

NEW ZORIA WARLOCK INVOCATIONS

Chameleon

Least; 1st

This functions as disguise self, but you may only alter your general features. Thus, a human must **still** appear to be human. You cannot assume the form of another humanoid race or creature. You may change your bodily features and clothing, but you may not change any equipment or gear that you carry. Thus, you may change your armor to look like robes, but if you are carrying a sword or backpack, you can't cover it up. You may also conceal small objects such as daggers or jewelry.

Devil's Advocate

Least; 1st; SR Yes

You attempt to force someone to see things from **your** point of view. You gain a +10 insight bonus to diplomacy and bureaucracy checks made to enforce your opinions against one target, who is allowed a will save (will negates) to avoid this power, which is a *mind-affecting* ability. Those who succeed on their save are immune to this power for 24 hours.

Eyes of Fire

Least; 1st; SR Yes

Your eyes radiate a red glowing light for one minute

per level that illuminates the area in front of you like a torch. All creatures who gaze upon you must make a will save (will negates) or be *dazzled* for as long as you maintain eye contact with them. This acts as a gaze attack. Sightless creatures are immune to this effect and those who succeed on their save are immune to its effect for 24 hours.

Fires of Hate

Least; 1st; SR Yes

You speak a single word of power, causing one creature or object within 30 feet to ignite in flames. The target takes 1d6 points of fire damage (will negates) and 1d6 points of fire damage each round thereafter until they succeed on a DC 15 Reflex save. (See DMG pg. 303 for more about catching on fire).

Friend or Foe

Least; 1st; SR

Using this power, you target a single person who either becomes agitated and attacks nearby creatures (even allies) or thinks they are your friend for a short while (your choice). Any attempt to attack or harm the creature by you immediately ends the effect. This effect lasts for one round/level, and after it ends the target is immune to this effect for 24 hours. Any creature targeted by this power is allowed a will save to resist. (will negates).

Lens of Bestal

Least; 1st

Much like the legend of *Lens of Bestal*, which could change the size of its wearer from the size of a flea to the vastness of a mountain, you may increase or decrease your size. The maximum and minimum sizes for this power, however, are up to double or as little as half your original size. This functions as *enlarge person* or *reduce person*, although you may choose the exact size of your new form.

Shambling Blast

Least; 1st; Blast Shape; SR

When you hit a target with your Eldritch Blast, in addition to your normal blast damage, you also deal 1d6 (+1 per 2 levels) Dexterity damage.

Tongue of the Depths

Least; 1st

Gain 5 ranks in one evil divine language for 24 hours. You may only have one language in memory at a time, thus if you activate this power a second time, you just choose a new language, which replaces the former choice.