

# Dungeons & Dragons 3.5 Edition Index – Artificer Infusion Summaries

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## Artificer Infusion List

Intelligence-based Impromptu Infusions (Eb p103) (EbErrata)+

Note: Infusion can only be cast on a Construct or an Object. *Bull's Strength* cannot be cast on a Human, though it can be cast on that Human's belt, granting him/her the benefit of *Bull's Strength* as long as the Infusion lasts and the item is worn. (Eb p31)

1<sup>st</sup> Level*Armor Enhancement, Lesser*(Eb p109)

&lt;Trans, SM(10gp ointment), 1Min, Touch, 10min/lvl&gt;

- The touched armor or shield gains a magical enhancement equal to “+1” or up to 5,000 gp for the infusion's duration.

See [Artificer Armor Enhancement Options](#) table for examples.

*Energy Alteration*(Eb p111)

&lt;Trans, SM(50gp ointment), 1Round, Touch, 10min/lvl&gt;

- The touched magic item that causes Energy Type damage –or– protects the wearer from Energy Type damage works with a different energy type for the infusion's duration. All other aspects of the item remain the same.

*Enhancement Alteration*(Eb p111)

&lt;Trans, S, 1Round, Touch, 10min/lvl(D)&gt;

- This infusion can be used in two ways:
  - If cast on a Shield, any amount of the shield's Enhancement bonus to AC can be transferred to the shield's Bash attack; or
  - If cast on a weapon, any amount of the weapon's Enhancement bonus on attacks can be changed to a bonus to AC which applies when the wielder Fights Defensively, uses Combat Expertise, –or– uses a weapon in his/her off-hand & has Two-Weapon fighting.

If cast on an attended weapon or shield, the wielder is allowed a Will save to negate (SR applies).

*Identify*(PH p243)

&lt;Div, VS/AM(100gp pearl, wine, owl feather)/DF, 1Hour, Touch&gt;

- Determines all the properties of one magic item.

*Inflict Light Damage*(Eb p112)

&lt;Trans, VS, 1StdAct, Touch, Instantaneous, no save, SR applies&gt;

- The touched Construct takes 1d8 + 1 per level damage (max 1d8+5).

*Light*(PH p248)

&lt;Evoc[light], VM(firefly)/DF, 1StdAct, 10min/lvl(D)&gt;

- Object touched gives off bright light in a 20' radius & dim light for another 20'.

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

*Magic Stone*(PH p251)

&lt;Trans, VS/DF, 1StdAct, Touch, until discharged up to 30min&gt;

- Up to 3 pebbles gain a +1 Enhancement bonus to attack & deal 1d6 +1 damage (double vs. Undead). Range increment is 20'.

*Magic Vestment*(PH p251)

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

- Armor, shield, or clothes gain +1 per four levels Enhancement bonus to AC (max +5).

*Magic Weapon*(PH p251)

&lt;Trans, VSF(weapon)/DF, 1StdAct, Touch, 1min/lvl&gt;

- Touched manufactured weapon gains a +1 Enhancement bonus to attack & damage. A Monk's Unarmed Strike can be the target of this spell.

*Repair Light Damage*(CArc p120)(Eb p114)

&lt;Trans, VS, 1StdAct, Touch, Instantaneous&gt;

- The touched Construct (with at least 1 hp) or Living Construct (at –9 hp or higher) is repaired 1d8 +1 per level (max 1d8+5) hp.

*Resistance Item*(Eb p114)

&lt;Abj, SM(oil), 1Round, Touch, 10min/lvl&gt;

- The touched nonmagical item grants its wearer a Resistance bonus on saving throws for the duration. The bonus starts at +1, & increases every 4 levels (+2 at 4<sup>th</sup>, +3 at 8<sup>th</sup>, etc.).

*Shield of Faith*(PH p278)

&lt;Abj, VSM(holy writings), 1StdAct, Touch, 1min/lvl&gt;

- Touched subject is surrounded by a magical aura that grants a Deflection bonus to AC of 2 +1 per six levels (max total bonus is +5).

*Skill Enhancement*(Eb p115)

&lt;Trans, SM(black thread), 1Round, Touch, 10min/lvl&gt;

- The touched item grants its wearer a Circumstance bonus on one skill check, determined at casting time. The bonus starts at +1, & increases every 2 levels (+2 at 3<sup>rd</sup>, +4 at 5<sup>th</sup>, etc.).

*Spell Storing Item*(Eb p115)

&lt;Trans, SX(spell level \* caster level), 1Minute, Touch, until discharged up to 1hr/lvl&gt;

- The caster places a spell effect into the touched item that only the caster can use. The spell level can be up to ½ Caster level (max 4<sup>th</sup>). The caster must make a Use Magic Device check (DC = 20 + (spell level x 3)). A mishap occurs if the check is missed by 10. The caster must provide any Focuses, Material Components, or XP needed to cast the spell.

*Weapon Augmentation, Personal*(Eb p117)

&lt;Trans, SM(rabbit fur), 1Min, Touch, 10min/lvl&gt;

- The touched weapon gains a magical enhancement equal to “+1” or up to 10,000 gp for the infusion's duration. Only the caster gains the benefit of the enhancement.

See [Artificer Weapon Augmentation Options](#) table for examples.

2<sup>nd</sup> Level

*Align Weapon*(PH p197)

<Trans[variable alignment], VS/DF, 1StdAct, Touch, 1min/lvl>  
 – A single manufactured weapon or 50 grouped projectiles does [chaotic], [evil], [good], or [lawful] damage for the spell’s duration. This only has a noticeable effect if used to attack an opponent vulnerable to one of those types of damage (i.e., a demon is vulnerable to [good] and / or [lawful] damage).

*Armor Enhancement*(Eb p108)

<Trans, SM(50gp ointment), 1Min, Touch, 10min/lvl>  
 – The touched armor or shield gains a magical enhancement equal to “+3” or up to 35,000 gp for the infusion’s duration.

See Artificer Armor Enhancement Options table for examples.

*Bear’s Endurance*(PH p203)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>  
 – +4 Enhancement bonus to Constitution.

*Bull’s Strength*(PH p207)

<Trans, VSM(bull hair)/DF, 1StdAct, Touch, 1min/lvl>  
 – +4 Enhancement bonus to Strength.

*Cat’s Grace*(PH p208)

<Trans, VSM(cat hair), 1StdAct, Touch, 1min/lvl>  
 – +4 Enhancement bonus to Dexterity.

*Chill Metal*(PH p209)

<Trans[cold], VS/DF, 1StdAct, Close-range, 7rnds, SR applies>

– The caster causes targeted metal to become freezing cold, after which it thaws. The metal of 1 creature per 2 levels may be targeted as long as they are within 30’, or the caster may target 25 lbs. per level. Magic or attended metal get a Will saves to negate. Damage is determined by the round & the amount of contact (min damage for just touching, normal damage for wearing):

Rnd 1 – none Rnd 6 – 1d4  
 Rnd 2 – 1d4 Rnd 7 – none  
 Rnd 3-5 – 2d4

This spell Counters and Dispels *Heat Metal*.

*Eagle’s Splendor*(PH p225)

<Trans, VSM(eagle feather/dung)/DF, 1StdAct, Touch, 1min/lvl>  
 – +4 Enhancement bonus to Charisma.

*Fox’s Cunning*(PH p233)

<Trans, VSM(fox hair)/DF, 1StdAct, Touch, 1min/lvl>  
 – +4 Enhancement bonus to Intelligence.

*Heat Metal*(PH p239)

<Trans[fire], VS/DF, 1StdAct, Close-range, 7rnds, SR applies>

– The caster causes targeted metal to become burning hot, after which it cools. The metal of 1 creature per 2 levels may be targeted as long as they are within 30’, or the caster may target 25 lbs. per level. Magic or attended metal get a Will saves to negate. Damage is determined by the round & the amount of contact (min damage for just touching, normal damage for wearing):

Rnd 1 – none Rnd 6 – 1d4  
 Rnd 2 – 1d4 Rnd 7 – none  
 Rnd 3-5 – 2d4

This spell Counters and Dispels *Chill Metal*.

*Inflict Moderate Damage*(Eb p113)

<Trans, VS, 1StdAct, Touch, Instantaneous, no save, SR applies>

– The touched Construct takes 2d8 + 1 per level damage (max 2d8+10).

*Owl’s Wisdom*(PH p259)

<Trans, VSM(owl feather)/DF, 1StdAct, Touch, 1min/lvl>  
 – +4 Enhancement bonus to Wisdom.

*Repair Moderate Damage*(CArc p120)(Eb p114)

<Trans, VS, 1StdAct, Touch, Instantaneous>

– The touched Construct (with at least 1 hp) or Living Construct (at –9 hp or higher) is repaired 2d8 +1 per level (max 2d8+10) hp.

*Toughen Construct*(Eb p114)

<Trans, VS, 1StdAct, Touch, 10min/lvl>  
 – The touched Construct receives an Enhancement bonus to Natural Armor. The bonus starts at +2 and increases by +1 for every three levels over 3<sup>rd</sup> (+3 at 6<sup>th</sup>, etc.) (max +5 total).

*Toughen Construct*(Eb p114)

<Trans, VS, 1StdAct, Touch, 10min/lvl>  
 – The touched Construct receives an Enhancement bonus to Natural Armor. The bonus starts at +2 and increases by +1 for every three levels over 3<sup>rd</sup> (+3 at 6<sup>th</sup>, etc.) (max +5 total).

*Weapon Augmentation, Lesser*(Eb p117)

<Trans, SM(20gp ointment), 1Min, Touch, 10min/lvl>  
 – The touched weapon gains a magical enhancement equal to “+1” or up to 10,000 gp for the infusion’s duration.

50 projectiles (such as a set of arrows) can be enchanted by a single use of this infusion, though each projectile loses the enhancement when fired once (Shuriken as treated as projectiles).

See Artificer Weapon Augmentation Options table for examples.

3<sup>rd</sup> Level*Armor Enhancement, Greater*(Eb p109)

&lt;Trans, SM(100gp ointment), 1Min, Touch, 10min/lvl&gt;

- The touched armor or shield gains a magical enhancement equal to “+5” or up to 100,000 gp for the infusion’s duration.

See [Artificer Armor Enhancement Options](#) table for examples.*Construct Energy Ward*(Eb p109)

&lt;Abj, S, 1Round, Touch, 10min/lvl&gt;

- The touched Construct & its equipment are protected from one [Energy Type](#). Each attack doing damage of that type has the hp of damage reduced by the amount listed below.

Lvl	#	Lvl	#	Lvl	#
up to 6 <sup>th</sup>	10	7 <sup>th</sup> – 10 <sup>th</sup>	20	11 <sup>th</sup> +	30

*Inflict Serious Damage*(Eb p113)

&lt;Trans, VS, 1StdAct, Touch, Instantaneous, no save, SR applies&gt;

- The touched Construct takes 3d8 + 1 per level damage (max 3d8+15).

*Magic Weapon, Greater*(PH p251)

&lt;Trans, VSM(powdered lime, carbon)F(weapon)/DF, 1StdAct, Close-range, 1hr/lvl&gt;

- Targeted manufactured weapon –or– a bundled group of 50 projectiles gain an Enhancement bonus to attack & damage of +1 per four levels (max +5).  
A Monk’s Unarmed Strike can be the target of this spell.

*Metamagic Item*(Eb p113)

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

- Any spell cast by the touched Spell Trigger items (such as a Wand or Staff) has a Metamagic that the caster knows applied to the spell for this spell’s duration.

*Power Surge*(Eb p114)

&lt;Trans, SX(5 \* highest spell level), 1StdAct, Touch, 1min/lvl&gt;

- The touched Wand or Staff gains one Temporary Charge per five Caster levels. If not used before the duration ends, the extra charges are lost.

The XP cost of this infusion is 5 times the highest spell level of the Wand or Staff.

*Repair Serious Damage*(CArc p120)(Eb p114)

&lt;Trans, VS, 1StdAct, Touch, Instantaneous&gt;

- The touched Construct (with at least 1 hp) or Living Construct (at –9 hp or higher) is repaired 3d8 +1 per level (max 3d8+15) hp.

*Stone Construct*(Eb p116)

&lt;Trans, SM(250gp diamond dust, granite), 1Round, Touch, until discharged up to 10min/lvl&gt;

- The touched Construct gains Damage Reduction 10 / adamantine.  
When 10 hp per level (max 150 hp) have been prevented, the infusion is discharged.

*Suppress Requirement*(Eb p116)

&lt;Trans, SM(500gp gemstone dust), 1Round, Touch, 10min/lvl&gt;

- Suppress any racial, class-based, or alignment based requirements to use the touched magic items for the infusion’s duration. The caster must make a Use Magic Device check that is sufficient to use the item one time for this infusion to succeed.

4<sup>th</sup> Level*Construct Energy Ward, Greater*(Eb p109)

&lt;Abj, S, 1Round, Touch, until depleted up to 10min/lvl&gt;

- Touched Construct is immune to a total of 12 damage per level (max 120 hp) from one [Energy Type](#). Once all the damage has been taken, the spell ends.

*Globe of Invulnerability, Lesser*(PH p236)

&lt;Abj, VSM(glass bead), 1StdAct, 1rnd/lvl(D), no SR&gt;

- An [immobile](#), slightly shimmering 10’ radius sphere appears around the caster. Any 0<sup>th</sup> – 3<sup>rd</sup> level spell or spell-like abilities cannot enter the sphere, though those already in effect are merely [Suppressed](#) while in the area. Area of effect spells do not effect anything within the sphere either, though the rest of the area of effect is targeted normally. Spells can be cast out of the sphere or through the sphere without penalty. Once in effect, anyone (including the caster) can leave and reenter the sphere.

This spell can be [Dispelled](#) by a targeted *Dispel Magic*, but not an area *Dispel Magic*.*Inflict Critical Damage*(Eb p113)

&lt;Trans, VS, 1StdAct, Touch, Instantaneous, no save, SR applies&gt;

- The touched Construct takes 4d8 + 1 per level damage (max 4d8+20).

*Iron Construct*(Eb p113)

&lt;Trans, SM(iron from an iron golem or hero’s armor), 1Round, Touch, 1min/lvl&gt;

- The touched Construct becomes living iron, which has the following benefits & penalties:
  - a) Damage Reduction 15 / adamantine;
  - b) ½ damage from Acid & Fire;
  - c) +4 Enhancement bonus to Strength;
  - d) –4 penalty to Dexterity (min Dex 1);
  - e) 5x normal weight;
  - f) Vulnerable to rust-based attacks.

*Item Alteration*(Eb p113)

&lt;Trans, S, 1Round, Touch, 10min/lvl&gt;

- For the infusion’s duration, the touched item provides a different named bonus of the same value. For example, a Ring of Protection +1 could be altered to provide a +1 Natural Armor bonus to AC [instead](#) of a +1 Deflection bonus to AC.

The new bonus must be a ‘legal’ bonus (i.e., a Natural Armor bonus cannot be applied to a saving throw, an item cannot grant a Dodge bonus, etc.) and cannot grant a Sacred or Profane bonus.

*Minor Creation*(PH p253)

&lt;Conj(creat), VSM(tiny piece of substance to be created), 1Minute, 1hr/lvl(D)&gt;

- Creates an object of up to 1 cubic foot per level made from wood, cloth, hemp, or other non-living vegetable matter.  
A Craft check is needed to make complex items

*Repair Critical Damage*(CArc p120)(Eb p114)

&lt;Trans, VS, 1StdAct, Touch, Instantaneous&gt;

- The touched Construct (with at least 1 hp) or Living Construct (at –9 hp or higher) is repaired 4d8 +1 per level (max 4d8+20) hp.

*Rusting Grasp*(PH p273)

&lt;Trans[touch attack],VS/DF, 1StdAct, Touch, 1rnd/lvl, no save, no SR&gt;

- The caster’s touch corrodes [non-magic](#) iron and alloys, causing one of the following effects per round:
  - a) a touch attack on a ferrous creature does 3d6+ 1/lvl (max +15);
  - b) a melee touch attack vs. a non-magic metal weapon destroys the weapon;
  - c) a melee touch vs. non-magic metal armor destroys 1d6 of its AC bonus; or
  - d) up to a 3’ radius of a non-magic metal touched is destroyed.

*Shield of Faith, Legion’s*(Eb p115)

&lt;Abj, VSM(holy writings), 1StdAct, Medium-range, 1min/lvl&gt;

- All allies within a 20’ radius [Burst](#) are surrounded by a magical aura that grants a Deflection bonus to AC of 2 +1 per six levels (max total bonus is +5).

*Weapon Augmentation*(Eb p117)

&lt;Trans, SM(100gp ointment), 1Min, Touch, 10min/lvl&gt;

- The touched weapon gains a magical enhancement equal to “+3” or up to 70,000 gp for the infusion’s duration.  
50 projectiles (such as a set of arrows) can be enchanted by a single use of this infusion, though each projectile loses the enhancement when fired once (Shuriken as treated as projectiles).

See [Artificer Weapon Augmentation Options](#) table for examples.

5<sup>th</sup> Level*Disrupting Weapon*(PH p223)

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

- The touched melee weapon gains the ‘Disrupting’ property. If an Undead with HD equal or less than the Caster level is hit with the weapon, it must make a Will save or be destroyed (no SR).

*Fabricate*(PH p229)

&lt;Trans, VS, 1Round per Unit of raw materials, Close-range, Instantaneous&gt;

- Converts 1 Unit of raw materials per level into mundane items. For this spell, a Unit is 1 cubic foot of metal –or– 10 cubic feet of other materials. An appropriate Craft check must be made to determine the quality of the produced items.

*Major Creation*(PH p252)

&lt;Conj(creat), VSM(tiny piece of substance to be created), 10Minutes, Close-Range&gt;

- Creates one object of up to 1 cubic foot per level. Duration is based on the material created:

Wood/Cloth	2hrs/lvl
Stone/Base Metal	1hr/lvl
Precious Metal	20min/lvl
Gem	10min/lvl

Adamantite, Mithral,  
Alchemical Silver 1rnd/lvl

- Note that a Cold Iron item cannot be created. A Craft check is needed to make complex items

*Wall of Force*(PH p298)

&lt;Evoc[force], VSM(clear gem powder), 1StdAct, Close-range, 1min/lvl(D), no SR&gt;

- Creates an **Invisible**, immobile vertical wall of up to one contiguous 10’ square per level.

The wall is immune to all damage & most magic (including *Dispel Magic*). Spells & breath weapons cannot go through the wall, but gaze attacks & teleportation can.

This spell is **Dispelled** by *Disintegrate* & *Mordenkainen’s Disjunction*. It is immune to *Dispel Magic*.

*Wall of Stone*(PH p299)

&lt;Conj(creat)[earth], VS/AM(granite)/DF, 1StdAct, Medium-range, Instantaneous, no SR&gt;

- Creates a wall of stone that is one 5’ square per level & 1” thick per 4 levels. The area can be doubled by halving the thickness. The stone has a Hardness 8 & each 5’ square has 15 hit points per inch of thickness.

The wall can be of any shape & will merge into adjoining stone surfaces.

6<sup>th</sup> Level*Blade Barrier*(PH p205)

&lt;Evoc[force], VS, 1StdAct, Medium-range, 1min/lvl(D), SR applies&gt;

- Creates a 20’ tall wall of spinning blades either of 20’ long per level –or– a ringed wall 5’ radius per two levels. Going through the barrier causes 1d6/lvl (max 15d6) (Ref½).

If the barrier is created on top of a creature, it is allowed a Reflex save to get out before it finishes forming (i.e., no damage).

The barrier proves a +4 Cover bonus to AC & a +2 Cover bonus to Reflex saves against attacks made through it.

*Disable Construct*(Eb p111)

&lt;Trans, VS, 1StdAct, Touch, Instantaneous, Will½, SR applies&gt;

- The touched Construct takes 10hp per level damage (max 150 hp).

If the Construct makes its save, it takes half damage and cannot be reduced below 1hp.

*Globe of Invulnerability*(PH p236)

&lt;Abj, VSM(glass bead), 1StdAct, 1rnd/lvl(D), no SR&gt;

- An **immobile**, slightly shimmering 10’ radius sphere appears around the caster. Any 0<sup>th</sup> – 4<sup>th</sup> level spell or spell-like abilities cannot enter the sphere, though those already in effect are merely **Suppressed** while in the area. Area of effect spells do not effect anything within the sphere either, though the rest of the area of effect is targeted normally. Spells can be cast out of the sphere or through the sphere without penalty. Once in effect, anyone (including the caster) can leave and reenter the sphere.

This spell can be **Dispelled** by a targeted *Dispel Magic*, but not an area *Dispel Magic*.

*Hardening*(MoF p99)(D&D p216)(Eb p112)

&lt;Trans, VS, 1StdAct, Touch, Permanent&gt;

- Touched object’s Hardness is increased by 1 per 2 levels.

A metal or mineral object can have a volume up to 1 cubic foot per level. An object of another material can be up to 10 cubic feet per level.

*Move Earth*(PH p257)

&lt;Trans[earth], VSM(dirt, iron blade), 10Minutes per 150’ square, Long-range&gt;

- For each 10 minutes of cast time, 150’ square (up to 10’ deep) of dirt, sand, etc., if moved, up to a maximum of 750’ x 750’ (which would have a casting time of 4hrs 10min).

The movement is smooth, so buildings, trees, etc. are not toppled by this spell, though they may be raised or lowered. This spell cannot be used to tunnel.

*Total Repair*(Eb p116)

&lt;Trans, VS, 1StdAct, Touch, Instantaneous&gt;

- The touched Construct (with at least 1 hp) or Living Construct (at –9 hp or higher) is repaired 10hp per level (max 150hp).

In addition, the following conditions are removed from the subject: **Ability Damage**, **Blindness**, **Confusion**, **Dazed**, **Dazzled**, **Deafened**, **Feeblemind**, and/or **Insanity**.

*Wall of Iron*(PH p299)

&lt;Conj(creat), VSM(iron, 50gp gold), 1StdAct, Medium-range, Instantaneous, no SR&gt;

- Creates a wall of iron that is one 5’ square per level & 1” thick per 4 levels. The area can be doubled by halving the thickness. The iron has a Hardness 10 & each 5’ square has 30 hit points per inch of thickness.

The wall must be vertical & can merge into adjoining non-living surfaces. If not supported, the wall will fall over in a random direction unless pushed (Strength check vs. DC 40). Anything of up to Large-size caught under the wall takes 10d6 damage (Reflex save to negate).

*Weapon Augmentation, Greater*(Eb p117)

&lt;Trans, SM(200gp ointment), 1Min, Touch, 10min/lvl&gt;

- The touched weapon gains a magical enhancement equal to “+5” or up to 200,000 gp for the infusion’s duration. 50 projectiles (such as a set of arrows) can be enchanted by a single use of this infusion, though each projectile loses the enhancement when fired once (Shuriken as treated as projectiles).

See **Artificer Weapon Augmentation Options** table for examples.

## Spell Tables

## Artificer Weapon Augmentation Options

Weapon Options	Type	Description	Artificer Infusion	Extra as GP	Cost as Bonus
Bane (DMG p224)	Any Weapon	When created, the weapon has a designated target creature type. Against that creature type, the weapon gains an extra +2 attack bonus & does an extra +2d6 damage.	<i>Weapon Augmentation, Personal or Lesser</i>	—	+1
Blessed (BoED p113)	Any Weapon	<i>Bless Weapon</i> , always on. Specifically, the weapon does 'good' damage (with regards to Damage Reduction) and any Threatened Critical on an Evil opponent is automatically confirmed (does not stack with 'Keen', 'Vorpal', etc.).	<i>Weapon Augmentation, Personal or Lesser</i>	—	+1
Blood Seeking (CWar p134)	Ranged or Ammo only	Ignores the target's Cover bonus. If target has Full Cover, but there is an unobstructed path between the attacker & the target & the attacker knows where the target is, then the Full Cover bonus is also ignored, but the target has Total Concealment. Ability does not work against Plants, Oozes, Constructs, etc.	<i>Weapon Augmentation, Personal or Lesser</i>	—	+1
Defending (DMG p224)	Melee only	Once per round as a free action, the wielder can transfer some or all of the weapon's Enhancement bonus to his/her AC (bonus stacks with everything).	<i>Weapon Augmentation, Personal or Lesser</i>	—	+1
Deflecting (CWar p134)	Melee only	Negate a ranged attack that hit the wielder by making a Reflex save vs. DC 20 + weapon's Enhancement bonus. May only be attempted once per round. You must be aware of the attack & not flat-footed.	<i>Weapon Augmentation, Personal or Lesser</i>	—	+1
Dispelling (PGF p119)	Any Weapon	<i>Dispel Magic (targeted)</i> on an opponent hit by the weapon as a Free Action. The wielder may decide to use the effect <u>after</u> the weapon has hit. Usable 1/day.	<i>Weapon Augmentation, Personal or Lesser</i>	+6,000	—
Distance (DMG p224)	Ranged only	Doubles the weapon's range increment.	<i>Weapon Augmentation, Personal or Lesser</i>	—	+1
Earthbound (Eb p266)	Any Weapon	If the wielder and his/her opponent are both touching the ground, the weapon had a +2 bonus to attack & damage rolls. If the wielder is flying, the weapon loses its Enhancement bonus on attack rolls (but keeps its +1 bonus due to being Masterwork).	<i>Weapon Augmentation, Personal or Lesser</i>	—	+1
Enfeebling (BoED p113)	Any Weapon	On a critical hit, the opponent takes 1d6+2 Strength damage (no save, SR applies). When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the Strength damage, but not the weapon's critical multiplier.(DMG p222)	<i>Weapon Augmentation, Personal or Lesser</i>	—	+1
Flaming (DMG p224)	Any Weapon	On command, the weapon (or the ammunition it launches) does +1d6 of Fire damage.	<i>Weapon Augmentation, Personal or Lesser</i>	—	+1
Frost (DMG p224)	Any Weapon	On command, the weapon (or the ammunition it launches) does +1d6 of Cold damage.	<i>Weapon Augmentation, Personal or Lesser</i>	—	+1
Ghost Touch (DMG p224)	Melee only	Ignores the normal 50% miss chance when fighting Incorporeal creatures. Can also be touched & moved (or even wielded!) by an Incorporeal creature	<i>Weapon Augmentation, Personal or Lesser</i>	—	+1
Keen (DMG p225)	Slashing & Piercing Melee only	Doubles the weapon's threat range.	<i>Weapon Augmentation, Personal or Lesser</i>	—	+1
Ki Focus (DMG p225)	Melee only	Monks can use the following class abilities through the weapon: Stunning Attack, Ki Strike, & Quivering Palm. Anyone with <u>Feat: Stunning Fist</u> can use that ability through the weapon.	<i>Weapon Augmentation, Personal or Lesser</i>	—	+1
Last Resort (CWar p135)	Melee only	If the wielder is Grappled, this weapon does not have the standard -4 penalty to attack while Grappled. Also, the weapon does +1d6 damage for each size category the grappler is larger than the wielder.	<i>Weapon Augmentation, Personal or Lesser</i>	—	+1
Merciful (DMG p225)	Any Weapon	On command, the weapon does +1d6 damage but all damage is subdual.	<i>Weapon Augmentation, Personal or Lesser</i>	—	+1
Magebane (CArc p143)	Any Weapon	Against any creature that casts Arcane spells or has Arcane spell-like abilities, the weapon gains an extra +2 attack bonus & does an extra +2d6 damage.	<i>Weapon Augmentation, Personal or Lesser</i>	—	+1
Mighty Cleaving (DMG p225)	Melee only	Wielder with <u>Feat: Cleave</u> only: May make one additional Cleave attempt per round.	<i>Weapon Augmentation, Personal or Lesser</i>	—	+1
Returning (DMG p225)	Thrown only	After being thrown, the weapon returns to thrower at the start of the next round. It may be caught by its thrower as a Free Action.	<i>Weapon Augmentation, Personal or Lesser</i>	—	+1
Seeking (DMG p225)	Ranged only	Negates the Miss Chance due to Concealment, <i>Blur</i> , etc. The attack must be aimed at a hex containing a creature to work (i.e., it cannot find random Invisible foes in the battlefield).	<i>Weapon Augmentation, Personal or Lesser</i>	—	+1
Shock (DMG p225)	Any Weapon	On command, the weapon (or the ammunition it launches) does +1d6 of Electrical damage.	<i>Weapon Augmentation, Personal or Lesser</i>	—	+1

Weapon Options	Type	Description	Artificer Infusion	Extra as GP	Cost as Bonus
Spell Storing (DMG p225)	Melee only	Can store one spell of up to 3 <sup>rd</sup> level (must have a casting time of 1 Standard Action). On a successful hit that does damage, the wielder can “cast” the spell as a Free Action on the opponent. This “empties” the weapon, leaving it ready for a new spell.	<i>Weapon Augmentation, Personal or Lesser</i>	—	+1
Sure Striking (PGF p120)	Any Weapon	Overcomes Damage Reduction as if it were ‘chaotic’, ‘evil’, ‘good’, or ‘lawful’, whichever is most appropriate for the target.	<i>Weapon Augmentation, Personal or Lesser</i>	—	+1
Throwing (DMG p226)	Melee only	Weapon becomes a throwing weapon with a range increment of 10’.	<i>Weapon Augmentation, Personal or Lesser</i>	—	+1
Thundering (DMG p225)	Any Weapon	On a critical hit, the weapon does +1d8 in Sonic damage (+2d8 if x3, +3d8 if x4) & the target must make a Fortitude save vs. DC 14 or become Permanently Deaf. When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Sonic damage, but not the weapon’s critical multiplier.(DMG p222) A weapon cannot have both ‘Roaring’ & ‘Thundering’ options.	<i>Weapon Augmentation, Personal or Lesser</i>	—	+1
Vicious (DMG p226)	Melee only	+2d6 damage to opponent & 1d6 damage to wielder.	<i>Weapon Augmentation, Personal or Lesser</i>	—	+1
Waterborn (Eb p266)	Any Weapon	When the weapon is used underwater, the penalties for fighting underwater are negated. If the wielder is on land and attacks a foe who is underwater, the foe loses the Cover bonus to AC granted by the water. Piercing weapons only: If both the wielder and the opponent are underwater, the weapon has a +2 bonus on attack & damage rolls.	<i>Weapon Augmentation, Personal or Lesser</i>	—	+1
Anarchic (DMG p223)	Any Weapon	+2d6 damage vs. Lawful opponents. Weapon is ‘chaotically’ aligned, for purposes of Damage Reduction. Lawful creature only: 1 <u>Persistent Negative Level</u> .	<i>Weapon Augmentation</i>	—	+2
Anchoring (DR309 p110)	Any Weapon	<i>Dimensional Anchor</i> , for 1 minute on an opponent hit by this weapon. The decision to use this ability is made after the weapon hits, but on the same round as the hit. Usable once per day.	<i>Weapon Augmentation</i>	+11,200	—
Axiomatic (DMG p223)	Any Weapon	+2d6 damage vs. Chaotic opponents. Weapon is ‘lawfully’ aligned, for purposes of Damage Reduction. Chaotic creature only: 1 <u>Persistent Negative Level</u> .	<i>Weapon Augmentation</i>	—	+2
Banishing (BoED p113)	Any Weapon	On a hit, an Extraplanar opponent of up to 25HD is banished back to its home plane & cannot return for 24 hours (WillNeg 24, SR applies). The wielder may deactivate this ability as a Free Action.	<i>Weapon Augmentation</i>	—	+3
Burning (Eb p266)	Any Weapon	On command, the weapon (or the ammunition it launches) does +1d6 of Fire damage <u>and</u> the opponent Catches on Fire for 1d4 rounds (RefNeg, DC11). Move Action to douse flames. +2 bonus on Initiative checks if held at the start of combat	<i>Weapon Augmentation</i>	—	+3
Clouting (CArc p143)	Any Weapon	On a hit, the opponent is moved backward 10’ (or knocked Prone if he/she cannot move backwards) (FortNeg, DC19). If the opponent fails the first save, he/she is Stunned for 1 round (FortNeg, DC19).	<i>Weapon Augmentation</i>	—	+3
Disarming (CWar p134)	Any Weapon	Melee weapons – During a Disarm action, eliminate the opponent’s bonuses for weapon size & using two hands. Ranged weapons – Able to make Ranged Disarm action (weapon sizes do not matter, but the opponent gains a +4 bonus us holding the weapon in two hands).	<i>Weapon Augmentation</i>	—	+2
Disruption (DMG p224)	Bludgeoning Melee only	Any undead struck must make a Will save vs. DC 14 or be destroyed.	<i>Weapon Augmentation</i>	—	+2
Domineering (PGF p119)	Any Weapon	Target becomes Shaken (WillNeg DC16).	<i>Weapon Augmentation</i>	—	+2
Exit Wound (CWar p134)	Ranged or Ammo only	If the ranged attack misses its target, it continues and has a chance to hit the next target in a straight line (using the original attack roll). Each successive target gains a +4 AC bonus. The attack stops when it hits something.	<i>Weapon Augmentation</i>	—	+2
Explosive – Melee (CWar p134)	Melee only	On a hit, the attack has a 5’ radius explosion that does 2d4 damage (Ref½ DC15). The wielder takes the damage too.	<i>Weapon Augmentation</i>	—	+2
Explosive – Ranged (CWar p134)	Ranged or Ammo only	On a hit, the attack has a 5’ radius explosion that does 2d4 damage (Ref½ DC15).	<i>Weapon Augmentation</i>	—	+3
Finesse (Eb p266)	Light Melee Weapon, Rapier, Whip, or Spiked Chain	Wielder who is the size for which the weapon was made only: +2 Enhancement bonus to Dexterity Wielder may use his/her Dexterity modifier as a bonus on attack rolls instead of his/her Strength.	<i>Weapon Augmentation</i>	—	+2

Weapon Options	Type	Description	Artificer Infusion	Extra as GP	Cost as Bonus
Flaming Burst (DMG p224)	Any Weapon	On command, the weapon (or the ammunition it launches) does +1d6 of Fire damage. On a critical, the weapon / ammunition does an additional +1d10 of Fire damage if x2, +2d10 if x3, & +3d10 if x4. This effect always occurs, even if the 1 <sup>st</sup> effect is no “on”. When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Fire damage, but not the weapon’s critical multiplier.(DMG p222)	Weapon Augmentation	—	+2
Heavenly Burst (BoED p113)	Any Weapon	On a critical hit, an Evil opponent takes +3d6 damage (no save) and is <b>Blinded</b> (FortNeg DC14). The wielder takes 1d2 Strength damage (no save). When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra damage, but not the weapon’s critical multiplier.(DMG p222)	Weapon Augmentation	—	+2
Holy (DMG p225)	Any Weapon	+2d6 damage vs. Evil opponents. Weapon is ‘good’ aligned, for purposes of Damage Reduction. Evil creature only: 1 <u>Persistent Negative Level</u> .	Weapon Augmentation	—	+2
Icy Burst (DMG p225)	Any Weapon	On command, the weapon (or the ammunition it launches) does +1d6 of Cold damage. On a critical, the weapon / ammunition does an additional +1d10 of Cold damage if x2, +2d10 if x3, & +3d10 if x4. This effect always occurs, even if the 1 <sup>st</sup> effect is no “on”. When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Cold damage, but not the weapon’s critical multiplier.(DMG p222)	Weapon Augmentation	—	+2
Knockback (CWar p135)	Ranged or Ammo only	On a hit, the attack initiates a Bull Rush action, as a Medium creature with a +8 Strength modifier which pushes the opponent as far back as possible.	Weapon Augmentation	—	+3
Paralyzing (BoED p113)	Any Weapon	On a hit, opponent is <b>Held</b> (WillNeg DC17). The opponent gets a new save each round & the effect automatically ends after 10 rounds.	Weapon Augmentation	—	+2
Roaring (BoED p114)	Any Weapon	The weapon roars on each use. On a hit, an Evil opponent is <b>Shaken</b> (WillNeg DC22). <no duration listed> On a critical hit, the opponent takes +2d6 Sonic damage. When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Sonic damage, but not the weapon’s critical multiplier.(DMG p222) A weapon cannot have both ‘Roaring’ & ‘Thundering’ options.	Weapon Augmentation	—	+3
Shocking Burst (DMG p225)	Any Weapon	On command, the weapon (or the ammunition it launches) does +1d6 of Electrical damage. On a critical, the weapon / ammunition does an additional +1d10 of Electrical damage if x2, +2d10 if x3, & +3d10 if x4. This effect always occurs, even if the 1 <sup>st</sup> effect is no “on”. When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Electrical damage, but not the weapon’s critical multiplier.(DMG p222)	Weapon Augmentation	—	+2
Skillful (CArc p144)	Melee only	There is no non-proficiency penalty for wielding a Skillful weapon. The minimum Base Attack Bonus for this weapon only (i.e., does not apply to the other hand) is $\frac{3}{4}$ Character level (i.e., same as a Cleric of the same level).	Weapon Augmentation	—	+2
Speed (DMG p225)	Any Weapon	As part of a Full Attack Action, the wielder gets an extra attack at his/her best attack bonus each round. Does not stack with <i>Haste</i>	Weapon Augmentation	—	+3
Spellblade (PGF p120)	Any Weapon	The wielder is immune to a single spell, which is chosen when the weapon is created. The spell must be one that is targeted on the wielder, not an area of effect spell. When targeted with the spell, the weapon absorbs it. On the following round, the wielder may direct the spell at a target as a Free Action, or may let it drain harmlessly away.	Weapon Augmentation	+60,000	—
Superior Dispelling (DR312 p87)	Any Melee	<i>Dispel Magic (area dispel)</i> in a 5’ radius centered on the wielder, as a Standard Action. The spell’s Caster level is equivalent to the wielder’s character level.	Weapon Augmentation	—	+3
Unholy (DMG p226)	Any Weapon	+2d6 damage vs. Good opponents. Weapon is ‘evil’ aligned, for purposes of Damage Reduction. Good creature only: 1 <u>Persistent Negative Level</u> .	Weapon Augmentation	—	+2
Wounding (DMG p226)	Melee only	Opponent takes 1 point of Constitution damage due to blood loss in addition to normal weapon damage. Creatures immune to criticals do not take ability damage.	Weapon Augmentation	—	+2



Weapon Options	Type	Description	Artificer Infusion	Extra as GP	Cost as Bonus
Brilliant Energy (DMG p224)	Melee, Thrown, & Ammo only	Passes through non-living matter, so Armor and Armor Enhancement AC bonuses don't count against this weapon. Cannot harm Undead, Constructs, & Objects The weapon gives off light in a 20' radius.	<i>Weapon Augmentation, Greater</i>	—	+4
Dancing (DMG p224)	Melee only	As a Standard Action, this weapon can be loosed. It will fight for 4 rounds at its wielder's Base Attack Bonus. Then it drops & can't 'dance' again for 4 rounds. If the wielder moves, the weapon follows & continues to occupy the same hex.	<i>Weapon Augmentation, Greater</i>	—	+4
Greater Anchoring (DR309 p110)	Any Weapon	<i>Dimensional Anchor</i> , for 1 minute on an opponent hit by this weapon. The decision to use this ability is made after the weapon hits, but on the same round as the hit. Unlimited uses.	<i>Weapon Augmentation, Greater</i>	+80,000	—
Greater Dispelling (PGF p119)	Any Weapon	<i>Greater Dispel Magic (targeted)</i> on an opponent hit by the weapon as a Free Action. The wielder may decide to use the effect <u>after</u> the weapon has hit. Usable 3/day.	<i>Weapon Augmentation, Greater</i>	+79,200	—
Keeper's Fang (Eb p266)	Melee only	Weapon does 'evil' damage with respect to Damage Reduction. If used to strike the killing blow, the opponent's soul is trapped in the realm of the Deity of the Dead & the opponent cannot be restored to life with <i>Resurrection</i> , etc.	<i>Weapon Augmentation, Greater</i>	—	+4
Righteous (BoED p114)	Any Weapon	<i>Detect Evil</i> , always on. The wielder may deactivate this power as a Free Action. Against an opponent with a Strong or Overwhelming aura of Evil, this weapon has a +2 bonus on attack & damage rolls.	<i>Weapon Augmentation, Greater</i>	—	+4
Vorpal (DMG p226)	Slashing Melee only	On a roll of Natural 20 (even if the opponent is not susceptible to critical hits(DMG p222)) followed by a successful critical confirmation roll, the opponent's head is cut off. Note that some creature will not care.	<i>Weapon Augmentation, Greater</i>	—	+5

## Artificer Armor Enhancement Options

Armor Options	Type	Description	Artificer Infusion	Extra as GP	Cost as Bonus
Anti-Impact (CWar p133)	Armor only	Damage from falling, constriction, & other whole-body bludgeoning (but not weapons) is halved.	<i>Armor Enhancement, Lesser</i>	+ 2,000	—
Arrow Catching (DMG p218)	Shield only	+1 Deflection bonus to AC vs. ranged attacks. All projectiles & thrown weapons targeted within 5' of wearer veer towards the wearer instead, if the weapon's Enhancement bonus is not higher than the shield's. The wielder may deactivate this ability.	<i>Armor Enhancement, Lesser</i>	—	+1
Bashing (DMG p218)	Shield only	Light & Heavy Shields only. When bashing with the shield, it does damage of a shield two size categories larger (i.e., a Light Shield for a Medium-sized user would do 1d6 damage, while a Heavy Shield would do 1d8). The shield acts as a +1 weapon.	<i>Armor Enhancement, Lesser</i>	—	+1
Blinding (DMG p218)	Shield only	Twice per day, the item can flash. Everyone except the wearer within 20' must make a Reflex save vs. DC 14 or be Blinded for 1d4 rounds.	<i>Armor Enhancement, Lesser</i>	—	+1
Death Ward (CArc p142)	Armor only	Ignore one 'death effect' each day. Examples include spells with the [death] subtype, magical death effects, energy drain, & negative energy effects (such as those from <i>InFLICT</i> spells and <i>Chill Touch</i> ).	<i>Armor Enhancement, Lesser</i>	—	+1
Fortification, Light (DMG p219)	Armor or Shield	25% chance of negating a critical hit or sneak attack.	<i>Armor Enhancement, Lesser</i>	—	+1
Glamered (DMG p219)	Armor only	On command, the armor looks like normal clothing, but otherwise acts normally.	<i>Armor Enhancement, Lesser</i>	+ 2,700	—
Shadow (DMG p219)	Armor only	+5 Competence bonus on Hide checks. Armor check penalty still applies. Ex.: Shadow Full Plate = +5 Competence bonus – 5 Masterwork Full Plate penalty = +0 to Hide checks.	<i>Armor Enhancement, Lesser</i>	+ 3,750	—
Silent Moves (DMG p219)	Armor only	+5 Competence bonus on Move Silent checks. Armor check penalty still applies.	<i>Armor Enhancement, Lesser</i>	+ 3,750	—
Slick (DMG p219)	Armor only	+5 Competence bonus on Escape Artist checks. Armor check penalty still applies.	<i>Armor Enhancement, Lesser</i>	+ 3,750	—
Twilight (BoED p112)	Armor only	When worn, armor becomes semi-corporeal & translucent. –10% Arcane Failure chance.	<i>Armor Enhancement, Lesser</i>	—	+1
Acid Resistance (DMG p217)	Armor or Shield	Acid Resistance 10.	<i>Armor Enhancement</i>	+18,000	—
Angelic (BoED p112)	Armor or Shield	Non-Evil Creatures only: +1 extra Enhancement bonus to AC against attacks by Evil Creatures. +4 Sacred bonus on saves vs. spells with the [evil] descriptor.	<i>Armor Enhancement</i>	—	+2
Animated (DMG p218)	Shield only	Upon command, the shield floats around the user, who gains Shield bonus to AC while leaving both hands free. The user still receives the shield's armor check penalty, Arcane spell failure chance, & any non-proficiency penalties.	<i>Armor Enhancement</i>	—	+2
Arrow Deflection (DMG p218)	Shield only	Once per round (as a Free Action, though must not be flat-footed), the wielder may make a Reflex save vs. DC 20 to deflect an incoming projectile.	<i>Armor Enhancement</i>	—	+2
Axeblock (CWar p133)	Armor only	Damage Reduction 5 / Bludgeoning or Piercing. If combined with 'Hammerblock' / 'Spearblock', the DR value stays 5.	<i>Armor Enhancement</i>	—	+2
Cold Resistance (DMG p218)	Armor or Shield	Cold Resistance 10.	<i>Armor Enhancement</i>	+18,000	—
Death Ward (PGF p119)	Armor only	<i>Death Ward</i> , 1/day for 7 minutes. The effect activated automatically when the wearer is exposed to negative energy or a death effect.	<i>Armor Enhancement</i>	—	+2
Electricity Resistance (DMG p218)	Armor or Shield	Electricity Resistance 10.	<i>Armor Enhancement</i>	+18,000	—
Empyreal (BoED p112)	Armor or Shield	As a Free Action during his/her round, the wearer may reduce the Enhancement bonus to AC of this armor and gain an equal Sacred bonus to all saving throws until the next round. Evil Creatures only: Wearer is <u>Sickened</u> .	<i>Armor Enhancement</i>	—	+2
Exalted (BoED p112)	Armor only	Good Creatures only: <i>Protection from Evil</i> , always on. Takes only +1d6 (instead of +2d6) damage from Unholy Weapons. Negates <u>Vile Damage</u> taken from Vile Melee, Ranged, & Natural Weapons.	<i>Armor Enhancement</i>	—	+3
Fire Resistance (DMG p218)	Armor or Shield	Fire Resistance 10.	<i>Armor Enhancement</i>	+18,000	—
Fortification, Moderate (DMG p219)	Armor or Shield	75% chance of negating a critical hit or sneak attack.	<i>Armor Enhancement</i>	—	+3
Ghost Touch (DMG p219)	Armor or Shield	The item's Armor bonus to AC count vs. Incorporeal creatures. Can also be used by Incorporeal creatures (who can still pass through solid object while wearing it).	<i>Armor Enhancement</i>	—	+3

Armor Options	Type	Description	Artificer Infusion	Extra as GP	Cost as Bonus
Hammerblock (CWar p134)	Armor only	Damage Reduction 5 / Piercing or Slashing. If combined with 'Axeblock' / 'Spearblock', the DR value stays 5.	<i>Armor Enhancement</i>	—	+2
Invulnerability (DMG p219)	Armor only	Wearer gains Damage Reduction 5 / magic.	<i>Armor Enhancement</i>	—	+3
Magic-Eating (CArc p142)	Armor only	Wearer gains Spell Resistance 13. Any spell negated causes the wearer to gain 1d8 Temporary HP (max 8 Temporary HP total). The Temporary HP fade after 1 hour.	<i>Armor Enhancement</i>	—	+3
Sacred (BoED p112)	Armor or Shield	Decorated with a Deity's Holy / Unholy Symbol Follower of the indicated Deity only: +2 effective level with regards to Turning / Rebuking Checks.	<i>Armor Enhancement</i>	—	+2
Shadow, Greater (DMG p219)	Armor only	+15 Competence bonus on Hide checks. Armor check penalty still applies.	<i>Armor Enhancement</i>	+33,750	—
Shadow, Improved (DMG p219)	Armor only	+10 Competence bonus on Hide checks. Armor check penalty still applies.	<i>Armor Enhancement</i>	+15,000	—
Silent Moves, Greater (DMG p219)	Armor only	+15 Competence bonus on Move Silent checks. Armor check penalty still applies.	<i>Armor Enhancement</i>	+33,750	—
Silent Moves, Improved (DMG p219)	Armor only	+10 Competence bonus on Move Silent checks. Armor check penalty still applies.	<i>Armor Enhancement</i>	+15,000	—
Slick, Greater (DMG p219)	Armor only	+15 Competence bonus on Escape Artist checks. Armor check penalty still applies.	<i>Armor Enhancement</i>	+33,750	—
Slick, Improved (DMG p219)	Armor only	+10 Competence bonus on Escape Artist checks. Armor check penalty still applies.	<i>Armor Enhancement</i>	+15,000	—
Sonic Resistance (DMG p219)	Armor or Shield	Sonic Resistance 10.	<i>Armor Enhancement</i>	+18,000	—
Spearblock (CWar p134)	Armor only	Damage Reduction 5 / Bludgeoning or Slashing. If combined with 'Axeblock' / 'Hammerblock', the DR value stays 5.	<i>Armor Enhancement</i>	—	+2
Spell Resistance 13 (DMG p219)	Armor or Shield	Wearer gains Spell Resistance 13.	<i>Armor Enhancement</i>	—	+2
Spell Resistance 15 (DMG p219)	Armor or Shield	Wearer gains Spell Resistance 15.	<i>Armor Enhancement</i>	—	+3
Wild (DMG p219)	Armor or Shield	If the wearer uses the Druid <i>Wild Shape</i> ability, the armor melds into the new body & the wearer retains the Armor & Enhancement bonuses to his/her AC.	<i>Armor Enhancement</i>	—	+3
Acid Resistance, Greater (DMG p218)	Armor or Shield	Acid Resistance 30.	<i>Armor Enhancement, Greater</i>	+62,000	—
Acid Resistance, Improved (DMG p217)	Armor or Shield	Acid Resistance 20.	<i>Armor Enhancement, Greater</i>	+42,000	—
Burning (Eb p266)	Armor	Cold Resistance 10. Able to be cloaked in flames for 11 rounds, 3/day. Any creature who attacks with a non-reach weapon during this time takes 2d6 Fire damage (no save) and Catches Fire (RefNeg, DC 17).	<i>Armor Enhancement, Greater</i>	+90,000	—
Cold Resistance, Greater (DMG p218)	Armor or Shield	Cold Resistance 30.	<i>Armor Enhancement, Greater</i>	+62,000	—
Cold Resistance, Improved (DMG p218)	Armor or Shield	Cold Resistance 20.	<i>Armor Enhancement, Greater</i>	+42,000	—
Electricity Resistance, Greater (DMG p218)	Armor or Shield	Electricity Resistance 30.	<i>Armor Enhancement, Greater</i>	+62,000	—
Electricity Resistance, Improved (DMG p218)	Armor or Shield	Electricity Resistance 20.	<i>Armor Enhancement, Greater</i>	+42,000	—
Ethereal (DMG p218)	Armor only	Allows wearer to cast <i>Ethereal Jaunt</i> , 1/day. Unlimited duration, but once dismissed, the effect cannot be used again until the next day.	<i>Armor Enhancement, Greater</i>	+49,000	—
Fire Resistance, Greater (DMG p218)	Armor or Shield	Fire Resistance 30.	<i>Armor Enhancement, Greater</i>	+62,000	—
Fire Resistance, Improved (DMG p218)	Armor or Shield	Fire Resistance 20.	<i>Armor Enhancement, Greater</i>	+42,000	—
Fortification, Heavy (DMG p219)	Armor or Shield	100% chance of negating a critical hit or sneak attack.	<i>Armor Enhancement, Greater</i>	—	+5
Proof against Transmutation (CArc p142)	Armor only	The wearer is immune to any Transmutation effect that would change his/her form, such as being Polymorphed or Petrified. If the wearer fails his/her save vs. <i>Disintegrate</i> , the wearer is reduced to -10 hp, but the body is not turned to dust.	<i>Armor Enhancement, Greater</i>	—	+5
Reflection (DMG p219)	Shield only	One per day as a Free Action, the shield can reflect a spell back as per <i>Spell Turning</i> .	<i>Armor Enhancement, Greater</i>	—	+5
Sonic Resistance, Greater (DMG p219)	Armor or Shield	Sonic Resistance 30.	<i>Armor Enhancement, Greater</i>	+62,000	—
Sonic Resistance, Improved (DMG p219)	Armor or Shield	Sonic Resistance 20.	<i>Armor Enhancement, Greater</i>	+42,000	—

Armor Options	Type	Description	Artificer Infusion	Extra as GP	Cost as Bonus
Soulfire (BoED p112)	Armor only	Wearer is immune to all spells with the [death] subtype, magical death effects, energy drain, and negative energy effects (including <i>Chill Touch</i> & <i>Inflict Wounds</i> )	<i>Armor Enhancement, Greater</i>	—	+4
Spell Resistance 17 (DMG p219)	Armor or Shield	Wearer gains Spell Resistance 17.	<i>Armor Enhancement, Greater</i>	—	+4
Spell Resistance 19 (DMG p219)	Armor or Shield	Wearer gains Spell Resistance 19.	<i>Armor Enhancement, Greater</i>	—	+5
Stonemeld (Eb p266)	Armor	Damage Reduction 5 / —. <i>Meld into Stone</i> , 3/day.	<i>Armor Enhancement, Greater</i>	+80,000	—
Undead Controlling (DMG p219)	Armor or Shield	May control up to 26 HD of Undead per day as per the <i>Control Undead</i> spell. Control is lost each dawn.	<i>Armor Enhancement, Greater</i>	+49,000	—
Underwater Action (Eb p266)	Armor	<i>Water Breathing</i> , always on. Armor imposes no Armor Check penalty on Swim checks. <i>Quench</i> , 2/day.	<i>Armor Enhancement, Greater</i>	+86,000	—
Whirlwind (Eb p266)	Armor	<i>Fly</i> , on command. Movement rate of 60' with Good maneuverability. Become a Whirlwind, 1/day for 4 rounds. This is equivalent of the whirlwind created by a Large Air Elemental.	<i>Armor Enhancement, Greater</i>	+86,000	—

## Glossary

### Auras

#### Alignment Aura(PH p219)

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

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

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

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

#### Magic Aura(PH p219)

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

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

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

#### Undead Aura(PH p220)

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

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

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

### Ranges

Close-range – 25’ + 5’ per 2 levels.

Medium-range – 100’ + 10’ per level.

Long-range – 400’ + 40’ per level.

Levels of Concealment

<u>Concealment</u> (PH p152) 20% miss chance.	<u>Total Concealment</u> (PH p152) Must guess at the correct hex. If the guess is correct, then there is still a 50% miss chance.
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Levels of Cover

<u>Cover, Hard (such as walls)</u> (PH p150) +4 Cover bonus to AC & +2 Cover bonus to Reflex saves for spell's whose point of origin is on the other side of the cover. Not subject to Attacks of Opportunity through the cover.	<u>Cover, Soft (such as opponents)</u> (PH p150)(PHe)+ +4 Cover bonus to AC against Ranged Attacks. Not subject to Attacks of Opportunity through the cover	<u>Full Cover</u> (PH p150) Can't be targeted
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Level of Exhaustion

<u>Fatigued</u> (PH p308) Subject cannot move run or change and suffers a -2 penalty of Strength & Dexterity. Any action that would cause 'Fatigue' instead causes the subject to become <u>Exhausted</u> . After 8 hours of complete rest, fatigue is removed.	<u>Exhausted</u> (PH p308) Subject can only move at ½ speed and suffers a -6 penalty of Strength & Dexterity. After one hour of complete rest, the subject becomes <u>Fatigued</u> .
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Levels of Fear

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

<u>Shaken</u> (PH p312) Subject suffers a -2 penalty to attacks, skill checks, ability checks, & saving throws.	<u>Frightened</u> (PH p309) Subject must flee from the source of the fear. If cornered, the subject can fight with a -2 penalty to attacks, skill checks, ability checks, & saving throws.	<u>Panicked</u> (PH p311) Subject drops anything in his/her hands & flees from the source of the fear. If cornered, the subject must use Total Defense. All skill checks, ability checks, & saving throws have a -2 penalty.	<u>Cowering</u> (PH p306) Subject is paralyzed with fear and cannot take any actions. -2 penalty to AC & loses Dexterity modifier to AC.
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Areas of Effect – Shape

<u>Cone</u> (PH p175) Effect starts at the caster and extends out to the cone's length in a quarter circle.	<u>Line</u> (PH p175) A Line area-of-effect stretches from the caster to the end of range. All creatures & objects within a hex touched by that line are targeted.
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Areas of Effect – Fill

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

<u>Immediate Action</u> (CArc p86) A Swift Action that can be used when it is not your turn. It still counts as your one Swift Action of the coming turn. You cannot use an Immediate Action when Flat-Footed. Example: <i>Feather Fall</i> .	<u>Swift Action</u> (CArc p86) You may execute one Swift Action each turn during your action. It takes as much time as a Free Action. Example: A spell with Feat: Quicken Spell applied to it.	<u>Standard Action</u> (PH pXXX) The default casting time for a spell.	<u>Full Round Action</u> (PH pXXX) A Full Round Action. Casting time for many summoning spells.
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## Other Definitions

All Actions

Attack Rolls, Saving Throws, Skill Checks, & Ability Checks.

Attitude Categories(PH p72)

See table on PH p72.

Avert Gaze (i.e., try to avoid eye contact) (MM p309)

Gain a 50% chance to avoid a gaze attack, but grant your opponent Concealment (20% miss chance).

Blind(PH p305)

Subject cannot see, has a 50% chance of missing outright in combat (assuming the correct hex was chosen), receives a -2 penalty on AC & loses Dexterity modifier to AC, moves at ½ speed, suffers a -4 penalty on most Strength & Dexterity skills.

Calling Diagram(PH p249)

Created by making a Spellcraft roll vs. DC 20 and spending 10 minutes (it is possible to 'Take 10' or to 'Take 20'). When a Conj(call) spell is used with a Calling Diagram & *Dimensional Anchor*, the called creature cannot leave the diagram either by magic or mundane means. The captured creature also cannot use any of its abilities, attacks, or even Spell Resistance to escape.

The description of a Calling Diagram is contained in the spell *Magic Circle against Evil*.

Caster Check(PH p305)

Caster level + 1d20 vs. the indicated DC.

Catch Fire

Reflex save vs. DC 15 to avoid catching fire.

Each round, the subject & its equipment take 1d6 fire damage. A new Reflex save vs. DC 15 is allowed each round to put the fire out. +4 bonus for rolling on the ground or having useful help. The fire goes out automatically if the subject is doused with water, jumps in a lake, etc.

Cloud

5' of cloud provides Concealment, while 10' or more provides Full Concealment.

Dispersed by a Moderate Wind (11-20 mph) in four rounds or by a Strong Wind (21+ mph) in one round.

Comatose(PH p228)

Target enters a catatonic coma & cannot be awoken. Elves & Half-Elves are vulnerable to this effect.

Confused(PH p212)

Mental-effect causes the target acts randomly each round that the spell is in effect:

01-10: Attack the caster.

11-20: Act normally.

21-50: Do nothing.

51-70: Run away from the caster at top speed

71-00: Attack the nearest creature (ignoring your familiar).

Cowering

See above

Creature Equivalent

Some spells express the amount of load that can be carried and/or teleported as a number of Medium-sized creatures.

- the count does not 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
  - 1 Large-size = 2 Medium-size
  - 1 Huge-size = 4 Medium-size
  - 1 Gargantuan-size = 8 Medium-size
  - 1 Colossal-size = 16 Medium-size

Crippled

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

Dazed(PH p307)

Subject can take no actions, but is able to defend itself normally & has not AC penalty.

Dazzled(PH p307)

Sighted creatures receive a -1 penalty to attack rolls, Spot checks, & Search checks.

<ability> Damage

Target loses an ability score which heals normally.

<ability> Drain

Target loses an ability score which can only be healed with magic.

Deafened(PH p307)

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

Defenseless(PH p257)

Helpless, plus always fail saving throws.

Dismissible (D)(PH p176)

Dismissing a spell requires the caster to be within spell range & use a verbal component. If the original spell did not have a verbal component, a somatic component is used instead. Either act counts as a Standard Action that does not generate an Attack of Opportunity.

Concentration spells can be dismissed as a Free Action on the caster's action.

Dispel Check(PH p307)

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

Energy Type

Acid, Cold, Electricity, Fire, or Sonic.

Entangled(PH p308)

Subject receives a -2 penalty to attacks, a -4 penalty to effective Dexterity, & must make Concentration checks to cast spells. If the entanglement is 'anchored', the subject cannot move, otherwise the subject can only move at ½ speed, but can't run or charge.

To remove the entangle usually requires a Strength or Escape Artist check whose DC is designated by the effect.

Exhausted(PH p308)

See above.

Fascinated(PH p308)

Subject stays still & quiet as long as the effect lasts. During this time, it receives a -4 penalty on Listen & Spot checks.

If potentially threatened, the subject receives a new saving throw. Of obviously threatened, the fascination ends.

An ally can "shake" a creature out of fascination as a Standard Action.

Fast Healing N

Subject heals damage taken during the spell's duration at the rate of N hit points per round & automatically Stabilizes. This spell does not heal starvation, thirst, or suffocation damage. Fast Healing effects do not stack.

Fatigued(PH p308)

See above.

Frightened

See above.

Held

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

Helpless(PH p309)

Subject is immobile & extremely vulnerable. Dexterity is considered 0, so the subject's AC is at -5. Melee attacks are at an additional +4. The subject is vulnerable to sneak attacks & coup de graces.

Incorporeal(PH p309)

The subject does not have a solid body & is immune to non-magical attacks. Magic weapons & spells can effect them with a 50% miss chance. Force effects always effect an incorporeal target. When attacking, incorporeal creatures ignore Natural Armor bonuses & Armor bonuses (unless generated by a Force effect, such as *Mage Armor*).

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 & heals the Undead.

Negative Level(PH p310)

For 24 hours, the subject has the following penalties per Negative Level: –1 to all skill & ability checks, –1 to all attack rolls, –1 to all saving throws; –5 hit points, –1 effective level, loses 1 spell from the highest level castable that is still available for that day.

For any Negative Level that is still in effect after 24 hours, the subject must make a Fortitude save vs. the DC of the Negative Level (either the spell's DC or for a monster, 10 + ½ HD + Charisma modifier). If the subject fails, then he/she loses an actual level permanently (though it may be returned with *Restoration* or *Greater Restoration*).

Non-Recoverable Level

Levels lost by *Raise Dead* or *Resurrection* cannot be replaced by any means.

Object Equivalent(PH p300)

Some spells express the amount of inanimate matter that can be effected as a number of Small-sized objects. Larger object may be substituted according to the following table

- 1 Small-size = 2 Tiny-size
- 1 Medium-size = 2 Small-size
- 1 Large-size = 4 Small-size
- 1 Huge-size = 8 Small-size
- 1 Gargantuan-size = 16 Small-size
- 1 Colossal-size = 32 Small-size

Panicked(PH p311)

See above.

Primary Stat

For Wizards, use Intelligence.

For Bards & Sorcerers, use Charisma.

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

Positive Energy

Heals the living & 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)

Costs 2 movement to go through each hex.

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.



## Appendix

### Revision History

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- October 1, 2003 – Creation of the new D&D 3.5 Spell Index.  
Contains Player’s Handbook 3.5.
- March 12, 2004 – Added Complete Warrior & the Book of Exalted Deeds.  
Added Dragon #309 – Dragon #313.
- August 12, 2004 – Added Dragon #314.  
Added Player’s Guide to Faerûn.
- October 12, 2004 – Added Complete Divine.
- November 12, 2004 – Added Eberron Campaign Setting.  
Added Dragon #325.  
Added Monster Manual 3. Change the abbreviation of Monster Manual v3.5 from “MM3.5” to “MM” to avoid confusion with “MM3”
- April 1, 2005 – Added Complete Arcane.  
Change the abbreviation of Player’s Handbook v3.5 from “PH3.5” to “PH”.  
Change the abbreviation of Dungeonmaster’s Guide v3.5 from “DMG3.5” to “DMG”.

### 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 3
  
- CWar – Complete Warrior
- CDiv – Complete Divine
- CArc – Complete Arcane
  
- BoED – Book of Exalted Deeds
- UA – Unearthed Arcana
  
- FR – Forgotten Realms Campaign Setting
- MoF – Magic of Faerûn
- UE – Unapproachable East
- LoD – Lords of Darkness
- RoF – Races of Faerûn
- SM – Silver Marches
- Und – Underdark
- PGF – Player’s Guide to Faerûn
  
- Eb – Eberron Campaign Setting
  
- DR### – Dragon Magazine (with issue number)
- DU## – Dungeon Magazine (with issue number)
  
- 3.5up – D&D v.3.5 Accessory Update – [http://www.wizards.com/dnd/files/DnD35\\_update\\_booklet.zip](http://www.wizards.com/dnd/files/DnD35_update_booklet.zip)
- PHe – Player’s Handbook v.3.5 Errata – [http://www.wizards.com/dnd/files/PHB\\_Errata09242003.zip](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](http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip)
- CDivErrata – Complete Divine Errata – [http://www.wizards.com/dnd/files/CompDiv\\_Errata09102004.zip](http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip)
- EbErrata – Eberron Errata – [http://www.wizards.com/dnd/files/Eberron\\_Errata10222004.zip](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.