

D&D 3.5 – MAGIC

This is a summary of Chapter 10 (*Magic*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding chapter in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in blue text. Only sections and subsections with significant changes are noted here.

CASTING SPELLS

Caster Level (p. 171)

- In the event that a class feature, domain granted ability, or other special ability provides an adjustment to your caster level, that adjustment applies not only to effects based on caster level (e.g. range, duration, and damage dealt) but also to your caster level check to overcome your target's spell resistance and to the caster level used in dispel checks.

SPELL DESCRIPTIONS

School (subschool) (p. 172)

- Conjuration
 - Teleportation*: A teleportation spell transports one or more creatures or objects a great distance. The most powerful of these spells can cross planar boundaries. Unlike summoning spells, the teleportation is (unless otherwise noted) one-way and not dispellable. Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.
- Divination
 - Scrying*: A scrying spell creates an invisible magical sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity that you possess. This level of acuity includes any spells or effects that target you (e.g. *darkvision* or *see invisibility*), but not spells or effects that emanate from you (e.g. *detect evil*). However, the sensor is treated as a separate, independent sensory organ of yours, and thus it functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment. Any creature with an INT of 12 or higher can notice the sensor by making a DC 20 Intelligence check. The sensor can be dispelled as if it were an active spell.
 - Lead sheeting or magical protection (e.g. *antimagic field*, *mind blank*, or *nondetection*) blocks a scrying spell, and you sense that the spell is so blocked.
- Illusion
 - Figment*: A figment's AC is equal to 10 + its size modifier.

[Descriptor] (p. 174)

- A mind-affecting spell works only against creatures with an INT of 1 or higher.

Casting Time (p. 174)

- A spell with a casting time of 1 free action (e.g. *feather fall*) doesn't count against your normal limit of one spell per round. However, you may cast such a spell only once per round. Casting a spell with a casting time of 1 free action doesn't provoke attacks of opportunity.
- You make all pertinent decisions about a spell (range, target, area, effect, version, etc.) when the spell comes into effect. For example, when casting a summon monster spell, you need not decide where you want the monster to appear (or indeed, what monster you are summoning) until the spell comes into effect in the round after you begin casting.

Range (p. 174)

- Touch
 - You must touch a creature or object to affect it. A touch spell that deals damage can score a critical hit just as a weapon can. A touch spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch spells (e.g. *teleport* and *water walk*) allow you to touch multiple targets. You can touch as many willing targets as you can reach as part of the casting, but all targets of the spell must be touched in the same round that you finish casting the spell.

Aiming a Spell (p. 175)

- Target or Targets
 - Some spells restrict you to willing targets only. Declaring yourself as a willing target is something that can be done at any time (even if you're flat-footed or it isn't your turn). Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless is not automatically willing.
 - Some spells (e.g. *flaming sphere* and *spiritual weapon*) allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell is a move action that does not provoke attacks of opportunity.
- Effect
 - Ray*: If a ray spell deals damage, you can score a critical hit just as if it were a weapon. A ray spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.
 - Spread*: Some effects, notably clouds and fogs, spread out from a point of origin, which must be a grid intersection. The effect can extend around corners and into areas that you can't see. Figure distance by actual distance traveled, taking into account turns the spell effect takes. When determining distance for spread effects, count around walls, not through them. As with movement, do not trace diagonals across corners. You must designate the point of origin for such an effect, but you need not have line of effect to all portions of the effect.
- Area
 - Regardless of the shape of the area, you select the grid where the spell originates, but otherwise you don't control which creatures or objects the spell affects. The point of origin of a spell is always a grid intersection. When determining whether a given creature is within the area of a spell, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection. You can count diagonally across a square, but remember that every second diagonal counts as 2 squares of distance. If the far edge of a square is within the spell's area, anything within that square is within the spell's area. If the spell's area only touches the near edge of a square, however, anything within that square is unaffected by the spell.
 - Burst, emanation or spread*: A burst can't affect creatures with total cover from the point of origin (in other words, its effects don't extend around corners). The default shape for a burst spell is a sphere, but some bursts are specifically described as cone-shaped.
 - Cone, cylinder, line or sphere*: A cone-shaped spell shoots away from you in a quarter-circle in the direction you designate. It starts from any corner of your square and widens out as it goes. When casting a cylinder-shaped spell, you select the spell's point of origin. This point is the center of a horizontal circle, and the spell shoots down from the circle, filling a cylinder. A cylinder-shaped spell ignores any obstructions within its area. A line-shaped spell shoots away from you in a line in the direction you designate. It starts from any corner of your square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped spell affects all creatures in squares that the line passes through. A sphere-shaped spell extends from its point of origin to fill a spherical area.

Duration (p. 176)

- Concentration
 - If a target moves out of range, the spell reacts as if your concentration had been broken.
- Touch Spells and Holding the Charge
 - Some touch spells (e.g. *teleport* and *water walk*) allow you to touch multiple targets as part of the spell. You can't hold the charge of such a spell; you must touch all targets of the spell in the same round that you finish casting the spell.

Saving Throw (p. 176)

- Automatic Failures and Successes
 - A natural 1 on a saving throw is always a failure, and the spell may cause damage to exposed magic items. A natural 20 is always a success.

Spell Resistance (p. 177)

- A creature with spell resistance must voluntarily lower the resistance (a standard action) in order to be affected by a spell noted as harmless. In such a case, you do not need to make a caster level check.

ARCANE SPELLS

Arcane Magical Writings (p. 178)

- Writing a New Spell into a Spellbook
 - *Time:* The process takes 24 hours, regardless of the spell's level.
 - *Space in the Spellbook:* A spell takes up one page of the spellbook per level. Even a 0-level spell takes one page.
- Selling a Spellbook
 - Captured spellbooks can be sold for a gp amount equal to one-half the cost of purchasing and inscribing the spells within (i.e. one-half of 100 gp per page of spells). A spellbook entirely filled with spells is worth 5,000 gp.

DIVINE SPELLS

Preparing Divine Spells (p. 179)

- Spontaneous Casting of *Summon Nature's Ally* Spells
 - A druid can spontaneously cast a *summon nature's ally* spell in place of a prepared spell of the same level or higher.