

# Dungeons & Dragons 3rd Edition Index – Paladin Spells

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## Paladin Spell List

Wisdom-based Prepared Divine Spells

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

1<sup>st</sup> LevelAbjuration*Clear Mind*(DR299 p74)

- <Abj, VS/DF, 1StdAct, Personal, 10min/1vl>  
– You gain a +4 Sacred bonus on saving throws to avoid mind effects & spells.

*Endure Elements*(PH p199)

- <Abj, VS, 1StdAct, Touch, 24hrs>  
– Ignore 5 damage/round from one energy type (acid, cold, electricity, fire, or sonics).

*Protection from Evil*(PH p240)(FAQ+)

- <Abj[good], VSM(silver)/DF, Touch, 1min/1vl(D)>  
– Subject gains the following:  
a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Evil creatures;  
b) Blocks any mind control; &  
c) Keeps non-Good Summoned & Conjured creatures 1' away unless they make a Spell Resistance check or the subject attacks.

*Resistance*(PH p245)

- <Abj, VSM(cloth)/DF, 1StdAct, Touch, 1min>  
– Subject gains +1 Resistance bonus on all saves.

*Strategic Charge*(MoF p125)

- <Abj, VDF, 1StdAct, Personal, 1rnd/1vl>  
– You gain the benefits of the Mobility feat.

Conjuration*Create Water*(PH p189)

- <Conj(creat), VS, 1StdAct, Close-range>  
– Creates 2 gallons/level of pure water.

*Cure Light Wounds*(PH p190)

- <Conj(heal), VS, 1StdAct, Touch>  
– Cures 1d8 +1/level damage (max +5).

*Faith Healing*(MoF p93)

- <Conj(heal), VS, 1StdAct, Touch>  
– Cures 8 +1/level damage (max +5) to worshiper of your patron.

*Word of Binding*(DR299 p77)

- <Conj(creat), V/DF, 1StdAct, Short-range, 1rnd/1vl(D), RefNeg>  
– Magic manacles appear on the wrists & ankles of a humanoid target of up to Medium-size. The manacles are masterwork (Escape Artist check vs. DC 35 or Strength check vs. DC 28) with an amazing lock (DC 40 to open), have Hardness 10 & 1 hp per Caster level. While shackles, the target cannot use its hands & is limited to a movement of 5'.

Divination*Detect Poison*(PH p193)

- <Div, VS, 1StdAct, Close-range, no SR>  
– Detects poison in one creature, object, or a 5' area. Wisdom or Alchemy check vs. DC 20 to determine exact type.

*Detect Undead*(PH p194)

- <Div, VSM(earth from a grave)/DF, 1StdAct, 60', Concentration up to 1 min/1vl(D), no SR>  
– Reveals undead creatures in a 90° arc. First round shows its presence, second round the number of distinct auras, & third round their relative strengths. Overpowering auras may leave the caster Stunned for 1 round & cancel the spell.

*Find Temple*(DR299 p74)

- <Div, VS/DF, 1StdAct, Personal, 10min/1vl>  
– Sense the direction to the nearest temple to your deity within 5 miles + 1/1vl. If none is available, then you locate a temple to a deity of the same alignment as you. In either case, you must have personally visited previously.

*One Mind I*(DR299 p76)

- <Div, VS/DF, 1StdAct, Close-range, 10min/1vl>  
– Gain an empathic link with your special mount, +2 Insight bonus to Spot & Listen checks, & gain the Scent special quality.

*Sense Heretic*(DR299 p76)

- <Div, VS/DF, 1StdAct, Touch, 10min/1vl(D), no save>  
– The touched object glows if an evil divine spellcaster is within 100', though it does not indicate direction or distance.

*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 p180)(FAQ+)

- <Ench(comp)[mind], VS/DF, 1StdAct, 1min/1vl>  
– All allies within 50' gain +1 Morale bonus to attacks & +1 Morale bonus on saves vs. fear.

Evocation*Divine Favor*(PH p197)

- <Evoc, VS/DF, 1StdAct, Personal, 1min>  
– The caster gains a Luck bonus of +1 per 3 levels to attacks & weapon damage.

*Divine Sacrifice*(DotF p85)

- <Evoc, VS, 1StdAct, Personal, 1rnd/1vl>  
– As a free action once per round, for every 2 hp you sacrifice, you do +1d6 damage (max +5d6) on your next successful attack.

Transmutation*Bless Water*(PH p180)

- <Trans[good], VSM(25gp silver), 1Minute, Touch>  
– Transforms 1 flask of water into Holy Water.

*Bless Weapon*(PH p180)

- <Trans, VS, 1StdAct, Touch, 1 min/1vl>  
– Touched weapon gains special abilities against an evil opponent: All "threats" become criticals; Damage reduction is negated; Is considered Blessed; and Can hit incorporeal enemies as if it had a +1 Enhancement bonus. Cannot effect weapons that have critical-hit related effects (i.e., a Vorpal weapon), or weapons that launch projectiles (i.e., bows, etc.).

*Deafening Clang*(MoF p87)

- <Trans[sonic], VS/DF, 1StdAct, Touch, 1rnd/1vl>  
– 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 p225)

- <Trans, VSF(weapon)/DF, 1StdAct, Touch, 1min/1vl>  
– Touched weapon gains a +1 Enhancement bonus to attack & damage.  
If this spell is cast by a paladin or a cleric of a good deity, the weapon is also Blessed.

*Second Wind*(DR299 p74)

- <Trans, VS/DF, 1StdAct, Touch, 1hr/1vl>  
– Touched creature gains Feat: Endurance.

*Silverbeard*(MoF p117)

- <Trans, VDF, 1StdAct, Personal, 1min/1vl>  
– 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.

*Sticky Saddle*(DR299 p77)

- <Trans, VS/DF, 1StdAct, Personal, 1min/1vl(D)>  
– You are stuck to your saddle (or the horse itself if you are riding bareback). You gain a +10 bonus to Ride checks to stay in your saddle & it takes a Strength check vs. DC 20 to pull you off.

*Virtue*(PH p269)

- <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.

Universal*Read Magic*(PH p243)

- <Univ, VSF(prism), 1StdAct, Personal, 10min/1vl>  
– Reads scrolls & spellbooks at 1 page per min.

2<sup>nd</sup> LevelAbjuration*Lesser Energized Shield*(DR299 p75)

&lt;Abj, VS/DF, 1StdAct, Touch, 1rnd/lvl&gt;

- The touched shield grants its wearer Resistance 5 to one type of energy (acid, cold, electricity, fire, or sonic) & a +1d6 damage of the same energy type when shield bashing. A shield may not have more than one *Lesser Energized Shield* or *Energized Shield* in effect on it at one time.

*Moment of Clarity*(DR299 p76)

&lt;Abj, VS/DF, 1StdAct, Touch&gt;

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

*Resist Elements*(PH p246)

&lt;Abj, VS/DF, 1StdAct, Touch, 1 min/lvl&gt;

- Ignore 12 damage/round from one energy type (acid, cold, electricity, fire, or sonics). Note that this spell supercedes *Endure Elements*.

*Shield Other*(PH p251)

&lt;Abj, VSF(two 50gp platinum rings that must be worn by caster &amp; target), 1StdAct, Close-range, 1hr/lvl&gt;

- 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.

*Zeal*(DotF p92)

&lt;Abj, VS, 1StdAct, Personal, 1rnd/lvl&gt;

- Designate a foe. Against all other enemies, gain a +4 Deflection bonus to AC against attacks of opportunity. Also, you may move through their spaces as if they were allies on your way to your designated foe.

Conjuration*Delay Poison*(PH p191)

&lt;Conj(healing), VS/DF, 1StdAct, Touch, 1hr/lvl&gt;

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

*Mass Stabilize*(DR299 p75)

&lt;Conj(heal), VS/DF, 1StdAct&gt;

- Everyone within 10'/level radius of the caster is healed 1 hit point (undead take 1 hp damage).

Divination*Blessed Aim*(DotF p81)

&lt;Div, VS, 1StdAct, Concentration&gt;

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

*Remove Paralysis*(PH p245)

&lt;Conj(heal), VS, 1StdAct, Close-range&gt;

- Frees up to 4 creatures in a 20' area from the effects of paralysis, being Held, or the effects of a *Slow* spell. If cast on 1 subject, the removal is automatic. If cast on 2 subjects, each gets a new save with a +4 Resistance bonus. If cast on 4 subjects, each gets a new save with a +2 Resistance bonus.

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

&lt;Evoc[variable alignment], VS/DF, Touch, 1min/lvl&gt;

- 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)

&lt;Trans, V/DF, 1StdAct, Personal, 1min/lvl&gt;

- 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.

*Curse of the Brute*(DotF p84)

&lt;Trans, VS, 1StdAct, Touch, 1rnd/lvl, FortNeg&gt;

- Up to +1 per level to Strength, Dexterity, or Constitution, but both Intelligence and Charisma go down by the same amount (can't go lower than 3).

*Strength of Stone*(MoF p125)

&lt;Trans, VS/DF, 1StdAct, Personal, up to 1hr/lvl&gt;

- 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 lose contact: jumping, tumbling, charging, & running.

*Tiny Mount*(DR299 p77)

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

- The caster's special mount & its equipment shrink to the size of a toy (i.e., Diminutive). The mount still needs to breath & eat, though. Its Strength drops to 2, and it gains a +3 Size bonus to attacks & AC.

3<sup>rd</sup> LevelAbjuration*Dispel Magic*(PH p196)

<Abj, VS, 1StdAct, Medium-range, 1 target –or– 30' radius, 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 the target gets a separate Dispel Check. If successful, the spell effect is terminated, except for those caused by magic items, which are only suppressed for 1d4 rounds.
  - c) Area Dispel – Each target in a 30' gets a Dispel Check against each spell in turn (highest caster level 1<sup>st</sup>) until one is dispelled or all checks fail. Items are not effected.

*Energized Shield*(DR299 p74)

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

- The touched shield grants its wearer Resistance 10 to one type of energy (acid, cold, electricity, fire, or sonic) & a +2d6 damage of the same energy type when shield bashing. A shield may not have more than one *Lesser Energized Shield* or *Energized Shield* in effect on it at one time.

*Forceward*(MoF p95)(MoFe)+

<Abj[force], VS/DF, 1FullRound, 1min/lvl, WillNeg>

- Creates an immobile 10' radius 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. 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 reach weapons.

*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 Evil*(PH p223)(FAQ)+

<Abj[good], VSM(silver)/DF, Touch, 10min/lvl, no SR>

- Creates a magical barrier 10' around the touched subject which does the following:
  - a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Evil creatures;
  - b) Blocks any mind control; &
  - c) Non-Good Summoned & Conjured creatures cannot cross the circle unless they make a Spell Resistance check or the subject attacks.

The circle can also be focused inward to form an immobile prison for a Summoned creature.

*Prayer*(PH p238)

<Conj(creat), VS/DF, 1StdAct, 1rnd/lvl, no save>

- All allies within 30' radius of the caster gain +1 Luck bonus on attacks, damage, saves, & skill checks. All enemies within 30' radius of the caster suffer a –1 Luck penalty on attacks, damage, saves, & skill checks.

Conjuration*Cure Moderate Wounds*(PH p190)

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

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

*Heal Mount*(PH p213)

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

- Cures the caster's special mount of all damage, diseases, mental conditions, blindness, deafness, poison, & temporary ability damage with a single casting.

*Remove Blindness/Deafness*(PH p244)

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

- Cures either Blindness or Deafness in the touched target (magical or otherwise).

Divination*Discern Lies*(PH p195)

<Div, VS/DF, 1StdAct, Close-range, Concentration up to 1rnd/lvl, WillNeg, no SR>

- Each round, you may concentrate on one subject within range. If the subject knowingly tells a lie, you 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 3<sup>rd</sup> level or higher that blocks scrying.

*One Mind II*(DR299 p76)

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

- You and your special mount gain a +4 Flanking bonus (instead of +2) when flanking the same opponent.

Evocation*Geysler*(DR300 p104)

<Evoc, VSM(water from a stream), 1StdAct, Close-range, 1rnd, RefNeg>

- Creates a geyser of water under one target standing on the ground. The target takes 3d6 + 1/lvl damage if it fails its save. Also, all non-magical fires in a 5' radius.

Transmutation*Greater Magic Weapon*(PH p210)

<Trans, VSF(powdered carbon & lime)/DF, 1StdAct, Close-range, 1hr/lvl>

- A single targeted weapon (or 50 grouped projectiles) gains +1 a Enhancement bonus to attack & damage per 3 levels (max +5).

If this spell is cast by a paladin or a cleric of a good deity, the weapon is also Blessed.

*Holy Mount*(DR299 p74)

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

- Your special mount gains the Celestial Template. Also, it gains a +2 Sacred bonus to attack & damage.

*Righteous Fury*(MoF p114)

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

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

*Undead Bane Weapon*(MoF p128)

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

- One touched weapon or 50 grouped projectiles becomes ‘Undead Bane’:
  - a) an extra +2 to hit & +2d6 damage when attacking an undead;
  - b) considered Blessed;
  - c) gives off gray light as bright as a candle;
  - d) if the caster level is 9<sup>th</sup> or higher, the target also gains a +1 Enhancement bonus (assuming it is not already magical).

4<sup>th</sup> LevelAbjuration*Dispel Evil*(PH p196)

- <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*.

*Freedom of Movement*(PH p207)

- <Abj, VSM(leather cord)/DF, 1StdAct, Touch, 10min/lvl>
- Subject moves normally despite magical impediments (*Web*, *Hold Person*) or natural ones (mud, water). While under the effect of this spell, the subject can fight underwater.

*Glory of the Martyr*(MoF p97)

- <Abj, VSF(50gp platinum rings that must be worn by caster & each target), 1StdAct, Close-range, 1hr/lvl>
- 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 Torment*(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*(DR299 p74)

- <Abj, VS/DF, 1StdAct, Touch, 1min/lvl>
- Touched subject gains +2 Sacred bonus to AC and does **not** lose Dexterity bonus to AC when Flat-Footed. You know the position (distance & direction) and condition (unharmed, wounded, disabled, staggered, unconscious, dying, dead, etc.) of the subject at all times & can you're your 'Lay on Hands' ability with the subject at any range.

Conjuration*Cure Serious Wounds*(PH p190)

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

*Neutralize Poison*(PH p232)

- <Conj(heal), VSM(charcoal)/DF, 1StdAct, Touch>
- Detoxifies venom in or on subject.

*Revenance*(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 lose 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*(DR299 p77)

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

Divination*One Mind III*(DR299 p76)

- <Div, VS/DF, 1StdAct, Close-range, until discharged up to 1rnd/lvl(D)>
- Your special mount may "smite" an enemy of your choosing once. It gains a Competence bonus of +1 per 3 Paladin levels (max +5) to a single attack. If that attack hits, it does extra damage equal to your Paladin level.

Evocation*Holy Sword*(PH p215)

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

Necromancy*Death Ward*(PH p191)

- <Necro, VS/DF, 1StdAct, Touch, 10min/lvl>
- Grants immunity to death spells and effects.

*Favor of Ilmater*(MoF p93)(MoFe)+

- <Necro, VS, 1StdAct, Medium-range, 1min/lvl>
- A willing target receives one of two effects:
    - a) Divine Fortitude – The following effects on the target 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**, **Staggered**, or **Stunned**. Also, the target remains conscious & able to take partial actions if between –1 to –9 hp. –or–
    - b) Pact of Martyrdom – The caster & the target swap hit points (but no temporary hit points). This effect only works if the caster has more hit points than the target. Any hit-points in excess of the target's maximum are lost. If the target was unconscious, then the caster is now unconscious.

Transmutation*Call upon Celestial Heritage*(DR304 p38)

- <Trans, VSF(silver holy symbol)/DF, 1StdAct, Personal, 1min/lvl(D)>
- The caster who has celestial ancestry (i.e., an Aasimar, a Celestial creature, or a Half-Celestial) becomes a full Celestial for a while:
    - a) +4 Sacred bonus on saves vs. poison;
    - b) gain Low-Light Vision & Darkvision 60';
    - c) Damage Reduction 10 / +1; &
    - d) able to speak with any creature.

*Lesser Aspect of the Deity*(DotF p87)

- <Trans[good], VS/DF, 1StdAct, Personal, 1rnd/lvl>
- Your form becomes more like your deity's. You gain a 1d4+1 Enhancement bonus to Charisma, Acid Resistance 10, Cold Resistance 10, & Electricity Resistance 10.

*Weapon of the Deity*(DotF p92)

- <Trans, VDF, 1StdAct, Personal, 1rnd/lvl>
- When wielding your deity's favored weapon, it gains a +1 Enhancement bonus to attack & damage for every 3 levels starting at 6<sup>th</sup> (i.e., +2 at 9<sup>th</sup>, etc.). Also you are considered proficient with your deity's weapon for the duration. Finally, the weapon gains an additional magical enhancement, such as 'flaming' or 'defending' that is appropriate for your deity (e.g., a mace of Pelor (Sun deity) is 'flaming', the scythe of Nerull (Death deity) is 'keen', etc.).

*Winged Mount*(DR299 p77)

- <Trans, VS/DF, 1StdAct, Touch, 10min/lvl>
- The caster's mount gains feathery wings that let it fly at 60' with Good Maneuverability.

## Glossary

### Ranges

Close-range	– 25' + 5' per 2 levels.
Short-range	– 25' + 5' per level.
Medium-range	– 100' + 10' per level.
Long-range	– 400' + 40' per level.

### Levels of Concealment

<p><u>One-Quarter Concealment</u> 10% miss chance.</p> <p><u>One-Half Concealment</u> 20% miss chance.</p>	<p><u>Three-Quarters Concealment</u> 30% miss chance.</p> <p><u>Nine-Tenths Concealment</u> 40% miss chance.</p>	<p><u>Full Concealment</u> Must guess at the correct hex. If the guess is correct, then there is still a 50% miss chance.</p>
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### Levels of Cover

<p><u>One-Quarter Cover</u> +2 Cover bonus to AC &amp; +1 Cover bonus to Reflex saves.</p> <p><u>One-Half Cover</u> +4 Cover bonus to AC &amp; +2 Cover bonus to Reflex saves. No longer subject to Attack of Opportunity.</p>	<p><u>Three-Quarters Cover</u> +7 Cover bonus to AC &amp; +3 Cover bonus to Reflex saves. No longer subject to Attack of Opportunity.</p> <p><u>Nine-Tenths Cover</u> +10 Cover bonus to AC, +4 Cover bonus to Reflex saves, &amp; half damage if you fail the</p>	<p>save and no damage if you make it. No longer subject to Attack of Opportunity.</p> <p><u>Full Cover</u> Can't be targeted.</p>
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### Level of Exhaustion

<p><u>Fatigued</u> Subject cannot move run or change and suffers a –2 penalty of Strength &amp; 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.</p>	<p><u>Exhausted</u> Subject can only move at ½ speed and suffers a –6 penalty of Strength &amp; Dexterity. After one hour of complete rest, the subject becomes <u>Fatigued</u>.</p>
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### Levels of Fear

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

<p><u>Shaken</u> Subject suffers a -2 Morale penalty to attacks, skill checks, ability checks, &amp; saving throws</p> <p><u>Frightened</u> Subject must flee from the source of the fear. If cornered, the subject can fight with a -2 Morale penalty to attacks, damage, &amp; saves.</p>	<p><u>Panicked</u> Subject drops anything in his/her hands &amp; flees from the source of the fear. If cornered, the subject must use Total Defense. All saving throws have a -2 Morale penalty.</p>	<p><u>Covering</u> Subject is paralyzed with fear and cannot take any actions. Dexterity is considered 0 &amp; attackers have a +2 bonus to hit.</p>
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### Other Definitions

<p><u>All Actions</u> Attack Rolls, Saving Throws, Skill Checks, &amp; Ability Checks.</p> <p><u>Avert Gaze</u> (i.e., try to avoid eye contact) Gain a 50% chance to avoid a gaze attack, but grant your opponent <u>One-Half Concealment</u> (20% miss chance).</p> <p><u>Blessed</u> Some creatures (like Raksasha) take special damage from 'Blessed' weapons.</p> <p><u>Blind</u> Subject cannot see, has a 50% chance of missing outright in combat (assuming the correct hex was chosen), loses positive Dexterity bonus to Armor Class, moves at ½ speed, suffers a –</p>	<p>4 penalty on Strength &amp; Dexterity skills, &amp; all enemies gain a +2 bonus on their attack rolls.</p> <p><u>Calling Diagram</u> 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 &amp; <i>Dimensional Anchor</i>, the called creature cannot leave the diagram either by magic or mundane means. (PH p157)</p> <p><u>Caster Check</u> Caster level + 1d20 vs. the indicated DC.</p> <p><u>Catch Fire</u> Reflex save vs. DC 15 to avoid catching fire. Each round, the subject &amp; its equipment take</p>	<p>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.</p> <p><u>Cloud</u> 5' of cloud provides <u>Half Concealment</u>, while 10' or more provides <u>Full Concealment</u>.</p> <p><u>Cone</u> Effect starts at the caster and extends out in a cone whose base-diameter is equal to the cone's length.</p>
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Confused

Mental-effect causes the subject acts randomly (On d10): 1: wander away for 1 minute; 2-6: do nothing for 1 round; 7-9: attack nearest creature for 1 round; 10: act normally for 1 round.

Cowering

See above

Crippled

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

Dazed

Subject can take no actions, but is able to defend itself normally.

Dazzled

Sighted creatures are at -1 attack.

<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

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

Dispel Check

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

Entangled

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

See above.

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

See above.

Frightened

See above.

Held

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

Helpless

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

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

Gain a +2 bonus on attack, and the target loses its Dexterity bonus 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.

Nauseated

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

Negative Energy Damage

Harms the living & heals the undead.

Negative Level

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 loose an actual level permanently.

Panicked

See above.

Primary Stat

For Wizards, use Intelligence.

For Bards & Sorcerers, use Charisma.

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

Prone

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.

Scent Ability

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

Shaken

See above.

Sickened

Subject suffers a -2 penalty on attacks, damage, saves, skill checks, & ability checks.

Slowed

Subject may only take partial actions; suffers a -2 penalty to AC, melee attacks, melee damage, & Reflex saves; and jumping distance is halved.

Staggered

Subject can only take one partial action each round.

Stunned

Subject loses Dex bonus to AC & can take no actions. Attacks on the subject are at +2.

Suspended Animation

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

Weakened

Subject loses 2d6 Strength.

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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March 15, 2003 – Initial release of the Spell Summary.  
 Contains spells from the Player’s Handbook, Manual of the Planes, Deities and Demigods, Defenders of the Faith, Tome and Blood, Song and Silence, Masters of the Wild, Forgotten Realms Campaign Book, Monster Compendium: Monsters of Faerûn, Magic of Faerûn, Faiths and Pantheons, Lords of Darkness, Return to the Temple of Elemental Evil, Dragon Magazine #274 - #305, and Dungeon Magazine #82 - #97.

### Key to Sourcebooks

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PH	– Player’s Handbook	– TRS 11550
DMG	– Dungeon Master’s Guide	– TSR 11551
DMGe	– Dungeon Master’s Guide errata	– <a href="http://shadow.wizards.com/dnd/files/DMGErrata.pdf">http://shadow.wizards.com/dnd/files/DMGErrata.pdf</a>
MM	– Monster Manual	– TSR 11552
MotP	– Manual of the Planes	
D&D	– Deities and Demigods	– 881650000
S&F	– Sword and Fist	– WTC 11829
S&Fe	– Sword and Fist Errata	– <a href="http://www.wizards.com/dnd/files/SnFEerrataV2.pdf">http://www.wizards.com/dnd/files/SnFEerrataV2.pdf</a>
DotF	– Defenders of the Faith	– WTC 11840
T&B	– Tome and Blood	– WTC 11844
T&Be	– Tome and Blood errata	– <a href="http://www.wizards.com/dnd/files/TB_Enh.zip">http://www.wizards.com/dnd/files/TB_Enh.zip</a>
S&S	– Song and Silence	– WTC 11857
MotW	– Masters of the Wild	– 881640000
FR	– Forgotten Realms Campaign Book	
FRe	– Forgotten Realms Campaign Book errata	– <a href="http://www.wizards.com/dnd/files/FRCserrata.pdf">http://www.wizards.com/dnd/files/FRCserrata.pdf</a>
MMF	– Monster Compendium: Monsters of Faerûn	– WTC 11832
MoF	– Magic of Faerûn	
MoFe	– Magic of Faerûn errata	– <a href="http://www.wizards.com/dnd/files/MoFerrataV3012002.zip">http://www.wizards.com/dnd/files/MoFerrataV3012002.zip</a>
F&P	– Faiths and Pantheons	
LoD	– Lords of Darkness	
SM	– Silver Marches	
RL	– Ravenloft	– WW 15099
RTEE	– Return to the Temple of Elemental Evil	– WTC 11843
DR###	– Dragon Magazine (with issue number)	
DR-A#	– Dragon Magazine Annual (with issue number)	
DU##	– Dungeon Magazine (with issue number)	

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