

Dungeons & Dragons 3.5 Edition Index – Paladin Spell Summaries

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Paladin Spell List

Wisdom-based Prepared Divine Spells

Note that a Paladin's Caster Level is half his/her Paladin Class Level.

1st Level

Abjuration

Endure Elements(PH p226)

<Abj, VS, 1StdAct, Touch, 24hrs>

- Touched subject takes no harm (i.e., no Fortitude saves) from being in heat up to 140 degrees Fahrenheit –and– cold down to –50.

Protection from Evil(PH p266)

<Abj[good], VSM(silver)/DF, Touch, 1min/lvl(D)>

- Subject gains the following:
 - +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Evil creatures;
 - Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is **Suppressed**; &
 - Keeps non-Good Summoned creatures 1' away unless they make a Spell Resistance check or the subject attacks.

Resistance(PH p272)

<Abj, VS/AM(cloth)/DF, 1StdAct, Touch, 1min>

- Subject gains +1 Resistance bonus on all saves.

Resurgence(CDiv p177)

<Abj, VS/DF, 1StdAct, Touch, Instantaneous>

- The touched creature receives a new saving throw against one ongoing spell, spell-like ability, or supernatural ability affecting him/her. If the subject has more than one ongoing effect, the caster chooses which one the save applies to.

Only effects which allow a save can be targeted by this spell.

Strategic Charge(MoF p125)

<Abj, VDF, 1StdAct, Personal, 1rnd/lvl>

- The caster gains **Feat: Mobility**.

Conjuration

Create Water(PH p215)

<Conj(creat), VS, 1StdAct, Close-range, Instantaneous>

- Creates 2 gallons/level of pure water.

Cure Light Wounds(PH p215)

<Conj(heal), VS, 1StdAct, Touch>

- Cures 1d8 +1/level damage (max +5) with **Positive Energy**.

Faith Healing(MoF p93)

<Conj(heal), VS, 1StdAct, Touch>

- Cures 8 +1/level damage (max +5) to a worshiper of the caster's patron deity.

Golden Barding(CDiv p166)

<Conj(creat)[force], V/DF, 1StdAct, Touch, 1hr/lvl>

- The caster's touched special mount is garbed in force-based golden barding that does not impede its movement.

Lvl	AC Bonus	Appearance
2-3	+4	Scale Mail Barding
4-5	+5	Chainmail Barding
6-7	+6	Splint Mail Barding
8-9	+7	Half-Plate Barding
10+	+8	Full Plate Barding

Restoration, Lesser(PH p272)

<Conj(heal), VS, 3Rounds, Touch, Instantaneous>

- Touched creature has penalties on one ability score removed –or– has 1d4 ability **Damage** cured from one ability score.

Also, the subject has **Fatigue** removed or has **Exhaustion** upgraded to Fatigue.

This spell **cannot** heal permanent ability **Drain**.

Divination

Detect Poison(PH p219)

<Div, VS/DF, 1StdAct, Close-range, Instantaneous, no save, no SR>

- Determines if one creature, one object, or one 5' cube is poisonous, has been poisoned, or contains poison.

Identifying the type of poison requires a Wisdom check vs. DC 20. If the caster has ranks in Craft(alchemy), he/she may **also** make a check with that skill vs. DC 20.

This spell is blocked by 3' of wood or dirt, 1' of stone, 1" of metal, & any amount of lead.

Detect Undead(PH p220)

<Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR>

- The caster can see the **Undead Aura** of any Undead in a 60' **Cone-shaped Emanation**.

The information gained increases each round:

- 1st round – presence of Undead.
 - 2nd round – number of Undead auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.
 - 3rd round – strength & location of each aura.
- This spell is blocked by 3' of wood or dirt, 1' of stone, 1" of metal, & any amount of lead.

Grave Strike(CAAdv p150)

<Div[good], V/DF, 1 Swift Action, Personal, 1rnd>

- The caster treats Undead as if they were **not** immune to Sneak Attacks, though all requirements for Sneak Attacks still apply.

Note: This spell does **not** give the caster the ability to overcome Damage Reduction.

Read Magic(PH p269)

<Div, VSF(prism), 1StdAct, Personal, 10min/lvl>

- Reads scrolls & spell books at 1 page per min.

Vision of Glory(MoF p131)

<Div, VS/DF, 1StdAct, Touch, until discharged up to 1min>

- Target gains +1 Morale bonus on one saving throw.

Enchantment

Bless(PH p205)

<Ench(comp)[mind], VS/DF, 1StdAct, 1min/lvl>

- All allies within a 50' radius **Burst** gain a +1 Morale bonus on attacks & +1 Morale bonus on saves vs. fear.

This spell **Counters** and **Dispels** the spell *Bane*.

Evocation

Divine Favor(PH p224)

<Evoc, VS/DF, 1StdAct, Personal, 1min>

- The caster gains a Luck bonus of +1 per 3 levels (min +1, max +6) to attacks & weapon damage.

Divine Sacrifice(CDiv p163)

<Evoc, VS, 1StdAct, Personal, 1rnd/lvl>

- While this spell is in effect, the caster can sacrifice hit points once per round as a Free Action to do extra damage on his/her next **successful** attack (within the spell's duration). For each 2 hp sacrificed (up to 10hp), the caster does +1d6 damage (max +5d6).

Lantern Light(BoED p101)

<Evoc[good][light][ray], S, 1StdAct, Close-range, up to 1rnd/lvl, no save, SR applies>

- One 1d6 damage ray may be fired each round, up to one ray per two Caster levels.

Note: The caster may not have engaged in sexual congress for 24 hours before casting this spell.

Necromancy

Divine Sacrifice(BoED p97)

<Necro, VS, 1StdAct, Personal, until discharged up to 1rnd/lvl>

- At casting time, the caster takes up to 10 hp of damage. For each 2 hp, the caster does +1d6 damage on the **next** successful attack (within the spell's duration).

Transmutation

Bless Water(PH p205)

<Trans[good], VSM(25gp silver), 1Minute, Touch>

- Transforms 1 flask of water into Holy Water.

Bless Weapon(PH p205)

<Trans, VS, 1StdAct, Touch, 1min/lvl>

- Touched weapon gains special abilities **against an Evil opponent only**:

- all "threats" become criticals (this does not apply to weapons with critical-related effects, such as a Vorpal weapon);
- is a 'good' and 'magic' weapon for purposes of bypassing Damage Reduction.
- can hit Incorporeal opponents as if it had a +1 Enhancement bonus.

Deafening Clang(MoF p87)

<Trans[sonic], VS/DF, 1StdAct, Touch, 1rnd/lvl>

- The touched weapon emits a sonic attack on impact once per round. Everyone within 10' (except the wielder) must make a Fortitude save vs. DC 15 or be **Deafened** for 1 minute. The sonic attack occurs on a successful melee attack or if a melee attack was good enough to be a touch attack (i.e., you still hit the target).

Magic Weapon(PH p251)

<Trans, VSF(weapon)/DF, 1StdAct, Touch, 1min/lvl>

- Touched manufactured weapon gains a +1 Enhancement bonus to attack & damage. A Monk's Unarmed Strike can be the target of this spell.

Second Wind(BoED p106)

<Trans, VS/DF, 1StdAct, Touch, 1hr/lvl>

- Subject gains **Feat: Endurance** with regards to long-term strenuous activity.

Silverbeard(MoF p117)

<Trans, VDF, 1StdAct, Personal, 1min/lvl>

- The caster grows a hard silver beard that gives a +2 bonus to AC (that stacks armor) & gains a +2 Circumstance bonus on Diplomacy checks vs. Dwarves.

Silvered Weapon(BoED p107)

<Trans, VS, 1StdAct, Touch, 1round/lvl>

- A single touched weapon or projectile is considered to be Silver for purposes of overcoming Damage Reduction. If the weapon is already made from a special material (such as Cold Iron or Adamantine), it loses the benefit from the original material for the spell's duration.

Traveler's Mount(CDiv p184)

<Trans, VS, 1StdAct, Touch, 1hr/1vl>

- The touched Animal or Magical Beast receives the following benefits:
 - a) +10' Enhancement bonus to movement;
 - b) can Hustle without taking damage or becoming Fatigued;
 - c) cannot make attack rolls.

Virtue(PH p298)

<Trans, VS/DF, 1StdAct, Touch, 1min>

- Touched subject gains 1 Temporary HP.

Warning Shout(MoF p132)

<Trans[sonic], V, 1StdAct, ½ mile>

- All living creatures within half a mile hear up to 5 words that the caster speaks. Those in normal sleep wake to hear the message.

2nd LevelAbjuration*Cloak of Bravery*(CWAR p117)

<Abj[mind], VS, 1StdAct, 10min/lvl>

- The caster & all allies within a 60' radius Emanation gain a Morale bonus to saves vs. Fear equal to the Caster level (max +10).

Insignia of Alarm(RoD p166)

<Abj, VSF(insignia), 1StdAct, Long-range, Instantaneous>

- Each creature wearing an Insignia that matches the spell's focus hears a chime in his/her head. It is loud enough to wake the subject from sleep, but not enough to break concentration.

Moment of Clarity(BoED p103)

<Abj, VS/DF, 1StdAct, Touch>

- Touched subjects gains a new save against a current mind-affecting spell or effect. The effect must allow a save or this spell is wasted.

Resist Energy(PH p272)

<Abj, VS/DF, 1StdAct, Touch, 10min/lvl>

- The touched subject & his/her equipment are protected from one Energy Type. Each attack doing damage of that type has the hp of damage reduced by the amount listed below.
- | Lvl | # | Lvl | # | Lvl | # |
|-----------------------|----|------------------------------------|----|--------------------|----|
| up to 6 th | 10 | 7 th – 10 th | 20 | 11 th + | 30 |

Shield Other(PH p278)

<Abj, VSF(two 50gp platinum rings that must be worn by caster & target), 1StdAct, Close-range, 1hr/lvl(D)>

- Target gains a +1 Deflection bonus to AC & a +1 Resistance bonus to saves. Half of all hit-point damage that the target takes is actually taken by the caster. The spell ends immediately if target leaves Close-range.

Undetectable Alignment(PH p297)

<Abj, VS, 1StdAct, Close-range, 24hrs>

- The target creature or object cannot have its alignment detected.

Zeal(CDiv p191)

<Abj, VS, 1StdAct, Personal, 1rnd/lvl>

- The caster designates a foe. Against all enemies except the designated foe, the caster gain a +4 Deflection bonus to AC against Attacks of Opportunity.

The caster also may move through opponent's spaces as if they were allies as long as he/she ends the movement closer to the designated foe than he/she started.

Conjuration*Call Mount*(BoED p93)

<Conj(call)[good], V, 1Round, 10' range, 1hr/lvl(D)>

- The caster summons his/her special mount for the spell's duration. This is the same as the Call Mount class ability, but can be used in addition to that ability.

Delay Poison(PH p217)

<Conj(healing), VS/DF, 1StdAct, Touch, 1hr/lvl>

- Touched creature suppresses the effects of current or new poisons in its body until the spell ends.

Estanna's Stew(BoED p99)

<Conj(heal), VSF(50gp engraved stew pot), 1Round>

- The held stew pot if filled with one serving per two levels (max 5 servings) of healing stew, which disappears after 1 hour. Each creature who consumes a serving (as a Standard Action) is healed 1d6+1 hp. An Undead within 10' that is splashed with the stew takes 1d6+1 Positive damage per serving still in the pot (Will½, SR applies).

Divination*Blessed Aim*(CDiv p154)

<Div, VS, 1StdAct, Concentration>

- All allies within 60' of the caster receive a +2 Morale bonus on ranged attacks.

Clarity of Mind(Und p57)

<Abj, VS/DF, 1StdAct, Touch, 1hour/lvl>

- The touched living creature gains the following:
 - +4 Insight bonus on saving throws vs. spells with the Charm, Compulsion, and Glamer sub-schools;
 - The miss chance cause by any Glamer spells (such as *Blur* or *Displacement*) is reduced by 10%.

Divine Insight(CAAdv p147)

<Div, VS/DF, 1StdAct, Personal, until discharged up to 1hr/lvl>

- As an Immediate Action, the caster may receive an Insight bonus of (5 + Caster level) (max +15) on any single skill check (before the check is rolled). This discharges the spell. A creature may only have one *Divine Insight* in effect at a time.

Remove Paralysis(PH p271)

<Conj(heal), VS, 1StdAct, Close-range, Instantaneous>

- Helps frees up to 4 creatures in a 30' area from the effects of paralysis, being Held, or the effects of a *Slow* spell. Effect is based on the number of subjects.

#	Effect
1	Paralysis automatically removed
2	new save with +4 Resistance bonus
3-4	new save with +2 Resistance bonus

Enchantment*Zone of Truth*(PH p303)

<Ench(comp)[mind], VS/DF, Close-range, 1min/lvl, WillNeg, SR applies>

- Creatures in a 20' radius Emanation that fail their save cannot lie. All subject know that the zone is in effect & have the option of not speaking or being evasive.

Evocation*Hand of Divinity*(MoF p98)(MoFe)+

<Evoc[variable alignment], VS/DF, Touch, 1min/lvl>

- Touched target who worships the same deity as the caster -or- has the same alignment as the caster gains a +2 bonus on all saving throws. If the deity is evil, the bonus is Profane & this spell is [evil], otherwise, the bonus is Sacred & this spell is [good].

Transmutation*Aura of Glory*(MoF p78)

<Trans, V/DF, 1StdAct, Personal, 1min/lvl>

- The caster & his/her allies gain bonuses:
 - Allies: up to 1 per Paladin level within 10' are heal 1hp and receive a +2 Sacred bonus on saves vs. fear for the spell's duration.
 - Caster: gains a +2 Sacred bonus on attempts to turn Undead & to all Bluff, Diplomacy, Handle Animal, Intimidate, & Charisma checks to change an NPC's attitude.

Bladebane(UE p48)

<Trans, VSM(blood, 500gp ruby dust), 1StdAct, Touch, 1rnd/lvl>

- The touched bladed weapon becomes more effective against one type of creature (use the Ranger List for categories). Against a chosen creature, the weapon gains +2 Enhancement bonus that stacks with any base bonus, and an extra +2d6 damage when it hits.

Bull's Strength(PH p207)

<Trans, VSM(bull hair)/DF, 1StdAct, Touch, 1min/lvl>

- +4 Enhancement bonus to Strength.

Eagle's Splendor(PH p225)

<Trans, VSM(eagle feather/dung)/DF, 1StdAct, Touch, 1min/lvl>

- +4 Enhancement bonus to Charisma.

Owl's Wisdom(PH p259)

<Trans, VSM(owl feather)/DF, 1StdAct, Touch, 1min/lvl>

- +4 Enhancement bonus to Wisdom.

Righteous Fury(MoF p114)

<Trans, VS/DF, 1StdAct, Personal, 1rnd/lvl>

- The caster gains the following benefits:
 - +1d4 temporary hp per level (max 10d4);
 - +2 Natural Armor bonus to AC;
 - +2 Enhancement bonus to Strength;
 - +2 Enhancement bonus to Dexterity;
 - +2 Sacred bonus on Fortitude saves;
 - any Undead that touches the caster (including slam, bite, etc., attacks) takes 1hp damage from positive energy.

Stone Fist(RoS p163)

<Trans, VS/DF, 1StdAct, Personal, 1rnd/lvl(D)>

- The caster's fists turn stone-like, gaining the following benefits:
 - treated as 'armed' for purposes of generating Attacks of Opportunity;
 - does lethal Bludgeoning damage;
 - if Medium size, the caster's fists do 2d6 damage (unless normal damage is higher) (Small-sized casters do 1d8 damage); and
 - if the caster is a Dwarf or a Goliath, his/her unarmed attacks are treated as 'Cold Iron' for purposes of overcoming damage reduction.

Strength of Stone(MoF p125)

<Trans, VS/DF, 1StdAct, Personal, up to 1hr/lvl>

- 1d4+1 Enhancement bonus to Strength that ends if the caster loses contact with the ground (natural stone walls & caverns are alright). The following acts are assumed to cause the caster to loose contact: jumping, tumbling, charging, & running.

3rd LevelAbjuration*Blessing of Bahamut*(CDiv p154)

<Abj[good], VM(feather), 1StdAct, Personal, 1rnd/lvl>
 – The caster’s skin gains a platinum sheen & he/she gains Damage Reduction 10 / magic.

Dispel Magic(PH p223)(PH3.5e+)

<Abj, VS, 1StdAct, Medium-range, no SR>
 – Cancels magical spells and effects on a successful Dispel Check (max +10). This spell can be used in one of three ways:
 a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.
 b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).
 c) Area Dispel – Each target in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

A caster does not need to make a Dispel Check to end a spell he/she cast.

Forceward(PGF p102)

<Abj, VS/DF, 1FullRound, 1min/lvl, WillNeg>
 – Creates an immobile 10’ radius Emanation sphere around the caster which gives off enough light to see inside the sphere & 5’ past its edge.

In order to enter the sphere, a creature must make a Will save (SR applies). Anyone (including the caster) can freely leave, but must make the save to enter. The sphere does not prevent the entry of spells, projectiles, or even weapons.

The Caster and all of his/her allies that are within the area of effect gain a +2 Sacred bonus on saving throws against effects created by Evil creatures.

Insignia of Blessing(RoD p166)

<Abj, VSF(insignia), 1StdAct, Long-range, 1min/lvl>
 – Each creature wearing an *Insignia* that matches the spell’s focus receives the following:

- hears a chime in his/her head. It is loud enough to wake the subject from sleep, but not enough to break concentration;
- receives a +1 Divine bonus to AC and on Fortitude saves.

Loyal Vassal(MoF p106)

<Abj[lawful], VS/DF, 1StdAct, Touch, 10min/lvl>
 – One touched subject per 3 caster levels gain the following benefits:
 a) +3 Sacred bonus on saves against mind-affecting effects;
 b) if the subject ends up under a mind-affecting magic & is ordered to harm the caster or any other subject of this spell, that command is considered the same as a “suicidal order”, typically allowing a new saving throw;
 c) if within sight of the caster, each subject gains a +1 Morale bonus to attacks & +1 Morale bonus on saves vs. fear.

Magic Circle against Chaos(PH p249)

<Abj[law], VSM(silver)/DF, Touch, 10min/lvl>
 – All creatures within a 10’ radius Emanation around the touched subject gain the following
 a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Chaotic creatures;
 b) Any mind control (such as *Magic Jar*, *Dominant Person*, etc.) is Suppressed; &
 c) Keeps non-Lawful Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

-or-

<Abj[law], VSM(silver)/DF, 1day/lvl, SR applies>
 – The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Lawful creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

Magic Circle against Evil(PH p249)

<Abj[good], VSM(silver)/DF, Touch, 10min/lvl>
 – All creatures within a 10’ radius Emanation around the touched subject gain the following
 a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Evil creatures;
 b) Any mind control (such as *Magic Jar*, *Dominant Person*, etc.) is Suppressed; &
 c) Keeps non-Good Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

-or-

<Abj[good], VSM(silver)/DF, 1day/lvl, SR applies>
 – The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Good creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

Remove Curse(PH p270)

<Abj, VS, 1StdAct, Touch>
 – Touched person or object is freed from all curses upon it, assuming the curse doesn’t explicitly say that this spell is ineffective. This spell Counters & Dispels *Bestow Curse*.

Resurgence, Mass(CDiv p177)

<Abj, VS/DF, 1StdAct, Close-range, Instantaneous>
 – Once subject per level in a 30’ area receives a new saving throw against one ongoing spell, spell-like ability, or supernatural ability affecting him/her. The caster chooses one common effect that the new save applies to (i.e., if some subjects are effected by *Baleful Polymorph* and others are effected by *Charm Person*, the caster must choose the targets of one spell or the other to receive the new save) Only effects which allow a save can be targeted by this spell.

Conjuration*Cure Moderate Wounds*(PH p216)

<Conj(heal), VS, 1StdAct, Touch>
 – Cures 2d8 +1/level damage (max +10) with Positive Energy.

Heal Mount(PH p239)

<Conj(heal), VS, 1StdAct, Touch>
 – By touching the caster’s paladin mount, it is infused with Positive Energy, healing 10hp per level (max 150hp) and being immediately cured of the following: ability Damage, Blindness, Confusion, Dazed, Dazzled, Deafened, diseased, Exhausted, Fatigued, Feeblemind, insanity, Nauseated, Sickened, Stunned, and / or being poisoned.

This spells does not remove Negative Levels, ability Drain, & lost levels.

Remove Blindness/Deafness(PH p270)

<Conj(heal), VS, 1StdAct, Touch>
 – Cures either Blindness or Deafness in the touched target (magical or otherwise). This spell will repair damaged eyes & ears, but will not replace them if actually missing.

Smite Heretic(BoED p107)

<Conj, VS/DF, 1StdAct, Personal, 10min/lvl>
 – If the caster uses his/her ‘Smite Evil’ class ability against an Evil creature that can cast Divine spells, the caster gains a +2 Sacred bonus to attack & does +2 hp per Paladin level (instead of +1 hp per lvl).

Divination*Blessed Sight*(BoED p92)

<Div, VS, 1StdAct, Personal, 1min/lvl(D)>
 – The caster’s eyes glow white & he/she can see the Alignment Aura of Evil creatures, spells, or objects in a 120’ Cone-shaped Emanation. Although similar to *Detect Evil*, this spell does not require concentration & sees the location & strengths of all auras within the emanation on the first round. This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead. An “Overwhelming” aura may Stun a Good-aligned caster for 1 round.

Discern Lies(PH p221)

<Div, VS/DF, 1StdAct, Close-range, Concentration up to 1rnd/lvl, WillNeg, no SR>
 – Each round, the caster may concentrate on one target within range. If the target knowingly tells a lie, the caster can see the disturbance in its aura, though not the truth.

Know Greatest Enemy(MoF p103)

<Div, V/DF, 1StdAct, Close-range, Concentration up to 1rnd/lvl>
 – Determines relative power level of creatures within a quarter circle extending out to the end of Close-range. In effect, the caster knows the Challenge Rating of each creature. This spell can be blocked by any magic of 3rd level or higher that blocks scrying.

Mark of the Hunter(CDiv p168)

<Div, VSM(a bit of skin or bone from relevant favored enemy), 1StdAct, Medium-range, 10min/lvl, WillNeg, SR applies>
 – One target creature who is a Favored Enemy of the caster becomes easier for him/her to fight:
 a) the caster’s Favored Enemy bonus against the target improves by +4;
 b) the target loses the AC bonus of Cover (but not Total Cover) against the caster;
 c) the target loses the Miss Chance of Concealment (but not Total Concealment) against the caster.

Mind Bond(BoED p102)

<Div, VS/DF, 1StdAct, Close-range, 1rnd/lvl(D)>

- The caster and his/her Special Mount gain an advantage in combat:
 - a) When the caster & the Special Mount flank an opponent, each gains a +4 bonus to their attack rolls (instead of a +2);
 - b) The Special Mount gains a +1 Competence bonus on attack rolls for every three Paladin levels the caster has (max +5) as long as it remains within Close-range.

Enchantment*Insignia of Blessing*(RoD p166)

<Ench(comp)[mind], VSF(insignia), 1StdAct, Long-range, 1min/lvl>

- Each creature wearing an Insignia that matches the spell's focus receives the following:
 - a) hears a chime in his/her head. It is loud enough to wake the subject from sleep, but not enough to break concentration;
 - b) receives a +1 Morale bonus on attack rolls and saves vs. Fear effects.

Prayer(PH p264)

<Ench(comp)[mind], VS/DF, 1StdAct, 1rnd/lvl, no save, SR applies>

- All allies within 40' radius Burst of the caster gain +1 Luck bonus on attacks, damage, saves, & skill checks.

All enemies within 40' radius Burst of the caster suffer a -1 Luck penalty on attacks, damage, saves, & skill checks.

Evocation*Daylight*(PH p216)

<Evoc[light], VS, 1StdAct, Touch, 10min/lvl(D), no SR>

- Touched object gives off bright light in a 60' radius & dim light for another 60'. The light may be blocked by putting the object in a container.

Treated as 'sunlight' for creatures who receive penalties in those conditions, but is not real sunlight so certain Undead are not destroyed. This spell Suppresses *Deeper Darkness* and is suppressed by it, leaving only the natural illumination in the overlapping area.

This spell Counters and Dispels spells with the [darkness] category of equal or lower level.

Transmutation*Earth Hammer*(RoS p162)

<Trans, V, 1 Swift Action, Touch, 1rnd/lvl>

- The touched melee weapon gains the following benefits:
 - a) does damage as if it were one size category larger;
 - b) does Bludgeoning damage only; and
 - c) treated as Adamantine for purposes of overcoming damage reduction. This suppresses the actual material it is made from (such as 'silver' or 'cold iron').

Magic Weapon, Greater(PH p251)

<Trans, VSM(powdered lime, carbon)F(weapon)/DF, 1StdAct, Close-range, 1hr/lvl>

- Targeted manufactured weapon –or– a bundled group of 50 projectiles gain an Enhancement bonus to attack & damage of +1 per four levels (max +5).

A Monk's Unarmed Strike can be the target of this spell.

Undead Bane Weapon(PGF p117)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

- One touched weapon or 50 grouped projectiles becomes 'Undead Bane':
 - a) an extra +2 to hit & +2d6 damage when attacking an Undead;
 - b) damage is considered 'good' for purposes of overcoming Damage Reduction;
 - c) gives off gray light as bright as a candle;
 - d) if the caster level is 9th or higher, the touched weapon also gains a +1 Enhancement bonus (assuming it is not already magical).

4th Level

Abjuration

Break Enchantment(PH p207)(DR306 p110)+
<Abj, VS, 1Minute, Close-range, no SR>
– Attempts to free 1 subject per level within a 30' area from all Curses, Enchantments, Transmutations, and Petrification. Each effect is subject to a **Dispel Check** (max +15). Cursed items typically have a DC of 25. If petrification is removed from a creature, it does not need to make a saving throw to survive.

Effects that cannot be removed by *Dispel Magic* can be removed by this spell if their level is no more than 5th.

This spell breaks effects on creatures. A cursed item still have its curse, it just may no longer apply to the subject.

Dispel Chaos(PH p222)

<Abj[law][touch attack], VS/DF, 1StdAct, Personal, Until Discharged up to 1rnd/lvl>
– The caster gains a blue glow, which provides a +4 Deflection bonus to AC against Chaotic creatures. The spell can run for its full duration, or it can be discharged in 2 ways:
a) touch attack on a Chaotic creature from another plane will force it home if it fails its SR check (if any) and its Will save.
b) touching a Chaotic spell or an enchantment cast by a Chaotic caster ends the spell as per a successful casting of *Dispel Magic*.

Dispel Evil(PH p222)

<Abj[good][touch attack], VS/DF, 1StdAct, Personal, until discharged up to 1rnd/lvl>
– The caster gains a white radiance, which provides a +4 Deflection bonus to AC against Evil creatures. The spell can run for its full duration, or it can be discharged in 2 ways:
a) touch attack on an Evil creature from another plane will force it home if it fails its SR check (if any) and its Will save.
b) touching an Evil spell or an enchantment cast by an Evil caster ends the spell as per a successful casting of *Dispel Magic*.

Glory of the Martyr(BoED p99)

<Abj[good], VSF(50gp platinum rings that must be worn by caster & each subject), 1StdAct, Close-range, 1hr/lvl(D)>
– One subject per Caster level gains a +1 Deflection bonus to AC & a +1 Resistance bonus to saves. Half of all hit-point damage that each target takes is actually taken by the caster.

If the caster dies while under the effect of this spell, each remaining subject is healed 1d8hp. The spell ends for any subject that leaves Close-range.

Hand of Torm(MoF p99)

<Abj[variable alignment], VS/DF, 1Minute, 1hr/lvl>
– Creates an immobile 10' radius area with a glowing border & a representation of the appropriate deity's hand above it. Any creature who worships that deity or it wearing its holy symbol can freely enter, but others must make a Fortitude save each round or become **Stunned** (those trying to leave the warded do not need to save).

Sacred Haven(CDiv p178)(BoED p106)

<Abj, VS/DF, 1StdAct, Touch, 1min/lvl>
– One touched creatures gains an aura of light:
a) +2 Sacred bonus to AC;
b) does not loose Dexterity modifier to AC when Flat-Footed;
c) The caster knows the subject's position (distance & direction) and condition (unharmd, wounded, disabled, staggered, unconscious, dying, dead, etc.);
d) The caster can use his/her 'Lay on Hands' ability on the subject at any range.

Conjuration

Cure Serious Wounds(PH p216)

<Conj(heal), VS, 1StdAct, Touch>
– Cures 3d8 +1/level damage (max +15) with **Positive Energy**.

Neutralize Poison(PH p257)

<Conj(heal), VSM(charcoal)/DF, 1StdAct, Touch, 10min/lvl>
– The touched subject or object has all poison removed from it immediately. If a creature was poisoned, it does not need to make any further saving throws. This spell does not heal ability damage or drain taken from earlier failed saves.
In addition, the subject cannot be poisoned for 10 minutes per level. If the subject is a poisonous creature, it cannot poison anyone for the spell's duration (WillNeg, SR applies)

Restoration(PH p272)

<Conj(heal), VSM(100gp diamond dust), 3Rounds, Touch, Instantaneous>
– Touched creature is restored as follows:
a) all **Negative Energy Level** are removed;
b) one lost Experience Level is restored if it was drained within 1/day per level;
c) removes all ability penalties and temporary ability **Damage**;
d) restores all permanently **Drained** points from one ability score; and
e) eliminates **Fatigue** and **Exhaustion**.

Revenge(CDiv p178)(MoF p113)

<Conj(heal), VSM(500gp diamond dust)/DF, 1FullRound, Touch, 1min/lvl>
– The touched ally that was killed within 1rnd/lvl is restored to life for the spell's duration, and then dies again. The target does not loose a level & is at ½ hp. Against the creature that killed it, the target receives a +1 Morale bonus on **All Actions**. The spirit must be willing, cannot have died of old age, have been killed by a 'death effect', or have been an Undead, Construct, Elemental, or an outsider. The body must be intact.

Seek Eternal Rest(MoF p115)

<Conj(heal), V/DF, 1StdAct, Personal, 10min/lvl>
– The caster is considered 2 levels higher for purposes of Turning or Destroying Undead.

Spiritual Chariot(CDiv p181)

<Conj(creat)[force], VS/DF, 1StdAct, Close-range, 1hr/lvl>
– A weightless chariot made of force appears harnessed to the caster's Special Mount. It can hold the caster and one Medium-sized passenger (or 2 Small-sized). The chariot negates the weight of the passengers, allowing the mount to travel at its normal movement.
The passengers have **Cover**. The driver gains a +4 Sacred bonus on Handle Animal checks. If the chariot is unhitched from the mount, the spell ends.

Enchantment

Sword of Conscience(BoED p109)

<Ench(comp)[good][mind], V/DF, 1StdAct, Close-range, Instantaneous, WillNeg, SR applies>
– Target Evil creature takes Ability Damage to its **Wisdom & Charisma** determined by it HD and/or Level (as listed below):

Creature	1d6	1d8	2d6	2d8
Cleric of Evil God	0-1	2-4	5-10	11+
Evil Outsider	0-1	2-4	5-10	11+
Evil Elemental	0-2	3-8	9-20	21+
any Undead	0-2	3-8	9-20	21+
other Evil Creature	0-10	11-25	26-50	51+

Evocation

Holy Sword(PH p242)

<Evoc[good], VS, 1StdAct, Touch, 1rnd/lvl>
– Touched melee weapon gains the following:
a) +5 Enhancement bonus to attacks & dmg;
b) +2d6 damage to Evil opponents
c) the weapon's damage is treated as 'good' for purposes of overcoming Damage Reduction.
d) generates a *Magic Circle against Evil*. If the effect is dispelled or ends in any other way, the caster may reactivate it as a Free Action on his/her turn. The effect ends 1rnd after the weapon leaves his/her hand.
This spell **Suppresses** all other enhancements & spells on the target weapon.

Lawful Sword(PGF p105)

<Evoc[law], VS, 1StdAct, Touch, 1rnd/lvl>
– Touched melee weapon gains the following:
a) +5 Enhancement bonus to attacks & dmg;
b) +2d6 damage to Evil opponents.
c) the weapon's damage is treated as 'lawful' for purposes of overcoming Damage Reduction.
d) generates a *Magic Circle against Chaos*. If the effect is dispelled or ends in any other way, the caster may reactivate it as a Free Action on his/her turn. The effect ends 1rnd after the weapon leaves his/her hand.

This spell **Suppresses** all other enhancements & spells on the target weapon.

Lawful Sword(PGF p105)(RoF p190)

<Evoc, VS, 1StdAct, Touch, 1rnd/lvl>
– Touched weapon gains a +5 Enhancement bonus to attacks, does double damage to Chaotic opponents, and generates a *Magic Circle against Chaos* as long as the weapon remains in its caster's hand. This spell suppresses any other spells or magics of the touched weapon.

Necromancy

Blood of the Martyr(BoED p92)

<Necro(heal)[good], VS, 1StdAct, Medium-range>
– The caster transfers his/her own hit-points (minimum 20) to a willing or unconscious creature. The subject is healed as per a *Cure Wounds* spell, so any excess hp are lost. The caster looses the hp as if he/her had taken damage.

Death Ward(PH p217)

<Necro, VS/DF, 1StdAct, Touch, 1min/lvl>
– Grants immunity to death spells & effects, gaining **Negative Levels**, and **Negative Energy** damage & ability loss.

Favor of Ilmater(PGF p102)

<Necro, VS, 1StdAct, Medium-range, 1min/lvl>

- The following effects on the subject are suppressed for the spell's duration (whether they were in effect before this spell or happen during it): Subdual damage, Charm effects, Compulsions, attack that functions by causing pain, Dazed, Exhausted, Fatigued, Nauseated, Sickened, Staggered, or Stunned. Also, the target remains conscious & able to take a single action if between –1 to –9 hp.

The subject also gain Feat: Endurance.*Mark of Justice*(PH p252)

<Necro, VS/DF, 10Minutes, Touch, Permanent, no save, SR applies>

- The caster draws an indelible mark on the target & states the behavior that will activate a curse. The caster may choose one of the following curses:
 - 6 on one ability (minimum 1);
 - 4 penalty on attacks, saves, and skill checks; or
 - 50% chance of losing each action.

This spell is not effected by *Dispel Magic*. It can only be removed by *Break Enchantment*, *Limited Wish*, *Miracle*, or *Wish*.

This spell can be removed with *Remove Curse* only if its caster level is at least as high as this spell's caster level.

Transmutation*Visage of the Deity, Lesser*(CDiv p187)

<Trans[good], VS/DF, 1StdAct, Personal, 1md/lvl>

- The caster becomes more like his/her deity:
 - +4 Enhancement bonus to Charisma;
 - Acid Resistance 10;
 - Cold Resistance 10; &
 - Electricity Resistance 10.

Weapon of the Deity(CDiv p188)

<Trans, V/DF, 1StdAct, Personal, 1md/lvl>

- When the caster wields his/her deity's favored weapon, it gains a +1 Enhancement bonus to attack & damage for every 3 levels starting at 6th (i.e., +2 at 9th, etc.). The caster is considered proficient with the weapon. Only one end of a double weapon is effected.

The weapon gains an additional magical enhancement, such as 'defending' or 'flaming' that is appropriate for the deity. See Weapons of the Deity Table for the list.

Winged Mount(CDiv p190)(BoED p112)

<Trans, VS/DF, 1StdAct, Touch, 10min/lvl>

- The caster's Special Mount gains feathery white wings, which grant it Fly 60' with Good maneuverability.

Spell Tables

Weapons of the Deity

Deity	Weapon
Bahamut	+n Frost Heavy-Pick
Boccob	+n Spell-Storing Quarterstaff
Corellon Larethian	+n Keen Longsword
Ehlonna	+n Frost Longsword
Erythnul	+n Mighty-Cleaving Morningstar
Fharlanghn	+n Defending Quarterstaff
Garl Glittergold	+n Returning Battleaxe
Graumsh	+n Returning Shortspear
Heironeous	+n Shock Longsword
Hextor	+n Mighty-Cleaving Heavy-Flail
Kord	+n Mighty-Cleaving Greatsword
Kurtulmak	+n Shock Shortspear
Lolth	+n Keen Whip
Moradin	+n Throwing Warhammer
Nerull	+n Keen Scythe
Obad-Hai	+n Defending Quarterstaff
Olidammara	+n Keen Rapier
Pelor	+n Flaming Heavy-Mace
St. Cuthbert	+n Mighty-Cleaving Heavy-Mace
Vecna	+n Frost Dagger
Wee Jas	+n Dagger of Venom
Tiamat	+n Flaming Heavy-Pick
Yondalla	+n Defending Short-Sword
-default good-	+n Frost Warhammer
-default evil-	+n Mighty-Cleaving Light-Flail
-default neutral-	+n Defending Heavy-Mace
-default law-	+n Flaming Longsword
-default chaos-	+1 Shock Battleaxe

The value of 'n' is determined by the Caster level.

Caster Level	Enhancement bonus
up to 8 th	+1
9 th – 11 th	+2
12 th – 14 th	+3
15 th – 17 th	+4
18 th and higher	+5

Glossary

Auras

Alignment Aura(PH p219)

Use the following table to determine the strength of the aura seen by *Detect Good*, *Detect Evil*, etc.

Creature / Object	Unit	Dim Aura	Faint Aura	Moderate Aura	Strong Aura	Overwhelming Aura
Outsider	HD	see below	up to 1	2 – 4	5 – 10	11+
Undead	HD	see below	up to 2	3 – 8	9 – 20	21+
other Creature	HD	see below	up to 10	11 – 25	26 – 50	51+
Cleric, Paladin or other religious class	Class Level	see below	1 st	2 nd – 4 th	5 th – 10 th	11 th +
Spell or Magic Items with an alignment	Caster Level	see below	up to 2 nd	3 rd – 8 th	9 th – 20 th	21 st +
Lingering Aura remains	—	—	1d6 rnds	1d6 min	1d6 * 10 min	1d6 days

A ‘Lingering Aura’ is left behind by an aligned spell ending or the dead/destruction of an aligned creature or magic item. The time it lasts depends on the strength of the original aura. The lingering aura itself is always a ‘Dim Aura’.

If a caster sees an ‘Overwhelming Aura’ that is opposite of his/her own alignment and the aura was generate by something with twice the HD / Class Level / Caster level of the caster, the caster is Stunned for one round & the detection spell ends.

Magic Aura(PH p219)

Use the following table to determine the strength of the aura seen by *Detect Magic*.

Creature / Object	Unit	Dim Aura	Faint Aura	Moderate Aura	Strong Aura	Overwhelming Aura
Active Spell	Spell Level	see below	up to 3 rd	4 th – 6 th	7 th – 9 th	10 th +
Magic Item	Caster Level	see below	up to 5 th	6 th – 11 th	12 th – 20 th	21 st +
Lingering Aura remains	—	—	1d6 rnds	1d6 min	1d6 * 10 min	1d6 days

A ‘Lingering Aura’ is left behind by an spell ending or the destruction of a magic item. The time it lasts depends on the strength of the original aura. The lingering aura itself is always a ‘Dim Aura’.

Undead Aura(PH p220)

Use the following table to determine the strength of the aura seen by *Detect Good*, *Detect Evil*, etc.

Creature / Object	Unit	Dim Aura	Faint Aura	Moderate Aura	Strong Aura	Overwhelming Aura
Undead	HD	see below	up to 1	2 – 4	5 – 10	11+
Lingering Aura remains	—	—	1d6 rnds	1d6 min	1d6 * 10 min	1d6 days

A ‘Lingering Aura’ is left behind by the destruction of an Undead. The time it lasts depends on the strength of the original aura. The lingering aura itself is always a ‘Dim Aura’.

Ranges

Close-range – 25’ + 5’ per 2 levels.

Medium-range – 100’ + 10’ per level.

Long-range – 400’ + 40’ per level.

Levels of Concealment

<u>Concealment</u> (PH p152) 20% miss chance.	<u>Total Concealment</u> (PH p152) Must guess at the correct hex. If the guess is correct, then there is still a 50% miss chance.
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Levels of Cover

<u>Cover, Hard (such as walls)</u> (PH p150) +4 Cover bonus to AC & +2 Cover bonus to Reflex saves for spell's whose point of origin is on the other side of the cover. Not subject to Attacks of Opportunity through the cover.	<u>Cover, Soft (such as opponents)</u> (PH p150)(PH3.5e)+ +4 Cover bonus to AC against Ranged Attacks. Not subject to Attacks of Opportunity through the cover	<u>Full Cover</u> (PH p150) Can't be targeted
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Level of Exhaustion

<u>Fatigued</u> (PH p308) Subject cannot move run or change and suffers a –2 penalty of Strength & Dexterity. Any action that would cause 'Fatigue' instead causes the subject to become <u>Exhausted</u> . After 8 hours of complete rest, fatigue is removed.	<u>Exhausted</u> (PH p308) Subject can only move at ½ speed and suffers a –6 penalty of Strength & Dexterity. After one hour of complete rest, the subject becomes <u>Fatigued</u> .
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Levels of Fear

(in order of severity) Shaken, Frightened, Panicked, Cowering

<u>Shaken</u> (PH p312) Subject suffers a –2 penalty to attacks, skill checks, ability checks, & saving throws.	<u>Frightened</u> (PH p309) Subject must flee from the source of the fear. If cornered, the subject can fight with a –2 penalty to attacks, skill checks, ability checks, & saving throws.	<u>Panicked</u> (PH p311) Subject drops anything in his/her hands & flees from the source of the fear. If cornered, the subject must use Total Defense. All skill checks, ability checks, & saving throws have a –2 penalty.	<u>Cowering</u> (PH p306) Subject is paralyzed with fear and cannot take any actions. –2 penalty to AC & loses Dexterity modifier to AC.
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Areas of Effect – Shape

<u>Cone</u> (PH p175) Effect starts at the caster and extends out to the cone's length in a quarter circle.	<u>Line</u> (PH p175) A Line area-of-effect stretches from the caster to the end of range. All creatures & objects within a hex touched by that line are targeted.
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Areas of Effect – Fill

<u>Burst</u> (PH p175) Cannot go around corners or through Total Cover. The targets are determined when the spell is cast only.	<u>Emanation</u> (PH p175) Cannot go around corners or though <u>Total Cover</u> . Any creature that enters the emanation during the spell's duration is effected.	<u>Spread</u> (PH p175) Can go around corners, but not though <u>Total Cover</u> .
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Casting Times

<u>Immediate Action</u> (CArc p86) A Swift Action that can be used when it is not your turn. It still counts as your one Swift Action of the coming turn. You cannot use an Immediate Action when Flat-Footed. Example: <i>Feather Fall</i> .	<u>Swift Action</u> (CArc p86) You may execute one Swift Action each turn during your action. It takes as much time as a Free Action. Example: A spell with Feat: Quicken Spell applied to it.	<u>Standard Action</u> (PH p138) The default casting time for a spell.	<u>Full Round Action</u> (PH p139) A Full Round Action. Casting time for many summoning spells.
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Other Definitions

All Actions

Attack Rolls, Saving Throws, Skill Checks, & Ability Checks.

Attitude Categories(PH p72)

See table on PH3.5 p72.

Avert Gaze (i.e., try to avoid eye contact) (MM p309)

Gain a 50% chance to avoid a gaze attack, but grant your opponent Concealment (20% miss chance).

Blind(PH p305)

Subject cannot see, has a 50% chance of missing outright in combat (assuming the correct hex was chosen), receives a –2 penalty on AC & loses Dexterity modifier to AC, moves at ½ speed, suffers a –4 penalty on most Strength & Dexterity skills.

Calling Diagram(PH p249)

Created by making a Spellcraft roll vs. DC 20 and spending 10 minutes (it is possible to ‘Take 10’, but not ‘Take 20’). When a Conj(call) spell is used with a Calling Diagram & *Dimensional Anchor*, the called creature cannot leave the diagram either by magic or mundane means. The captured creature also cannot use any of its abilities, attacks, or even Spell Resistance to escape.

The description of a Calling Diagram is contained in the spell *Magic Circle against Evil*.

Caster Check(PH p305)

Caster level + 1d20 vs. the indicated DC.

Catch Fire

Reflex save vs. DC 15 to avoid catching fire. Each round, the subject & its equipment take 1d6 fire damage. A new Reflex save vs. DC 15 is allowed each round to put the fire out. +4 bonus for rolling on the ground or having useful help. The fire goes out automatically if the subject is doused with water, jumps in a lake, etc.

Cloud

5’ of cloud provides Concealment, while 10’ or more provides Full Concealment.

Dispersed by a Moderate Wind (11-20 mph) in four rounds or by a Strong Wind (21+ mph) in one round.

Comatose(PH p228)

Target enters a catatonic coma & cannot be awoken. Elves & Half-Elves are vulnerable to this effect.

Community Sizes(DMG p137)

Indicates the adult population. Non-adult population will be 10% – 40% more.

Thorp	20 – 80
Hamlet	81 – 400
Village	401 – 900
Small Town	901 – 2,000
Large Town	2,001 – 5,000
Small City	5,001 – 12,000
Large City	12,001 – 25,000
Metropolis	25,001 or more

Confused(PH p212)

Mental-effect causes the target acts randomly each round that the spell is in effect:

01-10: Attack the caster.

11-20: Act normally.

21-50: Do nothing.

51-70: Run away from the caster at top speed

71-00: Attack the nearest creature (ignoring your familiar).

Cowering

See above

Creature Equivalent

Some spells express the amount of load that can be carried and/or teleported as a number of Medium-sized creatures.

a) the count does not include that caster;

b) each subject, including the caster, can carry Maximum Load;

c) one Small-sized (or smaller) creature can be substituted for one Medium-sized creature;

d) larger creatures may be substituted according to the following table

1 Large-size = 2 Medium-size

1 Huge-size = 4 Medium-size

1 Gargantuan-size = 8 Medium-size

1 Colossal-size = 16 Medium-size

Crippled

Effectively has 0 hp, & can’t partake in strenuous activity.

Dazed(PH p307)

Subject can take no actions, but is able to defend itself normally & has not AC penalty.

Dazzled(PH p307)

Sighted creatures receive a –1 penalty to attack rolls, Spot checks, & Search checks.

<ability> Damage

Target loses an ability score which heals normally.

<ability> Drain

Target loses an ability score which can only be healed with magic.

Deafened(PH p307)

Subject cannot hear, suffers a –4 Initiative penalty, can has a 20% chance of spell failure if the spell has verbal components.

Defenseless(PH p257)

Helpless, plus always fail saving throws.

Dismissible (D)(PH p176)

Dismissing a spell requires the caster to be within spell range & use a verbal component. If the original spell did not have a verbal component, a somatic component is used instead. Either act counts as a Standard Action that does not generate an Attack of Opportunity.

Concentration spells can be dismissed as a Free Action on the caster’s action.

Dispel Check(PH p307)

1d20 + Caster Level (max +N) vs. DC 11 + target spell’s caster level. ‘N’ is determined by spell.

Energy Type

Acid, Cold, Electricity, Fire, or Sonic.

Entangled(PH p308)

Subject receives a –2 penalty to attacks, a –4 penalty to effective Dexterity, & must make Concentration checks to cast spells. If the entanglement is ‘anchored’, the subject cannot move, otherwise the subject can only move at ½ speed, but can’t run or charge.

To remove the entangle usually requires a Strength or Escape Artist check whose DC is designated by the effect.

Exhausted(PH p308)

See above.

Fascinated(PH p308)

Subject stays still & quiet as long as the effect lasts. During this time, it receives a –4 penalty on Listen & Spot checks.

If potentially threatened, the subject receives a new saving throw. Of obviously threatened, the fascination ends.

An ally can “shake” a creature out of fascination as a Standard Action.

Fast Healing N

Subject heals damage taken during the spell’s duration at the rate of N hit points per round & automatically Stabilizes. This spell does not heal starvation, thirst, or suffocation damage. Fast Healing effects do not stack.

Fatigued(PH p308)

See above.

Frightened

See above.

Held

Subject cannot move & is Helpless. Subject can still breath & think, though.

Helpless(PH p309)

Subject is immobile & extremely vulnerable. Dexterity is considered 0, so the subject’s AC is at –5. Melee attacks are at an additional +4. The subject is vulnerable to sneak attacks & coup de graces.

Incorporeal(PH p309)

The subject does not have a solid body & is immune to non-magical attacks. Magic weapons & spells can effect them with a 50% miss chance. Force effects always effect an incorporeal target. When attacking, incorporeal creatures ignore Natural Armor bonuses & Armor bonuses (unless generated by a Force effect, such as *Mage Armor*).

Insignia(RoD p166)

Focus for the spells *Insignia of Alarm*, *Insignia of Blessing*, *Insignia of Healing*, & *Insignia of Warding*. Must have been crafted by the spellcaster.

Emblem of an organization, such as a Guild, Church, or Militia. The insignia may be an amulet, badge, ring, etc., but each insignia of a set must have a matching logo, crest, or symbol and be worth at least 10gp.

Invisible(PH p309)

Gain a +2 bonus on attack, and the target loses its Dexterity modifier to AC. An attacker must guess at the correct hex of the invisible creature. If the guess is correct, then there is still a 50% miss chance (i.e., Total Concealment).

Magical Sensor

When using *Clairvoyance/Clairaudience*, *Scrying*, or any other “Div(scry)” spell, the spell creates a magical, Invisible spot that is looked and/or listened through. It cannot be damaged, but can be Dispelled. It also can be located with *See Invisible*, *Detect Magic*, or *Detect Scrying*.

Nauseated(PH p310)

Subject cannot attack, cast spells, concentrate, or do anything other than a single move action each round.

Negative Energy Damage

Harms the living (& the Deathless) and heals the Undead.

Negative Level(PH p310)

For 24 hours, the subject has the following penalties per Negative Level: –1 to all skill & ability checks, –1 to all attack rolls, –1 to all saving throws; –5 hit points, –1 effective level, loses 1 spell from the highest level castable that is still available for that day.

For any Negative Level that is still in effect after 24 hours, the subject must make a Fortitude save vs. the DC of the Negative Level (either the spell’s DC or for a monster, 10 + ½ HD + Charisma modifier). If the subject fails, then he/she loses an actual level permanently (though it may be returned with *Restoration* or *Greater Restoration*).

Non-Recoverable Level

Levels lost by *Raise Dead* or *Resurrection* cannot be replaced by any means.

Object Equivalent(PH p300)

Some spells express the amount of inanimate matter that can be effected as a number of Small-sized objects. Larger object may be substituted according to the following table

- 1 Small-size = 2 Tiny-size
- 1 Medium-size = 2 Small-size
- 1 Large-size = 4 Small-size
- 1 Huge-size = 8 Small-size
- 1 Gargantuan-size = 16 Small-size
- 1 Colossal-size = 32 Small-size

Panicked(PH p311)

See above.

Primary Stat

For Artificers & Wizards, use Intelligence.

For Bards & Sorcerers, use Charisma.

For Clerics, Druids, Paladins, & Rangers, use Wisdom.

Positive Energy

Heals the living (& the Deathless) and damages the Undead, who typically receives a Will save for ½ damage.

Prone(PH p311)

The subject is lying on the ground.

Attackers gain a +4 bonus with melee attacks, but receive a –4 penalty with ranged attacks.

The prone creature receives a –4 penalty on melee attacks & cannot make most ranged attacks.

Rubble, Dense(DMG p90)

TBD

Scent Ability(MM p314)

Subject can detect opponents by smell within 30’ (60’ downwind, 15’ upwind) & can track by scent.

Shaken(PH p312)

See above.

Sickened(PH p228)

Target suffers a –2 penalty on attacks, damage, saves, skill checks, & ability checks.

Slowed(PH p280)

Subject may only take one Standard or Move Action each round; suffers a –1 penalty to AC, melee attacks, melee damage, & Reflex saves.

Staggered(PH p313)

Subject can only take one Standard Action or one Move Action each round.

Stunned(PH p313)

Subject loses Dex bonus to AC, has a –2 penalty to AC, and cannot take actions.

Suspended Animation

Target is unconscious, does not need to eat, drink, or break, and no longer ages.

Untyped Damage

Damage that is not Acid damage, Cold damage, Electricity damage, Fire damage, Sonic damage, Positive Energy damage, nor Negative Energy damage. This kind of damage is not blocked by any type of resistance.

Weakened

Target’s has a 2d6 penalty to Strength for the indicated time.

Wind, Moderate (DMG p95)

11 – 20 mph

Wind, Strong (DMG p95)

21 – 30 mph

Wind, Severe (DMG p95)

31 – 50 mph

Temporary HP

These hit-points are removed first if the subject is damaged. They cannot be restored, even by healing.

Vile Damage

HP lost due to Vile Damage can only be regained by magical healing within a *Hallow* or *Consecrate* spell.

Appendix

Revision History

- October 1, 2003 – Creation of the new D&D 3.5 Spell Index.
Contains Player’s Handbook 3.5.
- March 12, 2004 – Added Complete Warrior & the Book of Exalted Deeds.
Added Dragon #309 – Dragon #313.
- August 12, 2004 – Added Dragon #314.
Added Player’s Guide to Faerûn.
- October 12, 2004 – Added Complete Divine.
- November 12, 2004 – Added Eberron Campaign Setting.
Added Dragon #325.
Added Monster Manual 3. Change the abbreviation of Monster Manual v3.5 from “MM3.5” to “MM” to avoid confusion with “MM3”
- April 1, 2005 – Added Complete Arcane.
Change the abbreviation of Player’s Handbook v3.5 from “PH3.5” to “PH”.
Change the abbreviation of Dungeonmaster’s Guide v3.5 from “DMG3.5” to “DMG”.
- September 7, 2005 – Added Races of Eberron.
Added Complete Adventurer.
Added Dragon #330 – #335.
- December 9, 2005 – Added Races of Stone, Races of Destiny, Races of the Wild, Unearthed Arcana, & Underdark
Added Dragon #336 – #338.
Made a separate Assassin Spell List.

Key to Sourcebooks

- PH – Player’s Handbook v.3.5
DMG – Dungeon Master’s Guide v.3.5
MM – Monster Manual v.3.5
MM3 – Monster Manual
- CWar – Complete Warrior
CDiv – Complete Divine
CArc – Complete Arcane
CAAdv – Complete Adventurer
- RoS – Races of Stone
RoD – Races of Destiny
RotW – Races of the Wild
RoE – Races of Eberron
- BoED – Book of Exalted Deeds
UA – Unearthed Arcana
- FR – Forgotten Realms Campaign Setting
MoF – Magic of Faerûn
LoD – Lords of Darkness
RoF – Races of Faerûn
SM – Silver Marches
Und – Underdark
PGF – Player’s Guide to Faerûn
- Eb – Eberron Campaign Setting
- DR### – Dragon Magazine (with issue number)
DU## – Dungeon Magazine (with issue number)
- 3.5up – D&D v.3.5 Accessory Update – http://www.wizards.com/dnd/files/DnD35_update_booklet.zip
PH3.5e – Player’s Handbook v.3.5 Errata – http://www.wizards.com/dnd/files/PHB_Errata09242003.zip
PGFe – Player’s Guide to Faerûn Errata – http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip
CDivErrata – Complete Divine Errata – http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip
CArcErrata – Complete Arcane Errata – <http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip>
EbErrata – Eberron Errata – http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip

Note: If a Key reference is followed by a “+”, then it is partially superseded the entry above it.