

Dungeons & Dragons 3rd Edition Index – Ranger Spells

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March 15, 2003

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Ranger Spell List

Wisdom-based Prepared Divine Spells

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

1st LevelAbjuration*Alarm*(PH p172)

<Abj, VSF(tiny bell, silver wire)/DF, 1StdAct, Close-range, 2hrs/lvl(D), no SR>

- If any creature of Tiny-size or larger passes through the warded 25' radius area without saying the password, an audible (bell) or mental (will wake caster) chime will occur.

Dawn(MotW p86)

<Abj, V, 1StdAct>

- All sleeping & unconscious creatures within 15' of the caster wake up.

Resist Elements(PH p246)

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

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

Surefoot(MoF p127)

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

- +10 Competence bonus on Balance checks.

Conjuration*Delay Poison*(PH p191)

<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 (PH p260)

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

- Summons 1 creature from Table #1 to fight whomever you direct it to. It can attack on your initiative starting its first round.

Divination*Bloodhound*(MotW p84)

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

- Rerolled failed Wilderness Lore checks for Tracking purposes.

Detect Animals or Plants(PH p192)

<Div, VS, 1StdAct, Long-range, Concentrations up to 10min/lvl, no SR>

- Caster can detect a specific animal or plant in a quarter circle each round. The caster can change its target each round if desired. The information gained increases the more rounds 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.3rd round – condition & location of each matching target.

Possible conditions are 'normal', 'fair', 'poor', & 'weak'.

Detect Snares and Pits(PH p194)

<Div, VS, 1StdAct, 60' range, Concentration up to 10min/lvl(D)>

- Caster can detect simple traps, such as pits, snares, etc., even if created by animals, and such natural hazards as quicksand, sinkholes, etc. The information gained increases the more rounds spent focusing:

1st round – detect presence or absence of hazards.2nd round – number of individual hazards & their locations.3rd+ rounds – type & trigger of one specific hazard per round.*Forager's Blessing*(DR279 p35)

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

- +2 bonus on Wilderness Lore checks on 1 subject/level for the purpose of finding food. Favored by elven male followers of Corellon Larethian.

Speak with Animals(PH p254)

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

- You may communicate with 'animals', but not 'beasts', 'magical beasts', or 'vermin'.

Enchantment*Animal Friendship*(PH p173)(MoF p36+)

<Ench(charm)[mind], VSM(food liked by the target), 1StdAct, Close-range, WillNeg>

- Caster gains the loyalty of an animal, but it must be treated loyally in return. It can learn 2 simple tricks per Intelligence point. Caster may have 2HD of animal per caster level, though he can dismiss some friends to make room for others. No single animal may have more HD than the caster.

Evocation*Handfire*(MoF p98)

<Evoc[light][touch attack], VS, 1StdAct, until discharged>

- The caster's hand glow like a candle and can make one touch attack per level. Living creatures take 1d4 +1/level (max +5). Undead take 1d6 + 1/level (max +5). Constructs, etc. take no damage from this spell.

Illusion*Towering Oak*(MoF p128)

<Ill(glamer), VS, 1StdAct, Personal, 3 rnds/lvl>

- +10 Competence bonus on Intimidate checks.

Necromancy*Naturewatch*(MoF p110)

<Necro, S, 1StdAct, Close-range, 10min/lvl>

- Determine the health of animals & plants in a 90° arc. Choices are 'dead', 'fragile', 'alive', 'needs to be watered', 'hungry', etc.

Transmutation*Animal Trick*(MotW p82)

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

- Your animal companion performs 1 'trick' chosen by you that it does not know.

Camouflage(MoF p83)(MotW p85)(MoFe+)

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

- +10 Circumstance bonus on Hide checks.

Hawkeye(MotW p89)

<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, 1 round>

- Your shot with a bow automatically hits & threatens a critical, but it must occur by the end of the round after the spell is cast.

Low-Light Vision(MoF p106)

<Trans, VSM(sm. candle), 1StdAct, Touch, 1hr/lvl>

- Subject sees twice as far under poor light.

Magic Fang(PH p223)

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

- One natural weapon of touched creature gets +1 Enhancement bonus to attack and damage. This spell can be used on a humanoid to give it a bonus with either punching or kicking.

- If cast by a good druid, the natural weapon is also considered **Blessed**.

Pass without Trace(PH p234)

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

- One subject per level leaves no tracks or scent trail.

Ram's Might(MoF p112)

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

- Your unarmed attacks inflict normal damage & you are considered 'armed'.

Smell of Fear(MoF p119)

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

- Target's aroma triples the chance of wandering encounters.

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.

Entangle(PH p200)

<Trans, VS/DF, 1StdAct, Long-range, 40' radius spread, 1min/lvl, RefNeg, no SR>

- Plants **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 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.

Stalking Brand(MoF p123)

<Trans, VS, 1StdAct, Touch, 1day/lvl, no save>

- Target marked with symbol you can see despite disguises, polymorphing, or invisibility.

Universal*Read Magic*(PH p243)

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

- Reads scrolls & spellbooks at 1 page per min.

2nd LevelAbjuration*Easy Trail*(MoF p91)

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

- The plants around you and in a 30' Cone behind you are pushed aside, creating a "trail" where ever you go. This improves the overland movement rate. Since the plants move back after you pass, your tracks are "hidden" (+5 DC to follow you).

Protection from Elements(PH p240)

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

- Touched person is immune to a total of 12 damage per level from one kind of energy (acid, cold, electricity, fire, or sonic). Once all the damage has been taken, the spell is discharged.

Note: This spell takes precedence over *Resist Elements* / *Endure Elements*. Only once it is discharged will the either of the other two be applied.

Conjuration*Cure Light Wounds*(PH p190)

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

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

Summon Nature's Ally II(PH p260)

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

- Summons 1 creature from Table #2 or 1d3 creatures from Table #1 to fight whomever you direct it to. It can attack on your initiative starting its first round.

Divination*Detect Chaos*(PH p192) (FAQ)+

<Div, VS/DF, 1StdAct, 60', Concentration up to 10min/lvl(D), no SR>

- Reveals chaotic creatures, spells, or objects 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.

Detect Evil(PH p192) (FAQ)+

<Div, VS/DF, 1StdAct, 60', Concentration up to 10min/lvl(D), no SR>

- Reveals evil creatures, spells, or objects 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.

Detect Good(PH p193) (FAQ)+

<Div, VS/DF, 1StdAct, 60', Concentration up to 10min/lvl(D), no SR>

- Reveals good creatures, spells, or objects 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.

Detect Law(PH p193) (FAQ)+

<Div, VS/DF, 1StdAct, 60', Concentration up to 10min/lvl(D), no SR>

- Reveals lawful creatures, spells, or objects 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.

Speak with Plants(PH p254)

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

- The caster can talk to normal plants and plant creatures.

Enchantment*Animal Messenger*(PH p173)

<Ench(comp)[mind], VSM(food), 1StdAct, Close-range, 1 day/lvl>

- Sends a Tiny animal to a specific place. Typically used to carry a written message.

Hold Animal(PH p214)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg>

- One animal (not beasts, magical beast, or vermin) is Held.

Sleep(PH p252) (FAQ)+

<Ench(com)[mind], VSM(sand)DF, 1StdAct, Medium-range, 1min/lvl, WillNeg>

- Put 2d4 HD of creatures in a 15' 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 & creatures with 5HD or more are immune.

Evocation*Nature's Favor*(MotW p92)

<Evoc, VS/DF, 1StdAct, Touch, 5rnd/lvl>

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

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.

Briar Web(DotF p83)

<Trans, VS/DF, 1StdAct, Long-range, 1min/lvl, RefNeg>

- Plants Entangle & anchor everyone in 40' radius spread who fails a Reflex save. To become unentangled requires a full-round Strength or Escape Artist check vs. DC 20. Anyone not entangled may move ½ speed through the area of effect, but they take 1d4 + 1/lvl damage per round. 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. Plants provide ¼ cover per 5', up to Full Cover at 20'.

Claws of the Beast(MoF p84)

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

- Your hands become 1d6 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.

Scent(MoF p115)

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

- Subject gains the Scent Ability.

Snare(PH p253)

<Trans, VS/DF, 3FullRounds, 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).

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*(MotW p84)

<Conj(creat), VSF(50gp bottle)M(smoke), 10Minutes, until used up to 1 day>

– Smoke stored in the bottle can be released as a Standard-Action to form an immaterial 'horse'. The 'horse' remains for 1hr/lvl, but time the horse spends in the bottle does not count. 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 One-Half Concealment.

Neutralize Poison(PH p232)

<Conj(heal), VSM(charcoal)/DF, 1StdAct, Touch>

– Detoxifies venom in or on subject.

Remove Disease(PH p244)

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

– Cures all diseases affecting subject, as well as parasites, green slime, etc.

Summon Nature's Ally III(PH p260)

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

– Summons 1 Creature from Table #3, 1d3 Creatures from Table #2, or 1d4+1 Creatures from Table #1 to fight targets of your choice, starting on your initiative of their first round.

Divination*Living Prints*(MoF p106)

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

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

Illusion*Decoy Image*(MoF p88)

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

– Figment mimics you and allies within 50' of you. 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.

Transmutation*Animal Reduction*(MotW p82)

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

– Shrink a willing 'animal' by one size category, whose original size is from Small to Huge.

Huge → Large: -8 Str, -3 Natural Armor, -4

Con, +2 Dex, +1 AC, +1 Attack, 10' reach

Large → Med: -8 Str, -2 Natural Armor, -4

Con, +2 Dex, +1 AC, +1 Attack, 5' reach

Medium → Small: -4 Str, -2 Con, +2 Dex,

+1 AC, +1 Attack, 5' reach

Small → Tiny: -4 Str, +2 Dex, +1 AC, +1

Attack, 0' reach

Blade Thirst(MoF p82)

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

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

Control Plants(PH p188)

<Trans, VS/DF, 1StdAct, Close-range, 1min/lvl, WillNeg, no SR>

– All plants & plant creatures within Close-range can communicate with the caster, who can exert some control. The caster can cause the plants to entangle someone, or free them from that effect. Immobile plants do not gain the ability to walk, but all can move their limbs for the duration.

Diminish Plants(PH p195)

<Trans, VS/DF, 1StdAct>

– This spell either

a) "prunes" vegetation to $\frac{1}{3}$ 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 $\frac{1}{2}$ mile to produce $\frac{1}{3}$ of its normal output in the next year.

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.

Embrace the Wild(MotW p87)

<Trans, VF(fur, feathers, or an item from the lair of the target creature that you personally obtained), 1StdAct, Personal, 10min/lvl>

– Gain the natural & extraordinary senses of a target creature, plus its base ranks in skills (if higher than your base ranks).

Forestfold(MotW p88)

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

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

Greater Magic Fang(PH p210)

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

– One natural weapon of target creature gets +1 Enhancement bonus to attack and damage for every 3 caster levels (max +5).

This spell can be used on a humanoid to give it a bonus with either punching or kicking.

If cast by a good druid, the natural weapon is also considered Blessed.

Plant Growth(PH p236)

<Trans, VS/DF, 1StdAct>

– 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; or

b) enhances vegetation within $\frac{1}{2}$ mile to produce exceed its normal production by $\frac{1}{3}$ in the next year.

Counters *Diminish Plants*.*Tree Shape*(PH p267)

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

– The caster becomes a tree, shrub, or even a dead log. The spell may be dismissed as a Free Action.

Stonescreen(DR298 p60)

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

– You & your gear take the form of a boulder, stalagmite, etc. The stone seams normal, though *Detect Magic* will find a faint aura of Transmutation magics. While in stone form, you perceive your surroundings normally; have your normal HP, base saves, & class abilities; gain +10 Natural Armor bonus to AC; have your Dexterity reduced to 1; and gain immunity to Critical Hits. You may dismiss this spell as a Free Action.

Water Walk(PH p271)

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

– 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 as 60' per round.

4th LevelAbjuration*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.

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 p232)

<Abj, VSM(50gp diamond dust), 1StdAct, Touch, 1hr/lvl>

- Touched subject (and its possessions) or object can only be a target of a *Locate Object*, *Crystal Ball*, etc., on a Caster check vs. DC (11 + caster level) (+4 if you are subject).

Conjuration*Cure Serious Wounds*(PH p190)

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

- Cures 3d8 +1/level damage (max +15).

Summon Nature's Ally IV(PH p260)

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

- Summons 1 Creature from Table #4, 1d3 Creatures from Table #3, or 1d4+1 Creatures from Table #2 (or less) to fight targets of your choice, starting on your initiative of their first round.

Evocation*Wind Wall*(PH p273)

<Evoc, 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 arrows, bolts, gases (including some breath weapons), gaseous forms, birds, etc. Larger ranged weapons have a 30% miss chance, but large weapons, such as giant's boulders, are not effected. The wall may be walked through normally.

Transmutation*Mass Camouflage*(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.

Poison Claws(DR304 p41)

<Trans, SF(poisonous creature), 1StdAct, Touch, 1rnd/lvl>

- The caster imbues the natural injury poison from a willing, living creature onto the natural weapon of the subject. For the spell's duration, any hit by the target natural weapon inflicts the imbued poison too (same save DC & damage). The focus creature does not lose its poison.

Polymorph Self(PH p237)(T&B p94)

<Trans, V, 1StdAct, Personal, 1hr/lvl(D)>

- Take a new form which:
 - a) can be from Diminutive-size to one size larger than the original form;
 - b) cannot have more HD than the caster;
 - c) cannot be a construct, elemental, outsider, or undead (unless it was originally);
 - d) cannot be incorporeal or gaseous; and
 - e) must be a typically example of the species (i.e., no Templates).

The caster gets the following from the new form:

- a) Strength, Dexterity, & Constitution;
- b) natural armor & weapons; and
- c) natural movement, like swimming & flying.

The caster does not get the following from the new form:

- a) breath weapons, petrification, poison;
- b) supernatural movement, such as *Blink*;
- c) ability to use extra limbs in combat; and
- d) extraordinary, spell-like, or supernatural abilities.

The caster keeps the following from its original form:

- a) Intelligence, Wisdom, & Charisma;
- b) hit points (ignore new Constitution score);
- c) level, class, & alignment;
- d) base attack bonus & base save bonuses (though these can be modified by the new form's Str, Dex, & Con); and
- e) extraordinary abilities, spells, & spell-like abilities (but not supernatural abilities).

In addition:

- a) the new form can cast spells if it is physically capable (i.e., mouth for verbal components, hands for somatic, etc.);
- b) the caster's equipment is transformed into analogous equipment for the new form if humanoid shaped, otherwise it is absorbed into the body & suppressed;
- c) +10 bonus to Disguise checks;
- d) gain 1 day's natural healing; and
- e) if slain, return to original form.

Snakebite(MoF p120)

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

- Your arm turns into poisonous snake that you can use 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).

Tree Stride(PH p267)

<Trans[teleport], VS/DF, 1StdAct, Personal, 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 (see below). 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. While the spell has duration & has not been depleted, the caster may enter & leave trees at will.

Spell Tables

Summon Nature's Ally

Updated the tables based on the table at DR302 p27-28.

Summon Nature's Ally I (up to CR1)

Baboon (MM p193)	Dog (MM p195)	Porpoise (MM p200)	Snake, Viper (small) (MM p202)
Badger (MM p193)	Eagle (MM p196)	Stirge (MM p173)	
Dire Rat (MM p56)	Jermalaine (MM2 p131)	Twig Blight (MM2 p197)	

Summon Nature's Ally II (CR1)

Camel (MM p195)	Horse, Heavy (MM p197)	Octopus (MM p199)	Squid (MM p201)
Dog, Riding (MM p196)	Hybsil (MMF p61)	Shark (medium) (MM p200)	Wolf (MM p204)
Dryad (MM p78)	Krenshar (MM p125)	Snake, Viper (medium) (MM p201)	
Fungus, Shrieker (MM p93)	Warhorse, Light (MM p197)	Sprite, Grig (MM p172)	

Summon Nature's Ally III (CR2)

Ape (MM p193)	Dire Bat (MM p57)	Paraelemental, Ice (small) [air][cold] (MotP p181)	Thoqqua [earth][fire] (MM p175)
Azer [lawful][fire] (MM p22)	Dire Weasel (MM p56)	Paraelemental, Magma (small) [earth][fire] (MotP p181)	Worg (MM p184)
Bear, Black (MM p193)	Elemental, Air (small) [air] (MM p81)	Paraelemental, Ooze (small) [earth][water] (MotP p183)	Snake, Constrictor (medium) (MM p201)
Bison (MM p194)	Elemental, Earth (small) [earth] (MM p82)	Paraelemental, Smoke (small) [air][fire] (MotP p184)	Snake, Viper (large) (MM p202)
Boar (MM p194)	Elemental, Fire (small) [fire] (MM p83)	Salamander, Flamebrother [fire] (MM p159)	Warhorse, Heavy (MM p197)
Cheetah (MM p195)	Elemental, Water (small) [water] (MM p84)	Satyr (MM p160)	Wolverine (MM p204)
Crocodile (MM p195)	Giant Lizard (MM p198)	Shark (large) (MM p201)	
Dire Badger (MM p56)	Leopard (MM p198)		

Summon Nature's Ally IV (CR3)

Ankheg (MM p18)	Dire Wolf (MM p57)	Mephit, Earth [earth] (MM p132)	Pegasus (MM p148)
Arrowhawk, Juvenile [air] (MM p19)	Giant Eagle (MM p102)	Mephit, Fire [fire] (MM p132)	Fungus, Violet (MM p93)
Assassin Vine (MM p20)	Giant Owl (MM p103)	Mephit, Ice [air][cold] (MM p132)	Snake, Viper (huge) (MM p202)
Centaur (MM p33)	Ice Serpent [air][cold] (MMF p62)	Mephit, Magma [fire] (MM p132)	Tojanida, Juvenile [water] (MM p177)
Dinosaur, Cryptoclidus (MM2 p70)	Lion (MM p198)	Mephit, Ooze [water] (MM p132)	Unicorn (MM p181)
Dinosaur, Deinonychus (MM p55)	Magmin [fire] (MM p130)	Mephit, Salt [earth] (MM p132)	Unicorn, Black (MMF p83)
Dire Ape (MM p57)	Mephit, Air [air] (MM p132)	Mephit, Steam [fire] (MM p132)	Xorn, Minor [earth] (MM p187)
Dire Toad (MM2 p76)	Mephit, Dust [air] (MM p132)	Mephit, Water [water] (MM p132)	

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 & +1 Cover bonus to Reflex saves.</p> <p><u>One-Half Cover</u> +4 Cover bonus to AC & +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 & +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, & 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 & 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 & 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, & 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, & saves.</p>	<p><u>Panicked</u> Subject drops anything in his/her hands & 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 & 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, & 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 One-Half Concealment (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 & Dexterity skills, & 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 & <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 & 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 lose 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

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

PH	– Player's Handbook	– TRS 11550
DMG	– Dungeon Master's Guide	– TSR 11551
DMGe	– Dungeon Master's Guide errata	– http://shadow.wizards.com/dnd/files/DMGerrata.pdf
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	– http://www.wizards.com/dnd/files/SnFEerrataV2.pdf
DotF	– Defenders of the Faith	– WTC 11840
T&B	– Tome and Blood	– WTC 11844
T&Be	– Tome and Blood errata	– http://www.wizards.com/dnd/files/TB_Enh.zip
S&S	– Song and Silence	– WTC 11857
MotW	– Masters of the Wild	– 881640000
FR	– Forgotten Realms Campaign Book	
FRre	– Forgotten Realms Campaign Book errata	– http://www.wizards.com/dnd/files/FRCserrata.pdf
MMF	– Monster Compendium: Monsters of Faerûn	– WTC 11832
MoF	– Magic of Faerûn	
MoFe	– Magic of Faerûn errata	– http://www.wizards.com/dnd/files/MoFerrataV3012002.zip
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.