

Dungeons & Dragons 3.5 Edition Index – Warlock Invocation Summaries

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Warlock Invocation List

Charisma-based Impromptu Invocations. (CArc p8)

Each Invocation has a listed Effective Spell Level. Caster level equals Warlock class level.

Invocations are Spell-Like Abilities that have a Somatic component. Arcane Spell Failure chance applies if the Warlock is wearing Medium (or heavier) Armor or a Shield.

The Feat: Spell Focus does not apply to Invocations. Feat: Ability Focus can be used with Eldritch Blast.

One Eldritch Essence –and– one Blast Shape may be applied to a given Eldritch Blast. The effective spell level is the highest of the Invocations applied.

Eldritch Blast remains a Spell-Like Ability with a Somatic component, which is activated as a Standard Action, has no save, and Spell Resistance applies (except in the case of *Vitriolic Blast*).

Least

Eldritch Essence

Frightful Blast(CArc p134)

<Invocation(eldritch essence)[mind][fear]>

- Any creature struck by the invoker's Eldritch Blast also becomes Shaken for 1 minute (WillNeg). Subsequent *Frightful Blasts* do not stack, but do reset the duration.

Effective Spell Level: 2nd.

Sickening Blast(CArc p135)

<Invocation(eldritch essence)>

- Any creature struck by the invoker's Eldritch Blast also becomes Sickened for 1 minute. (FortNeg). Subsequent *Sickening Blasts* do not stack, but do reset the duration.

Effective Spell Level: 2nd.

Blast Shape

Eldritch Spear(CArc p133)

<Invocation(blast shape)>

- The maximum range of the invoker's Eldritch Blast increases to 250' with no range increment.

Effective Spell Level: 2nd.

Hideous Blow(CArc p134)

<Invocation(blast shape)>

- As a Standard Action, make one melee attack. If the hit is successful (even if it does not damage), then treat the opponent as if he/she were also hit with the invoker's Eldritch Blast (including any special effects due to Eldritch Essence invocations).

Effective Spell Level: 1st.

Other

Baleful Utterance(CArc p132)

<Invocation[sonic], VS, 1StdAct, Close-range, Instantaneous, SR applies>

- By speaking a syllable of Dark Speech, the invoker chooses one of the following to occur:
 - a) all non-magic glass, crystal, etc., in a 5' radius Burst that weigh less than 1 lb/lvl are shattered. An attended object gets a Will save to negate. Otherwise, no save.
 - b) a single solid object weighing up to 10 pounds per level can be shattered. An attended object gets a Will save to negate.

If an attended object was destroyed, then the creature touching it must make a Fortitude save of be Dazed for 1 round and Deafened for 1 minute.

Effective Spell Level: 2nd.

Beguiling Influence(CArc p132)

<Invocation, S, 1StdAct, Personal, 24hrs(D)>

- The invoker receives a +6 bonus on Bluff, Diplomacy, & Intimidate checks.

Effective Spell Level: 2nd.

Breath of the Night(CArc p132)

<Invocation, S, 1StdAct, Instantaneous>

- Creates a 20' radius Spread by 20' high area of mist around the invoker, which grants Concealment to everyone within it. Does not block Line-of-Sight.

The mist dissipates in 1 minute, or can be dispersed immediately by a Moderate Wind or the fire of a torch.

Effective Spell Level: 1st.

Dark One's Own Luck(CArc p133)

<Invocation, S, 1StdAct, Personal, 24hrs(D)>

- The invoker receives a Luck bonus on one saving throw equal to his/her Charisma modifier (up to his/her Class level). To change which saving throw benefits, the invoker must first Dismiss the current effect as a Standard Action.

Effective Spell Level: 2nd.

Darkness(CArc p133)

<Invocation[darkness], S, 1StdAct, Touch, 10min/lvl(D), no SR>

- 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.

Effective Spell Level: 2nd.

Devil's Sight(CArc p133)

<Invocation, S, 1StdAct, Personal, 24hrs(D)>

- The invoker may see up to 30' through normal and magical darkness.

Effective Spell Level: 2nd.

Earthen Grasp(CArc p133)(CArc p104)+

<Invocation[earth], S, 1StdAct, Close-range, 2rmds/lvl, no save, SR applies>

- A Medium-sized arm of soil rises from the targeted hex of earth or sand. It attempts to Grapple any creature in its hex or one that is adjacent. If not directed by the invoker, it attacks randomly.

The arm has a Strength of 14 + 1 per three invoker levels. The arm can make one Grapple attempt per round and does generate an Attack of Opportunity. If successful, it attempts to Pin the target, which does (1d6+Strength modifier) hp of lethal damage each round.

The arm has AC 15, Hardness 4, and 3 hp per Invoker level.

Effective Spell Level: 2nd.

Entropic Warding(CArc p134)

<Invocation, S, 1StdAct, Personal, 24hrs(D)>

- The invoker is surrounded by chaotic energies, granting the following:

- a) Ranged attacks (including rays) that target the invoker have a 20% miss chance; and
- b) the invoker leaves no track or scent trail (though he/she can still be detected by scent, just not followed by it).

Effective Spell Level: 2nd.

Leaps and Bounds(CArc p134)

<Invocation, S, 1StdAct, Personal, 24hrs(D)>

- The invoker receives a +6 bonus on Balance, Jump, & Tumble checks.

Effective Spell Level: 2nd.

Miasmatic Cloud(CArc p134)

<Invocation, S, 1StdAct, Instantaneous>

- Creates a 20' radius Spread by 20' high area of mist around the invoker, which grants Concealment to everyone within it. All creatures (except the invoker) within the mist become Fatigued (FortNeg, SR applies) until 1 round after they leave the area of effect. Does not block Line-of-Sight.

The mist dissipates in 1 minute, or can be dispersed immediately by a Moderate Wind or the fire of a torch.

Effective Spell Level: 1st.

See the Unseen(CArc p135)

<Invocation, S, 1StdAct, Personal, 24hrs(D)>

- The invoker gains Darkvision 60' and can see Invisible creatures & objects within his/her range of vision.

Effective Spell Level: 2nd.

Spiderwalk(CArc p135)

<Invocation, S, 1StdAct, Personal, 24hrs(D)>

- The invoker receives the following:
 - a) able to travel along walls & ceilings like a spider (20' movement). The invoker does not lose his/her Dex bonus to AC while climbing, nor do opponents gain a bonus to attack the invoker; and
 - b) is unaffected by normal & magical webs.

Effective Spell Level: 2nd.

Summon Swarm(CArc p135)(PH p289)+

<Invocation(sum), S, 1Round, Close-range, Concentration, no save, no SR>

- Summons either a Swarm of Bats(MM p237), a Swarm of Rats(MM p239), or a Swarm of Spiders(MM p239). The swarm attacks any creatures that are within its area. If there is no creature to attack, the swarm moves to the nearest creature. The invoker has no control over the swarm's movement or target.

Effective Spell Level: 2nd.

Voice of Madness(DR332 p212)

<Invocation(comp)[mind], VS, 1StdAct, Close-range, 1rnd + 1rnd per 2 levels, WillNeg, SR applies>

- One target is Confused.

Note: Followers of the Cult of the Dragon Below cast this spell at +1 level.

Effective Spell Level: 2nd.

Lesser

Eldritch Essence*Beshadowed Blast*(CArc p132)

<Invocation(eldritch essence)>

- Any creature struck by the invoker's Eldritch Blast also becomes Blind for 1 round (FortNeg, SR applies).

Effective Spell Level: 4th.*Brimstone Blast*(CArc p132)

<Invocation(eldritch essence)[fire]>

- The invoker's Eldritch Blast does Fire damage (instead of Untyped damage). In addition, any creature struck by the attack Catch Fire (RefNeg). Catching fire this way lasts for up to 1 round per 5 Warlock levels and does 2d6 Fire damage each round. Putting out the fire early is a Full Round Action.

Being struck by multiple Brimstone Blasts does not increase the burning damage per round, but does reset its duration.

Effective Spell Level: 3rd.*Hellrime Blast*(CArc p134)

<Invocation(eldritch essence)[cold]>

- The invoker's Eldritch Blast does Cold damage (instead of Untyped damage). In addition, any creature struck by the attack receives a –4 penalty to Dexterity for 10 minutes (FortNeg).

Being struck by multiple Hellrime Blasts does not increase the Dexterity penalty, but does reset its duration.

Effective Spell Level: 3rd.Blast Shape*Eldritch Chain*(CArc p133)

<Invocation(blast shape)>

- If the Eldritch Blast hits its initial target, the invoker may attempt to hit a secondary target who is within 30' of the initial target. If the blast hits again, the invoker may attempt to "jump" to another secondary target, up to a total of one secondary target per 5 levels.

Secondary targets take ½ damage. No creature may be struck more than once by the "chain".

Effective Spell Level: 4th.Other*Charm*(CArc p132)

<Invocation(charm)[mind][language], VS, 1StdAct, 60' range, Permanent(D), WillNeg, SR applies>

- One living creature considers the invoker its ally. Anything the invoker says or does will be treated the same way as if a close friend has done it.

If the target is in a threatening situation when the spell is cast, it gets +5 on its save. Any threats from the invoker or his/her allies after the spell is in effect breaks the charm.

The invoker may only have one target charmed at a time. Charming a new creature automatically ends the effect on the prior target.

Effective Spell Level: 4th.*Curse of Despair*(CArc p132)

<Invocation, VS, 1StdAct, Touch, Permanent(D), WillNeg, SR applies>

- Touched target is inflicted with one of the following:

- 6 on one ability (minimum 1);
- 4 penalty on attacks, saves, and skill checks; or
- 50% chance of losing each action.

If the target succeeds on his/her saving throw, he/she still receives a –1 penalty on attack rolls for 1 minute.

This invocation is not effected by *Dispel Magic*.It can only be removed by *Break Enchantment*, *Limited Wish*, *Miracle*, *Remove Curse*, or *Wish*.Effective Spell Level: 4th.*The Dead Walk*(CArc p132)

<Invocation[evil], S, 1StdAct, Touch, Instantaneous>

- Animates skeletons and/or zombies from one or more touched corpses. (2 * invoker level) HD of Undead may be animated in one casting & an invoker may only have 4HD/lvl Undead under control (if exceeded, invoker chooses which are "freed"). Undead controlled via Clerical "Rebuke / Control" ability don't count against this total.

The bodies animated by this invocation turn to dust after 1 minute per invoker level, unless the invoker uses 25gp per HD of black onyx as a Material Component, in which case the undead last until destroyed.

Effective Spell Level: 4th.*Fell Flight*(CArc p134)

<Invocation, S, 1StdAct, Personal, 24hrs(D)>

- The invoker gains a Fly speed equal to his/her Land speed with Good maneuverability.

Effective Spell Level: 3rd.*Flee the Scene*(CArc p134)

<Invocation[teleport], S, 1StdAct, Short-range, Instantaneous + 1 round>

- Teleports the invoker anywhere within range that can visualize or described by direction. In the invoker's place is an illusory figment of the invoker that lasts for 1 round. The illusion looks, sounds, smells, & feels like the invoker (as per *Major Image*) and reacts as he/she would have.

The invoker 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 invoker touching at least one subject.

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

The invoker cannot act again until the next round.

Effective Spell Level: 4th.*Hungry Darkness*(CArc p134)

<Invocation(sum)[darkness], S, 1StdAct, 0' range, Concentration+2rnds, no save, no SR>

- The 20' radius around the invoker is filled with shadowy illumination. Each hex of the area-of-effect contains a Swarm of Bats(MM p237), which attack all creatures in the area except for the invoker. The bats stay in the immobile darkness. The effect ends immediately if all the bats are killed.

Creatures in the darkness have Concealment (20% miss chance). Darkvision cannot see through this spell.This spell Counters and Dispels spells with the [light] category of equal or lower level.Effective Spell Level: 3rd.*Stony Grasp*(CArc p134)

<Invocation[earth], S, 1StdAct, Close-range, 1rnd/lvl, no save, no SR>

- A Medium-sized arm of soil rises from the targeted hex of earth, sand, or unworked stone. It attempts to Grapple any creature in its hex or one that is adjacent. If not directed by the invoker, it attacks randomly.

The arm has a Strength of 14 + 1 per three invoker levels. The arm can make one Grapple attempt per round and does generate an Attack of Opportunity. If successful, it attempts to Pin the target, which does (1d6+Strength modifier) hp of lethal damage each round.

The arm has AC 18, Hardness 8, and 4 hp per Invoker level.

Effective Spell Level: 3rd.*VOIDsense*(CArc p136)

<Invocation, S, 1StdAct, Personal, 24hrs(D)>

- The invoker gains Blindsight 30'.

Effective Spell Level: 4th.*Voracious Dispelling*(CArc p136)(PH p223+)

<Invocation, S, 1StdAct, Medium-range, no SR>

- Cancels magical spells and effects on a successful Dispel Check (max +10). This spell can be used in one of three ways:
 - Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.
 - Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).
 - Area Dispel – Each target in a 20' radius Burst gets a Dispel Check against each spell in turn (highest invoker level spell checked first) until one is dispelled or all checks fail. Items are not affected.

The invoker does not need to make a Dispel Check to end a spell he/she cast.

Each creature that has a spell effect dispelled takes 1 hp per spell ended (no save).

Effective Spell Level: 4th.*Walk Unseen*(CArc p136)

<Invocation, S, 1StdAct, Personal, 24hrs(D)>

- The invoker becomes Invisible.

Effective Spell Level: 2nd.*Wall of Gloom*(CArc p136)

<Invocation(shadow)[darkness][fear][mind], S, 1StdAct, Medium-range, Concentration + 1rnd/lvl, Will½, SR applies>

- Creates a 20' tall wall of ominous shadows that is either up 40' long -or- up to 15' radius. Creatures next to the wall have Concealment from the other side, while creatures more than 1 hex way have Total Concealment from the other side.

A creature with 6HD or less cannot through the wall without making a Will save. This save can be reattempted for each Move Action the creature wishes to use to get through the wall, but there is a cumulative –1 penalty for each failed save.

Effective Spell Level: 2nd.

Greater

Eldritch Essence*Bewitching Blast*(CArc p132)

<Invocation(eldritch essence)[mind]>

- Any creature struck by the invoker's Eldritch Blast also becomes Confused for 1 round (WillNeg, SR applies).

Effective Spell Level: 4th.*Noxious Blast*(CArc p135)

<Invocation(eldritch essence)>

- Any creature struck by the invoker's Eldritch Blast also becomes Nauseated for 1 round (FortNeg, SR applies).

Effective Spell Level: 6th.*Repelling Blast*(CArc p135)

<Invocation(eldritch essence)>

- Any creature up to Medium-size struck by the invoker's Eldritch Blast also away from the invoker 1d6 hexes and falls Prone (RefNeg, SR applies). If the target strikes a solid object, he/she stops, takes 1d6 damage per 10' moved, & falls Prone.

Note: the movement does not generate an Attack of Opportunity.Effective Spell Level: 6th.*Vitriolic Blast*(CArc p135)

<Invocation(eldritch essence)[acid]>

- The invoker's Eldritch Blast does Acid damage (instead of Untyped damage) (no save, no SR). In addition, any creature struck by the attack continues to take 2d6 Acid damage for 1 round per 5 Warlock.

Effective Spell Level: 6th.Blast Shape*Eldritch Cone*(CArc p133)

<Invocation(blast shape), S, 1StdAct>

- All creatures in a 30' Cone-shaped Burst take Eldritch Blast damage& effects (Ref½, SR applies).

Effective Spell Level: 5th.Other*Chilling Tentacles*(CArc p132)(PH p228)+

<Invocation(creat)[cold], S, 1StdAct, Medium-range, 1rnd/lvl(D), no SR>

- A 20' radius Spread is filled with 10' tentacles. The tentacles attempt to Grapple every creature within the area of effect. Each is considered Large-sized, has a Strength 19, and has a Base Attack Bonus equal to its invoker level (i.e., attack of +(8+lvl)). Anyone grappled takes 1d6+4 lethal damage each round.

All creatures within the area of effect take 2d6 Cold damage per round, even if not being Grappled.

Even if not grappled, it is only possible to go half movement through the area of effect.

The tentacles are immune to damage, but can be dispelled.

Effective Spell Level: 5th.*Devour Magic*(CArc p133)

<Invocation, S, 1StdAct, Touch, Instantaneous>

- Cancels magical spells and effects by touch on a successful Dispel Check (max +20). Each ongoing spell effect on the touched target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

The invoker gains (Spell Level * 5) Temporary HP for the highest level effect dispelled. This does not stack with other Temporary HP (i.e., the invoker only keeps the highest).Effective Spell Level: 6th.*Enervating Shadow*(CArc p133)

<Invocation[darkness], S, 1StdAct, Personal, 5 rounds>

- The invoker gains Total Concealment when not bright light (such as daylight or within the area-of-effect of a [light] spell).

In addition, any creature adjacent to the invoker receives a –4 penalty to Strength for 4 rounds (FortNeg, SR applies). A given creature may only be affected by a given invoker's Enervating Shadow once per 24 hours.

This invocation is Countered or Dispelled by any spell with the [light] category of equal or higher level.Effective Spell Level: 5th.*Tenacious Plague*(CArc p135)

<Invocation(sum), S, 1Round, Long-range, 1min/lvl, no save, no SR>

- Summons 1 Locust Swarm(PH p239) per three levels (max 6 swarms). The swarms must be contiguous, but not overlapping. Any creature within a swarm is attacked. The swarms are immobile.

The invoker's Charisma modifier is added to the DC of each Locust Swarm's distraction ability –and– the swarm's natural attacks are treated as 'magic' for purposes of overcoming Damage Reduction.

Effective Spell Level: 6th.*Wall of Perilous Fire*(CArc p135)

<Invocation[fire], S, 1StdAct, Medium-range, Concentrations + 1rnd/lvl, SR applies>

- Creates an opaque 20' tall wall of violet fire that is either 20' long per level & straight – or– a ring 5' radius per 2 levels. Damage caused by the wall is ½ Fire and ½ Untyped. One side (invoker's choice) causes 2d4 damage within 10' and 1d4 damage between 10' & 20'. Going through the wall does 2d6 + 1/lvl (max +20) damage (2x to Undead).

If the wall is created on top of someone, the target gets a Reflex save to jump to one side (taking damage if the wrong side is chosen).

20hp of Cold damage in one round will extinguish a 5' length of wall.

Any creature brought to 0 hp by the wall has its body to ash at the end of the following round (though his/her equipment remains).

Effective Spell Level: 5th.*Warlock's Call*(CArc p136)

<Invocation, S, 10Minutes, no SR>

- Sends a message of 25 words or less to a familiar subject anywhere, who may send back a 25 word response immediately. If the subject is on another plane of existence, there is a 5% chance of the message being lost.

If the target makes a Will save, he/she has the option of not replying, but inflicting 1d10 hp of damage upon the invoker instead.

Effective Spell Level: 5th.

Dark

Eldritch Essence*Utterdark Blast*(CArc p135)

<Invocation(eldritch essence)>

- Any non-Undead struck by the invoker's Eldritch Blast also gain two Negative Levels for 1 hour (FortNeg, SR applies).

An Undead struck with an Utterdark Blast is healed instead of damaged.

Effective Spell Level: 8th.

Blast Shape*Eldritch Doom*(CArc p133)

<Invocation(blast shape)>

- All creatures designated by the invoker in a 20' radius Burst round the invoker take the Eldritch Blast damage & effects (Ref½, SR applies).

Effective Spell Level: 8th.

Other*Dark Discorperation*(CArc p132)

<Invocation, S, 1StdAct, Personal, 24hrs(D)>

- The invoker becomes a Swarm of Diminutive-sized shadows shaped like bats that take up 8 contiguous 5' squares. While in this form, the invoker gains the following:
 - may only take Move Actions;
 - Strength score becomes 1;
 - +6 bonus to Dexterity;
 - all Armor & Natural Armor bonuses to AC are suppressed;
 - receive a +4 Size bonus to AC;
 - receives a Deflection bonus to AC equal to the invoker's Charisma modifier;
 - Fly speed 40' with Perfect maneuverability;
 - able to pass through openings as a Diminutive-sized creature could;
 - any creature in the invoker's spaces at the end of the invoker's turn takes 4d6 damage, which is treated as 'magic' and has the same alignment as the invoker;

- any creature in the invoker's spaces at the beginning of the creature's turn is Nauseated for 1 round (FortNeg);
- spellcasting within the invoker's spaces requires a Concentration check (DC = 20 + spell level);
- all of the invoker's possessions are absorbed into the swarm and have their abilities suppressed;
- not subjected to critical hits, flanking, weapon damage, being tripped, grappled, bull rushed, etc.
- immune to spells & effect that target a specific number of creatures (except for min-affecting);
- takes +50% damage from area-of-effect spells;
- not vulnerable to wind effects; &
- if reduced to 0 hp or knocked unconscious, *Dark Discorperation* ends and the invoker ends up in one of the squares he/she previously occupied.

Effective Spell Level: 8th.

Dark Foresight(CArc p133)

<Invocation, S, 1StdAct, Touch, 10min/lvl(D)>

- The invoker receives mental warnings about what may harm the touched subject. If the invoker placed the spell on himself, he can never be surprised or flat-footed, knows if he/she is being targeted with spells, ranged attacks, sneak attacks, etc., gains a +2 Insight bonus to AC & Reflex saves, & knows in general what to do in order to be safe (such as "close your eyes", "jump", "run").
 - If cast on a different target, the invoker gets the warnings & can pass them on to the subject telepathically if the two are within 100', otherwise verbally. In this case, neither gets the Insight bonuses.
- Effective Spell Level: 9th.

Path of Shadow(CArc p135)

<Invocation(shadow), S, 1StdAct, Touch, 1hr/lvl(D)>

- The invoker and up to 1 touched subject per level travel into the Plane of Shadows (unwilling subjects receive a Will save to negate). Travel can be in two different ways:
 - Movement in the Plane of Shadows is faster than in the Material Plane, so the party can effectively travel 50 miles/hour. When the desired destination is reached, the party returns to the Material Plane.
 - The party can travel to a plane of existence that borders the Plane of Shadows. This takes 1d4 hours.

In either case, the invoker regains hit-points each hour as if he/she had rested for a full day.

Effective Spell Level: 6th.

Retributive Invisibility(CArc p135)

<Invocation(glamer)[sonic], S, 1StdAct, Personal, 1rnd/lvl(D)>

- The invoker is Invisible, even if he/she attacks. If the invisibility is Dispelled, all creatures in a 20' radius Burst around the invoker take 4d6 Sonic damage (Fort½) and are Stunned for 1 round (FortNeg).

Effective Spell Level: 6th.

Word of Changing(CArc p136)

<Invocation, VS, 1StdAct, Close-range, Permanent(D), WillNeg, SR applies>

- The target is permanently transformed into a 1HD animal of up to Small size (such as a dog, lizard, monkey, etc.). If the invoker attempts to transform the target into a form that will be fatal (i.e., a fish on dry land), the target receives a +4 bonus on its save.
 - If the target is transformed, he/she must make a Will save to resist becoming the target animal mentally too.
 - If the target is transformed, he/she receives a new save 24 hours later to resume his/her normal form (and mentality).
- Effective Spell Level: 5th.

Glossary

Auras

Alignment Aura(PH p219)

Use the following table to determine the strength of the aura seen by *Detect Good*, *Detect Evil*, etc.

Creature / Object	Unit	Dim Aura	Faint Aura	Moderate Aura	Strong Aura	Overwhelming Aura
Outsider	HD	see below	up to 1	2 – 4	5 – 10	11+
Undead	HD	see below	up to 2	3 – 8	9 – 20	21+
other Creature	HD	see below	up to 10	11 – 25	26 – 50	51+
Cleric, Paladin or other religious class	Class Level	see below	1 st	2 nd – 4 th	5 th – 10 th	11 th +
Spell or Magic Items with an alignment	Caster Level	see below	up to 2 nd	3 rd – 8 th	9 th – 20 th	21 st +
Lingering Aura remains	—	—	1d6 rnds	1d6 min	1d6 * 10 min	1d6 days

A 'Lingering Aura' is left behind by an aligned spell ending or the dead/destruction of an aligned creature or magic item. The time it lasts depends on the strength of the original aura. The lingering aura itself is always a 'Dim Aura'.

If a caster sees an 'Overwhelming Aura' that is opposite of his/her own alignment and the aura was generate by something with twice the HD / Class Level / Caster level of the caster, the caster is Stunned for one round & the detection spell ends.

Magic Aura(PH p219)

Use the following table to determine the strength of the aura seen by *Detect Magic*.

Creature / Object	Unit	Dim Aura	Faint Aura	Moderate Aura	Strong Aura	Overwhelming Aura
Active Spell	Spell Level	see below	up to 3 rd	4 th – 6 th	7 th – 9 th	10 th +
Magic Item	Caster Level	see below	up to 5 th	6 th – 11 th	12 th – 20 th	21 st +
Lingering Aura remains	—	—	1d6 rnds	1d6 min	1d6 * 10 min	1d6 days

A 'Lingering Aura' is left behind by an spell ending or the destruction of a magic item. The time it lasts depends on the strength of the original aura. The lingering aura itself is always a 'Dim Aura'.

Undead Aura(PH p220)

Use the following table to determine the strength of the aura seen by *Detect Good*, *Detect Evil*, etc.

Creature / Object	Unit	Dim Aura	Faint Aura	Moderate Aura	Strong Aura	Overwhelming Aura
Undead	HD	see below	up to 1	2 – 4	5 – 10	11+
Lingering Aura remains	—	—	1d6 rnds	1d6 min	1d6 * 10 min	1d6 days

A 'Lingering Aura' is left behind by the destruction of an Undead. The time it lasts depends on the strength of the original aura. The lingering aura itself is always a 'Dim Aura'.

Night Creature Aura(DR340 p49)

Use the following table to determine the strength of the aura seen by *Detect Night Creature*.

Creature / Object	Unit	Dim Aura	Faint Aura	Moderate Aura	Strong Aura	Overwhelming Aura
Undead	HD	n/a	up to 2	3 – 8	9 – 20	21+
Evil Outsider	HD	n/a	up to 1	2 – 4	5 – 10	11+
Creature vulnerable to / hindered by Sunlight	HD	n/a	up to 10	11 – 25	26 – 50	51+

Ranges

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

Levels of Concealment

<p><u>Concealment</u>(PH p152) 20% miss chance.</p>	<p><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.</p>
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Levels of Cover

<p><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.</p>	<p><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</p>	<p><u>Full Cover</u> (PH p150) Can't be targeted</p>
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Level of Exhaustion

<p><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.</p>	<p><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>.</p>
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Areas of Effect – Shape

<p><u>Cone</u>(PH p175) Effect starts at the caster and extends out to the cone's length in a quarter circle.</p>	<p><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.</p>
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Levels of Fear

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

<p><u>Shaken</u>(PH p312) Subject suffers a –2 penalty to attacks, skill checks, ability checks, & saving throws.</p>	<p><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.</p>	<p><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.</p>	<p><u>Cowering</u>(PH p306) Subject is paralyzed with fear and cannot take any actions. –2 penalty to AC & loses Dexterity modifier to AC.</p>
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Types of Magic Item

<p><u>Spell Completion</u> The spell generated by the item must be on the user's spell list. To be used safely, the user's level must also be high enough to cast the spell. Provokes an Attack of Opportunity. Example: Scroll.</p>	<p><u>Spell Trigger</u> The spell generated by the item must be on the user's spell list. There is no penalty if the user is not high enough level to use the spell. Does not provoke an Attack of Opportunity. Example: Wand, Staff.</p>	<p><u>Command Word</u> Anyone in possession of the item who knows the command word may use it. Does not provoke an Attack of Opportunity. Example: Many Wondrous Items, such as a Carpet of Flying.</p>	<p><u>Use Activated</u> Anyone in possession of the item can activate it with the proper action (possibly simply wearing it). Whether activating the item provokes an Attack of Opportunity depends on the action that activates it. Example: Potion.</p>
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Areas of Effect – Fill

<p><u>Burst</u>(PH p175) Cannot go around corners or through Total Cover. The targets are determined when the spell is cast only.</p>	<p><u>Emanation</u>(PH p175) Cannot go around corners or through Total Cover. Any creature that enters the emanation during the spell’s duration is effected.</p>	<p><u>Spread</u>(PH p175) Can go around corners, but not through Total Cover.</p>
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Casting Times

<p><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>.</p>	<p><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.</p>	<p><u>Standard Action</u>(PH p138) The default casting time for a spell.</p>	<p><u>Full Round Action</u>(PH p139) A Full Round Action. Casting time for many summoning spells.</p>
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Other Definitions

<p><u>All Actions</u> Attack Rolls, Saving Throws, Skill Checks, & Ability Checks.</p> <p><u>Attitude Categories</u>(PH p72) See table on PH3.5 p72.</p> <p><u>Avert Gaze (i.e., try to avoid eye contact)</u> (MM p309) Gain a 50% chance to avoid a gaze attack, but grant your opponent <u>Concealment</u> (20% miss chance).</p> <p><u>Blind</u>(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.</p> <p><u>Calling Diagram</u>(PH p249) Created by making a Spellcraft roll vs. DC 20 and spending 10 minutes (it is possible to ‘Take 10’, but <u>not</u> ‘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. 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 <i>Magic Circle against Evil</i>.</p> <p><u>Caster Check</u>(PH p305) 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 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>Concealment</u>, while 10’ or more provides <u>Full Concealment</u>.</p>	<p>Dispersed by a Moderate Wind (11-20 mph) in four rounds or by a Strong Wind (21+ mph) in one round.</p> <p><u>Comatose</u>(PH p228) Target enters a catatonic coma & cannot be awoken. Elves & Half-Elves are vulnerable to this effect.</p> <p><u>Community Sizes</u>(DMG p137) Indicates the adult population. Non-adult population will be 10% – 40% more.</p> <table border="1"> <tr><td>Thorp</td><td>20 – 80</td></tr> <tr><td>Hamlet</td><td>81 – 400</td></tr> <tr><td>Village</td><td>401 – 900</td></tr> <tr><td>Small Town</td><td>901 – 2,000</td></tr> <tr><td>Large Town</td><td>2,001 – 5,000</td></tr> <tr><td>Small City</td><td>5,001 – 12,000</td></tr> <tr><td>Large City</td><td>12,001 – 25,000</td></tr> <tr><td>Metropolis</td><td>25,001 or more</td></tr> </table> <p><u>Confused</u>(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).</p> <p><u>Cowering</u> See above</p> <p><u>Creature Equivalent</u> Some spells express the amount of load that can be carried and/or teleported as a number of Medium-sized creatures.</p> <ol style="list-style-type: none"> the count <u>does not</u> include that caster; each subject, including the caster, can carry Maximum Load; one Small-sized (or smaller) creature can be substituted for one Medium-sized creature; larger creatures may be substituted according to the following table <table border="1"> <tr><td>1 Large-size</td><td>= 2 Medium-size</td></tr> <tr><td>1 Huge-size</td><td>= 4 Medium-size</td></tr> </table>	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	1 Large-size	= 2 Medium-size	1 Huge-size	= 4 Medium-size	<p>1 Gargantuan-size = 8 Medium-size 1 Colossal-size = 16 Medium-size</p> <p><u>Crippled</u> Effectively has 0 hp, & can’t partake in strenuous activity.</p> <p><u>Dazed</u>(PH p307) Subject can take no actions, but is able to defend itself normally & has not AC penalty.</p> <p><u>Dazzled</u>(PH p307) Sighted creatures receive a –1 penalty to attack rolls, Spot checks, & Search checks.</p> <p><u><ability> Damage</u> Target loses an ability score which heals normally.</p> <p><u><ability> Drain</u> Target loses an ability score which can only be healed with magic.</p> <p><u>Deafened</u>(PH p307) Subject cannot hear, suffers a –4 Initiative penalty, can has a 20% chance of spell failure if the spell has verbal components.</p> <p><u>Defenseless</u>(PH p257) <u>Helpless</u>, plus always fail saving throws.</p> <p><u>Dismissible (D)</u>(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 <u>does not</u> generate an Attack of Opportunity. Concentration spells can be dismissed as a Free Action on the caster’s action.</p> <p><u>Dispel Check</u>(PH p307) 1d20 + Caster Level (max +N) vs. DC 11 + target spell’s caster level. ‘N’ is determined by spell.</p> <p><u>Energy Type</u> Acid, Cold, Electricity, Fire, or Sonic.</p>
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																					
1 Large-size	= 2 Medium-size																					
1 Huge-size	= 4 Medium-size																					

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 breathe & 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.

Hold Breath(DMG p304)

Most creatures can hold their breath freely for 2 times their Constitution score rounds. Next, the creature must make a Constitution check (DC increases by +1 each round).

Upon failing this check, the target drops to 0 hp and goes Unconscious. On the next round, the target’s hp drop to –1 and he/she is Dying. On the 3rd round, the target is dead.

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)

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.

If a creature ever has a number of Negative Levels equal or greater than his/her HD, then the creature immediately dies.

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*) and the Negative level fades.

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

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.
May 17, 2006	– Made a separate Warlock Invocation List.

Key to Sourcebooks

PH	– Player’s Handbook v.3.5	
DMG	– Dungeon Master’s Guide v.3.5	
MM	– Monster Manual v.3.5	
MM3	– Monster Manual	
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	
ExpHb	– Explorer’s Handbook	
DR###	– Dragon Magazine (with issue number)	
DU##	– Dungeon Magazine (with issue number)	
3.5up	– D&D v.3.5 Accessory Update	– http://www.wizards.com/dnd/files/DnD35_update_booklet.zip
PH3.5e	– Player’s Handbook v.3.5 Errata	– http://www.wizards.com/dnd/files/PHB_Errata09242003.zip
PGFe	– Player’s Guide to Faerûn Errata	– http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip
CDivErrata	– Complete Divine Errata	– http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip
CArcErrata	– Complete Arcane Errata	– http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip
EbErrata	– Eberron Errata	– http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip

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