

Adept Spell List

Zero Level Spells Slots _____

- Create Water [C]
- Cure Minor Wounds [C]
- Detect Magic [D]
- Exterminate* [N]
- Ghost Sound [I]
- Guess-timate* [D]
- Guidance [D]
- Light [V]
- Mending [T]
- Purify Food and Drink [T]
- Read Magic [D]
- Spark* [V]
- Touch of Fatigue [N]
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*New zero-level spells

Fourth Level Spells Slots _____

- Cure Critical Wounds [C]
- Minor Creation [C]
- Polymorph [T]
- Restoration [C]
- Stoneskin [A]
- Wall of Fire [V]
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Fifth Level Spells Slots _____

- Baleful Polymorph [T]
- Break Enchantment [A]
- Commune [D]
- Heal [C]
- Major Creation [C]
- Raise Dead [C]
- True Seeing [D]
- Wall of Stone [C]
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Other Magical Feats

- Combat Casting
- Eschew Materials
- Improved Counterspell
- Weapon Focus: Ray

First Level Spells Slots _____

- Bless [E]
- Burning Hands [V]
- Cause Fear [N]
- Command [E]
- Comprehend Languages [D]
- Cure Light Wounds [C]
- Detect Chaos [D]
- Detect Evil [D]
- Detect Good [D]
- Detect Law [D]
- Endure Elements [A]
- Obscure Object [C]
- Protection from Chaos [A, Lf]
- Protection from Evil [A, Gd]
- Protection from Good [A, Ev]
- Protection from Law [A, Ch]
- Sleep [E]
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Second Level Spells Slots _____

- Aid [E]
- Animal Trance [E]
- Bear's Endurance [T]
- Bull's Strength [T]
- Cat's Grace [T]
- Cure Moderate Wounds [C]
- Darkness [V]
- Delay Poison [C]
- Invisibility [I]
- Mirror Image [I]
- Resist Energy [A]
- Scorching Ray [V]
- See Invisibility [D]
- Web [C]
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Third Level Spells Slots _____

- Animate Dead [N]
- Bestow Curse [N]
- Contagion [N, Ev]
- Continual Flame [V]
- Cure Serious Wounds [C]
- Daylight [V]
- Deeper Darkness [V]
- Lightning Bolt [V]
- Neutralize Poison [C]
- Remove Curse [A]
- Remove Disease [C]
- Tongues [D]
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Schools of Magic

- [A] Abjuration
- [C] Conjunction
- [D] Divination
- [E] Enchantment
- [I] Illusion
- [N] Necromancy
- [T] Transmutation
- [V] Evocation

Aligned Spells

- [Ch] Chaotic
- [Ev] Evil
- [Gd] Good
- [Lf] Lawful

Calculating the DC

10 + spell level + wisdom modifier.
Spell Focus in the school grants +1.
Greater Spell Focus grants +2.
Gnomes receive +1 for illusions.

Spell Focus Feats

- Conjunction Illusion
- Enchantment Necromancy
- Evocation Transmutation

Overcoming Spell Resistance

- Roll a caster level check (d20 + caster level)
- Spell Penetration feat grants +2.
- Greater Spell Penetration grants +4.

Metamagic Feats (Level Cost)

- Empower Spell (2) Reach Spell (2)
- Energy Substitution (0) Repeat Spell (3)
- Enlarge Spell (1) Sacred Spell (2)
- Extend Spell (1) Silent Spell (1)
- Heighten Spell (var.) Still Spell (1)
- Maximize Spell (3) Subdual Substitution (0)
- Quicken Spell (4) Widen Spell (3)

Spells per Day						Bonus Spells						
Caster Level	0	1	2	3	4	5	Bonus spells per day granted for high wisdom					
1	2	1	-	-	-	-	Caster's Spell Level	1	2	3	4	5
2	3	1	-	-	-	-	Wisdom	1	2	3	4	5
3	3	2	-	-	-	-	10-11	-	-	-	-	-
4	3	2	0	-	-	-	12-13	1	-	-	-	-
5	3	2	1	-	-	-	14-15	1	1	-	-	-
6	3	3	1	-	-	-	16-17	1	1	1	-	-
7	3	3	2	-	-	-	18-19	1	1	1	1	-
8	3	3	2	0	-	-	20-21	2	1	1	1	1
9	3	3	2	1	-	-	22-23	2	2	1	1	1
10	3	3	3	1	-	-	24-25	2	2	2	1	1
11	3	3	3	2	-	-	26-27	2	2	2	2	1
12	3	3	3	2	0	-	28-29	3	2	2	2	2
13	3	3	3	2	1	-	30-31	3	3	2	2	2
14	3	3	3	3	1	-	32-33	3	3	3	2	2
15	3	3	3	3	2	-	etc.					
16	3	3	3	3	2	0						
17	3	3	3	3	2	1						
18	3	3	3	3	3	1						
19	3	3	3	3	3	2						
20	3	3	3	3	3	3						

Totals do not include bonus spells for high wisdom.

An entry of zero in the spells per day table signifies that bards may cast spells of this level only if they are awarded a bonus spell of this level for high wisdom.