

# Dungeons & Dragons 3.5 Edition Index – Artificer Infusion Summaries

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Collected by Chet Erez ([cerez@crystalkeep.com](mailto:cerez@crystalkeep.com))

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## Artificer Infusion List

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

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**Ablative Armor**(MoE p93)

<Abj, SM(forge metal), 1Min, Touch, until discharged up to 10min/lvl>

- The touched armor grants the wearer 'Damage Reduction (4 + Caster level) / —' vs. the next attack (max DR 15 / — at 15<sup>th</sup> level).

Note: A caster with the Mark of Sentinel or Favored in House (Deneith) cast this Infusion at +1 Caster level.

**Armor Enhancement, Lesser**(Eb p109)

<Trans, SM(10gp ointment), 1Min, Touch, 10min/lvl>

- 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)

<Trans, SM(50gp ointment), 1Round, Touch, 10min/lvl>

- 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)

<Trans, S, 1Round, Touch, 10min/lvl(D)>

- 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)

<Div, VS/AM(100gp pearl, wine, owl feather)/DF, 1Hour, Touch>

- Determines all the properties of one magic item.

**Indisputable Possession**(MoE p97)

<Conj(teleport), VS, 1Min, Touch, 10min/lvl>

- Call back the infused object to hand as a Move Action. The infusion ends if the target object is out of reach for more than 1 minute.

If the item is held/worn (but not if only being carried) when called for, the holder can make a Will save to negate.

**Inflict Light Damage**(Eb p112)

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

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

**Light**(PH p248)

<Evoc[light], VM(firefly)/DF, 1StdAct, 10min/lvl(D)>

- 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)

<Trans, VS/DF, 1StdAct, Touch, until discharged up to 30min>

- 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)

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

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

**Magic Weapon**(PH p251)

<Trans, VSF(weapon)/DF, 1StdAct, Touch, 1min/lvl>

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

**Pending Potion**(MoE p100)

<Trans, SM(evergreen needles), 1Min, Touch, until discharged up to 10min/lvl>

- Delays the effect of a touched magical Potion or Oil until activated by creature (including Intelligent Constructs) it is applied to as a Swift Action. If applied to an object, its wielder has control of activation.

If not used by the duration's end, the Potion/Oil activates automatically.

**Metamagic Scroll**(MoE p99)

<Trans, VS, 1Round, Touch, until discharged up to 1rnd/lvl>

- Caster can apply any metamagic feat known with an adjustment of 2 levels or less to a target **Spell Completion** item (i.e., a Scroll). This item functions for others with the feat applied as well as the caster until discharged.

**Natural Weapon Augmentation, Personal**(RoE p189)

<Trans, SM(cinder from a fire put out by rain), 1Min, Personal, 1min/lvl>

- One of the caster's natural weapon gains a magical enhancement equal to "+1" or up to 10,000 gp for the infusion's duration.

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

Warforged cast this spell at +1 Caster level.

**Repair Light 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 1d8 +1 per level (max 1d8+5) hp.

**Resistance Item**(Eb p114)

<Abj, SM(oil), 1Round, Touch, 10min/lvl>

- 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)

<Abj, VSM(holy writings), 1StdAct, Touch, 1min/lvl>

- 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)

<Trans, SM(black thread), 1Round, Touch, 10min/lvl>

- 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)

<Trans, SX(spell level \* caster level), 1Minute, Touch, until discharged up to 1hr/lvl>

- 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)

<Trans, SM(rabbit fur), 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. 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*.

*Construct Essence, Lesser*(RoE p184)

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

- The touched Living Construct gains the following benefits:
  - Moderate Fortification (negates critical hits and sneak attacks 75% of the time);
  - gains Low-Light Vision;
  - becomes immune to nonlethal damage and Stunning.

This spell [Counters](#) and [Dispels](#) *Lesser Humanoid Essence*.

This spell is negated if cast upon a target under the effect of *Humanoid Essence* or *Greater Humanoid Essence*.

*Eagle's Splendor*(PH p225)

- <Trans, VSM(eagle feather/dung)/DF, 1StdAct, Touch, 1min/lvl>

- +4 Enhancement bonus to Charisma.

*Elemental Prod*(MoE p96)

- <Abj, S, 1Min, Touch, 1min/lvl>

- Target staff or pole allows its user to gesture as a Standard Action at an Elemental and then at an end location within 10ft. + 5ft./2lvl of the Elemental. If the Elemental resists, it takes 1d6 damage and move 5' in designated direction. Otherwise, it slides to the new location immediately.

*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).

*Lucky Blade*(MoE p98)

- <Abj, SM(two-headed coin), 1Min, Touch, until discharged up to 10min/lvl>

- Before the result of an attack roll or critical confirmation roll is determined, wielder of target weapon can reroll it. The new roll must be used even if it is worse. This Infusion then ends.

*Natural Weapon Augmentation, Lesser*(RoE p189)

- <Trans, SM(20gp ointment), 1Min, Touch, 10min/lvl>

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

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

Warforged cast this spell at +1 Caster level.

*Owl's Wisdom*(PH p259)

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

*Reinforce Construct*(MoE p100)

- <Trans, VS, 1StdAct, Touch, until discharged up to 1hr/lvl>

- Touched Construct gains [Temporary HP](#) equal to 1d6 + 1/lvl (max 1d6+10). If the caster is a Warforged Artificer, gains 1d10 + 1/lvl (max 1d10+10).

Note: A caster with the Mark of Making or Favored in House (Cannith) cast this Infusion at +1 Caster level.

*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.

*Suppress Dragonmark*(MoE p103)

- <Abj, SF(25gp Inversely Charged Siberys Dragonshard), 1Min, Close-range, 24hrs, WillNeg, SR applies>

- At the end of casting this Infusion, make a ranged or melee touch attack with the Dragonshard Focus against a creature with a Dragonmark. If target fails save, loses ability to use his/her Dragonmark for duration.

Note: Inversely-Charging a Siberys Dragonshard takes 1 hour of concentration. Use of the Dragonshard in *Suppress Dragonmark* discharges the effect.

*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).

*Unseen Crafter*(RoE p191)

- <Conj(creat), VS, 1StdAct, Close-range, 1day/lvl(D)>

- Creates invisible force that makes Craft checks using the caster's ranks in the appropriate skill plus the caster's [Primary Stat](#) modifier. The 'crafter' must be provided with tools and raw materials. The spell ends when a single assigned task is completed. Once instructed to repair a Warforged, the 'crafter' receives a +10 bonus on its check. If ordered, the crafter will “Take 10” or work quickly (by increasing its DC by 10 – see the Skills Index for details).

The crafter has a movement of 15', but it must stay in range.

The crafter cannot attack, nor can it be the direct target of attacks, but if it takes 6hp of damage from area-of-effect attacks, it is dissipated.

*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 10,000gp 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*Adamantine Weapon*(MoE p93)

- <Trans, SM(pinch of powdered adamantine, 1Min, Touch, 1min/lvl>  
 – Changes the touched metal weapon’s material to Adamantine.

*Armor Enhancement, Greater*(Eb p109)

- <Trans, SM(100gp ointment), 1Min, Touch, 10min/lvl>  
 – 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.

*Blast Rod*(MoE p94)

- <Evoc, SF(rod), 1Min, Touch, 10min/lvl>  
 – The touched rod has 1d8 per Caster level (max 10d8) stored into it. The caster can then use the rod to make ranged attacks. Before each attack, the caster removes 1 or more ‘d8’ from the rod (up to the total remaining) and makes a Ranged Touch attack at a target within 60’ to do that much damage (the caster can use all the die in the rod for a single attack, if desired).

*Construct Energy Ward*(Eb p109)

- <Abj, S, 1Round, Touch, 10min/lvl>  
 – 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 |

*Humanoid Essence, Lesser*(RoE p187)

- <Trans, VS, 1StdAct, Touch, 1min/lvl>  
 – The touched Construct (including a Living Construct) gains the following benefits:  
 a) gains full benefit from Conjunction(heal) spells.  
 This spell Counters and Dispel Lesser Construct Essence.  
 This spell is negated if cast upon a target under the effect of *Construct Essence* or *Greater Construct Essence*.

*Inflict Serious Damage*(Eb p113)

- <Trans, VS, 1StdAct, Touch, Instantaneous, no save, SR applies>  
 – The touched Construct takes 3d8 + 1 per level Damage (max 3d8+15).

*Lucky Cape*(MoE p98)

- <Abj, SM(two-headed coin), 1min, Touch, until discharged up to 10min/lvl>  
 – Before the result of a saving throw is determined, wearer of the target cape can reroll the save. The new roll must be used even if it is worse. This Infusion then ends.

*Magic Weapon, Greater*(PH p251)

- <Trans, VSM(powdered lime, carbon)F(weapon)/DF, 1StdAct, Close-range, 1hr/lvl>  
 – 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)

- <Trans, VS, 1Round, Touch, 1rnd/lvl>  
 – 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)

- <Trans, SX(5 \* highest spell level), 1StdAct, Touch, 1min/lvl>  
 – 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)

- <Trans, VS, 1StdAct, Touch, Instantaneous>  
 – 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.

*Spell Snare*(MoE p102)

- <Abj, SF(25gp Eberon Dragonshard), 1Min, Touch, 10min/lvl>  
 – The next Spell or Spell-like Ability of up to 3<sup>rd</sup> level that targets the caster is negated, which causes the touched Dragonshard to disintegrate.

This Infusion only works if the caster holds the Dragonshard in his/her hand. The Infusion will negate beneficial magics too, unless the caster puts the Dragonshard away first.

If the caster is holding multiple Spell Snares, all of them disintegrate in response to the same spell.

*Stone Construct*(Eb p116)

- <Trans, SM(250gp diamond dust, granite), 1Round, Touch, until discharged up to 10min/lvl>  
 – 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)

- <Trans, SM(500gp gemstone dust), 1Round, Touch, 10min/lvl>  
 – 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)

- <Abj, S, 1Round, Touch, until depleted up to 10min/lvl>
- 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.

*Censure Elementals*(MoE p94)

- <Abj, SM(kiln-hardened mud), 1StdAct, Touch, 1min/lvl>
- When the touched object is held aloft as a Standard Action, all Elementals within 20' take 2d4 + 1/lvl (max 2d4+15) damage (Will½, SR applies).
- The caster may designate 1 Elemental per level that is immune to this effect.

Note: A caster with the Mark of Making or Favored in House (Cannith) cast this Infusion at +1 Caster level.

*Concurrent Infusions*(MoE p94)

- <Trans, SM(oak twig), 1Min, Touch, Instantaneous>
- Caster applies three 1<sup>st</sup> level Infusions at same time to the touched target. All Infusions act as normal and do not count against daily limit.

*Globe of Invulnerability, Lesser*(PH p236)

- <Abj, VSM(glass bead), 1StdAct, 1md/lvl(D), no SR>
- 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*.

*Humanoid Essence*(RoE p186)

- <Trans, VS, 1StdAct, Touch, 1min/lvl, WillNeg, SR applies>
- The touched Construct (including a Living Construct) gains the following benefits & penalties:
    - a) gains full benefit from Conjuraction(heal) spells;
    - b) Subject to critical hits, Sneak attacks, nonlethal damage, stunning, ability damage, ability drain, death effects, and Necromancy effects;
    - c) a Warforge targeted with this spell loses its Racial Fortification.

If cast on a target under the effect of *Lesser Construct Essence*, that spell is Dispelled and this one takes effect.

Can Counters and Dispel *Lesser Construct Essence* and *Construct Essence*.

This spell is negated if cast upon a target under the effect of *Greater Construct Essence*.

*Inflict Critical Damage*(Eb p113)

- <Trans, VS, 1StdAct, Touch, Instantaneous, no save, SR applies>
- The touched Construct takes 4d8 + 1 per level damage (max 4d8+20).

*Iron Construct*(Eb p113)

- <Trans, SM(iron from an iron golem or hero's armor), 1Round, Touch, 1min/lvl>
- 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)

- <Trans, S, 1Round, Touch, 10min/lvl>
- 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)

- <Conj(creat), VSM(tiny piece of substance to be created), 1Minute, 1hr/lvl(D)>
- 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

*Natural Weapon Augmentation*(RoE p188)

- <Trans, SM(100gp ointment), 1Min, Touch, 10min/lvl>
- The touched natural weapon gains a magical enhancement equal to "+3" or up to 70,000 gp for the infusion's duration.

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

Warforged cast this spell at +1 Caster level.

*Repair Critical 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 4d8 +1 per level (max 4d8+20) hp.

*Rusting Grasp*(PH p273)

- <Trans[touch attack],VS/DF, 1StdAct, Touch, 1md/lvl, no save, no SR>
- 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)

- <Abj, VSM(holy writings), 1StdAct, Medium-range, 1min/lvl>
- 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)

- <Trans, SM(100gp ointment), 1Min, Touch, 10min/lvl>
- 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*Construct Essence*(RoE p183)

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

– The touched Living Construct gains the following benefits:

- a) Immunity critical hits, sneak attacks, ability damage, ability drain, death effects, Necromancy effects, nonlethal damage, & Stunning;
- b) gains Low-Light Vision;
- c) gains Darkvision 60’.

If cast on a target under the effect of *Lesser Humanoid Essence*, that spell is Dispelled and this one takes effect. Also can Counter *Lesser Humanoid Essence*.

Counters and Dispel *Humanoid Essence*.

This spell is negated if cast upon a target under the effect of *Greater Humanoid Essence*.

*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).

*Dominate Living Construct*(RoE p184)

&lt;Ench(comp)[mind], VS, 1Round, Close-range, 1day/lvl, WillNeg, SR applies&gt;

– Telepathically control one Living Construct.

If the caster & the target do not share a language, control is limited. The caster knows what the target is experiencing & as a Standard Action, can actually receive full sensory input.

The caster can change his/her orders with a Move Action. Once the target has instructions, he/she will continue trying to carry them out as long as the spell lasts, pausing only to sleep & eat as needed.

Actions against the target’s nature result in a new save with a bonus of +4, and self-destructive orders are ignored.

Once dominated, the caster & target can be any distance from each other. *Protection from Evil*, et. al., only Suppress this spell, not Dispel it.

A Sense Motive check vs. DC 15 will show that the target is under magic control.

*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.

*Inflct Light Damage, Mass*(RoE p187)

&lt;Trans, VS, 1StdAct, Close-range, Instantaneous, Will½, SR applies&gt;

– Up to one Construct per level within a 30’ area take 1d8+1 per level damage (max 1d8+25).

*Invoke Elemental*(ExpHb p75)

&lt;Conj, VS, 1Round, Touch, 1rnd/lvl(D), no SR&gt;

– By touching a vehicle with an Elemental bound to it, the caster may draw forth the Elemental to obey his/her instructions. If uncontrolled or under someone else’s control, the Elemental is allowed a Will save to resist. If the spell is successful, the Elemental appears adjacent to the caster and the vehicle is treated as having its ‘Bound Elemental Suppressed’ (i.e., ceases to function). When the effect ends, the Elemental returns to its vehicle, restoring it to functionality.

If the Elemental is sent back to its plane of origin (such as with a *Dismissal* spell), it cannot return for 1 day.

*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

*Repair Light Damage, Mass*(RoE p189)

&lt;Trans, VS, 1StdAct, Close-range, Instantaneous, Will½, SR applies&gt;

– Up to one Construct per level within a 30’ area is repaired 1d8+1 per level damage (max 2d8+25).

*Slaying Arrow*(MoE p102)

&lt;Trans, SM(viper blood), 1Min, Touch, until discharged up to 10min/lvl&gt;

– Choose creature type. The touched arrow or bolt gains +1 Enhancement on attacks & damage. If creature of stated type is hit by target arrow, it must make a Fortitude save (even if it is a Construct or Undead) or die / be destroyed.

If the chosen creature type is not a Construct or Undead, this spell has the [death] subtype.

*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)

<Evoc[force], VS, 1StdAct, Medium-range, 1min/lvl(D), SR applies>

- 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) (Ref<sup>1/2</sup>).

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)

<Trans, VS, 1StdAct, Touch, Instantaneous, Will<sup>1/2</sup>, SR applies>

- 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)

<Abj, VSM(glass bead), 1StdAct, 1rnd/lvl(D), no SR>

- 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 Dispel by a targeted *Dispel Magic*, but not an area *Dispel Magic*.

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

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

- 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.

*Humanoid Essence, Greater*(RoE p186)

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

- The touched Construct (including a Living Construct) gains the following benefits & penalties:
  - a) creature type changes from Construct to Humanoid;
  - b) gains full benefit from Conjuraction(heal) spells;
  - c) Subject to critical hits, sneak attacks, nonlethal damage, stunning, ability damage, ability drain, death effects, Necromancy effects, fatigue, exhaustion, energy drain, mind-affecting spells & effects, poison, paralysis, disease;
  - d) a Warforge targeted with this spell loses its Racial Fortification;
  - e) can be targeted with spells that effect Humanoids (such as *Charm Person*)

If cast on a target under the effect of *Lesser Construct Essence* or *Construct Essence*, that spell is Dispeled and this one takes effect.

Can Counters and Dispel *Lesser Construct Essence*, *Construct Essence*, and *Greater Construct Essence*.

This spell is negated if cast upon a target under the effect of *Greater Construct Essence*.

*Inflict Moderate Damage, Mass*(RoE p187)

<Trans, VS, 1StdAct, Close-range, Instantaneous, Will<sup>1/2</sup>, SR applies>

- Up to one Construct per level within a 30' area take 2d8+1 per level damage (max 2d8+30).

*Move Earth*(PH p257)

<Trans[earth], VSM(dirt, iron blade), 10Minutes per 150'square, Long-range>

- 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.

*Natural Weapon Augmentation, Greater*(RoE p188)

<Trans, SM(200gp ointment), 1Min, Touch, 10min/lvl>

- The touched natural weapon gains a magical enhancement equal to "+5" or up to 200,000 gp for the infusion's duration.

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

Warforged cast this spell at +1 Caster level.

*Repair Moderate Damage, Mass*(RoE p189)

<Trans, VS, 1StdAct, Close-range, Instantaneous, Will<sup>1/2</sup>, SR applies>

- Up to one Construct per level within a 30' area is repaired 2d8+1 per level damage (max 2d8+30).

*Spell Snare, Greater*(MoE p102)

<Abj, SF(100gp Eberon Dragonshard), 1Min, Touch, 10min/lvl>

- The next Spell or Spell-like Ability of up to 6<sup>th</sup> level that targets the caster is negated, which causes the touched Dragonshard to disintegrate.

This Infusion only works if the caster holds the Dragonshard in his/her hand. The Infusion will negate beneficial magics too, unless the caster puts the Dragonshard away first.

If the caster is holding multiple Spell Snares, all of them disintegrate in response to the same spell.

*Total Repair*(Eb p116)

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

- 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)

<Conj(creat), VSM(iron, 50gp gold), 1StdAct, Medium-range, Instantaneous, no SR>

- 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)

<Trans, SM(200gp ointment), 1Min, Touch, 10min/lvl>

- 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.	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+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.).	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+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.	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+1
Bloodthirsty (Und p68)	Any Weapon	If the wielder has killed a creature with at least 4HD with the weapon within the last 24 hours, he/she receives a +2 Morale bonus on attacks.  If it has been more than 24 hours, the wielder receives a -2 penalty on attack rolls until a creature has been slain.	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+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).	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+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.	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+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.	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	+6,000	—
Distance (DMG p224)	Ranged only	Doubles the weapon's range increment.	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+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).	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+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)	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+1
Finder (Und p69)	Any Weapon	Wielder receives a +4 Insight bonus on Search, Spot, and Survival checks made while underground.	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	+4,800	—
Flaming (DMG p224)	Any Weapon	On command, the weapon (or the ammunition it launches) does +1d6 of Fire damage.	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+1
Frost (DMG p224)	Any Weapon	On command, the weapon (or the ammunition it launches) does +1d6 of Cold damage.	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+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	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+1
Hideaway (RotW p171)	Any Weapon	As a Free Action, the weapon transforms into a cylinder small enough to fit in the wielder's hand (+2 Circumstance bonus to Sleight of Hand checks to conceal it).  The weapon can be restored to its normal size as a Free Action.	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	+7,500	—
Keen (DMG p225)	Slashing & Piercing Melee only	Doubles the weapon's threat range.	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+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.	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+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.	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+1



Weapon Options	Type	Description	Artificer Infusion	Extra as GP	Cost as Bonus
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.	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+1
Merciful (DMG p225)	Any Weapon	On command, the weapon does +1d6 damage but all damage is subdual.	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+1
Mighty Cleaving (DMG p225)	Melee only	Wielder with <u>Feat: Cleave</u> only: May make one additional Cleave attempt per round.	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+1
Morphing (Und p69)	Any Weapon	As a Standard Action, change the held weapon into any other weapon of the same size (i.e., Light, One-Handed, or Two-Handed). If a double-weapon is created, only one end has the other enhancements of the weapon (i.e., a +1 Flaming Morphing Greatsword would become a +1 Flaming Morphing Two-Bladed Sword on one end and a normal blade on the other).	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+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.	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+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).	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+1
Shock (DMG p225)	Any Weapon	On command, the weapon (or the ammunition it launches) does +1d6 of Electrical damage.	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+1
Silent Strike (DR330 p67)	Any Weapon	Opponent is engulfed in magical silence for 4 rounds (WillNeg, DC15). A subsequent hit resets the duration.	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+1
Sizing (CAdv p127) (Und p69)	Any Weapon	The weapon's size category can be changed as a Standard Action. For example, a Shortsword sized for a Small creature can be changed to a Shortsword sized for a Medium creature.	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+1
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.	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+1
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 Natural Weapon Augmentation	+6,000	—
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.	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+1
Throwing (DMG p226)	Melee only	Weapon becomes a throwing weapon with a range increment of 10'.	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+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.	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+1
Vicious (DMG p226)	Melee only	+2d6 damage to opponent & 1d6 damage to wielder.	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+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.	Weapon Augmentation, Personal or Lesser Natural Weapon Augmentation Personal or Lesser	—	+1

Weapon Options	Type	Description	Artificer Infusion	Extra as GP	Cost as Bonus
Anarchic (DMG p223)	Any Weapon	+2d6 damage vs. Lawful opponents. Weapon is ‘chaotically’ aligned, for purposes of Damage Reduction. Lawful creature only: 1 Persistent Negative Level.	Weapon Augmentation Natural Weapon Augmentation	—	+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.	Weapon Augmentation Natural Weapon Augmentation	+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 Persistent Negative Level.	Weapon Augmentation Natural Weapon Augmentation	—	+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.	Weapon Augmentation Natural Weapon Augmentation	—	+3
Blindsighted (Und p68)	Any Weapon	Wielder gains Blindsense 30’. The weapon gives off “whispers”, which can be heard with a Listen check vs. DC10.	Weapon Augmentation Natural Weapon Augmentation	+30,000	—
Blurstrike (RotW p170)	Melee only	The weapon and the arm wielding it become blurred, causing the 1 <sup>st</sup> melee attack each round with the weapon to treat the target as Flat-Footed. Foes with Uncanny Dodge or who do not rely on sight (i.e. have Blindsight, etc.) are immune to this power. Usable 10 rounds per day, broken up as desired. Activated as a Free Action.	Weapon Augmentation Natural Weapon Augmentation	—	+2
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	Weapon Augmentation Natural Weapon Augmentation	—	+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).	Weapon Augmentation Natural Weapon Augmentation	—	+3
Deadly Precision (CAAdv p127)	Any Weapon	If the wielder makes a successful Sneak Attack, the attack does +2d6 damage.	Weapon Augmentation Natural Weapon Augmentation	—	+2
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).	Weapon Augmentation Natural Weapon Augmentation	—	+2
Disruption (DMG p224)	Bludgeoning Melee only	Any undead struck must make a Will save vs. DC 14 or be destroyed.	Weapon Augmentation Natural Weapon Augmentation	—	+2
Domineering (PGF p119)	Any Weapon	Target becomes Shaken (WillNeg DC16).	Weapon Augmentation Natural Weapon Augmentation	—	+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.	Weapon Augmentation Natural Weapon Augmentation	—	+2
Explosive – Melee (Ref½ 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.	Weapon Augmentation Natural Weapon Augmentation	—	+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).	Weapon Augmentation Natural Weapon Augmentation	—	+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.	Weapon Augmentation Natural Weapon Augmentation	—	+2
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 Natural Weapon Augmentation	—	+2
Heavenly Burst (BoED p113)	Any Weapon	On a critical hit, an Evil opponent takes +3d6 damage (no save) and is <u>Blinded</u> (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 Natural Weapon Augmentation	—	+2

Weapon Options	Type	Description	Artificer Infusion	Extra as GP	Cost as Bonus
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> .	<i>Weapon Augmentation</i> <i>Natural Weapon Augmentation</i>	—	+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)	<i>Weapon Augmentation</i> <i>Natural Weapon Augmentation</i>	—	+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.	<i>Weapon Augmentation</i> <i>Natural Weapon Augmentation</i>	—	+3
Metalline (Und p69)	Any Metal Weapon	As a Standard Action, change the metal the weapon is made from. This allows a weapon to change to Adamantine or Cold Iron.	<i>Weapon Augmentation</i> <i>Natural Weapon Augmentation</i>	—	+2
Paralyzing (BoED p113)	Any Weapon	On a hit, opponent is <u>Held</u> (WillNeg DC17). The opponent gets a new save each round & the effect automatically ends after 10 rounds.	<i>Weapon Augmentation</i> <i>Natural Weapon Augmentation</i>	—	+2
Phasing (DR330 p67)	Ammunition only	Can ignore a <u>single</u> object of up to 5' thick. The ammo ignores Cover, a Shield, or Armor (in that order and only one).	<i>Weapon Augmentation</i> <i>Natural Weapon Augmentation</i>	—	+2
Roaring (BoED p114)	Any Weapon	The weapon roars on each use. On a hit, an Evil opponent is <u>Shaken</u> (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.	<i>Weapon Augmentation</i> <i>Natural Weapon Augmentation</i>	—	+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)	<i>Weapon Augmentation</i> <i>Natural Weapon Augmentation</i>	—	+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).	<i>Weapon Augmentation</i> <i>Natural Weapon Augmentation</i>	—	+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>	<i>Weapon Augmentation</i> <i>Natural Weapon Augmentation</i>	—	+3
Stalactite (Und p69)	Bladed Melee Weapon	On a critical hit, the foe is turned to Stone (FortNeg DC19). 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)	<i>Weapon Augmentation</i> <i>Natural Weapon Augmentation</i>	—	+3
Superior Dispelling (DR312 p87)	Any Melee	<i>Dispel Magic</i> (area <i>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.	<i>Weapon Augmentation</i> <i>Natural Weapon Augmentation</i>	—	+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> .	<i>Weapon Augmentation</i> <i>Natural Weapon Augmentation</i>	—	+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.	<i>Weapon Augmentation</i> <i>Natural Weapon Augmentation</i>	—	+2
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> <i>Natural 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> <i>Natural 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> <i>Natural Weapon Augmentation, Greater</i>	+80,000	—

Weapon Options	Type	Description	Artificer Infusion	Extra as GP	Cost as Bonus
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> <i>Natural 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> <i>Natural 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> <i>Natural 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> <i>Natural 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
Focused (CAAdv p127)	Shield only	+10 Circumstance bonus on Sense Motive checks that oppose a Feint attempt. If the wielder is threatened by more than one creature, the Shield's bonus to AC increases by +1.	<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	—
Malleable (Und p70)	Armor only	The wearer is better able to fit through small passages and does not have his/her speed decreases in a 'narrow space' or a 'low space'. In either case, he/she retains the Dexterity bonus to AC. If the area is both 'narrow' and 'low', the wearer only suffers the penalty from one.	<i>Armor Enhancement, Lesser</i>	—	+1
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
Beastskin (CAAdv p127)	Armor only	Creature with the Wild Shape class feature only: When using Wild Shape, you may expend an additional daily use to make the armor reshape to fit your new form (instead of merging with your body). You gain all the bonus & penalties of your armor (such as Armor Check penalty).	<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	—

Armor Options	Type	Description	Artificer Infusion	Extra as GP	Cost as Bonus
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
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
Woodwalk (RotW p171)	Armor only	Wearer with Woodland Stride class ability only: <i>Tree Stride</i> , usable as a Free Action up to 3 times per day.	<i>Armor Enhancement</i>	+9,000	—
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	—

Armor Options	Type	Description	Artificer Infusion	Extra as GP	Cost as Bonus
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	—
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	—
Xorn Movement (Und p70)	Armor	<i>Xorn Movement</i> , for up to 9 rounds per day. The rounds may be broken up as desired.	<i>Armor Enhancement, Greater</i>	+36,000	—

## 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'.

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 &amp; +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 &amp; Dexterity. Any action that would cause 'Fatigue' instead causes the subject to become <u>Exhausted</u>.                  After 8 hours of complete rest, fatigue is removed.</p>	<p><u>Exhausted</u>(PH p308)                  Subject can only move at ½ speed and suffers a –6 penalty of Strength &amp; Dexterity.                  After one hour of complete rest, the subject becomes <u>Fatigued</u>.</p>
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Levels of Fear

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

<p><u>Shaken</u>(PH p312)                  Subject suffers a –2 penalty to attacks, skill checks, ability checks, &amp; 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, &amp; saving throws.</p>	<p><u>Panicked</u>(PH p311)                  Subject drops anything in his/her hands &amp; flees from the source of the fear.                  If cornered, the subject must use Total Defense. All skill checks, ability checks, &amp; 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 &amp; 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 – 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 &amp; objects within a hex touched by that line are targeted.</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, &amp; Ability Checks.</p> <p><u>Attitude Categories</u>(PH p72)                  See table on PH3.5 p72.</p> <p><u>Avert Gaze</u> (i.e., try to avoid eye contact) (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 &amp; loses Dexterity modifier to AC, moves at 1/2 speed, suffers a -4 penalty on most Strength &amp; 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 &amp; <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 &amp; 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>.                  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 &amp; cannot be awoken. Elves &amp; Half-Elves are vulnerable to this effect.</p> <p><u>Community Size</u>(DMG p137)                  Indicates the adult population. Non-adult population will be 10% – 40% more.</p> <table border="1" data-bbox="633 882 974 1123"> <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"> <li>the count <u>does not</u> include that caster;</li> <li>each subject, including the caster, can carry Maximum Load;</li> <li>one Small-sized (or smaller) creature can be substituted for one Medium-sized creature;</li> <li>larger creatures may be substituted according to the following table</li> </ol> <table border="1" data-bbox="649 1764 974 1890"> <tr><td>1 Large-size</td><td>= 2 Medium-size</td></tr> <tr><td>1 Huge-size</td><td>= 4 Medium-size</td></tr> <tr><td>1 Gargantuan-size</td><td>= 8 Medium-size</td></tr> <tr><td>1 Colossal-size</td><td>= 16 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	1 Gargantuan-size	= 8 Medium-size	1 Colossal-size	= 16 Medium-size	<p><u>Crippled</u>                  Effectively has 0 hp, &amp; 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 &amp; has not AC penalty.</p> <p><u>Dazzled</u>(PH p307)                  Sighted creatures receive a -1 penalty to attack rolls, Spot checks, &amp; Search checks.</p> <p><u>&lt;ability&gt; Damage</u>                  Target loses an ability score which heals normally.</p> <p><u>&lt;ability&gt; 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 &amp; 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 <u>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																									
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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.

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 3<sup>rd</sup> 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)

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

For any Negative Level that is still in effect after 24 hours, the subject must make a Fortitude save vs. the DC of the Negative Level (either the spell’s DC or for a monster, 10 + ½ HD + Charisma modifier). If the subject fails, then he/she lose an actual level permanently (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 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

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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”.
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.
February 6, 2005	– Added Magic of Eberron, with help fro Kevin Sacristan. Added Explorer’s Handbook.

### Key to Sourcebooks

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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	
MoE	–	Magic of Eberron	
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	– <a href="http://www.wizards.com/dnd/files/DnD35_update_booklet.zip">http://www.wizards.com/dnd/files/DnD35_update_booklet.zip</a>
PH3.5e	–	Player’s Handbook v.3.5 Errata	– <a href="http://www.wizards.com/dnd/files/PHB_Errata09242003.zip">http://www.wizards.com/dnd/files/PHB_Errata09242003.zip</a>
PGFe	–	Player’s Guide to Faerûn Errata	– <a href="http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip">http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip</a>
CDivErrata	–	Complete Divine Errata	– <a href="http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip">http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip</a>
CArcErrata	–	Complete Arcane Errata	– <a href="http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip">http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip</a>
EbErrata	–	Eberron Errata	– <a href="http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip">http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip</a>

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