comp.)
Cloud of Bewilderment (S. Comp.)
Commune with Birds (Race-Tengu)
Compassionate Ally (Ul. Magic)
Create Treasure Map (Adv. Player's)
Crescendo (Song & Silence)
Crown of Veils (PHB2)
Cure Moderate Wounds
Curse of Impending Blades (S. Comp.)
Dark Way (S. Comp.)
Darkness
Daze Monster

Deceptive Façade (C. Mage)
 Delay Pain (Ul. Magic)
 Delay Poison
 Delusions of Grandeur (S. Comp.)
 Detect Thoughts
 Discolor Pool (Planar & S. Comp.)
 Discovery Torch (Ul. Combat)
 Disguise Other (Ul. Magic)
 Disquietude (S. Comp.)
 Dissonant Chant (S. Comp.)
 Distracting Cacophony (Ul. Magic)
 Distracting Ray (S. Comp.)
 Distressing Tone (Ul. Magic)
 Doublespeak (C. Mage)
 Dust of Twilight (Adv. Player's)
 Eagle's Splendor
 Elation (Ex. D.)
 Enter Image (Adv. Player's)
 Enthrall
 Entice Gift (S. Comp.)
 Escaping Ward (Race-Hafling)
 Faerinaal's Hymn (Ex. D.)
 False Lie (C. Mage)
 Fearsome Duplicate (Race-Hafling)
 Fly, Swift (C. Adv. & S. Comp.)
 Force Whip (C. Arcana)
 Fortissimo (Song & Silence)
 Fox's Cunning
 Gallant Inspiration (Adv. Player's)
 Ghostbane Dirge (Adv. Player's)
 Ghostly Disguise (Ul. Magic)
 Glitterdust
 Glossolalia (Psionic)
 Grace (S. Comp.)
 Harmonic Chorus (S. Comp.)
 Harmonize (Song & Silence)
 Haunting Mists (Ul. Magic)
 Heartfire (S. Comp.)
 Heroism
 Hidden Speech (Adv. Player's)
 Hold Person
 Honeyed Tongue (Adv. Player's)
 Hypnotic Pattern
 Insidious Rhythm (C. Adv.)
 Insight of Good Fortune (PHB2)
 Invisibility
 Invisibility, Swift (C. Adv.)
 Iron Silence (C. Adv. & S. Comp.)
 Know Vulnerabilities (S. Comp.)
 Lively Step (S. Comp.)
 Locate Object
 Mad Hallucination (Ul. Magic)
 Magic Savant (C. Mage)
 Mask of the Ideal (C. Mage)
 Master's Touch (PHB2)
 Masterwork Transformation (Ul. Magic)
 Mesmerizing Glare (S. Comp.)
 Mindless Rage (C. Adv. & S. Comp.)
 Minor Image
 Mirror Image
 Misdirection
 Miser's Envy (S. Comp.)
 Miserable Pity (Ul. Magic)
 Nightmare Lullaby (S. Comp.)
 Oppressive Boredom (Ul. Magic)
 Painful Echoes (C. Mage)
 Peaceful Serenity of Io (R. of Dragon)
 Piercing Shriek (Ul. Magic)
 Pilfering Hand (Ul. Combat)
 Portal Alarm (S. Comp.)
 Pryotechnics
 Qualm (Ul. Combat)
 Rage
 Ray of Python (PHB2)
 Reckless Infatuation (Ul. Magic)
 Reflective Disguise (S. Comp.)
 Returning Weapon (Ul. Combat)
 Reveille (S. Comp.)
 Scare
 Shadow Anchor (Race-Wayang)
 Share Language, Communal (Ul. Combat)
 Share Memory (Ul. Magic)
 Shatter
 Silence
 Silk to Steel (Ul. Magic)
 Sonic Weapon (C. Adv. & S. Comp.)
 Sonic Whip (S. Comp.)
 Sonorous Hum (S. Comp.)
 Sound Burst
 Snapdragon Fireworks (Ul. Magic)
 Speak to Allies (S. Comp.)
 Spymaster's Coin (C. Scoundrel)
 Steal Breath (Race-Catfolk)
 Steal Voice (Ul. Magic)
 Sting Ray (S. Comp.)
 Stretch Weapon (PHB2)
 Suggestion
 Summon Elysian Thrush (Plan. & S. Comp.)
 Summon Instrument (Song & Silence)
 Summon Monster II
 Summon Swarm
 Summon Weapon (C. Mage)
 Surefooted Stride (S. Comp.)
 Tactical Acumen (Ul. Combat)

Tactical Precision (C. Adv. & S. Comp.)
Thunder Fire (Ul. Combat)
Torrent of Tears (C. Mage)
Tongues
Unadulterated Loathing (Ul. Magic)
Urban Grace (Race-Half-Elf)
Versatile Weapon (Adv. Player's)
Vertigo (PHB2)
War Cry (S. Comp.)
Wartrain Mount (Ul. Magic)
Wave of Grief (C. Divine & S. Comp.)
Weapon Shift (S. Comp.)
Whirling Blade (C. Arcana & S. Comp.)
Whispering Wind

3rd Level

Allegro (C. Adv. & S. Comp.)
Alter Fortune (PHB2)
Analyze Portal (Planar & S. Comp.)
Analyze Touchstone (Planar)
Arcane Concordance (Adv. Player's)
Blink
Blunt Weapon (Song & Silence)
Campfire Wall (Adv. Player's)
Charm Monster
Clairaudience/Clairvoyance
Confusion
Control Summoned Creature
Coordinated Effort (Adv. Player's)
Creaking Cacophony (S. Comp.)
Create Fetch (C. Scoundrel)
Crushing Despair
Cure Serious Wounds
Curse of Disgust (Ul. Magic)
Curse of Impending Blades (S. Comp.)
Daylight
Deafening Blast (C. Mage)
Death from Below (Race-Gnome)
Deep Slumber
Delay Poison, Communal (Ul. Combat)
Dirge of Discord (C. Adv. & S. Comp.)
Disobedience (C. Scoundrel)
Dispel Magic
Displacement
Dissonant Chord (C. Adv. & S. Comp.)
Dolorous Blow (S. Comp.)
Elemental Speech (Adv. Player's)
Enduring Scrutiny (C. Mage)
Exquisite Accompaniment (Ul. Magic)
Fear
Fearsome Duplicate (Race-Hafling)
Feather Step, Mass (Adv. Player's)

Gaseous Form
Gelsewhere Chant (S. Comp.)
Glibness
Good Hope
Halt (PHB2)
Harmonic Chorus (C. Adv.)
Haste
Haunting Choir (Ul. Magic)
Haunting Tune (S. Comp.)
Healthful Slumber (Song & Silence)
Hesitate (PHB2)
Hymn of Praise (C. Adv. & S. Comp.)
Illusionary Script
Infernal Threnody (C. Adv. & S. Comp.)
Invigorate, Mass (Adv. Player's)
Invisibility Sphere
Jester's Jaunt (Adv. Player's)
Know Opponent (S. Comp.)
Listening Coin (S. Comp.)
Love's Lament (S. Comp.)
Mad Monkeys (Ul. Magic)
Minor Dream (Race-Gnome)
Moral Façade (C. Champ.)
Overwhelming Grief (Ul. Magic)
Phantom Battle (PHB2)
Phantom Driver (Ul. Combat)
Prehensile Pilfer (Race-Varna)
Puppeteer (S. Comp.)
Purging Finale (Adv. Player's)
Raging Rubble (Race-Oread)
Rain of Frogs (Ul. Magic)
Ray of Dizziness (S. Comp.)
Refreshment (Ex. D.)
Remove curse
Returning Weapon, Comm. (Ul. Combat)
Reviving Finale (Adv. Player's)
Scrying
Sculpt Sound
Secret Page
See Invisibility
Seek Thoughts (Adv. Player's)
Sepia Snake Sigil
Shadow Cache (S. Comp.)
Slow
Smug Narcissism (Ul. Magic)
Sonic Shield (PHB2)
Speak with Animals
Speechlink (C. Adv. & S. Comp.)
Suppress Breath Weapon (S. Comp.)
Summon Monster III
Terrible Remorse (Ul. Magic)
Thunderous Drums (Adv. Player's)

Tongues, Communal (Ul. Combat)
Treasure Scent (S. Comp.)
Unluck (S. Comp.)
Vision of Hell (Ul. Magic)
Warcry (Ex. D.)
Weapon of Impact (S. Comp.)
Witness (Ul. Magic)
Wounding Whispers (S. Comp.)

4th Level

Allegro (Song & Silence)
Baleful Blink (PHB2)
Battlecry (C. Mage)
Blinding Beauty (Ex. D.)
Break Enchantment
Cacophonic Shield (S. Comp.)
Celebration (S. Comp.)
Celerity (PHB2)
Chior (Song & Silence)
Cure Critical Wounds
Dance of a Hundred Cuts (Ul. Magic)
Daze, Mass (Ul. Magic)
Denounce (Adv. Player's)
Detect Scrying
Dimension Door
Discordant Blast (Adv. Player's)
Dolorous Motes (Ex. D.)
Dominate Person
Echolocation (Ul. Magic)
Envious Urge (Ul. Magic)
Ethereal Mount (S. Comp.)
Follow the Leader (Song & Silence)
Forgetful Slumber (Race-Elf)
Freedom of Movement
Fugue (S. Comp.)
Ghostbane Dirge, Mass (Adv. Player's)
Hallucinatory Terrain
Harmonic Chorus (Song & Silence)
Healing Spirit (PHB2)
Heroic Finale (Adv. Player's)
Hold Monster
Inspired Aim (Ex. D.)
Interminable Echo (C. Mage)
Invisibility Greater
Lay of Land (S. Comp.)
Legend Lore
Leomund's Secure Shelter
Leomund's Spacious Carriage (City)
Listening Coin (C. Adv.)
Locate Creature
Modify Memory
Neutralize Poison

Nixie's Lure (Race-Undine)
Phantom Steed, Communal (Ul. Combat)
Portal Alarm, Improved (S. Comp.)
Primal Scream (Ul. Magic)
Protégé (S. Comp.)
Rainbow Pattern
Ray of Deflection (S. Comp.)
Repel Vermin
Resistance, Greater (S. Comp.)
Resonating Bolt (S. Comp.)
Ruin Delver's Fortune (S. Comp.)
Serenity (Ul. Magic)
Shadow Conjunction
Shadow Step (Ul. Magic)
Shocking Image (Ul. Combat)
Shout
Sirine's Grace (S. Comp.)
Sonic Thrust (Ul. Magic)
Speak with Plants
Spectral Weapon (C. Adv. & S. Comp.)
Spell Theft (C. Scoundrel)
Stone Shatter (S. Comp.)
Summon Monster IV
Treasure Stitching (Adv. Player's)
Truespeak (Race-Asimar)
Unluck (C. Arcana)
Utter Contempt (Ul. Magic)
Virtuoso Performance (Ul. Magic)
Voice of the Dragon (S. Comp.)
Wall of Sound
Wandering Star Motes (Adv. Player's)
War Cry (C. Adv.)
Zone of Silence

5th Level

Bard's Escape (Adv. Player's)
Blink Greater (C. Arcana & S. Comp.)
Blink, Improved (C. Divine)
Body Harmonic (S. Comp.)
Bolts of Bedevilment (S. Comp.)
Cacophonic Burst (S. Comp.)
Cacophonous Call, Mass (Adv. Player's)
Cloak of Hate (H. Horror)
Cure Light Wounds, Mass
Dancing Blade (PHB2)
Deafening Song Bolt (Adv. Player's)
Dimension Jumper (C. Mage)
Discordant Malediction (C. Mage)
Dispel Magic, Greater
Dragonsight (S. Comp.)
Dream
Evacuation Rune (C. Scoundrel)

False Vision
Familial Geas
Foe to Friend (Adv. Player's)
Friend to Foe (PHB2)
Frozen Note (Adv. Player's)
Harmonic Void (C. Scoundrel)
Heroism Greater
Hidden Lodge (S. Comp.)
Hide from Dragons (S. Comp.)
Improvisation (C. Adv.)
Incite Riot (PHB2)
Joyful Rapture
Ki Shout (Ul. Magic)
Leomund's Hidden Lodge (C. Arcana)
Lingering Chorus (C. Mage)
Magic Convalescence (PHB2)
Melf's Slumber Arrows (C. Mage)
Mind Fog
Mirage Arcana
Mislead
Nightmare
Otto's Resistible Dance (Song & Silence)
Persistent Image
Phantasmal Web (Adv. Player's)
Reflection Disguise, Mass (S. Comp.)
Renewed Vigor (PHB2)
Resounding Thunder (C. Mage)
Resonating Word (Ul. Magic)
Scry Location (C. Scoundrel)
Seeming
Shadow Evocation
Shadow Walk
Shadowbard (Ul. Magic)
Song of Discord (Song & Silence)
Stunning Finale (Adv. Player's)
Suggestion, Mass.
Summon Monster V
Surefooted Stride, Mass (S. Comp.)
Telepathy Block (Ex. D.)
Unwilling Shield (Adv. Player's)
Vengeful Outrage (Ul. Magic)
Village Veil (Race-Hafling)
Wail of Doom (C. Adv. & S. Comp.)

6th Level

Analyze Dweomer
Animate Objects
Brilliant Inspiration (Adv. Player's)
Cacophonous Shield (C. Adv.)
Cat's Grace, Mass
Charm Monster, Mass
Cure Moderate Wounds, Mass

Deadly Finale (Adv. Player's)
Decompose Corpse (Ul. Magic)
Disguise Disease (Ul. Magic)
Dirge (S. Comp.)
Eagle's Splendor, Mass
Empyrean Ecstasy (Ex. D.)
Euphoric Tranquility (Adv. Player's)
Eyebite
Familial Geast (H. Horrors)
Fanfare (Song & Silence)
Fever Dream (C. Mage)
Find the Path
Forbid Action (Ul. Magic)
Fool's Forbiddance
Fox's Cunning, Mass
Geas/Quest
Getaway (Adv. Player's)
Heroes' Feast
Heaven's Trumpet (Ex. D.)
Hindsight (C. Adv. & S. Comp.)
Insidious Rhythm (Song & Silence)
Know the Enemy (Ul. Magic)
Murderous Command (Ul. Magic)
Nixie's Grace (S. Comp.)
Otto's Irresistible Dance
Permanent Image
Pied Piping (Adv. Player's)
Programmed Image
Project Image
Protégé (C. Adv.)
Ray of Light (S. Comp.)
Ray of Sickening (Ul. Magic)
Remove Sickness (Ul. Magic)
Revenance (S. Comp.)
Resistance, Superior (S. Comp.)
Resonating Agony (C. Mage)
Restore Corpse (Ul. Magic)
Sanctify Corpse (Ul. Magic)
Scrying, Greater
Summon Minor Monster (Ul. Magic)
Summon Monster VI
Symphonic Nightmares (S. Comp.)
Sympathetic Vibration (Song & Silence)
Veil

Notes:

(Adv. Player's) = Advanced Player's Guide
(City) = Citybook
(C. A.) or (C. Arcane) = Complete Arcane
(C. Adv.) = Complete Adventurer
(C. Champ.) = Complete Champion
(C. D.) or (C. Divine) = Complete Divine

(C. Mage) = Complete Mage
(C. Scoundrel) = Complete Scoundrel
(Ex. D.) = Book of Exalted Deeds
(H. Horror) = Heroes of Horror
(PHB2) = Player's Handbook Two
(Plan) or (Planar) = Planar Handbook
(Psionic) = Psionic Handbook
(Race--xxx) = Advanced Race Guide—Race Name
(R. of Dragons) = Races of the Dragon
(S. C.) or (S. Comp.) = Spell Compendium
(Song & Silence) = Song and Silence
(Ul. Combat) = Ultimate Combat
(Ul. Magic) = Ultimate Magic
Third Edition and 3.5 Edition Spells

