

Dungeons & Dragons 3.5 Edition Index – Ranger Spell Summaries

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April 1, 2005

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Ranger Spell List

Wisdom-based Prepared Divine Spells

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

1st LevelAbjuration*Alarm*(PH p197)

- <Abj, VS/AF(tiny bell, silver wire)/DF, 1StdAct, Close-range, 2hrs/lvl(D), no save, no SR>
- If any creature of Tiny-size or larger passes through the warded 20' radius Emanation without saying the password, an alarm (chosen at casting time) will sound.
 - Audible: Chimes for 1 round. Easily heard within 60' in typical conditions.
 - Mental: The chime is only in the caster's head, though he/she must be within 1 mile. This will wake the caster, but not disturb his/her concentration.

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.

Hide from Animals(PH p241)

- <Abj, S/DF, 1StdAct, Touch, 10min/lvl(D), no save, SR applies>
- One touched subject per level cannot be perceived by Animals. Effected senses include Blindsight, Blindsight, Scent, Tremorsense, Sight, Hearing, or Smell.
 - If any of the spell's subject touches or attacks (including with spells) any creature, the spell ends for all the subjects.

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

Surefoot(MoF p127)

- <Abj, VS, 1StdAct, Personal, 10min/lvl>
- +10 Competence bonus on Balance checks.

Conjuration*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.

Summon Nature's Ally I(PH p288)

- <Conj(sum), VS/DF, 1Round, Close-range, 1rnd/lvl(D)>
- Summons one creature from the 'Summon Nature's Ally I' Table to fight the caster's enemies. The creature can attack on the caster's initiative starting its first round.

Divination*Detect Animals or Plants*(PH p218)

- <Div, VS, 1StdAct, Long-range, Concentrations up to 10min/lvl, no SR>
- Caster can detect a specific animal or plant in Cone-shaped Emanation each round. The caster can change the animal / plant being looked for each round.
 - The information gained increases each round spent focusing on a single target:
 - 1st round – detect the target's presence or absence.
 - 2nd round – number of individual targets & the healthiest one's condition. If not in line-of-sight, the caster only knows the direction.
 - 3rd round – condition & location of each individual target.
 - Possible conditions are 'normal', 'fair', 'poor', & 'weak'.
 - This spell works through minor barriers, up to 3' of wood / dirt, 1' of stone, 1" of metal, but it is blocked by any amount of lead.

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 Snares and Pits(PH p220)

- <Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR>
- The caster can see pits, deadfalls, snares, quicksand, a sinkhole, etc. in a 60' Cone-shaped Emanation. This spell does not locate items that are obscured (i.e., behind boxes or under a rug).
 - The information gained increases each round:
 - 1st round – presence of a hazard.
 - 2nd round – number of hazards & the location of each one. If not in line-of-sight, the caster only knows the direction.
 - 3rd+ rounds – type & triggering method of one specific hazard.
 - This spell is blocked by 3' of wood or dirt, 1' of stone, 1" of metal, & any amount of lead.

Marked Man(DR325 p71)

- <Div, VSF(a piece hair or clothing from the target), 1Minute, Personal, 1day/lvl>
- The caster gains a +10 bonus on Search and Survival checks to track the source of the Focus object (typically a lock of hair or a piece of clothing). The caster does not need to know the creature who left behind the focus.

Read Magic(PH p269)

- <Div, VSF(prism), 1StdAct, Personal, 10min/lvl>
- Reads scrolls & spell books at 1 page per min.

Speak with Animals(PH p281)

- <Div, VS, 1StdAct, Personal, 1min/lvl>
- The caster may communicate with Animals, though the spell does not change their intelligence or attitude.

Enchantment*Animal Messenger*(PH p198)

- <Ench(comp)[mind], VSM(food), 1StdAct, Close-range, 1day/lvl>
- Sends a Tiny animal to a specific place known to the caster. Once there, the animal waits until the end of the duration. This spell cannot target an animal trained or under the control of someone else (such as a Familiar). Typically used to carry a written message.

Calm Animals(PH p207)

- <Ench(comp)[mind], VS, 1StdAct, Close-range, 1min/lvl, SR applies>
- Calms 2d4 + 1/lvl HD of Animals, though all targets must be the same type of Animal. Any threat to a target will end the effect. Only Animals trained to attack or guard and Dire Animals are allowed a Will save to negate.

Charm Animal(PH p208)

- <Ench(charm)[mind], VS, 1StdAct, Close-range, 1hr/lvl, WillNeg, SR applies>
- One Animal considers the caster its ally. Anything the casters does will be treated the same way as if someone friendly has done it. If the target is in a threatening situation when the spell is cast, it gets a +5 on the save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

Vengeful Mount(DR326 p74)

- <Ench(comp)[mind], VSM(riding crop or willow switch), 1StdAct, Close-range, Instantaneous, WillNeg, SR applies>
- The target Animal will shy away from anyone attempting to make a Ride check or a Handle Animal check with it. If mounted, the rider must immediately make a Ride check vs. DC 10 to stay on.

Illusion*Towering Oak*(MoF p128)

- <Ill(glamer), VS, 1StdAct, Personal, 3 rnds/lvl>
- +10 Competence bonus on Intimidate checks.

Necromancy*Naturewatch*(CDiv p170)(MoF p110)

- <Necro, S, 1StdAct, Close-range, 10min/lvl, no save, no SR>
- Determine the health of animals & plants in a 90 degree arc. Choices are 'dead', 'fragile', 'alive', 'needs to be watered', 'hungry', etc.

Transmutation*Branch to Branch*(MoF p83)

- <Trans, VS, 1StdAct, Personal, 1min/lvl>
- +10 Competence bonus to Climb checks and normal movement speed swinging in trees.

Camouflage(Und p56)(CDiv p157)

- <Trans, VS, 1StdAct, Personal, 10min/lvl>
 – +10 Circumstance bonus on Hide checks.

Entangle(PH p227)

- <Trans, VS/DF, 1StdAct, Long-range, 1min/lvl, RefNeg, no SR>
 – All plants in a 40' radius Spread Entangle & anchor everyone in the target area who fails a Reflex save. To become unentangled requires a Full-Round Strength or Escape Artist check vs. DC 20. Anyone not entangled (including a target that has just broken free) may move ½ speed through the area of effect. On the caster's action, anyone in the area of effect who is not entangled must make a new Reflex save to avoid being entangled again.

Eyes of the Avoral(BoED p99)

- <Trans, S, 1StdAct, Touch, 10min/lvl>
 – Subject gains +8 Racial bonus on Spot checks.

Ground Smoke(DR326 p73)

- <Trans, VS, 1StdAct, Close-range, 8 hours>
 – One 5' square target fire has its smoke dissipate close to the ground.

Hawkeye(CDiv p166)

- <Trans, V, 1StdAct, Personal, 10min/lvl>
 – Gain a +5 Competence bonus on Spot checks and all projectile weapon range increments are increased by 50%.

Hunter's Mercy(MoF p101)

- <Trans, VS, 1StdAct, Personal, 1round>
 – The caster's next shot with a bow hits automatically and threatens a critical, but the shot must occur by the end of the round after the spell is cast.

Jump(PH p246)

- <Trans, VSM(grasshopper leg), 1StdAct, Touch, 1min/lvl(D)>
 – Touched subject gains an Enhancement bonus on Jump checks:

Lvl	Bonus	Lvl	Bonus	Lvl	Bonus
1	+10	5	+20	9	+30

Longstrider(PH p249)

- <Trans, VSM(dirt), 1StdAct, Personal, 1hr/lvl(D)>
 – The caster gains a +10' Enhancement bonus to his/her land movement. Does not effect the speed of burrowing, climbing, flying, or swimming.

Low-Light Vision(CArc p113)

- <Trans, VM(small candle), 1StdAct, Touch, 1hr/lvl>
 – Subject sees twice as far as a Human under poor light.

Magic Fang(PH p250)

- <Trans, VS/DF, 1StdAct, Touch, 1min/lvl>
 – One natural weapon of touched creature (including Humanoids) gets +1 Enhancement bonus to attack and damage.

Pass without Trace(PH p259)

- <Trans, VS/DF, 1StdAct, Touch, 1hr/lvl(D)>
 – One subject/lvl leaves no tracks or scent trail.

Ram's Might(MoF p112)

- <Trans, VS, 1StdAct, Personal, 1min/lvl>
 – The caster's unarmed attacks inflict normal damage (instead of nonlethal) & the caster is considered 'armed'.

Silvered Claws(BoED p107)

- <Trans, VS/DF, 1StdAct, Touch, 1min/lvl>
 – All of the living subject's natural attacks are considered to be Silver for purposes of overcoming Damage Reduction.

Smell of Fear(MoF p119)

- <Trans, VS, 1StdAct, Touch, 1min/lvl, WillNeg>
 – Target's aroma triples the chance of wandering encounters.

Snowshoes(DR312 p65)

- <Trans, VS, 1StdAct, Touch, 1hr/lvl(D)>
 – The touched subject receives these benefits:
 a) Can walk on ice without a speed reduction;
 b) +5 bonus on Balance checks ore Reflex saves to walk on ice and/or snow & avoid falling through it;
 c) Does not leave trails any more noticeable than 'solid ground' for purposes of tracking.

Speed Swim(MoF p121)

- <Trans, VSF(tiny wooden paddle), 1StdAct, Close-range, 1min/lvl(D)>
 – Subject gains a swim speed of 30' without needing to make a Swim check.

Stalking Brand(MoF p123)

- <Trans, VS, 1StdAct, Touch, 1day/lvl, no save, SR applies>
 – Target marked with symbol you can see despite disguises, polymorphing, or invisibility.

Traveler's Mount(CDiv p184)

- <Trans, VS, 1StdAct, Touch, 1hr/lvl>
 – 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.

2nd LevelAbjuration*Easy Trail*(MoF p91)

<Abj, VS, 1StdAct, Personal, 1hr/lvl(D)>

- The plants around the caster and in a 30' Cone behind the caster are pushed aside, creating a “trail”. This improves the overland movement rate. Since the plants move back after the caster passes, the tracks are “hidden” (+5 DC to follow them).

Protection from Energy(PH p266)

<Abj, VS/DF, 1StdAct, Touch, until depleted up to 10min/lvl>

- Touched creature is immune to a total of 12 damage per level (max 120 hp) from one Energy Type. Once all the damage has been taken, the spell ends.

Note: This spell takes precedence over *Resist Energy*. Only when this spell is depleted will *Resist Energy* be applied.

Conjuration*Blades of Fire*(CArc p99)

<Conj(create)[fire], V, 1 Swift Action, Touch, 1rnd>

- Up to two melee weapons that the caster is wielding are sheathed in flames, doing +1d6 Fire damage for one round.

This effect stacks with any other energy damage the weapons deal.

Cure Light Wounds(PH p215)

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

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

Summon Nature's Ally II(PH p288)

<Conj(sum), VS/DF, 1Round, Close-range, 1rnd/lvl(D)>

- Summons one or more creatures to fight the caster's enemies. The creatures can attack on the caster's initiative starting their first round.

Table	#
<u>Summon Nature's Ally II</u>	1
<u>Summon Nature's Ally I</u>	1d3

Divination*Speak with Plants*(PH p282)

<Div, VS, 1StdAct, Personal, 1min/lvl>

- The caster may communicate with plants & Plant Creatures, though the spell does not change their attitude towards the caster.

Enchantment*Hold Animal*(PH p241)

<Ench(comp)[mind], VSF(iron nail)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg(repeat), SR applies>

- One Animal is Held. It gets a new Will save each round to end the spell.

Evocation*Nature's Favor*(CDiv p170) (CDivErrata+)

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

- The touched animal gains a Luck bonus of +1 per 2 levels to attacks & damage (max +3).

Wind Wall(PH p302)

<Evoc[air], VSM(tiny fan, exotic feather)/DF, 1StdAct, Medium-range, 1rnd/lvl>

- An Invisible wall of air 2' wide is created in any continuous shape desired by the caster up to 10' long per level & 5' high per level.

The wall is total protection from gases (including some breath weapons), gaseous forms, flying creatures up to Small-size, etc. Arrows & bolts are blocked by the wall, & other ranged weapons have a 30% miss chance. Large ranged weapons, such as a giant's boulders, are not effected. The wall may be walked through normally.

Transmutation*Barkskin*(PH p202)

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

- Touched living subject gains Natural Armor bonus to AC of 2 + 1 per 3 levels after 3rd (max +5). Bonus stacks with a creature's normal Natural Armor bonus.

Bear's Endurance(PH p203)

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

- +4 Enhancement bonus to Constitution.

Briar Web(CDiv p156)

<Trans, VS/DF, 1StdAct, Long-range, 1min/lvl, RefNeg, no SR>

- Plants Entangle everyone in 20' radius Spread who fails a Reflex save. An entangled target may spend a Full Round Action to gain a new Reflex save to become unentangled (though failing the save results in the target taking 2d6 Piercing damage).

An entangled target takes any action except trying to get free or holding still takes 2d6 Piercing damage each round.

Anyone not entangled may move at ½ speed through the area of effect (taking no damage).

Plants provide Cover 5', and Full Cover at 20'.

Burrow(Und p56)

<Trans, VS/AF(claw from burrowing creature)/DF, 1StdAct, Touch, 1min/lvl(D)>

- Touched subject gains claws that do 1d6 damage and are treated as an armed attack.

The subject gains a Burrow speed of 10' through earth, sand, clay, & gravel, but not solid stone.

Cat's Grace(PH p208)

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

- +4 Enhancement bonus to Dexterity.

Claws of the Beast(PGF p101)

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

- The caster's hands become 1d8 weapons that make ‘armed attacks’.

One with the Land(MoF p111)

<Trans, VS, 1StdAct, Personal, 1hr/lvl>

- Link with nature gives a +2 Competence bonus on Animal Empathy, Handle Animal, Hide, Intuit Direction, Move Silently, Search, and Wilderness Lore checks.

Owl's Wisdom(PH p259)

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

- +4 Enhancement bonus to Wisdom.

Scent(CDiv p178) (CDivErrata+)

<Trans, VSM(mustard, pepper, sweat), 1StdAct, Touch, 10min/lvl>

- The subject gains the Scent Ability.

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.

Snare(PH p280)

<Trans, VS/DF, 3Rounds, Touch, until triggered, no save, no SR>

- Creates a magical booby trap out of a rope, vine, etc. (Search vs. DC 23 for a Rogue to locate). Anyone who puts a limb into the snare's loop is Entangled.

If attached to a supple tree, the person is also lifted off the ground & takes 1d6 damage.

To escape, make a Strength or Escape Artist check vs. DC 23 or do 5hp damage to the snare (AC 7).

Spike Growth(PH p283)

<Trans, VS/DF, 1StdAct, Medium-range, 1hr/lvl(D), Ref½, SR applies>

- The ground vegetation (roots, grasses, etc.) in one 20' square per level becomes magically sharp. For each 5' that a creature walks / runs through the area of effect, it takes 1d4 damage (no save) & have its movement reduced to ½ due to foot injuries (RefNeg).

The movement penalty lasts until a) the target receives healing magics; b) a Heal check vs. the spell's DC; or c) 24 hours go by.

3rd LevelAbjuration*Safe Clearing*(MoF p114)

<Abj, VS, 1FullRound, 0' range, 1hr/lvl, WillNeg>

– A fixed 30' radius area becomes "safe".

Opponents can't attack anyone in the area of effect with melee, ranged, or targeted spells unless they make a Will save, nor can they enter the safe area. If anyone in the area of effect attacks, the spell ends.

Conjuration*Bottle of Smoke*(CDiv p155)

<Conj(creat), VSF(50gp bottle)M(smoke), 10Minutes, 1hr/lvl of riding time within 24 hours>

– Smoke stored in the bottle can be released as a Standard Action to form an immaterial 'horse'. Only the person holding the bottle can touch the 'horse'. It cannot be attacked or hurt, except by magical wind, which destroys it. The bottle-holder must make a Ride check vs. DC 10 to mount it. The 'horse' has a movement of 20'/lvl (240' max). At the rider's option, the 'horse' leaves a 20' tall by 5' wide trail of smoke that lasts for 10 minutes (unless blown away) which provides Concealment.

The 'horse' remains for 1hr/lvl, but time the horse spends in the bottle does not count.

The spell ends 24 hours after cast whether all the riding time is use up.

Cure Moderate Wounds(PH p216)

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

– Cures 2d8 +1/level damage (max +10) 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)

Remove Disease(PH p271)

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

– Cures all diseases affecting subject, as well as parasites, Green Slime, etc.

Repel Vermin(PH p271)

<Abj, VS/DF, 1StdAct, 10min/lvl(D), SR applies>

– Creates a 10' radius area around the caster that causes insects & other vermin to stay away. Vermin whose HD are 1/3rd of the caster level or greater are allowed a Will save to enter the area, but even then they take 2d6 damage.

Summon Nature's Ally III(PH p288)

<Conj(sum)[variable alignment/element], VS/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster's enemies. The creatures can attack on the caster's initiative starting their first round.

Table	#
<u>Summon Nature's Ally III</u>	1
<u>Summon Nature's Ally II</u>	1d3
<u>Summon Nature's Ally I</u>	1d4+1

Divination*Detect Favored Enemy*(CDiv p162)

<Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR>

– The caster can sense a member of his/her Favored Enemy within a quarter circle extending out 60'.

The information gained increases each round:

1st round – presence of the Favored Enemy.

2nd round – types of the Favored Enemies, and their numbers. If not in line-of-sight, the caster only knows the direction.

3rd round – location & HD of each creature.

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

Living Prints(MoF p106)

<Div, VS, 1StdAct, Personal, 1hr/lvl>

– Any passage of time and/or rain penalties are removed on tracks that are up to 30 days old.

Enchantment*Inspired Aim*(BoED p101)

<Ench(comp)[mind][language], V, 1StdAct, Concentration>

– All allies within a 40' radius Emanation gains a +2 Insight bonus on all ranged attacks.

Illusion*Decoy Image*(MoF p88)

<Ill(figurement), VS, 1FullRound, Long-range, 10min/lvl(D)>

– Figurement mimics the caster and his/her allies that are within 50'. The illusion has visual, sounds, smell, texture, & temperature. If the originals do something that doesn't fit with the decoys, watchers get an immediate Will save.

Phantasmal Decoy(CDiv p172)

<Ill(phantasm)[mind], VS, 1StdAct, Medium-range, 1rnd/lvl, WillDisbelief, SR applies>

– The caster causes one living creature to see its most hated enemy. Only the target and the caster can see the image (and the image is haze for the caster).

A creature with Intelligence of up to 3 automatically chases the image. More intelligent creatures are likely to chase too. If the target moves adjacent to the image or attacks it, the target receives a new saving throw to recognize it as an illusion.

The caster can cause the image to move up to 60' as a Move Action.

Transmutation*Blade Thirst*(MoF p82)

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

– Slashing weapon gains +3 Enhancement bonus and glows as bright as a torch.

Command Plants(PH p211)

<Trans, V, 1StdAct, Close-range, 1day/lvl, WillNeg, SR applies>

– Up to (2 * Caster level) HD of plant creatures in a 30' area become friendly towards the caster and will not attack him/her. Any attempt to give the creatures orders requires a successful Charisma check.

Darkvision(PH p216)

<Trans, VSM(carrot/agate), 1StdAct, Touch, 1hr/lvl>

– The touched subject can see up to 60' in non-magical darkness, but in black & white only.

Diminish Plants(PH p221)

<Trans, VS/DF, 1StdAct, Instantaneous>

– This spell either

a) "prunes" vegetation to 1/3 its normal size in a 100' radius circle, a 150' radius half-circle, or a 200' radius quarter circle (caster may choose plants to be excluded). The area of effect must be within Long-range; or

b) blights vegetation within 1/2 mile to produce 1/3 of its normal output in the next year.

Neither use effects Plant Creatures in any way.

This spell Counters *Plant Growth*.

Easy Climb(MoF p91)

<Trans, VS, 1StdAct, Medium-range, 10min/lvl(D)>

– Changes tree, wall, cliff-face, or any other vertical surface Climb DC to 10 in a 10'x20'/lvl path.

Forestfold(CDiv p166)

<Trans, VS, 1StdAct, Personal, 10min/lvl>

– +20 Competence bonus on Hide & Move Silently checks.

If the caster moves more than 10' from his/her location when the spell was cast, the spell ends.

Magic Fang, Greater(PH p250)

<Trans, VS/DF, 1StdAct, Close-range, 1hr/lvl>

– One living creature (including a Humanoid) gains one of the following:

a) one natural weapon gets an Enhancement bonus to attack and damage of +1 per 4 levels (max +5); or

b) all natural weapons get a +1 Enhancement bonus on attacks and damage.

Plant Growth(PH p262)

<Trans, VS/DF, 1StdAct, Instantaneous>

– This spell either

a) causes vegetation to grow thick & overgrown in a 100' radius circle, a 150' radius half-circle, or a 200' radius quarter circle (caster may choose plants to be excluded). The area of effect must be within Long-range. Movement through the overgrown area is reduced to 5' (or 10' for creatures of at least Large size); or

b) enhances vegetation within 1/2 mile to produce exceed its normal production by 1/3 in the next year.

This spell Counters *Diminish Plants*.

Reduce Animal(PH p269)

<Trans, VS, 1StdAct, Touch, 1hr/lvl(D)>

– One willing Animal of whose size is between Small & Huge becomes 1 Size category smaller. Subject gains +2 Size bonus to Dexterity, –2 Size penalty to Strength, and +1 bonus on attacks & AC. A subject who becomes Tiny-size have a reach of 0' & must enter an opponent's hex to attack.

Snowshoes, *Mass*(DR312 p65)

<Trans, VS, 1StdAct, Close-range, 1hr/lvl(D)>

– One subject per level within a 30' area receives the following benefits:

a) Can walk on ice without a speed reduction;

b) +5 bonus on Balance checks ore Reflex saves to walk on ice and/or snow & avoid falling through it;

c) Does not leave trails any more noticeable than 'solid ground' for purposes of tracking.

Tree Shape(PH p296)

<Trans, VS/DF, 1StdAct, Personal, 1hr/lvl(D)>
 – The caster becomes a Large-sized tree, shrub, or even a dead log. While in this form, the caster continues to have all his/her senses, gains a +10 Natural Armor bonus to AC, is immune to criticals, has an effective Dexterity of 0 & a movement of 0'. This spell may be dismissed as a Free Action.

Tremorsense(Und p62)

<Trans, VSF(skin from a creature with tremorsense)/DF, 1StdAct, Personal, 10min/lvl(D)>
 – The caster can pinpoint the location of any creature or object within 30' that is in contact with the ground.

Water Walk(PH p300)

<Trans[water], VS/DF, 1StdAct, Touch, 10min/lvl(D)>
 – The caster can effect 1 touched creature per level. Each subject will hover 1" above any liquid (such as snow, oil, quicksand, etc.) & can treat it as walking on normal ground. If cast underwater, the subject rises to the surface at 60' per round.

4th Level

Abjuration

Freedom of Movement(PH p233)

<Abj, VSM(leather cord)/DF, 1StdAct, Touch, 10min/lvl>
 – Subject moves normally despite magical impediments (*Web*, *Hold Person*, etc.). The subject automatically succeeds on any Grapple check to resist being grappled, plus any Grapple check or Escape Artist check to escape a grapple and/or a pin. While under the effect of this spell, the subject can fight underwater.

Land Womb(MoF p104)

<Abj, VS, 1StdAct, Touch, 10min/lvl(D)>
 – The caster and one creature/level sink into natural earth, stopping 10' below the ground. There is enough air for the duration, but spells with Somatic components cannot be cast. Only Divinations of 5th level or higher can detect the "womb".

Nondetection(PH p257)

<Abj, VSM(50gp diamond dust), 1StdAct, Touch, 1hr/lvl>
 – Touched subject (and its possessions) or an object can only be a target of a *Locate Object*, *Crystal Ball*, etc., on a Caster check vs. DC (11 + caster level) (+4 if caster is the subject).

Conjuration

Cure Serious Wounds(PH p216)

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

Summon Nature's Ally IV(PH p288)

<Conj(sum)[variable alignment/element], VS/DF, 1Round, Close-range, 1rnd/lvl(D)>
 – Summons one or more creatures to fight the caster's enemies. The creatures can attack on the caster's initiative starting their first round.

Table	#
<u>Summon Nature's Ally IV</u>	1
<u>Summon Nature's Ally III</u>	1d3
<u>Summon Nature's Ally II</u> (or less)	1d4+1

Tree Stride(PH p296)

<Conj[teleport], VS/DF, 1StdAct, Personal, until depleted up to 1hr/lvl>
 – The caster may enter a living tree large enough to fully contains his/her body. The caster then knows the location of all trees of the same type within range. As a Full-Round action, the caster has the option of teleporting to one of those trees, which counts as one 'stride'. The spell is depleted when the caster has made 1 'stride' per level.
Type of Tree Range Type of Tree Range
 oak, ash, yew 3,000' other Deciduous 1,500'
 elm, linden 2,000' any other Tree 500'
 While the spell has duration remaining & has not been depleted, the caster may enter & leave trees at will.

Divination

Commune with Nature(PH p211)

<Div, VS, 10Minutes, Personal>
 – By becoming "one with nature", the caster can know up to 3 facts about the surrounding natural terrain (e.g., location of water, animal population, presence of powerful unnatural creatures). The caster can learn about an area of 1 mile/level radius above ground & 100' /level below ground. Construction, including towns & dungeons, obstructs this spell.

Implacable Pursuer(CDiv p166)

<Div, VS, 1Minute, Long-range, 1hr/lvl(D), WillNeg, SR applies>
 – The caster immediately knows the direction and distance to the target whenever it moves more than 10' in a single turn. Once the spell is in effect, its has unlimited range. If the caster has a Favored Enemy bonus against the target, the bonus is applied to this spell's DC. If the target moves to another plane of existence, the caster knows which plane and can resume pursuing upon arriving on that plane.

Evocation

Bane Bow(CDiv p151)

<Evoc, VS, 1StdAct, Touch, 1rnd/lvl>
 – The touched ranged weapon gains a +5 Enhancement bonus to attack & damage rolls, that is also 'Bane' (i.e., an extra +2 to attack & +2d6 damage) to 1 chosen type of creature. For the spell's duration, any other properties of the target weapon are suppressed.

Stars of Arvandor(BoED p108)

<Evoc[good][force][energy missile], VS, 1StdAct, Close-range, 1min/lvl(D)>
 – One twinkling star per level (max 10) floats around the caster's head. Once per round, the caster may either take a Free Action to launch one star –or– take a Standard Action to launch up to three stars. Each star can have a separate target, requires a Ranged Touch attack to hit, & does 1d8 damage (no save, SR applies). If the target is non-Evil, half the damage is non-lethal.

Transmutation

Animal Growth(PH p198)

<Trans, VS, 1StdAct, Medium-range, 1min/lvl, FortNeg, SR applies>
 – One animal per two levels in a 30' area is increased to the next larger Size Category. The targets also gain Damage Reduction 10/magic and a +4 Resistance bonus to Saving Throws. This spell does not grant the caster special influence over the target animals.

Blinding Beauty(BoED p92)

<Trans[good], VS, 1StdAct, Personal, 1rnd/lvl>
 – The caster gains the beauty of a Nymph. Any Humanoid within 60' that looks at the caster becomes permanently Blind (FortNeg). The caster can suppress & unsuppress this ability as a Free Action. Note: The caster must abstain from sexual intercourse of one week in order to be able to cast this spell.

Burrow, Mass(Und p56)

<Trans, VS/AF(claw from burrowing creature)/DF, 1StdAct, Close-range, 1min/lvl(D)>
 – One subject per level within a 30' area gains claws that do 1d6 damage and are treated as an armed attack. Each subject gains a Burrow speed of 10' through earth, sand, clay, & gravel, but not solid stone.

Camouflage, Mass(CDiv p157)(MoF p106)(MoFe)+

<Trans, VS, 1StdAct, Medium-range, 10min/lvl>
 – +10 Circumstance bonus on Hide checks for any number of creatures, no two of which can be more than 60' apart. If a subject leaves the "pack", then the spell ends for that person

Darkvision, Mass(T&B p93)

<Trans, VSM(carrot/agate), 1StdAct, 1hr/lvl>
 – One creatures per level within a 30' area gain the ability to see up to 60' in non-magical darkness, but in black & white only.

Darkvision, Superior(UE p53)

<Trans, VSM(agate chip), 1StdAct, Touch, 1hr/lvl>
 – The touched subject can see normally (though in black & white) in non-magical darkness. Spot checks are made normally. The range of vision is only limited by the surroundings.

Deeper Darkvision(Und p58)

<Trans, VSM(carrot/agate), 1StdAct, Touch, 1hr/lvl>
 – The touched subject can see up to 60' in non-magical and magical darkness, but in black & white only.

Snakebite(MoF p120)

<Trans, VS, 1StdAct, Personal, 1rnd/lvl(D)>
 – The caster's arm turns into poisonous snake that can be used as a weapon. The snake does 1d3 damage and has a (1d6Con+1d4rnd Paralysis)/ (1d6Con+1d4rnd Paralysis) poison whose DC is (10 + ½ caster level + caster's Wisdom modifier).

Spear of Valarian(BoED p107)

<Trans, VS, 1StdAct, Touch, 1rnd/lvl(D)>
 – A touched non-magical weapon becomes a +1 Silver Magical-Beast-Bane Spear. If the weapon is dropped or sundered, the spell ends

Spell Tables

Summon Nature's Ally

List constructed from the table on PH p288.

Summon Nature's Ally I

Dire Rat (MM p64)	Monkey (MM p276)	Owl (MM p277)	Snake, Small Viper (MM p279)
Eagle (MM p272)	Octopus (MM p276)	Porpoise (MM p278)	Wolf (MM p283)

Summon Nature's Ally II

Bear, Black (MM p269)	Elemental, Air (small) [air] (MM p95)	Hippogriff (MM p152)	Wolverine (MM p283)
Crocodile (MM p271)	Elemental, Earth (small) [earth] (MM p98)	Shark, Medium (MM p279)	
Dire Badger (MM p62)	Elemental, Fire (small) [fire] (MM p98)	Snake, Medium Viper (MM p279)	
Dire Bat (MM p62)	Elemental, Water (small) [water] (MM p98)	Squid (MM p281)	

Summon Nature's Ally III

Ape (MM p268)	Elemental, Storm (small) [air] (MM3 p48)	Lion (MM p274)	Snake, Constrictor (MM p279)
Dire Weasel (MM p65)	Giant Eagle (MM p93)	Satyr (without pipes) (MM p219)	Snake, Large Viper (MM p279)
Dire Wolf (MM p65)	Giant Owl (MM p205)	Shark, Large (MM p279)	Thoqqua [earth][fire] (MM p242)

Summon Nature's Ally IV

Arrowhawk, Juvenile [air] (MM p19)	Dire Boar (MM p63)	Elemental, Water (med.) [water] (MM p98)	Tiger (MM p281)
Bear, Brown (MM p269)	Dire Wolverine (MM p66)	Salamander, Flamebrother [fire] (MM p218)	Tojanida, Juvenile [water] (MM p243)
Crocodile, Giant (MM p271)	Elemental, Air (med.) [air] (MM p95)	Sea Cat (MM p220)	Unicorn (MM p249)
Deinonychus (MM p60)	Elemental, Earth (med.) [earth] (MM p98)	Shark, Huge (MM p279)	
Dire Ape (MM p62)	Elemental, Fire (med.) [fire] (MM p98)	Snake, Huge Viper (MM p279)	

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)(PHe)+ +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 pXXX) The default casting time for a spell.	<u>Full Round Action</u> (PH pXXX) 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 PH 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’ or to ‘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.

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.

- the count does not include that caster;
- each subject, including the caster, can carry Maximum Load;
- one Small-sized (or smaller) creature can be substituted for one Medium-sized creature;
- 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*).

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 & 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 Wizards, use Intelligence.

For Bards & Sorcerers, use Charisma.

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

Positive Energy

Heals the living & 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)

Costs 2 movement to go through each hex.

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.

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”.

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 3

- CWar – Complete Warrior
- CDiv – Complete Divine
- CArc – Complete Arcane

- BoED – Book of Exalted Deeds
- UA – Unearthed Arcana

- FR – Forgotten Realms Campaign Setting
- MoF – Magic of Faerûn
- UE – Unapproachable East
- 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
- PHe – 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
- 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.