

# Dungeons & Dragons 3.5 Edition Index – Assassin Spell Summaries

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## Assassin Spell List

Prepared Arcane spells based on Intelligence.

1<sup>st</sup> LevelConjuration*Obscuring Mist*(PH p258)

&lt;Conj(creat), VS, 1StdAct, 1min/lvl, no SR&gt;

- Creates a 20' radius **Spread** by 20' high **Cloud** of fog centered around the caster.

The cloud can be dispersed by **Moderate Wind** in 4 rounds & a **Strong Wind** in 1 round. Large amounts of fire, such as a *Fireball*, will also disperse the cloud.

Divination*Critical Strike*(CAAdv p145)

&lt;Div, V, 1 Swift Action, Personal, 1rnd&gt;

- If the caster succeeds on a melee attack against a foe that is flanked –or– denied his/her Dexterity bonus to AC, the caster gains the following:
  - +1d6 damage (only if the foe is vulnerable to Sneak Attacks);
  - threat range is doubled (does not stack with similar effects); and
  - +4 Insight bonus to confirm critical threat.

*Detect Poison*(PH p219)

&lt;Div, VS/DF, 1StdAct, Close-range, Instantaneous, no save, no SR&gt;

- 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.

*Disguise Self*(PH p222)

&lt;Ill(glamer), VS, 1StdAct, Personal, 10min/lv(D), WillDisbelief&gt;

- The caster can make minor visual changes to his/her appearance. These include gaining or losing 1' of height, gaining or losing weight, the addition or removal of a beard / scar, etc.

This spell provides a +10 on Disguise checks. Anyone interacting with the caster (particularly if they touch him/her) are allowed a Will save to Disbelieve the illusion.

*Insightful Feint*(CAAdv p153)

&lt;Div, V, 1 Swift Action, Personal, 1rnd&gt;

- The caster gains a +10 Insight bonus on the next single Bluff check made to Feint in Combat within the spell's duration.

*Instant Locksmith*(CAAdv p153)

&lt;Div, VS, 1 Swift Action, Personal, 1rnd&gt;

- The caster may make one Disable Device or Open Lock check this round as a Free Action. The check receives a +2 Insight bonus.

*Instant Search*(CAAdv p153)

&lt;Div, VS, 1 Swift Action, Personal, 1rnd&gt;

- The caster may make one Search check this round as a Free Action. The check receives a +2 Insight bonus.

*Sniper's Shot*(CAAdv p157)

&lt;Div, VS, 1 Swift Action, Personal, 1rnd&gt;

- The next single ranged attack made by the caster within the spell's duration may use his/her Sneak Attack no matter the range (assuming all other Sneak Attack requirements are met).

*True Strike*(PH p296)

&lt;Div, VF(tiny archery target), 1StdAct, Personal&gt;

- Add +20 Insight bonus to your next attack roll within 1 round. Also negates miss chance due to **Concealment**.

Enchantment*Distract Assailant*(CAAdv p146)

&lt;Ench(comp)[mind], VSM(fly wing), 1 Swift Action, Close-range, 1rnd, WillNeg, SR applies&gt;

- The target creature is treated as Flat-Footed until the beginning of its next round.

*Shock and Awe*(DR325 p72)

&lt;Ench[mind], VS, 1StdAct, Close-range, 1rnd, WillNeg, SR applies&gt;

- One target per level in a 30' area that are Flat-Footed due to a surprise round of combat receive a –10 penalty on their Initiative roll. Targets that cannot be Flat-Footed (such as creatures with **Uncanny Dodge**) are immune to this spell.

*Sleep*(PH p280)

&lt;Ench(com)[mind], VSM(sand), 1Round, Medium-range, 1min/lvl, WillNeg, SR applies&gt;

- Put 4 HD of creatures in a 10' radius **Burst** into comatose slumber. Target are woken by being damaged or with a Standard Action. The lowest HD creatures are put to sleep first.

Illusion*Dead End*(DR325 p71)

&lt;Ill(shadow), VSM(pinch of spice), 1StdAct, Touch, 1hr/lvl(D)&gt;

- One touched subject per level has its tracks, scent, etc., obscured. Any creature that attempts to locate a subject's **trail** with a Search check, a Survival check for tracking, or using the Scent Ability must make a Will save (no SR) to even be allowed an attempt. If the save is successful, any Search, Survival, or Wisdom check to find / follow tracks still receives a –5 penalty.

*Ghost Sound*(PH p235)

&lt;Ill(figment), VSM(wool/wax), 1StdAct, Close-range, 1rnd/lvl(D), WillDisbelief, no SR&gt;

- Sounds of 4 people per level (max 20 people).

*Serene Visage*(DR325 p72)

&lt;Ill(glamer), VS, 1StdAct, Personal, 1min/lvl&gt;

- Receive an Insight bonus on Bluff checks equal to your Caster level.

*Silent Portal*(MoF p117)

&lt;Ill(glamer), S, Close-range, 1hr/lvl(D)&gt;

- Negates sound from opening one door/window.

Transmutation*Feather Fall*(PH p229) (CArc p86)+

&lt;Trans, V, Immediate Action, Close-range, until landing up to 1rnd/lvl&gt;

- Slows one Medium-sized creature or object per level (or the **Creature Equivalent**) within a 20' area. The subject falls at 60' per round, which causes no damage to the target on landing (though dropped objects still do ½ damage but with no bonus damage for the height). Only free falling targets may be effected.

*Jump*(PH p246)

&lt;Trans, VSM(grasshopper leg), 1StdAct, Touch, 1min/lvl(D)&gt;

- Touched subject gains an Enhancement bonus on Jump checks:

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

*Low-Light Vision*(CArc p113)

&lt;Trans, VM(small candle), 1StdAct, Touch, 1hr/lvl&gt;

- Subject sees twice as far as a Human under poor light.

*Rooftop Strider*(RoD p167)

&lt;Trans, VSM(chip of roof tile), 1StdAct, Personal, 1min/lvl&gt;

- The caster gains the following benefits:
  - +5 Competence bonus on Balance and Jump checks;
  - Automatically succeed on Jump checks to clear a horizontal distance of up to 5'; &
  - Do not need to make a Balance check for Running or Charging across a sloped surface.

2<sup>nd</sup> LevelAbjuration*Undetectable Alignment*(PH p297)

&lt;Abj, VS, 1StdAct, Close-range, 24hrs&gt;

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

Conjuration*Ice Knife*(CArc p112)

&lt;Conj(creat)[cold], SM(drop of water), 1StdAct, Long-range, Instantaneous, SR applies&gt;

- Generate one projectile made from ice. If the caster makes a successful ranged touch attack (which has a +2 bonus on its attack roll per two caster levels), the target takes 2d8 Cold damage (no save) and 2 points of Dexterity damage (FortNeg). Note: creature immune to cold are immune to the Dexterity damage. If the projectile misses, all creatures within a 10' radius Burst of its impact point take 1d8 Cold damage (Ref½).

Divination*Marked Man*(DR325 p71)

&lt;Div, VSF(a piece hair or clothing from the target), 1Minute, Personal, 1day/lvl&gt;

- 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.

Evocation*Darkness*(PH p216)

&lt;Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 10min/lvl(D), no SR&gt;

- Touched object radiates shadowy illumination in a 20' radius. Creatures in the darkness have Concealment (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container.

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

*Fire Shuriken*(CArc p107)

&lt;Evoc[fire], VM(shuriken, sap, sulfur), 1StdAct, Instantaneous, no save, SR applies&gt;

- Generate one Shuriken made of fire per 3 levels. The caster is automatically proficient with the Fire Shuriken, which do 3d6 fire damage, have a threat range of 19–20/x2, and a range increment of 10'. Any additional damage, such as Sneak Attack dice, are also considered fire damage.

Illusion*Illusory Script*(PH p243)

&lt;Ill(phantasm)[mind], VSM(50gp ink), 1Minute+, Touch, 1day/lvl(D), WillNeg, SR applies&gt;

- The caster writes a message that looks like a foreign language to everyone but the intended targets. Those seeing a 'foreign language' must make a Will save or obey a suggestion for up to 30 minutes (usually "put the book back & forget about it").

This spell, including the hidden message, are removed with a successful Dispel Magic.

*Invisibility*(PH p245)

&lt;Ill(glamer), VSM(eyelash, gum arabic)/DF, 1StdAct, Touch, 1min/lvl(D)&gt;

- Touched creature or object is Invisible until it attacks. Can effect an object of up to 100 pounds per level.

*Invisibility, Swift*(CAAdv p153)

&lt;Ill(glamer), V, 1 Swift Action, Personal, 1rnd&gt;

- The caster becomes Invisible until he/she attacks.

*Phantom Foe*(DR324 p72)

&lt;Ill(phantasm)[mind], VSF(10gp pewter figure), 1StdAct, Touch, 1rnd/lvl, WillNeg, no SR&gt;

- The target sees an illusory double of the creature that threatens it the most in that round. No other creatures can see the double.

- a) the double appears on the opposite side from the caster, granting the caster a 'flank' (if the target can be flanked);
- b) if the target attacks the creature that threatens it the most, there is a 50% chance it will attack the double instead. The double cannot be damaged.

If the target is not threatened for one round or the double cannot threaten the target for one round, then the spell ends.

Transmutation*Alter Self*(PH p197)

&lt;Trans, VS, 1StdAct, Personal, 10min/lvl(D)&gt;

- The caster's body changes into an other creature of the same type (typically Humanoid) within 1 size category larger or smaller. The new creature can have a base HD no more than the Caster level (max 5HD). The caster can choose the details of the body within the typical range (eye color, hair length, skin tone, etc.). The caster retains all his/her own ability scores, attack bonuses, etc. See the Alternate Form Table.

*Cat's Grace*(PH p208)

&lt;Trans, VSM(cat hair), 1StdAct, Touch, 1min/lvl&gt;

- +4 Enhancement bonus to Dexterity.

*Fox's Cunning*(PH p233)

&lt;Trans, VSM(fox hair)/DF, 1StdAct, Touch, 1min/lvl&gt;

- +4 Enhancement bonus to Intelligence.

*Iron Silence*(CAAdv p153)

&lt;Trans, VS/DF, 1StdAct, Touch, 1hr/lvl(D)&gt;

- One touched suite of armor per three levels does not apply its Armor Check penalty to the proficient wearer's Hide and Move Silently checks.

*Pass without Trace*(PH p259)

&lt;Trans, VS/DF, 1StdAct, Touch, 1hr/lvl(D)&gt;

- One subject/lvl leaves no tracks or scent trail.

*Returning Weapon*(RotW p175)

&lt;Trans, V, 1 Swift Action, 1rnd/lvl(D)&gt;

- The touched thrown weapon returns to the hand of its thrower at the start of the round after it was thrown. Catching the weapon is a Free Action.

*Spider Climb*(PH p283)

&lt;Trans, VSM(live spider, drop of bitumen), 1StdAct, Touch, 10min/lvl&gt;

- Touched creature can travel along walls & ceilings like a spider (20' movement). The subject does not lose his/her Dex bonus to AC while climbing, nor do opponents gain a bonus to attack the subject.

The subject must have bare hands & feet.

*Wraithstrike*(CAAdv p158)

&lt;Trans, VS, 1 Swift Action, Personal, 1rnd&gt;

- The caster's melee and/or natural weapons become translucent, allowing the caster to make attacks with a melee touch (instead of a normal attack).

3<sup>rd</sup> LevelAbjuration

*Magic Circle against Good*(PH p250)

<Abj[evil], 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 Good creatures;
  - b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &
  - c) Keeps non-Evil Summoned creatures 3' away unless they make a Spell Resistance check or the subject attacks.

–or–

<Abj[evil], 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-Evil 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*.

*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).

Enchantment

*Deep Slumber*(PH p217)

<Ench(com)[mind], VSM(sand), 1Round, Close-range, 1min/lvl, WillNeg, SR applies>

- Put 10 HD of creatures in a 10' radius Burst into comatose slumber. Target are woken by being damaged or with a Standard Action. The lowest HD creatures are put to sleep first.

Evocation

*Deeper Darkness*(PH p217)

<Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 1day/lvl(D), no SR>

- Touched object radiates shadowy illumination in a 60' radius. Creatures in the darkness have Concealment (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container.

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

This spell Suppresses *Daylight* and is suppressed by it, leaving only the natural illumination in the overlapping area.

Illusion

*Misdirection*(PH p254)

<Ill(glamer), VS, 1StdAct, Close-range, 1hr/lvl, no SR>

- One creature or object up to a 10' cube in size is given the Aura of another creature or object within range at cast time. This new aura fools some Divination spells, such as *Detect Evil*, *Detect Magic*, and *Discern Lies* if the caster of the divination spell fails a Will save. This spell does not fool *Detect Thoughts*.

*Spectral Weapon*(CAAdv p157)

<Ill(shadow), VS, 1 Swift Action, Personal, 1rnd/lvl(D)>

- The caster creates a single weapon with which he/she is proficient. This weapon is normal except for the following:
  - a) only the caster may wield the weapon (it dissipates if released / dropped);
  - b) the caster makes touch attacks (instead of normal attacks) to do damage; and
  - c) when hit, the foe is allowed a Will save (SR applies). If successful, that attack and any that follow only do 1/5<sup>th</sup> damage and any special effect, such as Death Attack, only has a 20% chance of working.

A caster may only maintain 1 Spectral Weapon at a time.

Necromancy

*False Life*(PH p229)

<Necro, VSM(alcohol), 1StdAct, Personal, until discharged up to 1hr/lvl>

- The caster gains 1d10 + 1/lvl (max +10) Temporary HP.

*Spider Poison*(MoF p123)

<Necro(touch attack), VSM(poisonous spider), 1StdAct, Touch, FortNeg>

- Touch deals 1d6 Strength damage, repeats in 1 minute. DC is 10 + 1/2 caster level + Primary Stat modifier.

Transmutation

*Absorb Weapon*(CAAdv p142)

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

- The touched Light weapon (which cannot be in someone else's possession) is safely absorbed into the caster's body (even if it is envenomed). The caster's movement is not impeded and it cannot be detected normally (though *Detect Magic* will show that a spell is in effect).

The caster may "draw" the weapon as a normal "draw weapon" action. If the caster attacks with the weapon on the round it is drawn, the caster may make Feint in Combat check at +4 as a Free Action.

*Amorphous Form*(Und p56)

<Trans, SM(gelatin)/DF, 1StdAct, Touch, 1min/lvl(D)>

- The touched, willing corporeal creature & its equipment becomes ooze-like:
  - a) can move through openings as small as 2 inches in diameter;
  - b) gain immunity to poison, polymorphing, stunning, & critical hits;
  - c) cannot be Flanked;
  - d) gains a Swim speed equal to its land speed and can remain submerged without breathing indefinitely;
  - e) Armor & Natural Armor bonuses to AC become 0 (though *Mage Armor* still applies);
  - f) cannot attack;
  - g) cannot cast spells that have Verbal, Somatic, Material, or Focus components (i.e., spells must be modified by one or more Metamagics);
  - h) all Supernatural & magic items are suppressed.

4<sup>th</sup> LevelAbjuration*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.

Conjuration*Dimension Door*(PH p221)

<Conj[teleport], V, 1StdAct, Long-range>

– Teleports the caster anywhere within range that can be visualized or described by direction.

The caster may bring up to his/her maximum carry load with this spell and one willing, Medium-sized subject per three levels (or the Creature Equivalent). All subjects must be touching, with the caster touching at least one subject.

If the target location is occupied, the caster (and anyone with him/her) take 1d6 damage & are shunted in a random direction 100'.

The caster cannot act again until the next round.

Divination*Clairaudience/Clairvoyance*(PH p209)

<Div(scry), VSF(small horn for hearing –or– a glass eye for seeing)/DF, 10Minutes, Long-Range, 1min/lvl(D), no SR>

– Hear –or– see into a known or obvious (i.e., other side of a door) location within range.

Once the location is targeted, the Magical Sensor cannot be moved.

Magically enhanced senses cannot be used through this spell, though a 10' radius can be seen in non-magical darkness.

*Locate Creature*(PH p249)

<Div, VSM(dog fur)/DF, 1StdAct, Long-range, 10min/lvl, no save, no SR>

– Senses direction toward named type of creature (human, unicorn, etc.) or a specific creature within range (must have been seen at least once within 30'). Running water blocks the spell, as do *Mislead, Nondetection*, etc.

Enchantment*Modify Memory*(PH p255)

<Ench(comp)[mind], VS, 1Round plus up to 5 Minutes, Close-range, Permanent, WillNeg, SR applies>

- Changes up to 5 minutes of a living subject's memories. If the subject fails its Will save, the caster must spend up to 5 uninterrupted minutes picturing the memory. The caster:
  - a) eliminates the memory of a real event (though this does not negate magical effects, such as *Suggestion*),
  - b) changes the memory of a real event;
  - c) adds the memory of an event; or
  - d) "cleans up" the memory of a real event, allowing the subject to remember it clearly and perfectly.

Illusion*Invisibility, Greater*(PH p245)

<Ill(glamer), VSM(eyelash, gum arabic)/DF, 1StdAct, Touch, 1rnd/lvl(D)>

– Subject is Invisible, even if he/she attacks.

*Shadow Form*(CAAdv p156)

<Ill(shadow), VSM(black cloth from a funeral shroud), 1StdAct, Personal, 1min/lvl(D)>

– The caster becomes shadow-like and receives the following benefits:

- a) +4 Competence bonus on Escape Artist, Hide, & Move Silently checks;
- b) treated as having Concealment when not in bright natural light, in the area of effect of *Daylight*, or when viewed by someone under the effect of *True Seeing*.

Depending on the number of ranks of Escape Artist the caster has, he/she can pass through an object or barrier by succeeding on an Escape Artist check vs. DC 20. The spell then ends, even if the check failed.

Ranks	Max Barrier
5	solid up to 5' thick
10	solid up to 10' thick
15	magical barrier (including force)

Necromancy*Cursed Blade*(CWar p117)

<Necro, V, 1StdAct, Touch, 1min/lvl, no save, no SR>

– Wounds caused by the touched melee weapon cannot be healed (magically or mundanely) until the victim receives a *Remove Curse*. Damage from special weapon properties (such as 'Flaming') are not effected and can be healed normally.

In addition, a creature slain by a *Cursed Blade* cannot be restored to life unless he/she receives *Remove Curse* or is being targeted with a *True Resurrection*.

*Heart Ripper*(CArc p110)

<Necro, VS, 1StdAct, Close-range, Instantaneous, FortNeg, SR applies>

– Zero or more creatures within a 30' area die from having their hearts torn from their bodies. Up to (Caster level) HD can be effected and creatures with 5HD or more are immune.

Within the target area, the lowest HD creature is effected first (though is still receives a save). Then next lowest HD is effected next, and so on until (Caster level) HD have been effected or there are no more viable targets.

Note: creatures without heart (or no longer using them) are not affected by this spell.

*Poison*(PH p262)

<Necro[touch attack], VS/DF, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– Touch deals 1d10 Constitution damage, repeats in 1 minute. DC is 10 + ½ caster level + caster's Wisdom modifier.

Transmutation*Glibness*(PH p235)(PH3.5e+)

<Trans, S, 1StdAct, Personal, 10min/lvl(D)>

– +30 bonus on Bluff checks to convince people of what the caster claims is the truth (i.e., cannot be used to feint in combat, cause a distraction, pass secret messages, etc.).

Spells involved with determining truth (i.e., *Discern Lies, Zone of Truth*, etc.) must make a Caster Check vs. a DC of 15 + this spell's Caster level to effect the caster.

*Sniper's Eye*(CAAdv p156)

<Trans, VSF(magnifying glass), 1StdAct, Personal, 1rnd/lvl(D)>

– The caster receives the following bonuses while he/she remains in the exact spot he/she cast the spell:

- a) Darkvision 60';
- b) +10 Competence bonus on Spot checks;
- c) able to make ranged Sneak Attacks at a range of 60' (instead of only 30'); and
- d) able to make ranged Death Attacks at a range of 60'.

Moving suppresses the spell until the caster returns to the casting location.

## 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 <sup>st</sup>	2 <sup>nd</sup> – 4 <sup>th</sup>	5 <sup>th</sup> – 10 <sup>th</sup>	11 <sup>th</sup> +
Spell or Magic Items with an alignment	Caster Level	see below	up to 2 <sup>nd</sup>	3 <sup>rd</sup> – 8 <sup>th</sup>	9 <sup>th</sup> – 20 <sup>th</sup>	21 <sup>st</sup> +
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 <sup>rd</sup>	4 <sup>th</sup> – 6 <sup>th</sup>	7 <sup>th</sup> – 9 <sup>th</sup>	10 <sup>th</sup> +
Magic Item	Caster Level	see below	up to 5 <sup>th</sup>	6 <sup>th</sup> – 11 <sup>th</sup>	12 <sup>th</sup> – 20 <sup>th</sup>	21 <sup>st</sup> +
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

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- 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

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- |            |   |                                      |   |
|------------|---|--------------------------------------|---|
| 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                      |   |
| CAdv       | – | 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           | – <a href="http://www.wizards.com/dnd/files/DnD35_update_booklet.zip">http://www.wizards.com/dnd/files/DnD35_update_booklet.zip</a>         |
| PH3.5e     | – | Player’s Handbook v.3.5 Errata       | – <a href="http://www.wizards.com/dnd/files/PHB_Errata09242003.zip">http://www.wizards.com/dnd/files/PHB_Errata09242003.zip</a>             |
| PGFe       | – | Player’s Guide to Faerûn Errata      | – <a href="http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip">http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip</a>           |
| CDivErrata | – | Complete Divine Errata               | – <a href="http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip">http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip</a>     |
| CArcErrata | – | Complete Arcane Errata               | – <a href="http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip">http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip</a> |
| EbErrata   | – | Eberron Errata                       | – <a href="http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip">http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip</a>     |

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