

Warlock Invocations

Least Invocations

All-Seeing Eyes: As comprehend languages on written material, bonus on Search and Spot checks (C. Mage).

Aquatic Adaptation: Breathe and use breath weapons underwater and gain swim speed. (D. Magic)

Baleful Utterance: Speak word of the Dark Speech and shatter objects as the shatter spell (C. Arcane).

Beguiling Influence: Gain bonus on Bluff, Diplomacy, and Intimidate checks (D. Magic & C. Arcane).

Breath of the Night: Create a fog cloud as the spell (D. Magic & C. Arcane).

Call of the Beast: Speak with animals and influence their behavior (C. Mage).

Cocoon of Refuse: Entangles subject with trash in the area (City.)

Dark One's Own Luck: Gain a luck bonus on one type of saves (C. Arcane).

Darkness: Use darkness as the spell (D. Magic).

Deafening Roar: Cone of sound deafens creatures (D. Magic).

Devil's Sight: See normally in darkness and magical darkness (C. Arcane).

Draconic Knowledge: Gain bonus on Knowledge and Spellcraft checks (D. Magic).

Earthen Grasp: Use earthen grasp as the spell (C. Arcane).

Endure Exposure: Use endure elements as the spell; target gains immunity to your breath weapon (D. Magic).

Entropic Warding: Deflect incoming ranged attacks, leave no trail, and prevent being tracked by scent (C. Arcane).

Leaps and Bounds: Gain bonus on Balance, Jump, and Tumble checks (C. Arcane).

Magic Insight: Detect magical auras; identify magic items (D. Magic).

Miasmatic Cloud: Create a cloud of mist that grants concealment and fatigues those who enter (C. Arcane).

Otherworldly Whispers: Gain bonus on Knowledge checks (C. Mage).

Scalding Gust: Use gust of wind as the spell; any creature in area takes fire damage equal to your level. (D. Magic).

See the Unseen: Gain see invisibility as the spell and darkvision (D. Magic & C. Arcane).

Serpent's Tongue: Gain the scent ability, +5 bonus on saves against poison (C. Mage).

Soulreaving Aura: As reaving aura, plus gain temporary hit points if nearby creature dies (C. Mage).

Spiderwalk: Gain spider climb as the spell and you are immune to webs (C. Arcane).

Summon Swarm: Use summon swarm as the spell (C. Arcane).

Swimming the Styx: Gain swim speed and ability to breathe water (C. Mage).

Thieves' Bane: As hold portal plus the portal explodes for 5d6 damage when forced open (City.)

Lesser Invocations

Charm: Cause a single creature to regard you as a friend (D. Magic & C. Arcane).

Cold Comfort: You and nearby allies protected by endure elements (C. Mage).

Crawling Eye: Your eye leaves your head and grows spidery legs, enabling it to scout for you (C. Mage).

Curse of Despair: Curse one creature as the bestow curse spell, or hinder their attacks (C. Arcane).

The Dead Walk: Create undead as the animate dead spell (C. Arcane).

Disembodied Hand: Detach one of your hands and send it forth to manipulate objects or attack (C. Mage).

Draconic Flight: Sprout wings and fly at good maneuverability; fly longer overland (D. Magic).

Energy Resistance: Gain resistance 10 to acid, cold, electricity, fire or sonic damage (D. Magic).

Enthralling Voice: Make nearby creatures fascinated (D. Magic.)

Fell Flight: Gain a fly speed with good maneuverability (C. Arcane).

Flee the Scene: Use short-range dimension door as the spell, and leave behind a major image (C. Arcane).

Frightful Presence: Make nearby creatures shaken (D. Magic).

Humanoid Shape: Take the form of any humanoid creature (D. Magic).

Hungry Darkness: Create shadows filled with a swarm of bats (C. Arcane).

Mask of Flesh: Touch attack imposes 1d6 Cha penalty and transforms you to look like target (C. Mage).

Relentless Dispelling: As targeted dispel magic, with additional targeted dispel magic the next turn (C. Mage).

Spider-Shape: Transform into Small or Medium fiendish monster spider for 1 hour/level (Drow).

Stony Grasp: Use stony grasp as the spell (C. Arcane).

Sudden Swarm: When you kill a living creature with an invocation you summon a spider swarm (Drow.)

Thieve's Bane: As *hold portal* but, the portal explodes for 5d6 damage when forced open (City.).

Voidsense: Gain blindsense 30 feet (D. Magic & C. Arcane).

Voracious Dispelling: Use dispel magic as the spell, causing damage to creatures whose effects are dispelled (C. Arcane).

Walk Unseen: Use invisibility (self only) as the spell (D. Magic & C. Arcane).

Wall of Gloom: Use wall of gloom as the spell (C. Arcane).

Witchwood Step: Walk on water and move through some obstacles unimpeded (C. Mage).

Greater Invocation

Aura of Flame: Aura deals fire damage to creatures that strike you. (D. Magic).

Baleful Geas: A single creature becomes your servant, but slowly sickens and dies (D. Magic).

Caustic Mire: Acidic sludge slows progress, deals damage (C. Mage).

Chilling Tentacles: Use Evard's black tentacles as the spell, and deal extra cold damage to creatures in the area (C. Arcane).

Devil's Whispers: As suggestion, plus subject believes his actions where his own idea (City).

Devour Magic: Use targeted greater dispel magic with a touch and gain temporary hit points based on the level of spells successfully dispelled (D. Magic & C. Arcane).

Draconic Toughness: Gain temporary hit points equal to your level (D. Magic).

Energizing Shadow: Gain total concealment in dark areas and impose a Strength penalty on adjacent living creatures (C. Arcane).

Hellspawned Grace: Transform into a hellcat for 1 round/2 warlock levels (C. Mage).

Nightmares Made Real: Create illusory terrain that damages foes and allows you to hide (C. Mage).

Painful Slumber of Ages: Creature falls asleep, takes damage when awakened (C. Mage).

Tenacious Plague: Use insect plague as the spell, but the summoned locust swarm deals damage as a magic weapon (C. Arcane).

Terrifying Roar: Use feat as the spell; creatures shaken by effect can't attack you (D. Magic).

Wall of Perilous Flame: Create a wall of fire as the spell, but half the damage from the wall results from supernatural power (C. Arcane).

Warlock's Call: Use sending as the spell, but risk damage from recipient (C. Arcane).

Wingstorm: Create powerful gusts of wind with your invocation-granted wings (D. Magic).

Dark Invocations

Binding Blast: The target of your eldritch blast must make a Will save or be stunned for 1 round (C. Mage).

Caster's Lament: Your touch can break enchantment, and you can counterspell (C. Mage).

Dark Discorporation: Become a swarm of batlike shadows, gaining many benefits of the swarm subtype (C. Arcane).

Dark Foresight: Use foresight as the spell, and communicate telepathically with a close target of the effect (C. Arcane).

Draconic Flight, Greater: Sprout wings and fly at perfect maneuverability; gain overland speed (D. Magic).

Energy Immunity: Gain immunity to acid, cold, electricity, fire or sonic damage (D. Magic).

Instill Vulnerability: Make target creature vulnerable to chosen energy type (D. Magic).

Path of Shadow: Use shadow walk as the spell and speed up natural healing (C. Arcane).

Perilous Veil: Use veil as the spell; anyone succeeding on Will save to negate the illusion takes damage (D. Magic).

Retributive Invisibility: Use greater invisibility as the spell (self only) that deals damage in a burst if dispelled (C. Arcane).

Steal Summoning: Take control of another caster's summoned monster (C. Mage).

Terrifying Roar: Use fear as the spell; creatures shaken by effect can't attack you (D. Magic).

Word of Changing: Use baleful polymorph as the spell, but the effect could become permanent (C. Arcane).

Eldritch Blast: 60' ray dealing 1+ 1/2 Level (round down) d6 damage.

Least Eldritch Essence Invocations (used to modify an eldritch blast)

Eldritch Spear: Blast range increases to 250' (C. Arcane).

Frightful Blast: Target must make Will save or become shaken (C. Arcane).

Hammer Blast: Eldritch blast deals normal damage to objects (C. Mage)

Hideous Blow: Melee attack channels eldritch blast. (C. Arcane).

Sickening Blast: Target must make Fortitude save or become sickened (C. Arcane).

Lesser Eldritch Essence Invocations (used to modify an eldritch blast)

Baneful Blast: Eldritch blast deals extra damage against specified creature type (C. Mage).

Beashadowed Blast: Target must make Fort save or become blind for 1 round (C. Arcane).

Brimstone Blast: Blast deals fire damage and target must make Reflex save or catch fire (C. Arcane).

Hellfrime Blast: Blast deals cold damage and target must make Fort save or take -2 penalty to Dex (C. Arcane).

Greater Eldritch Essence Invocations (used to modify an eldritch blast)

Bewitching Blast: Target must make Will save or be confused for 1 round (C. Arcane).

Hindering Blast: Target of your eldritch blast must succeed on a Will save or be slowed for 1 round (C. Mage).

Noxious Blast: Target must make Fort save or be nauseated (C. Arcane).

Repelling Blast: Target must make Reflex save or be knocked back (C. Arcane).

Vitriolic Blast: Blast ignores spell resistance and deals acid damage for several rounds (C. Arcane).

Dark Eldritch Essence Invocations (used to modify an eldritch blast)

Utterdark Blast: Target must make Fort save or gain 2 negative levels (C. Arcane).

Blinding Blast: Target of your eldritch blast must make Will save or be stunned for 1 round (C. Mage).

Least Blast Shape Invocations (used to modify an eldritch blast)

Eldritch Spear Blast: range increases to 250 feet.

Hideous Blow: Melee attack channels eldritch blast.

Lesser Blast Shape Invocations (used to modify an eldritch blast)

Eldritch Chain: Blast jumps from initial target to secondary targets (C. Arcane).

Greater Blast Shape Invocations (used to modify an eldritch blast)

Eldritch Cone: Blast takes the shape of a cone (C. Arcane).

Dark Blast Shape Invocation (used to modify an eldritch blast)

Eldritch Doom: Blast affects all enemies within 20 feet (C. Arcane)

Notes:

(C. Arcane) = Complete Arcane

(C. Mage) = Complete Mage
(D. Magic) = Dragon Magic