



THE
DREAD CODEX

Warlock

Written by Justice Mora

PATHFINDER
ROLEPLAYING GAME COMPATIBLE





THE DREAD CODEx

Warlock

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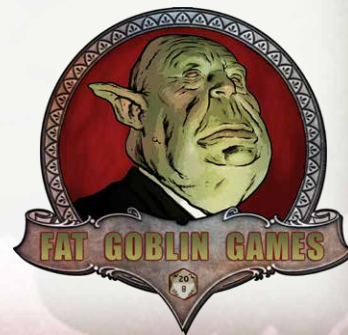
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INTRODUCTION

This text has been a labor of love, which I have worked on in my free time, on and off, for the last two years. It has seen extensive playtesting in several campaigns, and I have been consistently pleased with its progress. The Warlock was always my favorite class in 3e and 4e, and I sincerely hope that this tribute to those fantastic classes warms your heart the way that making it has warmed mine. Do not assume this will be the end, either; there will certainly be more archetypes, pacts, and options coming for the warlock and other classes in the future; keep your eyes peeled!

Thank you for your continued support, and enjoy the Warlock!

Justice Mora - Author - May 31, 2016



The Warlock



Warlock

The lure of power is a siren call, singing to the downtrodden and oppressed, the outcast and the exiled. The dregs of society hunger for power; the power to destroy their oppressors, to take vengeance upon those who cast them out, and make a new, better place for themselves in the world. Yet those who have it are not immune to its wiles. Men of wealth and stature, already of great power, ever crave more. They seek the power to subjugate, to dominate and control beyond their wildest dreams. Others seek power for a nobler cause, looking to protect and heal the innocent and defenseless. Whatever the goal, the result is always the same when a man seeks to take a shortcut on the road to power. Dreadful entities seek mortal vessels to spread their agendas, and they offer incredible power in exchange for obedience, a price many mortals are all too willing to pay.

Role: The warlock serves a unique role in a party, as he is similar to a traditional spellcaster and yet altogether something else. A warlock's invocations offer some out of combat utility, but most lend themselves for use on the battlefield. Warlocks specialize in abilities that allow them to deal damage over time and over a wide area, as well as debilitating foes with status effects. Their eldritch blast is also able to deliver consistent, if moderate for their level, damage to single foes, and can be altered to inflict status effects and hit multiple foes.

Alignment: Any. Most of the forces that grant a warlock power are evil, and those that aren't are too alien and capricious to be considered good, but a creature of any alignment may swear to any pact; though more than a few pure souls have been corrupted by dark powers they thought they could control.

Hit Die: d6.

Starting Wealth: 2d6 x 10 (average 70 gp). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The warlock's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (planes) (Int), Perception (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Use Magic Device (Cha)

Skill Ranks per Level: 4 + Int modifier

CLASS FEATURES

The following are class features of the warlock.

Weapon and Armor Proficiency: Warlocks are proficient with all simple weapons as well as light armor and shields.

Pact: A warlock comes into his power by forging a pact with a dark and mysterious entity, binding himself to its will in exchange for arcane might. A warlock's pact has several effects:

- A warlock's pact determines the type of damage dealt by his eldritch blast.
- It determines the warlock's elemental resistances and the type of his damage reduction.
- Each pact has a number of invocations only available to warlocks who have taken that pact.
- Each pact has a particular alignment. The warlock does not have to match this alignment, but no matter what his actual alignment, he will detect only as his pact's alignment, and is affected by alignment-based effects as if that were his true alignment.

Finally, a warlock begins play with a bonus invocation based on his chosen pact. This initial invocation is in addition to the 1 invocation known at first level.



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A warlock may forge a pact with any number of horrible entities, but most fall into one of several categories; as such, the pacts described below are the most common, but they are by no means the only pacts possible.

Fetish (Su): A warlock begins play with a special bond to an item called a fetish. Traditionally, a fetish is a dagger, though this is not the only form the item may take. The warlock's fetish may be a dagger, a rod, an orb, a book, or a staff. This choice is made at 1st level, and once made it cannot be changed.

The warlock's fetish functions as a conduit for his dark powers, focusing and strengthening them. Further, as long as the fetish is in hand, the warlock's invocations gain a special property based on his choice of fetish. Finally, each Fetish grants the warlock a minor benefit based on its form as long as it is on his person (but not necessarily in hand).

If the warlock's fetish is damaged, it returns to its full hit points the next time the warlock rests for 8 hours. If it is lost or destroyed (perhaps fallen into a great chasm, or cast into a planar portal; or otherwise taken where the warlock has no means to follow), the warlock is sickened and staggered for 1d3 rounds as his soul is shocked by the loss. The fetish can be replaced after one week with a special ritual that costs 200 gp per warlock level plus the cost of the masterwork item. This ritual takes 8 hours to complete, and the warlock must replace the fetish with one of the same type. Items replaced in this way retain none of the magical properties of the previous item.

A Warlock may add magical properties to his Fetish as though he possessed the required item crafting feats, as long as he meets the level requirements for those feats. If the Fetish is a wand, it loses its wand abilities when it loses its last charge, but it is not destroyed, retains its Fetish qualities and can be used to create a new wand. The magic properties for a Fetish, including magic properties added to it, only function for its bonded Warlock. A Warlock can designate an existing magic item as his Fetish through the aforementioned ritual. Finally, if a Warlock makes

his Fetish intelligent, it can automatically speak with him telepathically; he does not have to pay for this ability, however it can only speak telepathically to the warlock, and only while on his person, unless he pays for telepathy normally.

The form of a Warlock's Fetish confers special benefits upon its master:

Dagger: This Fetish is a masterwork dagger. The dagger that the Warlock begins play with can be made of ordinary metal or alchemical silver. A Warlock with a dagger Fetish gains a +1 bonus on initiative checks. While the Fetish is in hand, the Warlock gains a +1 bonus on attack rolls with his Eldritch Blast and Invocations. A Dagger can be enchanted like any other weapon.

Orb: This Fetish is a dense crystal ball, about the size of an apple and weighing one pound. It may be colored as the Warlock desires; appearing as a clear orb of glass, a ruby sphere, or any other form of gemstone, but it is ultimately made of simple crystal or glass; the value of its mundane component is minimal. An orb grants its master +1 hit point per 2 levels of Warlock. While it is in hand, any Invocations the warlock casts on himself last for one additional increment of time (thus, one that lasts rounds/level lasts one additional round, while minutes/level lasts one additional minute, etc.) and the DC of checks made to dispel such invocations are increased by one. A Warlock may enchant an Orb as a Crystal Ball, slotless wondrous item, or may choose to enchant it as an Ioun Stone. If enchanted as a Crystal Ball, the DC to resist its Scrying effect is based on your Charisma (or the orb's, if higher). As long as it is enchanted, an orb may be made to orbit its master like an Ioun stone (it orbits the body, rather than the head). While orbiting its master, it is treated as though it was in their hand. An orb has hardness 2 and 10 hit points. While orbiting, its AC is 24.

Book: This Fetish is a thick, leather bound tome of arcane lore. It functions as a masterwork tool, granting the Warlock a +2 circumstance bonus on a Knowledge check of his choice, chosen when the book

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is created, or on Spellcraft checks. A Tome Warlock receives a +1 bonus on Perception checks and Sense Motive checks. As long as the book is in hand, any Invocations the warlock casts on another creature have their durations increased by one increment of time. A Book may be enchanted as a slotless Wondrous Item; it provides its benefits as long as it is on the Warlock's Person. Alternately, a Book may be enchanted and wielded as a light shield; the Warlock is considered to have proficiency in its use. The Warlock need not have his hands free to benefit from its shield bonus, as the book floats to shield its master at his will; it has hardness 2 and 10 hit points. While acting as a shield in this manner, it has an AC of 20.

Staff: This Fetish is a masterwork Quarterstaff. The one that the Warlock begins play with may be made of wood or iron. The master of this Fetish gains a +2 bonus on Reflex saving throws. As long as it is in hand, the Warlock increases the DC of his Invocations and special effects of his Eldritch Blast by 1. It may be enchanted as an arcane staff or a magic weapon, or both. If enchanted as a magical staff, it automatically regains one charge at each sunrise or sunset (Warlock's choice, made when created), as the Warlock has no way to recharge it normally. Alternately, a Warlock may use a Rod as his fetish; this functions as a Masterwork Heavy Mace and may be enchanted as a weapon, a rod, or both. Its effects are identical to those of a fetish staff.

Rod: This Fetish functions as a Masterwork club; the one that the Warlock begins play with may be made of wood or iron. Its master receives a +2 bonus on fortitude saves. As long as the Rod is in hand, the Warlock can reduce the dice cost of a single Metablast feat each round by one (either 1d6 or 1 damage per die). It may be enchanted as a weapon or as a Rod, or both.

Invocations (Sp): A Warlock is not like most spellcasters; his power does not come from study and practice, but from sheer force of will. The warlock commands his dark powers to come forth and makes his desires manifest through willpower alone. A

Warlock begins play with a single Lesser Invocation of his choice, as well as one determined by his chosen Pact. As the Warlock gains levels, he learns additional Invocations as designated on Table: Warlock. Each time a Warlock learns a new invocation, he may also exchange one Invocation he already knows for a single other invocation of its level or lower (At 12th level, in addition to learning a Major Invocation, he could switch out an existing major invocation for a major or lesser invocation, or a lesser invocation for another lesser invocation). At first level, a Warlock is limited to those Invocations noted as Lesser Invocations. Beginning at 7th level, when a Warlock learns an Invocation, he may choose from Lesser or Major Invocations. At 16th level and higher, the Warlock may also choose from Fell Invocations.





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While all Invocations are different, they all share some characteristics:

First, and most importantly, a Warlock is not limited in his use of Invocations like a Wizard or a Cleric is. Each Invocation known to the Warlock is usable at will.

All Invocations are Spell-Like Abilities (Unless otherwise noted; a few are Supernatural). They function in all ways like spell-like abilities; they cannot be used for Counterspelling or be counterspelled, they do not function in an antimagic field, they are subject to dispel magic and spell resistance. Using an Invocation is a Standard action that provokes attacks of opportunity, unless otherwise noted.

An Invocation's effective spell level is noted in its description.

The Warlock's caster level for his invocations and his Eldritch Blast is equal to his warlock level.

A Warlock's Invocations do not benefit from metamagic or spell focus; however they can benefit from ability focus (Each Invocation is a separate ability) and feats that emulate metamagic for spell-like abilities, such as Quicken Spell-Like Ability.

An Invocation can be identified as it is being cast with a successful spellcraft check; however if the person identifying it is not a Warlock, the DC of the check is increased by 5.

The DC of a Warlock's Invocation is equal to 10 + $\frac{1}{2}$ the Warlock's level + the Warlock's Charisma modifier.

A Warlock can dismiss any of his invocations before the end of their duration as a free action.

Aura (Su): A Warlock has a strong aura, as a Cleric of his level. His Aura exactly matches the alignment of his Pact.

Eldritch Blast (Sp): A Warlock is able to call upon the dark power of his pact to form a terrible weapon of arcane energy. At 2nd level, a warlock's eldritch blast deals 1dx* points of damage plus his Charisma modifier. Each other level thereafter, this damage increases by 1dx, to a maximum of 10dx at

20th level. A Warlock's Eldritch Blast has the following properties:

It is a Spell-Like ability, usable at will as a Standard Action that provokes attacks of opportunity. At 10th level it becomes a move action that still provokes attacks of opportunity.

Eldritch Blast is a ranged touch attack with a range of 60 feet. The damage type is determined by the Warlock's Pact.

Eldritch Blast's effective spell level is equal to half the Warlock's Class level, with a minimum level of 1 and a maximum level of 9, when the warlock is at 18th level.

It is treated as a Ray for the purpose of feats like Weapon Focus, spell effects, and other effects that mention rays. As Eldritch Blast requires a Ranged Touch Attack, it can critically hit; it has a critical threat range of 20, and on a critical hit, the Warlock adds his charisma modifier again and rolls an additional 1d6 damage (This is done instead of multiplying the damage dealt).

A Warlock may only use his Eldritch Blast once per round, regardless of any effects that would allow multiple attacks or standard actions in a round.

*One important thing to note: each pact decides the eldritch blast's damage type as well as the dice used, and adds a special effect; for example the Infernal Eldritch Blast deals fire damage, and half of its damage ignores fire resistance and immunity. These special abilities (for instance here, the ability to ignore fire resistance) only function while the Eldritch Blast is dealing the damage type decided by the pact. In other words, if the damage type changes; due to a spell effect or a Metablast feat, the blast loses that special ability for that attack (So a Fey Eldritch Blast that is made to deal acid damage will not dazzle a target struck and will not deal reduced damage).

Arcane Sense (Su): The Warlock's darkened soul reacts to the presence of magic, alerting him to it. The warlock is able to detect magic items and auras within 60 feet of himself as though constantly under the effects of Detect Magic. In addition, he receives a +2

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bonus on Spellcraft checks to identify magic items and spell effects.

Dark Resistance (Su): At 3rd level, the Warlock gains DR 1 susceptible to a specific substance and Resistance 5 to a particular element. The type of damage that bypasses the Warlock's DR, as well as the element he resists, are both determined by his Pact. At 6th level, this increases to DR 2. At 9th level, this increases to DR 3 and Resistance 10. At 11th level this increases to DR 4. At 14th level this increases to DR 5. At 17th level this increases to DR 6 and Resistance 15.

Metablast Feat: At 3rd level, and every 3 levels thereafter, the Warlock may select a single Metablast feat that he meets the prerequisites for as a bonus feat.

Dark Ascension (Ex): At 20th level, the Warlock reaches the pinnacle of his power, transforming body and soul into a creature of Arcane might. He stops aging and his type changes to one determined by his Pact; however regardless of his new type, he may be resurrected as a member of his previous type (if his previous type could not be resurrected but his new one can, then he still can be resurrected). Any aging penalties he has accrued are removed, though he continues to gain bonuses from aging. In addition, his DR increases to DR 10/- and his elemental resistance becomes outright immunity. Finally, once per day he may manifest an Invocation as a move action.

WARLOCK

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Invocations Known
1	+0	+2	+0	+2	Aura, fetish, invocations, lesser invocations, pact	1
2	+1	+3	+0	+3	Arcane Sense, eldritch blast 1dx	2
3	+1	+3	+1	+3	Dark resistance, metablast feat	2
4	+2	+4	+1	+4	Eldritch blast 2dx	2
5	+2	+4	+1	+4		3
6	+3	+5	+2	+5	Eldritch blast, metablast feat 3dx	3
7	+3	+5	+2	+5	Major invocations	4
8	+4	+6	+2	+6	Eldritch blast 4dx	4
9	+4	+6	+3	+6	Metablast feat	5
10	+5	+7	+3	+7	Eldritch blast 5dx	5
11	+5	+7	+3	+7		5
12	+6/+1	+8	+4	+8	Eldritch blast 6dx, metablast feat	6
13	+6/+1	+8	+4	+8		6
14	+7/+2	+9	+4	+9	Eldritch blast 7dx	7
15	+7/+2	+9	+5	+9	Metablast feat	7
16	+8/+3	+10	+5	+10	Eldritch blast, fell invocations 8dx	8
17	+8/+3	+10	+5	+10		8
18	+9/+4	+11	+6	+11	Eldritch blast 9dx, metablast feat	8
19	+9/+4	+11	+6	+11		9
20	+10/+5	+12	+6	+12	Dark ascension, eldritch blast 10dx	10



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Class Organization

From the arcane schools of the wizard, to the bloodlines of the sorcerer, to the domains & subdomains of clerics, to the mercies of a paladin, to lists of rage powers or rogue talents, and to the myriad other existing examples like cavalier orders or oracle mysteries, there are a vast number of ways a base or core class can have built-in options without adding archetypes even.

PACTS

A Warlock's Pact is the most important choice he makes. Whether he bargains his soul to a devil, a fairy, or some unknowable horror, each pact has different mechanical effects on a warlock, and each has its own strengths and weaknesses. When a Warlock makes a pact, he gives up a piece of his soul, consigning himself to his patron for eternity, unless he can master his powers and somehow overcome this dark creature.

ARCANE PACT

There are other beings out there, creatures of raw arcane power; spirits of magic, entities of primal magic incarnate, even exceptionally powerful wizards are potential sources of a Warlock's pact. An Arcane Warlock is the consummate Arcanist, channeling raw, magical power to enforce his will on reality.

Alignment: Chaotic Neutral or Chaotic Evil (Choice made at 1st level, cannot be changed once made).

Eldritch Blast: The Arcane Warlock's Eldritch Blast is a torrent of magical energy. It deals untyped spell damage and uses d6's. In addition, if the Warlock's Eldritch Blast successfully penetrates a creature's spell resistance, that creature's spell resistance is reduced by one for a number of rounds equal to the Warlock's Charisma modifier. The penalty to Spell Resistance stacks with multiple hits, but the duration does not; multiple hits reset the duration, they do not add to it.

Dark Resistance: The Warlock gains DR/Magic. At 10th level this becomes Lawful and Magic. In addition, rather than Elemental Resistance, the Warlock gains resistance to the effects of hostile spells. At 2nd level, he receives a +1 bonus to all saving throws against hostile spells. At level 9 this increases to +2, and at level 17 it becomes +3.

Dark Ascension: The Warlock's type changes to Outsider with the Chaotic subtype. Rather than immunity to an element, his saving throw bonus vs hostile spells becomes +4.

Initial Invocation: *Arcane Warding:* Lesser, 2nd [Conjuration; Creation, Force]. With this invocation you protect yourself from harm, granting yourself a potent defense against physical assault from both the material and the ethereal plane. This invocation functions as mage armor except as noted here. It grants a +4 armor bonus, +1 for every 4 levels of Warlock, to a maximum of +9 at level 20.

PACT INVOCATIONS

Lesser

Unravel Spell: Lesser, 3rd [Abjuration]. This invocation unravels the magic affecting a target, tearing their flesh as it rips the spells away. This invocation functions as Dispel Magic, except as noted here. This invocation requires a melee touch attack against the target. If this attack is successful, it functions as a targeted Dispel Magic, and the target takes damage equal to twice the level of the dispelled effect (No save).

Ananel's Detonating Shield: Lesser, 2nd [Conjuration; Creation, Force]. This invocation protects you with a mystical barrier of force, which can be expended in a burst to save you in a dire strait. This conjures a disc of force, as the spell shield, except the shield bonus is only +2, you do not gain immunity to Magic Missile, and the duration is one hour/level. While this invocation is active, you may burn it out in a single burst, detonating the disc in a wave of energy to push enemies away from you. As a move action, you may compel the disc to detonate. When you do, all enemies

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within 10 feet must make a reflex save or be pushed directly away from you in a straight line, to a distance of 5 feet per +1 of your Charisma modifier (minimum 10 feet). Creatures pushed in this way are knocked prone at the end of their movement. A creature that saves is pushed only 5 feet and is not knocked prone. If you detonate your shield, you may not use this invocation for 24 hours.

Major

Ananel's Whirling Blades: Major, 5th [Conjuration; Creation, Force]. This invocation surrounds you with blades of force that strike out at foes nearby and protect you from attacks of opportunity. This effect lasts for one round/level. As long as it active, any creature striking you with a non-reach melee weapon or natural weapon takes 1d4 damage plus your Charisma modifier (Reflex save halves). In addition, any creature that takes an attack of opportunity against you with a non-reach melee weapon or natural weapon takes a -2 penalty on the attack roll. You may use this invocation once per hour.

Fell

Ananel's Emergency Warding: Fell, 7th [Conjuration; Creation, Force]. This invocation conjures a globe of force to protect you from physical and magical assault. When you use this invocation, a shimmering, immobile sphere of force surrounds you to a 10-foot radius. This sphere functions as a lesser globe of invulnerability, antilife shell, and ablative sphere. If the globe is destroyed (as per Ablative Sphere) all of the effects end. You may only use this invocation once per hour. This ability lasts for one round per level. The globe extends an equal distance below you, forming a perfect sphere; if you use this ability while airborne the sphere will float in place, and you will float in its center. Momentum is not preserved this way, so casting it before hitting the ground is a viable way to survive a great fall. Finally, you cannot leave the globe while it is active.

DRACONIC

Dragons are ancient and powerful creatures, paragons of magical power. It only stands to reason that some would seek to bargain for that power, offering their service in exchange for magical might. This is the one of the only pacts that can be good in alignment, because even the most benevolent of wyrms are prone to the same draconic pride that leads their evil kin to enter into such bargains; though good dragons are far more discerning about who they share their power with, making certain to only grant it to those who will use it wisely.

Special: At 1st level, the Warlock selects a single species of True Dragon (the varieties of Metallic, Chromatic, Primal, and Imperial are the most common) as their Patron Dragon. This determines many of their pact abilities.

Alignment: As their Patron Dragon.

Eldritch Blast: the Draconic Warlock's Eldritch Blast is a stream of acid, a jet of fire, a bolt of electricity, or a ray of frost. It deals d8's of damage damage as the elemental breath weapon of his Patron Dragon (Fire for a red or gold dragon, acid for a green dragon, electricity for a blue dragon, etc.) (Note: In the case of dragons whose breath weapon is not elemental, such as a Forest Dragon's piercing breath, the eldritch blast deals d6 damage of the appropriate type).

Dark Resistance: The Warlock gains DR/Magic. This becomes Magic and Bludgeoning at 10th level, as their body begins to develop scales that resist blades, but which can succumb to concussive force. They gain resistance to the same Element as their eldritch blast. (In the case of non-elemental breath weapons, increase the warlock's DR by 1 instead of gaining elemental resistance).

Dark Ascension: At 20th level, the Warlock's type changes to Dragon.

Initial Invocation: *Dragonspeech:* Lesser, 2nd. With this invocation, your voice booms and shakes the ground beneath the feet of your foes. You gain a +2 bonus on intimidate and Diplomacy checks. In addition, your voice carries further than a lesser mortal's, even in areas where sound normally cannot



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pass. The DC of a perception check made to hear your voice is reduced as if the listener were 100 feet closer to you (this cannot reduce the DC below that of a 5 foot distance). Any time you speak in a zone of magical silence, there is a 50% chance that your voice shatters the effect; this acts as a targeted dispel magic targeting the silence effect (You may only attempt this once per round). This Invocation is a constant, supernatural ability. The warlock can suppress or resume it as a free action.



PACT INVOCATIONS

Lesser

Cowering Aura: You carry an air of regality and power about you that forces others into submission. Whenever you successfully shift a target's attitude with Diplomacy, you shift it an additional step in that direction. If this would raise it above Helpful, you receive a +5 bonus on all future diplomacy checks with that creature until its attitude drops below Helpful, and the DC of any charm effects that you cast on the creature (including from magic items such as wands or scrolls, invocations, or other sources) are increased by one. This is a passive, Supernatural ability, not a Spell-Like Ability.

Roar of Command: Lesser, 2nd [Enchantment; Compulsion, Mind-affecting]. With this invocation you simply speak a command, but your target hears your words as a terrible, earth-shaking roar that compels his obedience. You utter a simple command, consisting of no more than three words, to a target within 30 feet; this command must take no more than one round to complete (I.E., "Surrender" is a valid command, but the creature would rescind that surrender on the following round, once the task of "surrendering" was complete). You must speak clearly and audibly, but it doesn't matter if your target can actually hear you normally, they will hear your words roaring through their mind. The target must make a Will save or obey your command immediately and to the best of their ability. If the command is against their nature they receive a +2 bonus on the will save to resist. Self-destructive commands fail automatically. No creature can be successfully targeted by this ability more than once in a 24 hour period.

Major

Aura of Reverence: Major, 4th [Enchantment; Mind-Effecting, Compulsion]. You exude an aura of might that cows those who would dare lay their hands upon you. Any creature within 30 feet who attempts to make a melee or ranged attack against you or cast a harmful spell on you must make a Will save. If this save is successful, they may attack unhindered and

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are unaffected by this casting of this invocation. If this save fails, the creature cannot follow through and their action is wasted (though no spell, spell slot, or ammo is expended). This effect lasts for a number of rounds equal to your Charisma modifier. If you perform a hostile action against a creature (attack it, use an invocation on it, etc.) during the duration of this effect, this effect ends immediately.

Fell

Dragonstorm: Fell, 8th [Evocation; Fire, Cold, Acid, Earth, Water, Electricity, Sonic]. You call upon the fury of a raging dragon to assault your foes with the element of your Patron Dragon. One enemy for every 4 levels of Warlock you possess within 60 feet takes damage equal to your Warlock level + your Charisma modifier (Reflex save halves). The damage type is the same as your Eldritch Blast. In addition, each creature that takes damage and fails its reflex save suffers one of the following effects, based on the damage type:

Fire: The target catches fire. They take 1d6 Fire damage each round. A reflex save made as a full-round action puts out the fire; otherwise it lasts for a number of rounds equal to your charisma modifier. Damage from this effect stacks with itself to a maximum of 3d6 fire damage per round.

Cold: The target is slowed, as the spell, for one round.

Acid: The target's armor and weapons (if any) take half of the damage the target did (this damage is reduced by hardness but is not halved as energy damage normally is).

Electricity: The target is staggered for one round.

Sonic: the target is deafened for 1d4 rounds.

Piercing: The target is sickened for one round.

Negative Energy: The target gains one temporary negative level, which fades in one hour.

ELEMENTAL PACT

The natural world is full of raw, primal power. From the howling wind of a storm, to the crashing waves of the sea, from the roaring fires of a volcano, to gaping fissures in the earth; power is everywhere, one only needs to know where to find it. Elementals are creatures of primal forces given form and sentience, and the eldest among them have incredible, nearly god-like powers, powers which they are willing to share for a price.

Alignment: Chaotic Neutral

Special: At 1st level, the Warlock selects one of the following elements: Earth, Water, Air, or Fire. This is referred to as his Pact Element, and is mentioned in several of his pact features and invocations.

Eldritch Blast: An elemental warlock's eldritch blast deals d8's of damage of the same type as his Pact Element (Acid for Earth, Cold for Water, Electricity for Air, Fire for Fire). The Warlock channels the raw, primal energy of the elemental plane he is tied to, allowing him to punch through a foe's natural resistance. A target with resistance to the blast's element is treated as though its resistance was 50% lower (rounded up) unless it is immune to that element. If it is immune, it is instead treated as though it had Resistance 20.

Dark Resistance: The Warlock gains DR/Magic. At level 10 this becomes Lawful and Magic. He also gains resistance to the energy type associated with his Pact Element (see eldritch blast).

Dark Ascension: At level 20 the Warlock becomes an Outsider with the appropriate subtype for his Pact Element.

Initial Invocation: *Natural Order* – Lesser, 2nd.

The Warlock's connection to the elements grants him dominion over creatures tied to his Pact Element. He receives a +4 bonus on Diplomacy, Intimidate, and Bluff checks against creatures with a subtype matching his pact Element (earth, fire, water, or air). In addition, he receives a +2 bonus to his Armor Class and saving throws against the attacks, spells, and spell-like and supernatural abilities of such creatures. Finally, he receives a +2 bonus to saving throws against all



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spells with an elemental descriptor matching his Pact element (these bonuses stack; i.e. if a Red Dragon cast Fireball on a Fire Warlock, the warlock would receive a +4 bonus to the saving throw). However, this benefit comes at a cost: the warlock becomes more vulnerable to the predations of his opposite element (Fire opposes Water, Earth opposes Air). He receives a -2 penalty to his Armor Class and saving throws against attacks, spells, and spell-like and supernatural abilities of any creature that has a subtype matching his opposite element. In addition, he receives a -2 penalty to the saving throw against any spell with a descriptor matching his opposite element. This is a constant, supernatural ability.

PACT INVOCATIONS

Lesser

Elemental Ward – Lesser, 2nd. [Abjuration; Fire, Water, Air, Earth] With this invocation, the Warlock draws upon his element to produce a protective barrier, shielding him from harm. The specific effect of the barrier depends on his pact element; each element has two options: only one may be used at a time. This invocation lasts for a number of rounds equal to the Warlock's Charisma modifier.

Fire

Burning Veil: The warlock surrounds himself in a curtain of flame that deals Fire damage equal to his warlock level plus his Charisma modifier to any creature striking him with a non-reach melee weapon (Reflex save halves)

Shimmering Curtain: The warlock superheats the air around him, distorting his image. Non-spell ranged attacks targeting the warlock suffer a 20% miss chance, +5% per 2 levels of warlock, to a maximum of 50% at level 12.

Water

Winter's Embrace: The warlock surrounds himself with chilling wind. At the beginning of his turn, all creatures adjacent to him take cold damage equal

to half his Charisma modifier (minimum 1). Any creature that takes damage from this effect must make a fortitude save or be staggered for one round.

Hydro Veil: The warlock surrounds himself with a bubble of water, protecting him from fire. He gains Fire Resistance equal to half his Warlock level plus his Charisma modifier (minimum 1).

Earth

Stoneflesh: The warlock covers himself in a stony shell, protecting himself from physical harm. He gains DR/- equal to 1, plus 1 for every 5 levels of warlock (to a maximum of 5 at level 20) and a +4 bonus to his Natural armor. This reduces the warlock's speed to 20 feet.

Caustic Veil: The Warlock's flesh drips with acid, harming those who touch him. Any creature striking him with a non-reach melee weapon must make a reflex save. On a failure, the weapon takes Acid damage equal to the Warlock's level plus half his Charisma modifier. This damage is halved as normal for objects, but ignores hardness. A creature using a natural weapon takes the damage themselves.

Air

Cloak of Fog: The warlock surrounds himself with a thick mist, which fills his five-foot square. The warlock gains Concealment (20% miss chance) against all melee and non-spell ranged attacks. The warlock can see through this fog normally, but it blocks vision for other creatures.

Thunder Veil: The warlock's body crackles with energy, striking his foes. Whenever the warlock would receive an attack of opportunity, he may instead lash out with a bolt of electricity. This is a ranged touch attack with a reach of 10 feet that does not provoke attacks of opportunity and deals Electricity damage equal to twice the Warlock's Charisma modifier. In addition, any creature struck by this attack must make a fortitude save or be dazzled for 1d6 rounds.

Primal Bolt – Lesser, 2nd. [Evocation; Fire, Water, Air, Earth] This invocation fires a short-range bolt of energy that detonates, striking an area with elemental

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power. This is a 10-foot sphere of your Pact element, targeting a location within 30 feet of you. Creatures in the area take damage of the appropriate element equal to twice your warlock level, plus your Charisma modifier (reflex save halves). Creatures that fail their reflex save are subjected to an additional effect, based on the type of damage.

Fire: Shaken for 1d6 rounds.

Cold: Entangled for 1d4 rounds.

Acid: Sickened for 1d4 rounds.

Electricity: Staggered for 1 round.

Major

Primal Expedition – Major, 5th. With this invocation, you gain a modification to your movement speeds, as well as an additional bonus, based on your Pact Element. This is a permanent, supernatural ability.

Fire: +30 to your land move speed, +4 to initiative.

Water: Swim speed equal to your land speed, you can breathe underwater.

Earth: Burrow speed equal to half your land speed, at level 12 this becomes Earth Glide equal to your land speed.

Air: Fly speed equal to half your land speed, +1 dodge bonus to Armor class.

Fell

Primal Flesh – Major, 7th. [Transmutation; Earth, Air, Fire, Water] With this invocation, you take on the form of your Pact Element. This functions as Elemental Body III, except you may only take on the form of an elemental matching your Pact element. This invocation lasts for one round per level.

FEY PACT

The creatures of the First World are capricious and strange, as should be expected of those who hail from a world where magic flows like water, where death is only a temporary inconvenience, where mortal concepts like time and morality are unheard of. Needless to say, some seek out powerful fey creatures, hoping to share in their power. Fey

pacts rarely bargain for the Warlock's soul, instead seeking something more esoteric; perhaps his fears, his dreams, or his hope.

Alignment: Chaotic Neutral

Eldritch Blast: The Fey Warlock's Eldritch Blast is a sparkling ray of swirling colors and blinding lights. It deals untyped spell damage using d4's, but any creature damaged by it must make a fortitude save or be dazzled for one round.

Dark Resistance: The Warlock's damage reduction is overcome by Cold Iron. At 12th level this becomes Lawful and Cold Iron. He gains resistance to electricity.

Dark Ascension: At 20th level, the Warlock's type changes to Fey.

Initial Invocation: *Eyes of Faerie:* Lesser, 2nd [Enchantment; Compulsion, Mind-Effecting]. This invocation charms a foe with scintillating patterns of color and light within your eyes, compelling them to meet your gaze. Upon invoking this power, your eyes swirl with light and color for two rounds per level. During this time, you may direct your gaze at a creature within 30 feet as a swift action. The target of this ability must make a will save or be fascinated for as long as you maintain your gaze (which requires a swift action each round). Unlike normal fascinate effects, this can be used in combat; obvious threats do not break the effect automatically, but each round such threats are present, the creature gets another saving throw against the effect. Potential threats (such as an opponent in battle with an ally) do not allow another saving throw, only obvious threats to the victim risk breaking the effect (such as an opponent moving closer with a weapon drawn). If the creature is damaged while under this effect, they get an additional saving throw at a +2 bonus to break the effect. Once a creature saves against this effect, they cannot be affected by it for 24 hours.

PACT INVOCATIONS

Lesser

Befuddling Glance: Lesser, 2nd [Enchantment;



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Compulsion, Mind-Effecting]. When you use this invocation, a target within 30 feet must make a will save or be confused for one round, plus one additional round for every 3 levels of warlock you possess.

Faerie Step: Lesser, 3rd [Conjuration; Teleportation]. When you use this invocation you step through a glittering portal and reappear at a location of your choosing. This invocation is a move action, rather than a standard action, and it does not provoke attacks of opportunity. You may teleport to any square within 10 feet plus 5 feet per level (to a maximum of 110 feet at 20th level). You may only use this invocation once per round. You may not take a 5-foot step during a round where you have used this ability, nor may you use this ability in a round where you have taken a 5-foot step.

Major

Baleful Pattern: Major, 5th [Evocation; Mind-Effecting]. This invocation throws up a scintillating pattern of bright colors that scars the eyes of any who look upon it. You create a wall of swirling colors within Close range up to 30 feet long and 10 feet high. This wall does not prevent movement or block attacks or line of effect, but it does block line of sight. The wall can be shaped as you desire, but must be made of a contiguous line of 5-foot squares. Every creature that begins its turn within 30 feet of the wall or moves to within 30 feet of the wall must make a will save or be randomly afflicted with one or more conditions. If a creature fails its will save, roll a d6 to determine the wall's effect. A creature must be able to see the wall for it to have any effect. In addition to the other effects, the wall radiates dim light to a distance of 15 feet. You are immune to the wall's effects. The wall vanishes after one round/level.

- 1: Blinded for 1 round/level
- 2: Confused for 1 round/level
- 3: Sickened for 1 round/level
- 4: Nauseated for 1 round/level
- 5: Dazed for 1 round
- 6: Roll twice, ignoring a result of 6.

Fell

Infectious Laughter: Fell, 7th [Enchantment; Compulsion, Mind-Effecting]. With this foul invocation you spread maniacal laughter through the enemy ranks, setting off a chain reaction that may incapacitate an entire opposing force. This invocation afflicts a target as the spell Hideous Laughter, except for the differences described here. First, the creature's second saving throw on the creature's next turn is a full-round action that provokes attacks of opportunity. Second, each round that a creature suffers this effect, you may designate an enemy within 30 feet of them to be effected as well. This subject then makes a Will save to resist the effect. If multiple creatures are affected, you may designate multiple additional targets, but no creature can be targeted more than once per round (For example: You target a warrior with this ability and he fails his saving throw. On his next turn, as he is attempting his next saving throw, you may target a creature within 30 feet of him to be affected as well. On that creature's next turn, if both of these creatures are still being affected, you may target two additional creatures, as long as both are within 30 feet of your victims, but you couldn't target the same one twice). If a creature saves against this Invocation, they cannot be affected by it again for 24 hours.

INFERNAL PACT

The powers of Hell are great indeed, and many a mortal has been tempted by their lure before. Devils are well known for the eagerness with which they trade in mortal souls, granting wealth, glory, and power in life in exchange for eternal servitude in Hell's army. The Infernal Warlock is one such bargainer, commanding the fires of hell and beguiling mortals into his service, but sooner or later his debt will come due.

Alignment: Lawful Evil

Eldritch Blast: The Infernal Warlock's Eldritch Blast is a ray of searing Hellfire. The Warlock's Eldritch Blast deals d6 fire damage, but half of the damage comes from unholy power and is not subject to fire resistance or immunity.

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Dark Resistance: The Infernal Warlock's DR is overcome by Silver weapons; at level 12 this becomes Silver and Good. He gains resistance to Fire.

Dark Ascension: At level 20, the Warlock becomes an Outsider with the Devil, Lawful, and Evil subtypes.

Initial Invocation: Eyes of Hell: Lesser, 2nd. Invoking the infernal power of your pact, your eyes turn to orbs of glittering gold and grant you the sight of a Devil. You can see perfectly in darkness and supernatural darkness to a distance of 30 feet. This invocation is a permanent, supernatural ability. You may suppress or resume it as a free action. Due to the obvious, glittering change in your eyes, while it is active you receive a -2 penalty on diplomacy and bluff checks with Non-evil creatures.

PACT INVOCATIONS

Lesser

Beguiling Smile: Lesser, 1st. This invocation allows you to bewitch others with a touch and a smile. You gain a +3 bonus on Bluff and Diplomacy checks. Against a creature that is (or could be) attracted to your species and gender, these bonuses double to +6. Unlike most invocations, this is a Supernatural, rather than Spell-Like ability, and is a passive, permanent effect.

Kiss of Temptation: Lesser, 2nd [Enchantment; Emotion, Mind-Effecting] This invocation requires only a swift action to activate. With a touch, you cause a creature to become infatuated with you. This functions like the spell Charm Person, except for the differences noted here. The creature's feelings for you go beyond simple friendship and it yearns to please you; you receive a +2 bonus on the opposed Charisma check to convince it to do something it wouldn't ordinarily do. Unlike Charm Person, this invocation has no effect on a creature currently being threatened or attacked by you or your allies. The target is entitled to a will save to resist; if they are (or could be) sexually attracted to you, they take a -2 penalty on this save. You may only have one creature charmed in this fashion at a time; if you charm a second you lose your hold on the first.

Major

Hellcat Form: Major, 5th [Transmutation; Polymorph, Evil]. This invocation bestows the ability to assume the form of a Hellcat. The Warlock becomes large, and if his speed is lower than 40 feet, it becomes 40 feet (he loses all movement speeds besides basic land speed in this form). This form grants him a +4 bonus to his Strength and Dexterity, a +2 bonus to his Constitution, and grants him a natural armor bonus of 6. He loses the benefit of any worn armor and magic items, with the exception of amulets and rings. He gains the natural attacks of a Hellcat (a Bite for 1d8 and two claws for 1d6), as well as the Hellcat's Rake ability (2 claws, 1d6+Str) and Pounce. He also gains natural invisibility in bright light and partial concealment in normal light. In dim light he has no concealment,





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and in darkness his flickering glow limits him to partial concealment unless it is supernaturally dark. This form grants him a +4 racial modifier to stealth and perception checks. This form lasts as long as the Warlock wishes, but if he is reduced to 0 hit points in Hellcat form he automatically returns to his normal form (this may kill him from the reduced constitution) and he cannot enter hellcat form for 24 hours. Finally, a Warlock cannot use his invocations in Hellcat form (with the exception of Eyes of Hell, Cursed Slumber, Brimstone Fissure, and Mark of the Legion), but he can use his Eldritch Blast; for the purpose of his eldritch blast, he is considered to have his Fetish in hand as long as it was on his person when he transformed.

Fell

Mark of the Legion: Fell, 6th [Enchantment; Compulsion, Mind-Effecting, Evil]. This invocation brands a target with an infernal mark, binding them to your service. When you use this invocation and touch a creature, that target must make a will save or be permanently dominated by you, as the spell Dominate Person. As long as a person is dominated by this ability, an infernal sigil unique to you appears somewhere on their flesh; it can be concealed by normal means, but a detect evil or detect law spell will outline it through any mundane concealment to the caster of that spell. A person so dominated does not receive an additional saving throw when made to do things against its nature. In addition, they can be made to carry out self-destructive orders, even outright suicide, with an opposed charisma check. If this check fails, they are entitled to another saving throw with a +4 bonus. You may only have one creature dominated in this fashion at a time; if you use this invocation on another creature, you lose your hold over the first. This effect can be removed by remove curse (only if their caster level is higher than yours), break enchantment, limited wish, wish, and miracle. When the effect ends, in any way, the mark fades.

NECROTIC

The undead are a plague, their very existence a mockery of life and an endless threat to the living. Yet not all who draw breath despise these creatures. Indeed, there are those who seek to command them, while still others idolize and respect them. Liches, Vampires, ancient Ghosts; any manner of intelligent undead may grow powerful enough to forge a pact with an aspiring Warlock. These foul mages command powers so black that the light itself flees from their presence.

Alignment: Neutral Evil

Eldritch Blast: A Necrotic Warlock's Eldritch Blast deals d4 negative energy damage. This means it damages living flesh but heals the undead.

Dark Resistance: A Necrotic Warlock gains DR/Bludgeoning and resistance to cold.

Dark Ascension: At 20th level the warlock's type changes to Undead.

Initial Invocation: Dead Air: Lesser, 2nd.

Undead you create (through class abilities, scrolls, or magic items) are bolstered as though they were created in the area of a Desecrate spell as long as they remain within 30 feet of you (+1 on attack rolls, damage rolls, and saving throws, +1 hp per HD). Beginning at level 12, they are bolstered as though created within the area of a Desecrate spell centered on an unholy altar (+2 to attack rolls, damage rolls, and saving throws, +2 hp per HD). This is a constant, supernatural ability. A consecrate spell cast on you dispels this effect (as dispel magic targeting the desecrate effect) for a number of rounds equal to the caster's caster level. This invocation creates a noticeable area of "Dead Air" around you; the air is stale and reeks of death, small plants wither and wilt in the area. While this invocation is active, you suffer a -5 penalty to Stealth checks in grassy or verdant areas, and a -4 penalty on diplomacy checks with nonevil creatures. You may suppress or resume this invocation as a free action; this is a constant, supernatural ability.

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PACT INVOCATIONS

Lesser

Deathly Surge: Lesser, 3rd. You channel a wave of negative energy to bolster your minions or harm your foes. This invocation functions as the Channel Negative Energy class feature of a Cleric half your warlock level (Minimum 1). When you use this ability, it heals undead and harms the living at the same time (you may exclude yourself from either effect, as appropriate). You may only use this invocation once per round. This is a supernatural ability.

Damned March: Lesser, 3rd [Necromancy, Evil]. With this invocation you quicken the corpses of the deceased, bringing forth an unholy legion of undead. This invocation acts as the spell Animate Dead, with the following changes: you can't create more HD of undead than your Warlock level with a single casting of Damned March. As a Spell-Like Ability, Damned March lacks a material component. Unlike most invocations, you may only cast Damned March once per day, plus one more time per day for every 5 levels of Warlock (to a maximum of 5/Day at 20th level).

Major

Enslave the Dead: Major, 5th [Necromancy]. You can enslave the undead with your dark power. All undead within 30 feet receive a will save to resist the effect. This functions as the command undead feat, except as noted here. You may control any number of undead in this way, so long as their total HD does not exceed your Warlock level. As per the command undead feat, undead controlled in this way do not count against the number of undead you may command through animate dead, including the damned march invocation.

Fell

Form of the Foul: Fell, 6th [Transmutation; Polymorph]. This invocation allows you to take on the form of an undead abomination. This ability functions like Undead Anatomy III. This invocation lasts for a number of rounds equal to your level.

STAR PACT

Beyond this world, beyond the outer planes, beyond the homes of the very gods themselves, there are stars. Beautiful, enigmatic, and ever distant, there are those who view the stars as a wonder of nature, a beautiful tapestry in the night sky. The Star Warlock knows this to be untrue. Every star is an eye, each one attached to an unknowable horror, a monstrosity so terrible that its visage would drive even a god to madness. The question then is which entity is more dangerous: the abomination beyond the stars, or the man twisted enough to seek it out and bargain with it?

Alignment: Chaotic Neutral

Eldritch Blast: The Warlock's Eldritch Blast evokes the utter cold of the furthest reaches of space. It deals d8 cold damage and treats cold resistance as being 50% lower (rounded up). Creatures with cold immunity are instead affected as if they had cold resistance 20 (this is not lowered further by the previous ability).

Dark Resistance: The warlock gains DR/Slashing. At level 10 this becomes Lawful and Slashing. He gains resistance to cold.

Dark Ascension: At 20th level the Warlock's type changes to Aberration.

Starting Invocation: Foul Whispers: The star warlock has seen things that have shattered his mind, opening it to vile things that whisper secrets mortals were never meant to hear. The Star Warlock treats all knowledge skills as class skills and gains a bonus on all knowledge skill checks equal to his Charisma modifier. In addition, he may make knowledge skill checks untrained, but if he does so, he may not add his intelligence modifier to the roll (he still gains the bonus equal to his Charisma modifier). He also gains a bonus on Initiative and perception checks equal to half his Charisma modifier (minimum +1). However, the terrible secrets hounding his mind weaken it also, giving the warlock a -1 penalty on Will saves. This is a passive, supernatural ability.



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PACT INVOCATIONS

Lesser

Black Curse of Hastur: Lesser, 2nd [Necromancy; Curse, Evil, Chaotic]. Invoking the King in Yellow, you place a wasting curse upon your foe that saps their strength and will to fight. A target within 30 feet must make a will save or be affected for a number of rounds equal to your Charisma modifier. Each round that a creature is affected, they take 1d2 points of damage at the beginning of their turn (no save). A creature that takes damage from this effect must make a fortitude save or be sickened until the beginning of their next turn. A creature that succeeds on its Will save cannot be affected again for 24 hours. Beginning at 7th level, the Black Curse of Hastur can instead be cast as a slower, viler doom. If the target fails its initial will save, its chest is marked with the dreaded Yellow Sign; a twisted, yellow mark formed of pus-filled, swollen flesh. Each day at sunrise, the victim must make a will save or be stricken with 1d2 points of Charisma drain and 1 Constitution drain as their body cavities begin to fill with pus, rotting and festering within them; their flesh breaks out in hideous pustules and foul whispers begin to assail their mind, slowly eroding their psyche. This curse can be removed by remove curse and similar effects; in addition it may be removed by the warlock with a touch. An elder sign, worn about the neck, will halt the curse's progression while it is worn, but if removed, the curse immediately effects the target for each day missed (i.e. if an elder sign worn for three days is removed, the victim must make 3 will saves, each to resist 1d2 Charisma drain and 1 Constitution drain). A creature that makes its initial will save against either form of the curse cannot be affected by either version for 24 hours. Finally, any creature that makes contact with the pus from a victim of the Yellow Sign must make a fortitude save or be afflicted with the curse themselves; the sign appears at the next sunset, affecting them at sunrise.

Eyes of the Void: Lesser, 3rd. The warlock's eyes become eternal, black pits dotted with stars, windows to the infinite emptiness of space. The warlock gains Darkvision to a range of 30 feet (if he has Darkvision

from another source, its range increases by 15 feet). As a standard action, the Warlock may direct his gaze at a target within 30 feet, forcing them to make a Reflex save to avoid catching his gaze. A creature that fails this save catches a fleeting glimpse of the formless horror that serves as the warlock's patron; the shock dazes that creature for one round. Once a creature fails its save against this ability, it cannot be affected for 24 hours. This invocation is a constant, Supernatural ability. The warlock may suppress or resume this ability as a free action.

Major

Vile Curse of Nyarlathotep: Major, 4th [Evocation; Curse, Evil, Chaotic]. This invocation draws a horrible curse upon your foe, turning the tide of fate against them. For a number of rounds equal to your Charisma modifier, your target receives a -1 penalty on all attack rolls, damage rolls, skill checks, and ability checks, as well as a -1 penalty on all saving throws. In addition, any time he rolls a d20 you may force him to roll twice and take the worst result (you may invoke this effect once per curse, this does not require an action). Once a creature saves against this effect he cannot be affected by it again for 24 hours. You cannot cast this invocation on a creature that is already under its effects. This invocation has a range of Close.

Fell

Dread Curse of Azathoth: Fell, 8th [Necromancy; Curse, Evil, Chaotic]. With this potent curse you invite ruin upon your enemy. Your target is entitled to a Will save to negate the effect. For a number of rounds equal to your Charisma modifier, any time the victim takes variable damage from any source, he takes an additional two points of damage per die (For example, if they take damage from a flaming greatsword, you would add 6 to the damage dealt, +4 for the greatsword's 2d6, and +2 for the flaming property's 1d6). This damage is added after all multipliers and modifiers (this means it is effectively multiplied on a critical hit, as the increased number

The Warlock



of dice rolled will increase this damage). This curse does not stack with itself. Each time a creature fails a save against this curse, it gains a cumulative +1 bonus against each successive save against it in the next 24 hours.

SHADOW PACT

Only children fear the dark. There's no reason for it; it's just darkness, it can't hurt anyone. The Shadow Warlock knows this is untrue. He knows there are things that go bump in the night, things that lurk at the edge of the light. He has met them. He has parleyed with them. He has sold his soul to them. Twisting shadows occupy the empty space where his soul once lay; darkness slowly consumes what remains of his humanity. While all warlocks command powers of darkness, the Shadow Warlock wields magic black as a moonless midnight, tapping into the primal plane of shadows with his dark invocations.

Alignment: Neutral Evil

Special: A Shadow Warlock gains Darkvision to a range of 30 feet when he gains his first level of Warlock. If he already has Darkvision, its range increases by 10 feet.

Eldritch Blast: The Shadow Warlock channels his arcane power into a ray of churning, roiling shadows (This is untyped spell damage, using d4's). While the warlock is in dim light, he gains a +1 bonus on attack rolls with his Eldritch Blast. In darkness or supernatural darkness this increases to +2. While the warlock is in normal light he receives a -1 penalty on attack rolls with his Eldritch Blast; this increases to -2 in bright light or while within the radius of a spell with the [light] descriptor.

Dark Resistance: The warlock gains DR/Silver. At level 10 this becomes Good and Silver. The Warlock gains resistance to Cold.

Dark Ascension: At 20th level the Warlock becomes an Outsider with the Evil subtype.

Initial Invocation: *Curtain of Midnight* – Lesser, 2nd [Evocation; Darkness]. With this invocation, the warlock radiates an aura of darkness. This invocation

functions as the spell Darkness, except the Warlock may only target himself with this ability.

PACT INVOCATIONS

Lesser

Shadow Step – Lesser, 3rd [Conjuration; Teleportation, Darkness]. The Warlock embraces the darkness, vanishing into the shadows and emerging a short distance away. This invocation functions as dimension door, except as noted here. The Warlock can only transport himself and up to 50 pounds of equipment. The Warlock must be in an area of dim light or darkness to use this ability and he must teleport to another area of dim light or darkness within range. Finally, the range of this ability is reduced to 10 feet, plus five feet per level, to a maximum of 110 feet at 20th level.

Grasp of Shadows – Lesser, 2 [Conjuration; Creation, Darkness]. With a dark incantation, you summon a gigantic hand of smoky, black shadows to grab your opponent and drag them away. A large sized shadow hand appears adjacent to a creature of your choice within 60 feet and makes a Grapple Check against the target (This does not provoke an attack of opportunity). The hand has AC 18, Hardness 5, and 10 HP/Level. It has a BAB Equal to your Warlock Level, a strength modifier equal to your Charisma modifier +2, and a +1 size bonus to CMB. If it successfully grapples your target, it drags them five feet in the direction of your choosing (Including up), plus 5 feet/two levels (maximum of 30 feet at level 10). If the hand drags your opponent into a harmful square (such as over a spiked pit or a lake of fire) they get an immediate check to escape the grapple with a +2 bonus when they are adjacent to the first harmful square (The hand can attempt to drag a target straight up into the air; it gets a check to escape the grapple as soon as it is 5 feet off of the ground, unless it can fly). The hand vanishes at the beginning of your next turn, when the hand fails to initiate or maintain a grapple, or when the creature successfully escapes the grapple. In dim light, the hand gains a +1 bonus on grapple



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checks, in darkness or supernatural darkness this increases to +2. In normal light, it takes a -1 penalty on grapple checks; this increases to -2 in bright light and -3 in the radius of a spell with the [light] descriptor.

Major

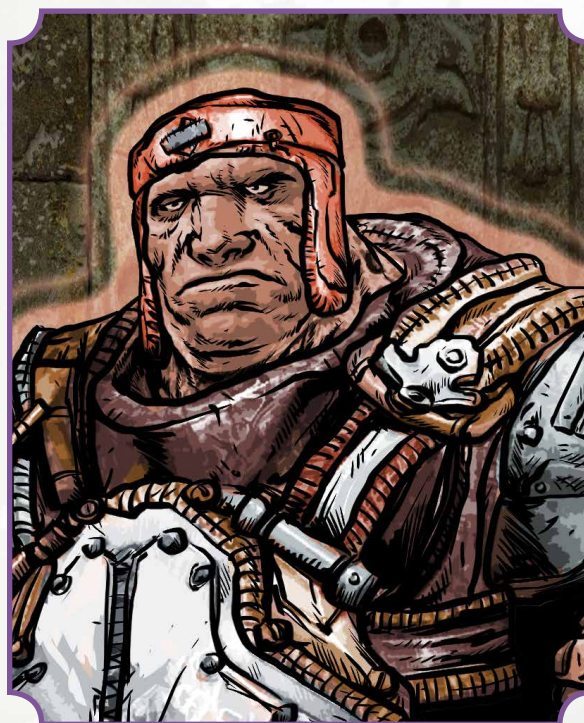
Eyes of Midnight – Major, 4th. The Warlock's eyes become inky and black, inverting his ability to perceive light. He treats bright light as darkness, normal light as dim light, dim light as normal light, and darkness and supernatural darkness as bright light. This only affects the warlock's sight, not other effects that rely on light conditions, such as the Warlock's Eldritch Blast. This invocation is a passive, supernatural ability; the warlock may activate or suppress it as a swift action.

Mauthe Hound – Major, 5th [Transmutation; Polymorph, Shadow, Evil]. This invocation blends the warlock's form into shadow, sculpting him into a hound of darkness. The Warlock transforms into a Shadow Mastiff. This form grants the Warlock a +4 bonus to Strength and a +2 bonus to Dexterity and Constitution. The warlock gains a bite attack as a primary natural attack (1d8 plus trip), and a tail slap as a secondary natural attack (1d6). The Warlock also gains the Shadow Mastiff's Bay ability (when he howls or barks, all creatures except evil outsiders within 300 feet must succeed on a Will save or be panicked for 1d4 rounds. A creature that saves cannot be affected by the same Shadow Mastiff's Bay for 24 hours – this is a mind-affecting, sonic fear effect). If the Warlock's base land speed is less than 50, his speed increases to 50 (he loses all other movement speeds in this form). The Warlock also gains the Shadow Mastiff's Shadow Blend ability (in any condition of illumination other than full daylight, the mastiff vanishes into the shadows, granting it concealment. Artificial illumination, including magical light, doesn't negate this ability, but daylight does. The mastiff may suspend or resume this ability as a free action). Finally, the warlock gains a +2 racial bonus on Stealth and Perception checks. This form lasts as

long as the Warlock wishes, but if he is reduced to 0 hit points in Mastiff form he automatically returns to his normal form (this may kill him from the reduced constitution) and he cannot enter mastiff form for 24 hours. Finally, a Warlock cannot use his Invocations in this form, with the exception of; Eyes of Midnight, Shadow Step, Grasp of Shadows, Dark Journey, Breath of Midnight, and Curtain of Midnight. He may also use his Eldritch Blast in mastiff form, but he may not apply any Metablast Feats that change its damage type.

Fell

Foul Midnight – Fell, 8th [Conjuration; Darkness]. With this mighty invocation, the warlock assaults his foes with a terrible darkness that saps their will to fight. This functions as darkness, except as noted here. The area of effect is increased to a 30 foot radius and the light level within is reduced by two steps rather than one. In addition, any creature (except you) in the area of effect (or beginning its turn within the area of effect) must make a Will save or be nauseated for one round.



The Warlock



TEMPORAL PACT

All that is must one day end. Though we live every day in denial of this cruel fact of nature, there are those who face it... and reject it. The temporal warlock forges a pact with creatures that lurk within the folds and wrinkles of time, the angular spaces beyond the curved space-time we know as our own reality. These are the horrors that nightmares dream of, the visions that haunt mad gods; through their power, the warlock gains mastery over time itself, slowing, halting, and even reversing its flow, all in the name of immortality.

Alignment: Chaotic Neutral

Eldritch Blast: The Temporal Warlock scourges his foes with the sands of time, ravaging their body with rapid aging. This is d8 untyped spell damage, though it is subject to damage resistance and hardness, but not any sort of energy resistance; in addition, any creature killed by this effect ages rapidly into dust, leaving their equipment behind but preventing resurrection by any means that requires an intact corpse. Finally, this eldritch blast deals an additional 1d8 points of damage to constructs.

Dark Resistance: The warlock gains DR/Magic. At 10th level this becomes DR/Lawful and Magic. Rather than gain elemental resistance, the Temporal Warlock gains a +3 bonus on saving throws against magical or mundane effects that would cause the warlock to become Entangled, Slowed, or Paralyzed. At level 9 these bonuses increase to +4, and again to +5 at level 17. At level 20 he becomes immune to such effects entirely.

Dark Ascension: At 20th level, the Warlock becomes an Outsider with the Chaotic subtype.

Initial Invocation: Tricking Sands – Lesser, 2nd. The Temporal Warlock has glimpsed the angular time-space of an unknowable universe, and through this he has garnered a greater understanding of his own timestream. He adds his Charisma modifier to his Initiative checks in addition to his Dexterity modifier, and may always act in the surprise round. This is a constant, supernatural ability, rather than an at-will spell-like ability.

PACT INVOCATIONS

Lesser

Choke the Sands – Lesser, 2nd. The warlock warps space and time to improve his own speed and reaction time. While this invocation is active, the Warlock receives a +2 Insight bonus to his Reflex saves and Armor Class, and increases all of his movement speeds by 10 feet. Any effect that would deny the warlock his Dexterity bonus to his armor class removes these bonuses. While this effect is active, the Warlock may burn it out as an immediate action upon being hit with an attack, failing a reflex save, or rolling initiative. If he does so, he may reroll the failed save or initiative roll with a +5 bonus or force his opponent to reroll the attack roll with a -5 penalty (The second result must be taken, even if it is worse). If the Warlock burns out the invocation in this manner, all of its effects end immediately and it cannot be used again for 24 hours. This is a constant, supernatural ability.

Circular Time – Lesser, 3rd. [Evocation] With this invocation, the Warlock traps a target in a stable time loop, forcing it to repeat past actions. The warlock selects a target within 30 feet, who must make a Will save to resist its effects. If the target fails its will save, it must spend its next turn performing the same actions it did last turn (for example, if it performed a melee attack on its last turn, it must perform a melee attack with the same weapon against the same target on its next turn). If the subject is unable to perform the requisite action, it does so to the best of its ability (in the above example, if the subject has lost the weapon it used and the creature it would be forced to attack has teleported away, it must use another melee weapon or its natural weapons/unarmed attacks, and move to melee attack the nearest living creature other than itself; likewise if a wizard cast Fireball, and is the subject of this spell, but does not have another Fireball prepared, it must cast another 3rd level spell or the next highest level spell, targeting as many of the same creatures as possible). No creature can be the target of this ability more than twice in a 24 hour period.



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Major

Ravages of Time – Major, 5th. [Transmutation]
The Warlock assails his enemy with the sands of time, ripping away their youth and crippling their body with age. A target within 30 feet must succeed on a will save or receive a -4 penalty to its Strength, Dexterity, and Constitution. A creature that fails this save is dazed for one round. This has no effect on creatures who are Immortal. This effect lasts for one hour. Regardless of the result of its save, no creature can be the target of this ability more than once in a 24 hour period.

Fell

Gateway of Tindalos – Fell, 9th. [Conjuration; Teleportation] The Warlock leaps through the angles of time, appearing anywhere he pleases by exploiting the folded nature of space/time. This functions as the spell Greater Teleport, with the following changes. The Warlock can only transport himself and up to 50 pounds of equipment; no other creatures can accompany him. The warlock must be adjacent to an angle of 90 degrees or less when he teleports, and he must emerge from a similar point (the corner of a room, the wall of a building, etc.). Because he must emerge at a proper angle, the Warlock can only teleport to a location if he has an accurate mental image of it; i.e. he is currently scrying it, can see it, or has been there himself.



The Warlock



INVOCATIONS

Whereas each pact has invocations unique to its warlocks, there are many more Invocations available to choose from. The Invocations listed below may be selected by any Warlock, regardless of Pact.

Invocations are presented in a unified format:

Name: The Invocation's Name.

Grade: the Invocation's Grade; this may be either Lesser, Major, or Fell.

Descriptors: In the case of Invocations that are Spell-Like Abilities, each contains its schools and descriptors, listed after the ESL.

Effective Spell Level: The Effective Spell Level (ESL) of the Invocation, listed after the grade.

Description: A description of the Invocation's effects.

Example:

Name – Grade, ESL [School; Descriptor, Descriptor]. Description of Invocation.

LESSER INVOCATIONS:

Breath of Midnight – Lesser, 3rd [Conjuration; Creation, Darkness]. The Warlock exhales a cloud of roiling, black vapor that clings to those who pass through it, obscuring their vision even after they leave. This invocation functions as *fog cloud*, except as noted here. When a creature enters the cloud, the vapors within cling to them, obscuring their sight even after they've left the cloud. When a creature moves out of the cloud, they must make a reflex save to prevent the vapors from clinging to them. On a failed save, the creature treats all creatures as if they had concealment for 1d6 rounds.

Chaos Field – Lesser, 2nd [Abjuration; Chaotic]. The warlock cloaks himself in a shroud of Chaos, protecting himself from ranged attacks, improving his maneuverability, and making himself harder to track. This invocation functions as *Entropic Shield*, except as noted here. While this invocation is active, the DC to track the warlock by any means increases by 5. In addition, if the warlock possesses any Invocations that

allow him to teleport, he may add five feet to the range of that invocation as long as this invocation is active.

Cursed Slumber – Lesser, 3rd [Enchantment; Mind-Effecting, Pain, Evil]. This invocation forces a foe to fall into a deep slumber wracked with terrible nightmares. A target within 30 feet makes a Will save; if the save fails, the target falls asleep for a number of rounds equal to the Warlock's Charisma modifier plus one. Each round that the creature sleeps, it takes an amount of nonlethal damage equal to the Warlock's Charisma modifier. The creature will not awaken from light or sound, but can be awoken with a standard action. Any damage (other than the nonlethal damage caused by this invocation) will awaken the sleeper immediately. A creature cannot be successfully affected by this Invocation more than once in a 24 hour period.

Devouring Darkness – Lesser, 3rd [Evocation; Darkness]. This invocation calls down a storm of wrathful shadows, cloaking an area in a dark vortex of gnashing teeth. Using this invocation causes an object or square within Close range to radiate a 20 foot radius of darkness, causing the light level to drop one step; from bright light to normal light, from normal light to dim light, from dim light to darkness, and from darkness to supernatural darkness. If the light level is reduced to darkness or supernatural darkness, the shadows fill with jagged teeth and claws that tear at flesh while the darkness roils and churns. Any creature (Except you) who enters this area of darkness or begins their turn in an effected square takes 1d6 points of damage (no save), and must make a fortitude save or be nauseated for one round. This darkness remains for one round per level.

Dragon's Breath – Lesser, 3rd [Evocation; Fire, Cold, Electricity, or Acid]. You exhale a swirling vortex of energy, obliterating your foes with elemental fury. When you use this invocation, choose Fire, Cold, Electricity, or Acid. This invocation creates a 15 foot cone of energy that deals damage of the chosen



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type equal to 1d4/two levels of warlock (Reflex save halves). If you have chosen the dragon or elemental pact, this invocation always deals the same type of damage as your eldritch blast, but it deals 1d8/two levels of warlock instead (reflex save halves).

Eye of Acamar – Lesser, 3rd [Conjuration; Calling, Cold]. Calling out to the Chaotic forces in the outer void, you draw the attention of a distant star-god, turning its baleful gaze upon an opponent. When you use this invocation, choose a creature within 60 feet. That creature immediately takes 1d6 cold damage (no save) as a column of chill, blue light surrounds them from above. Each round that the light persists, at the beginning of their turn, this creature must make a fortitude save or take a cumulative -1 penalty on all skill checks, attack rolls, and damage rolls. This penalty stacks up to a maximum of your Charisma modifier, and lasts for a number of rounds equal to your charisma modifier plus one. The light persists for a number of rounds equal to your Charisma modifier. The old one's gaze pierces solid matter as well as time and space, and so this invocation can be used indoors. No creature can be the target of this ability more than once in a 24 hour period, and only one creature can be effected at a time.

Gaze of Wrath – Lesser, 3rd [Enchantment; Mind-Effecting, Fear]. Your glare carries the wrath and pride of a majestic dragon, a mighty devil, or the fathomless power of your seething, arcane soul. This invocation lasts a number of rounds equal to your Charisma modifier +1 (minimum 2). As a standard action, you may direct your gaze at a foe within 30 feet, forcing them to make two will saves. If they fail one will save, they are shaken for 1d6 rounds. If they fail both, they are instead frightened for one round. If a creature makes either save, it cannot be affected by this invocation for 24 hours.

Grip of Terror – Lesser, 3rd [Conjuration; Creation, Shadow]. This invocation creates a swarm of small, shadowy hands that grip your target,

holding them in place. Treat this as a grapple attempt with a CMB equal to your Warlock level + your Charisma modifier. Each round, you may make a single check to maintain the grapple as a move action. If this check is successful, you may perform one of the following actions:

Move: You may move your target five feet in the direction of your choosing.

Damage: You may deal damage to the target equal to your Charisma modifier as the hands claw and squeeze and wring your foe.

You may not pin or tie up your foe with this grapple. For the purpose of escaping the grapple, the spell's CMD is equal to 10 plus your Warlock level plus your Charisma modifier. Damage to individual hands does not affect the invocation or the grapple, but if the target is in an area affected by an area effect that deals at least 2 damage per warlock level, the hands are destroyed and the grapple is ended. If the grapple ends at any time, the invocation ends and the hands vanish. You may maintain a grapple in this way for a number of rounds equal to your Charisma modifier.

Maelstrom Stride – Lesser, 2nd [Conjuration; Teleportation, Creation]. You conjure a vortex of arcane energy that whisks you to safety and assaults those around you. When you use this Invocation, adjacent creatures take 1d6 points of damage per every 2 levels of warlock (Minimum 1d6), plus your Charisma modifier (Reflex save halves) and you teleport to another square within 5 feet, + 5 feet per Warlock level (to a maximum of 105 feet at level 20). You must have line of effect to your destination.

Path of Shadows – Lesser, 3rd [Illusion; Shadow]. Fast movements cause your form to shift into blurry, indistinct shadows. Whenever you move at least 15 feet, you gain concealment until the beginning of your next turn. You may suppress or resume this ability as a swift action. This is a passive, Supernatural ability, rather than a spell-like ability.

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Pixie Dance – Lesser, 3rd [Enchantment; Compulsion, Mind-Effecting]. You curse the subject with a brief, but irresistible urge to dance. The target of this ability must succeed on a will save or be compelled to dance and caper for one round, taking no other actions. They take a -4 penalty to their armor class, a -10 penalty on reflex saves, and lose any AC bonus from a held shield. Their dancing provokes attacks of opportunity on their turn. A creature cannot be affected by this ability more than once in a 24-hour period, whether their save is successful or not.

Pixie Dust – Lesser, 3rd [Enchantment; Mind-Effecting, Charm, Sleep, Compulsion]. You bring your hand to your mouth and blow a small cloud of dust into your opponent's face, striking them with a detrimental effect of your choice. A target within five feet must make a Fortitude save or be struck with one of the three following effects, your choice:

Sleep: the creature falls asleep, as the spell sleep, except it has no HD limit.

Charm: the creature is charmed, as charm monster.

Confusion: the creature is affected as the spell confusion

A creature that saves cannot be affected by your Pixie Dust for 24 hours.

Shadow Twin – Lesser, 3rd [Illusion; Shadow] With this invocation, your shadow rises from the ground, incorporeal and indistinct, mirroring your movements with only a moment's delay. This mimicked movement is distracting and disorienting, providing you with a +1 bonus to melee attack rolls, Feint checks, and Armor class (only against melee attacks). In addition, as long as you are adjacent to an opponent, they are denied their dexterity modifier to their armor class against the first melee attack you make against them each round. This invocation lasts a number of rounds equal to your charisma modifier.

Spinal Tap – Lesser, 3rd [Enchantment; Pain, Evil] This invocation sends a shock through your

target, psychically stimulating pain receptors throughout their spinal cord to cause them excruciating pain. A single target within 60 feet must make a Fortitude save or be knocked prone and dazed for one round, suffering nonlethal damage equal to your Charisma modifier (minimum 1). On a successful save, the target is staggered for one round and suffers a single point of nonlethal damage. This invocation has no effect on creatures that are immune to nonlethal damage, lack a nervous system, or are immune to critical hits. No creature can be the target of this invocation more than once in a 24 hour period.

Springheel – Lesser, 2nd [Transmutation] This invocation grants you unparalleled leaping ability, giving you a +10 bonus on Acrobatics checks made to jump for a number of rounds equal to twice your Charisma modifier. In addition, during this time you can jump up to 20 feet (vertically or horizontally, in any combination) as a move action that doesn't provoke attacks of opportunity (you must still make an acrobatics check to do this). Finally, during the duration of this Invocation, Acrobatics is treated as a class skill, and you gain a number of bonus ranks in the skill equal to your Charisma modifier (as long as your total ranks in the skill do not exceed your hit die).

Voice of Spirits – Lesser, 3rd [Necromancy, Language-Dependent]. This invocation allows you to speak with the spirits of the deceased, conjuring them forth to answer your questions. This functions as *Speak with Dead*, with the following exceptions. You do not need an intact corpse, but you must have at least part of the deceased's body; a drop of blood, a hand, something. This invocation has no specific duration; rather it lasts until you choose to end your conversation, go two minutes without asking any questions, or ask a number of questions equal to your Charisma modifier. Once a creature has been the subject of this invocation, it cannot be the target of it again for 30 days; regular castings of *Speak with Dead* will fail on the subject if used within one week of this invocation.



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Vomit Swarm – Lesser, 2 [Conjuration; Summoning]. You invoke the dark powers to spew forth a vile swarm of vermin. This invocation functions as the spell *vomit swarm*. You may not use this invocation more than three times in a 24-hour period.

Warlock's Black Hand – Lesser, 3rd [Conjuration; Creation, Shadow]. This Invocation conjures a spectral hand of roiling, black shadows. The hand is incorporeal, has improved evasion, your save bonuses, and an AC of 22 plus your Charisma modifier. This black hand can make incorporeal touch attacks with an attack bonus equal to your Warlock level plus your Charisma modifier. The hand's incorporeal touch causes flesh to split apart at the seams as though bursting from within; the hand deals 1d3 points of negative energy damage on a touch attack. You may direct this hand each turn to make a single touch attack against an enemy within 30 feet of you. The hand floats back to your side after delivering this attack, hovering in a square adjacent to you. Directing the hand to attack is a free action. You may have up to two hands manifested at once; each remains for one minute per level (You may manifest both hands with a single full-round action). The hands add +1 to damage rolls on attacks made in dim light or darkness, but take a -1 penalty on damage and attack rolls made in normal or bright light. Alternately, this invocation can be used to emulate the spell mage hand.

MAJOR INVOCATIONS

Brimstone Fissure – Major, 6th [Evocation; Creation, Fire, Evil]. This invocation opens a portal to hell in the form of a gaping maw in the earth that spews noxious vapors and emits intolerable heat. The fissure is only a few inches wide, but spreads across three contiguous 5-foot squares within Close range of you. Creatures that are in these squares when the fissure appears takes 1d6 Fire damage/two levels as it erupts in a jet of flame (Reflex save halves). In addition, the fissure spews a cloud of thick, choking

smoke; treat this as a *stinking cloud*, centered on the center square of the rift, except creatures within the cloud take 1d6 fire damage per round (no save).

Cloak of Shadows – Major, 6th [Transmutation; Polymorph, Shadow]. This invocation transforms you into a roiling cloud of shadowy vapors. You become an incorporeal, vaguely humanoid cloud of black vapor for one minute/level. You cannot move through solid objects, though you are gaseous and can pour yourself through any opening, no matter how small (openings less than one inch wide require you to squeeze through at 5 feet per round, unless there are many such apertures, like a mesh screen). While in this form, you cannot manifest any spell-like abilities that target another creature (this includes Invocations and Eldritch Blast), with the exception of Warlock's Black Hand. You gain a Fly speed equal to twice your base land speed (Perfect maneuverability) and lose your land speed. Your shadowy form grants you partial concealment in addition to the benefits of being Incorporeal. Finally, in this form, you may choose to radiate darkness, as the spell, except it has a radius of 10 feet and lowers the light level by 2 steps rather than one. All of your gear is subsumed into your body in this form and provides no benefit (with the exception of armor or shields with the ghost touch property; these do not appear on your person but still grant their normal benefits).

Dark Odyssey – Major, 5th [Conjuration; Shadow, Creation, Evil]. With this invocation, your opponent's shadow widens and a dark hand rises up from below and drags them down into a nightmare realm of darkness. Moments later, a black hole opens in the air and your foe is hurled to the earth below. When you use this invocation, you designate a creature within 60 feet. A dark pool of shadows gathers beneath their feet and a black, shadowy hand rises from within. That creature must make a reflex save or be grabbed and dragged into the portal, which immediately closes behind them. The creature is locked away in an extra-dimensional space until the

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beginning of your next turn, that creature cannot take any actions during this time. At the beginning of your next turn, a black hole opens 30 feet above the space that creature previously occupied and drops the creature to the ground, causing that creature to take falling damage as normal. In addition, the creature is assailed with horrific visions in the other world; when it leaves the portal, it must make a Will save or be shaken for 1d4 rounds. At the beginning of your turn, when the portal would open, you may elect to sustain this ability for another round by spending a move action. This delays the portal's opening until the beginning of your next turn. You may do this as many times as you wish, but each round after the creature would have been released normally, that creature is entitled to a Will save as a full-round action on its turn (this is an exception to the previous rule that they can take no actions); if this save is successful, the creature is released as normal. If the target is in dim light or darkness, the DC of this ability is increased by one. If the target is in normal light, the DC is reduced by one; in bright light it is reduced by 2.

Hostile Teleportation – Major, 4th [Conjuration; Teleportation]. This invocation turns a Warlock's foes into idle puppets, his to toss to and fro as he sees fit. The warlock selects a target within Close range and teleports them to any square he desires within Close range of the Warlock. The target gets a Will save to negate this effect; if the square teleported to would be harmful (a fall from the sky, a lake of lava) they get a +4 bonus on this save. A creature can be teleported into a square occupied by an object or creature. If teleported into a creature's square, the two are painfully shunted apart by a rending of space, dealing 5d6 damage to both creatures (A reflex save from the creature already in that square halves the damage). If a creature is teleported into an object of their size or smaller, the object and the teleported creature take 5d6 damage, as though the target were teleported into another creature (a creature cannot be teleported into an object more than one size category smaller than it). If a creature is teleported into an object larger than

it, that creature is trapped inside of the object. Each round it may make a Will save as a full-round action to escape, which causes the creature to be shunted out of the object and take 5d6 damage. The creature has no air while trapped and will suffocate if it doesn't escape quickly. A creature trapped inside an object is automatically shunted out after one round per level. (In case it needs to be said, teleporting a creature into another creature or object is considered a harmful teleport, granting them a +4 bonus on the initial Will saving throw).

King's Castle – Major, 4th [Conjuration; Teleportation]. This invocation is invaluable to the warlock who finds himself in a dangerous spot, trapped in melee with allies too far to lend aid. When this invocation is used, the Warlock switches places with a willing ally within 120 feet. That ally may make a free melee attack at his full BAB against an enemy within reach after he switches with the warlock.

On Dark Wings – Major, 5th [Transmutation; Polymorph]. This invocation allows you to sprout wings, colored by the magic of your pact, and fly through the air. You grow wings and gain a fly speed of 40 feet with good maneuverability. This invocation is a passive, supernatural ability. You may suppress or resume it as a standard action.

Unholy Luck – Major, 4th [Enchantment; Compulsion, mind-affecting]. This invocation bestows a powerful blessing upon you for one round per level. While this ability is active, you gain a bonus on all saving throws equal to your Charisma modifier. In addition, once per casting, you may reroll any one d20 roll and take the more beneficial of the two rolls. Once you use this reroll, you cannot use this invocation again for 24 hours and its effects end immediately after the roll is resolved.

Wall of Chaos – Major, 5th [Evocation; Chaotic, Fire, Acid, Cold, Electricity, Sonic, Force]. Invoking the power of Chaos, you give rise to a wall of swirling,



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shifting energy. This functions as *wall of fire*, except each round that the wall persists, its energy type changes randomly. At the start of your turn, roll 1d6 and consult the following list.

Wall of Chaos Effects

d6 Result

- | | |
|---|--------------------|
| 1 | Fire damage |
| 2 | Acid damage |
| 3 | Cold damage |
| 4 | Electricity damage |
| 5 | Sonic damage |
| 6 | Force damage |

You may use Wall of Chaos once every 1d10 rounds.



Warlock's Wall – Major, 5th [Evocation; Fire, Evil]. The dark powers within your soul give form to a wall of churning, black flames. This functions as *Wall of Fire*, except as noted here. The damage dealt is half Fire, half Negative Energy damage. A *Warlock's Wall* lasts for one minute/level. You may use this Invocation once every 1d10 rounds.

FELL INVOCATIONS

Apocalypse Swarm – Fell, 8th [Conjuration; Summoning]. You call upon the dark powers to unleash a buzzing doom upon your foes. You summon a number of insect swarms equal to your Charisma modifier, as the spell *Insect Plague* except as noted here. You may not use this invocation more than once in a four hour period.

Awaken the Primal Soul – Fell, 8th [Conjuration; Fire, Acid, Cold, Electricity, Air, Water, Earth]. You bring forth an elemental spirit from the surrounding environment to serve you. This invocation summons an Elemental with a number of HD equal to your Warlock level minus two. This creature serves you loyally, obeying your mental commands, until slain. In order to conjure a particular kind of elemental, the element in question must be present (you can't summon an air elemental underwater or an earth elemental in the sky, for example). If you have chosen the dragon pact, you instead conjure an elemental from the energy of your eldritch blast. The elemental you call must be of the same type as your blast damage, and it receives a bonus on attack and damage rolls equal to half your Charisma modifier (Minimum +1). If you have chosen the Fey pact, your elemental has HD equal to your Warlock level. If you chose the Elemental pact, you may only conjure an elemental of your Pact Element; however its attacks deal an additional 2d6 points of damage (of the appropriate element) and treat resistance as being 50% lower (immunity is instead treated as Resistance 20, not lowered by the previous ability). You may use this invocation

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once every 8 hours; however you may have only one elemental serving you at a time. If you attempt to use this invocation while you already have an elemental conjured from it, the attempt fails.

Consume Spells – Fell, 7th. [Abjuration]. This invocation functions as a targeted greater dispel magic affecting a creature within Close range. If you successfully dispel one or more spell effects affecting your target, you gain temporary hit points equal to 5 x the total spell levels dispelled (for example, dispelling *mage armor* and *stoneskin* would grant 25 temporary hit points; 5 for *mage armor* and 20 for *Stoneskin*). Temporary hit points from multiple instances of this ability do not stack.

Mind Wrench – Fell, 9th [Enchantment; Mind-Affecting, Pain, Evil]. You invoke a psychic assault of unparalleled power and utterly violate your victim's mind in search of secrets. The target makes three will saves. If any one of these saves fails, the target is sickened for 1d4 rounds. If any two of these saves fail, the target is instead dazed for 1d3 rounds. If all three of these saves fail, your target is dazed for a number of rounds equal to your Charisma modifier and they take 1 point of wisdom drain for every 3 levels of Warlock you possess (to a maximum of 6 at 18th level). In addition, if your target fails any of these saves, you may force it to answer a single question to the best of its knowledge. You do not need to verbally address your question, nor does your opponent tell you the answer; the magic violently tears the information from their psyche. Whether the saves are successful or not, no creature can be the target of this ability more than once in a 24-hour period. You may only use this Invocation once/hour.

Terrible Beauty – Fell, 8th [Transmutation; Polymorph, Curse]. You cloak yourself in a potent glamour, making yourself so beautiful that those who look upon you may be struck blind. All creatures within 30 feet of you must make a Will save or be permanently blinded. You may designate a number of creatures

equal to your Charisma modifier to be unaffected. A creature who saves against this effect cannot be affected by your Terrible Beauty for 24 hours.

Warlock's Journey – Fell, 9th [Conjuration; Teleportation]. You rend a portal in space through the power of your arcane will, transposing yourself across dimensions. This invocation functions as the spells *Teleport* and *Plane Shift*. Upon selecting this Invocation, you also constantly gain the effects of *Planar Adaptation*, and may share this effect with allies within 30 feet of you. This *Planar Adaptation* effect only grants resistance to a single element at a time, and you may change the element as a swift action. This portion of the ability has no effect on your native plane.





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Metablast Feats

The following pages contain a list of new feats called Metablast Feats. Metablast Feats may only be selected by a character with at least two levels of Warlock, or a character who can use an eldritch blast equivalent to that of a 2nd level Warlock (1d6). Warlocks gain Metablast feats as bonus feats at 3rd level and every 3 levels after that. All Metablast Feats are presented in a unified format:

Name: The feat's Name

Prerequisites: Prerequisites, if any (the base requirement of all Metablast Feats, that the character must be a 2nd level Warlock, is not listed in this section, as it has been stated above).

Cost: Applying a Metablast feat to your Eldritch Blast requires you to pay a certain cost. Typically, this cost is paid in Eldritch Blast dice, reducing the overall damage of Eldritch Blast to empower it with some additional effect. In this case the cost is simply shown as -xd6 or -x/die (-4d6 would mean four dice would be removed from the damage roll, while -4/die would mean 4 points of damage would be removed per die rolled). Some exceptionally powerful Metablast Feats may have other costs, such as ability damage or hit points. Note: when a Metablast feat takes away a certain amount of damage per die rolled, it cannot reduce the damage from any one die below 1 (In other words it will never reduce the Eldritch Blast below its minimum damage. For example: you fire a 3d6 eldritch blast with Arcane Lance, costing -1/die. You roll a result of 4, which would total to one plus your charisma modifier. Because the minimum damage of your Eldritch Blast is 3+Cha, the damage is not reduced below this total). If the cost of a Metablast Feat would reduce your Eldritch Blast to 0d6, you cannot use that Metablast Feat; nor can you use a Metablast feat that would bring the total penalty to -6/die (you may use up to -5/die, however; this effectively means your blast will only do minimum damage). As a final reminder, the DC of any saving

throw against the effects of an Eldritch Blast is equal to 10 + the blast's effective spell level + the Warlock's Charisma modifier. You may apply multiple Metablast Feats to a single blast, as long as you can pay the cost.

Flavor Text: A line or two describing in-game effects of the feat.

Description: A description of the feat's mechanical effects.

EXAMPLE METABLAST FEAT

Prerequisite: The feat's Prerequisites

Cost: 1d6

A line or two describing the feat's In-Game effects. This is usually just fluff, you don't have to read it.

Description: A description of the feat's mechanical effects. What the feat does; read this part.

ARCANE LANCE

Cost: -1/die

Through your dark power, you command your Eldritch Blast to reach further than it normally can, though in doing so you weaken it considerably.

An Arcane Lance has a range of 200 feet, as opposed to 60. When combined with other Metablast feats that alter the shape of your blast, it instead doubles their range or area (Burst Blast becomes a 60-foot burst, Eldritch Cone becomes a 40-foot Cone, Detonating Blast is a 40 foot sphere targeting a location within 80 feet of you, Black Chain can target creatures within 60 feet of each target, and Arcane Ray becomes a 120 foot Line).

ARCANE RAY

Prerequisites: Arcane Lance

Cost: -2/die

Your eldritch blast is a wide beam of destruction, churning through everything in its path.

Your Eldritch Blast is unleashed as a 60 foot line, dealing damage to all affected creatures (reflex save halves).

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BANEFUL BLAST

Cost: None

Your hatred for a particular race colors your dark magic, making your eldritch blast more potent against the subjects of your wrath.

When you gain this feat, select a creature type (and subtype, if applicable) as per a ranger's favored enemy. Whenever you use Eldritch Blast against a creature of the chosen type/subtype, you gain a +2 bonus on the attack roll and deal an additional 2d6 points of damage. These additional dice cannot be spent to power additional Metablast Feats. You cannot change the creature type selected when this feat is gained, but you can select this feat multiple times, choosing a different creature type each time (its effects do not stack in case of overlap). However your Eldritch Blast deals reduced damage to other creatures; creatures of a type you have not selected with this feat take 1d6 less damage from your Eldritch Blast.

BANSHEE BLAST

Cost: -2d6

You open your mouth wide, unleashing your eldritch power as a scream of fury.

Your Eldritch Blast deals sonic damage. In addition, affected targets must make a fortitude save or be deafened for 1d6 rounds. Crystalline creatures or objects within ten feet of you or your target automatically take 1d6 plus your charisma modifier in damage.

BLACK CHAIN

Cost: -1d6 and -1/die OR -5 hp + 2hp/Target

With a wrathful shout you evoke a blast of arcane energy that slams into your opponent, shocking them with your magical might. As it strikes, the bolt forks, leaping off to strike another foe. You can chain your Eldritch Blast to additional targets beyond the first, one additional target plus one for every 5 caster levels (for a maximum of 5 additional targets, or 6 total targets, at 20th level). When you hit a target with a Black Chain, you may direct your Eldritch Blast to another target within 30 feet of that

creature. No creature can be hit more than once with the same black chain.

BURST BLAST

Prerequisites: Arcane Lance

Cost: -1d6

Clapping your hands together, you flood the area around you with a torrent of arcane power.

Your eldritch blast affects the area around you in a 30 foot burst. Creatures in the area of effect are entitled to a Reflex save to halve the damage.

CHILL BLAST

Cost: -1d6

You chill the chaotic energy surging through your soul, freezing your opponent to the bone.

Your eldritch blast deals Cold damage. In addition your opponent must make a fortitude save or be staggered for 2 rounds.

CLOYING BLAST

Cost: -1d6

Your eldritch blast carries roiling, black shadows along to your target. These shadows cling to your target's eyes, blinding them. A creature struck by a Cloying Blast must make a Fortitude save or be blinded for one round.

COGNITIVE BLAST

Cost: -2d6

Your blast assails the target's mind, stripping their faculties.

A psionic creature struck with a Cognitive Blast must make a Will save or lose 2d6 Power Points. If you have a power point pool, you gain the power points lost in this way, up to your maximum. A Psionic creature who has no remaining power points and is struck by this blast must make a Fortitude save or be sickened for 1d3 rounds.



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CORROSIVE BLAST

Cost: -1d6

Rather than a surge of arcane power, you conjure a bolt of terrible acid that rots your opponent's flesh.

Your eldritch blast deals Acid damage. Because this is conjured acid, not a ray of energy, it ignores spell resistance. In addition, your opponent must make a reflex save each round after being struck or take 2d4 points of acid damage. This effect lasts for a number of rounds equal to your charisma modifier; multiple instances do not stack, but do reset the duration.

CRIPPLING BLAST

Cost: -2d6

Your blast eats away at the target's flesh, weakening their form.

Whenever you strike a target with a Crippling blast, they must make a Fortitude save or take a -4 penalty to your choice of strength, constitution, or dexterity for a number of minutes equal to your charisma modifier.

CRUSHING BLAST

Cost: -1/die

You shape your arcane energy into a dense sphere. It explodes on contact, crushing your target with concussive force.

Your Eldritch Blast deals full damage to objects, even though ranged attacks normally deal half damage to objects.

DARK CHARIOT

Cost: -1d6

Dispersing your essence into raw, chaotic energy, you allow yourself to be carried along the path of your blast, reforming as the energy is released.

This Metablast feat may only be applied to an Eldritch Blast that takes a cone, line, or sphere shape. When you use your blast, you may teleport yourself to any square within the area of effect; you must choose the square when you fire your blast, and that square must be unoccupied. You are not damaged by your blast when you arrive in the area of effect.

DETONATING BLAST

Cost: -1d6

Targeting a distant spot, you direct your eldritch energies to detonate in a powerful vortex of arcane might.

A Detonating blast is a 20-foot sphere targeting a location within forty feet of you (Reflex save halves).

ELDRITCH CONE

Prerequisites: Arcane Lance

Cost: -1d6

With a shout, you unleash a wave of eldritch power, like a tsunami of arcane magic.

Your eldritch blast affects the area in front of you in the form of a 20-foot cone. Creatures in the area of effect are entitled to a Reflex save to halve the damage.

FELL STRIKE

Cost: None

You channel Eldritch power into your weapon, unleashing it as you strike your foe.

Whenever you perform a melee weapon attack, you may imbue your weapon with your eldritch blast as a swift action. You must declare the use of this feat before rolling your attack. If your attack is successful, you deal your Eldritch Blast damage in addition to normal weapon damage.

SCORCHING BLAST

Cost: -1d6

The arcane might in your soul is a raging inferno. With a word, you unleash your inner fire.

Your eldritch blast deals Fire damage. In addition your opponent must make a fortitude save or be fatigued for one minute as the heat saps their strength. This cannot make a fatigued character exhausted.

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SHADOW BLAST

Cost: -1d6

Your blast carries shadowy vapors that cling to your foes, hindering their vision.

A creature struck by a Shadow Blast must make a Fortitude save or treat all creatures as if they had concealment for 1d4 rounds.

SHOCKING BLAST

Cost: -1d6

Power surges through your soul. Releasing that power has debilitating effects on your foes.

Your eldritch blast deals Electricity damage. In addition your opponent must make a will save or be dazed for one round.

VIOLENT BLAST

Cost: -2/die

Your blast slams into your foe with hurricane force, sending them reeling

A creature struck by a Violent Blast must make a Fortitude save or be pushed in a straight line directly away from the Warlock. On a failed save, the creature is pushed 5 feet for every 5 points of damage dealt by the blast (minimum 5 feet). This movement provokes attacks of opportunity.

WITHERING BLAST

Prerequisites: Level 12

Cost: All (your Eldritch Blast deals no damage when you use this Metablast Feat; this is an exception to the rule preventing you from using a Metablast Feat that reduces you to zero or fewer dice. You cannot use other Metablast feats in conjunction with Withering Blast).

Rather than scarring flesh, your blast sears the very soul of your targets, ripping away their vital essence.

The target of a Withering Blast receives 1d2 negative levels. These levels never risk becoming permanent, as they fade on their own after twenty-four hours.

A creature struck by a Withering Blast may make a fortitude save to negate the effect.

New Feats

EXTRA INVOCATION

As you grow in power, the dark forces bestow additional gifts upon you.

Prerequisite: Invocations class feature, Warlock

Special: You may select this feat an additional time at 7th level and again at 16th.

Description: You gain a new Invocation known.

IMPROVED POTENT BLAST

The power you unleash with but a flick of your hand makes even the mightiest wizard blanch in fear.

Prerequisite: Potent Blast, Eldritch Blast class feature, level 12, Warlock

Description: Your Eldritch Blast deals an additional 1d6 points of damage.

POTENT BLAST

With a profane gesture, your foes are assailed with a blast of energy, bearing all the force of a crashing wave.

Prerequisite: Eldritch Blast class feature, Warlock

Description: Your eldritch Blast deals an additional 1d6 points of damage.





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Warlock Archetypes

Warlocks are strange and mysterious folk, who bargain their souls with chaotic powers for incredible might of their own, and this bargain may take many forms. While most warlocks seek magical might, there are some who walk a different path, honing their martial might and augmenting it with the power of Chaos. Oathblade seal their pact with a blade, forged with a shard of their own soul, which they use as the focus for their dark powers. The most fearsome of Oathblades have bargained their souls to the demons of the abyss, turning their souls into potent, magical amulets that allow them to greatly enhance their unholy might.



OATHBLADE (WARLOCK ARCHETYPE)

Not all warlocks are content to hurl their dark powers from afar; some prefer to wade into the thick of their foes, darkling blades flashing with eldritch power, their forms flickering with shadowy flames that scorch the souls of their foes. Sworn to chaos, these nightmares are engines of destruction, who live only to bring death and pain to the battlefield.

Class Features: The following are the class features of the Oathblade

Weapon and Armor Proficiency: The Oathblade is proficient in all simple and martial weapons, as well as light and medium armor and shields, but not tower shields.

Hit Dice: The Oathblade has d8 Hit Dice. This replaces the base Warlock's HD.

Base Attack Bonus: The Oathblade has 3/4th's BAB, as a cleric. This changes the base Warlock's BAB.

Fell Strike: The Oathblade gains Fell Strike as a bonus feat at 1st level.

Pact Blade (Su): The Oathblade begins play with a special weapon that acts as a physical symbol of the dark pact he has made. The Oathblade selects a single melee weapon (such as a longsword, greatsword, or whip) to serve as his Oathblade. If he does not have proficiency in its use, he gains it as a bonus feat. The Oathblade begins with this weapon at no cost; it is of masterwork quality and made from ordinary materials (Wood, Iron, etc.). As long as the Oathblade is wielding his Pact Blade, he manifests his Eldritch Blast as if he was one level higher and gains a +1 bonus on attack and damage rolls. At 5th level, and every 5 levels thereafter, the bonus on attack and damage rolls increases by +1 (to a maximum of +5 at 20th level). This replaces, and otherwise functions as, the Warlock's Fetish class feature.

Alternately, if the Warlock selects the Abyssal pact (A special option available only to Oathblade Warlocks; below), he may instead choose to infuse a special gem with a portion of his soul. This *Soul Gem* is an otherwise ordinary gemstone worth 50 gp in value, which the warlock starts with at no additional cost.

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This gem must be worn around the neck as an amulet or held in one hand to channel his *Eldritch Blast* at one level higher. It may be enchanted as an *Amulet of Mighty fists* as though the warlock had the appropriate feats, so long as he meets the level requirements for those feats. As long as the warlock is wearing his *soul gem*, he receives a +1 bonus on attack and damage rolls. At 5th level, and every 5 levels thereafter, the bonus on attack and damage rolls increases by +1 (to a maximum of +5 at 20th level).

Eldritch Blast (Sp): Whenever the Oathblade uses Eldritch Blast as a ranged attack, it deals d3's of damage instead of d6's. Whenever he channels Eldritch Blast through his weapon through the use of the Fell Strike feat, it deals d8's of damage. This modifies and otherwise functions as Eldritch Blast.

Diminished Invocations: The Oathblade receives fewer Invocations than a normal Warlock, as noted on the table below:

Oathblade Invocations	
Level	Invocations Known
1	1
2	1
3	1
4	1
5	2
6	2
7	2
8	3
9	3
10	3
11	4
12	4
13	4
14	5
15	5
16	5
17	6
18	6
19	6
20	7

ABYSSAL PACT

Just as the legions of Hell seek mortal servitors, so too do the demons of the Abyss bargain their power to supplicants. Crazy cultists who wish to please their masters, arrogant acolytes seeking a shortcut to power, foolhardy heroes who think they can control evil and turn it against itself; the people who seek out Abyssal pacts are numerous and widely varied; but those who survive the process are rare indeed. Abyssal Warlocks are a force to be reckoned with, instilling great terror in their foes and taking perverse pleasure in bloodshed.

Alignment: Chaotic Evil

Eldritch Blast: The Abyssal Warlock's Eldritch Blast is a ray of screeching, black fire. It deals fire damage and a target struck by it must make a fortitude save or be shaken for one round.

Dark Resistance: the warlock's DR is overcome by Cold Iron; at 12th level this becomes Cold Iron and Good. He gains resistance to Acid.

Dark Ascension: At 20th level, the warlock becomes an Outsider with the (Evil) and (Chaos) subtypes.

Initial Invocation: *Claws of the Abyss:* Lesser, 2nd. With this invocation, you sprout a set of huge, fiendish claws. These claws are primary natural weapons that replace any similar natural weapons you may possess. These claw attacks deal damage as appropriate for a creature of your size, except they add your Charisma modifier to damage in place of your Strength modifier, and count as Magic weapons for the purpose of bypassing DR. At 7th level, they deal an additional 1d6 Acid damage and count as Chaotic and Evil weapons for the purpose of bypassing DR. At 14th level, they deal an additional 1d6 Acid damage (for a total of 2d6) and gain the Unholy special weapon property. This is a constant, supernatural ability. You may suppress or resume it as a swift action.



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PACT INVOCATIONS

Lesser

Demonskin: Lesser, 2nd. This invocation hardens your skin, causing you to sprout bony, rigid plates and short spines that help to deflect and absorb blows. You gain a +2 bonus to your natural armor, with an additional +1 for every 4 levels of warlock you possess (to a maximum of +7 at 20th level). This causes you to stand out as a fiendish creature, making it harder to blend in. While this invocation is active, you receive a -5 penalty on disguise checks to disguise yourself as anything other than a demon, and take a -5 penalty on diplomacy and bluff checks with non-evil creatures. This invocation is a passive, supernatural ability. You may suppress or resume it as a swift action.

Demonic Rage: Lesser, 2nd. With this invocation, you draw upon the fury of the abyss to enhance your fighting prowess, stirring you into a frenzy. While this invocation is active, you receive a +1 bonus on melee attack rolls and combat maneuver checks. This bonus increases by 1 for every 5 levels of warlock you possess (to a maximum of +5 at level 20). At level 10, this invocation also grants you a +2 bonus to your Constitution and a +1 bonus on all melee damage rolls. This Invocation lasts for a number of rounds equal to your Charisma modifier.

Major

Fiendish Mein: Major, 5th. With this invocation, your face takes on the twisted appearance of a creature of chaos and evil, terrifying lesser beings. All non-evil creatures within thirty feet of you must make a Will save or be frightened for 1d3 rounds. Any creature that successfully saves against this effect is immune for 24 hours.

Fell

Demonic Apotheosis: Fell, 9th. With this invocation, you temporarily transform into an engine of destruction, a terrible force of chaos that knows only cruelty and death. Your size increases by one category and you sprout wings, gaining a fly speed of 60 feet (good). Any creature beginning its turn within 30 feet of you

is automatically shaken for one round; creatures that are normally immune to fear receive a Will save at a +4 bonus to resist this effect. In addition, any creature that begins its turn within 20 feet of you is splashed with the vile acid dripping from your form, taking 2d6 points of acid damage (no save). Your DR increases by 2, and you receive a +5 bonus on all attack and damage rolls with natural weapons. This effect lasts for a number of rounds equal to half your Charisma modifier (minimum 1). Suffusing yourself, body and soul, with the essence of Chaos is incredibly draining, and not without its drawbacks. While in this state, you cannot discern friend from foe; each turn you may take no other action than to perform a full-attack on the nearest creature. If no creatures are within your reach, you must move towards and attempt to attack the nearest creature you can see. Once this invocation ends, you are exhausted for a number of rounds equal to your Charisma modifier. You may only use this invocation once per day.

PACTBOUND CRUSADER (WARLOCK ARCHETYPE)

Not all warlocks draw their power from chaos. Some seek out benevolent forces, celestial beings with powerful, divine sparks, and plead for their aid. These champions become vassals of a celestial power, invested with magical might that suffuses their very soul with limitless potential.

Class Features:

Alignment: A Pactbound Crusader must not be of Evil alignment.

Pact: A Pactbound Crusader must select the Celestial Pact (below, available only to Pactbound Crusaders).

Halo: A Pactbound Crusader, like all warlocks, bears a symbol of his bargain, a physical conduit for his power. In his case, that symbol is a halo. The crusader's halo is a simple, polished ring of silver or gold, which is large enough to sit comfortably atop the crusader's head, like a tiara or a crown. As a swift action, the Crusader can awaken his Halo, causing

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it to shed light like a sunrod and float an inch above his head. While his halo is awakened, he increases the DC of any invocations he manifests by 1, receives a +1 insight bonus to his armor class, and receives a +1 bonus on all saving throws and skill checks. These effects last for a number of rounds equal to his Charisma modifier. The bonuses offered by an awakened halo increase by 1 for every five levels of warlock (to a maximum of +5 at 20th level). A Pactbound Crusader may awaken his Halo in this way 1/day at 1st level, 2/day at 6th level, 3/day at 12th level, and 4/day at 18th level. This replaces and otherwise functions as a Warlock's Fetish; the Pactbound Crusader may enchant his Halo as a head-slot item.

Invocations: When choosing his invocations, the Pactbound Crusader may not select invocations with the [Evil] descriptor.

CELESTIAL PACT

In the name of righteousness, some mortals seek out powerful forces of good, hoping to be invested with a fraction of their power to champion the cause of good in the world. These mortals are forever changed, their souls touched with a strange blend of Arcane and Divine magic.

Alignment: Lawful, Neutral, or Chaotic Good (chosen at 1st level, cannot be changed later).

Eldritch Blast: A Pactbound Crusader's Eldritch Blast is a ray of holy light, a beam of positive energy that can stitch wounds and sear the flesh of the wicked. When targeting a living creature, the Pactbound Crusader can choose to heal or to harm. When used to heal, the Pactbound Crusader rolls d8's instead of d6's, and heals the target for the amount rolled on a successful hit. When used to harm, the Pactbound Crusader rolls d3's instead of d6's. When used on an undead creature, the Eldritch Blast deals d8's of damage, and cannot be used to heal. A Pactbound Crusader's eldritch blast has no effect on constructs or other non-living creatures that aren't undead.

Dark Resistance: A Pactbound Crusader gains DR/Bludgeoning. At 10th level, this becomes DR/Evil and Bludgeoning. He gains Resistance to Fire.

Dark Ascension: At 20th level, the Pactbound Crusader becomes an Outsider with the subtypes matching his Pact Alignment.

Initial Invocation: *Through Heaven's Eyes* – Lesser, 2nd. With the forging of his pact, the Crusader receives the first of his holy invocations, a permanent, passive ability that allows him to sense the presence of his enemies. This is a supernatural effect, which you may resume or suppress as a swift action. While this invocation is active, the crusader's eyes are covered with a thin, milky sheen, as though he was blinded by cataracts, though it does not actually hamper his vision. While this invocation is active, the Crusader constantly benefits from the one-round effects of Detect Evil in a 20-foot radius around himself (That is, he is instantly aware of the presence or absence of Evil Auras within 20 feet of him, though not their location or strength). He may study an area or object, as normal, to glean more information as appropriate for the spell emulated. In addition, the Crusader may spend a full-round action concentrating to increase the range of this effect by thirty feet, plus an additional five feet per level. He must continue spending full-round actions each round to maintain this increased range, but this allows him to scan much larger areas, even entire buildings, at once.

PACT INVOCATIONS

Lesser

Celestial Ward: Lesser, 3rd. With this invocation, the Crusader's eldritch blast not only mends flesh, but blesses its recipients with a shield, a holy ward against further harm. Whenever the Crusader's Eldritch Blast heals hit point damage, he may use this invocation as an immediate action to grant all creatures healed by it a number of temporary hit points equal to half the amount of hit points they regained. He may use this invocation a number of times per day equal to his Charisma modifier +2; however, in the event he



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targets more than one creature, each creature counts as a single use of this ability. If he has enough uses to affect every target of the blast, then he must do so; if he doesn't have enough uses remaining, then he affects the closest targets first.

Heavenly Embrace: Lesser, 2nd. With this invocation, you wrap an ally in a protective ward of magical energy, shielding them from harm. An ally within 30 feet of you gains a +1 Sacred bonus to his or her AC for as long as he or she remains within 30 feet of you. This bonus increases by 1 for every five levels of warlock you possess (to a maximum of +5 at level 20). You may only affect one creature with this ability at a time; you may change the recipient of this ability, suppress it completely, or resume it as a Swift action. This is a passive, supernatural ability.

Major

Brand of Heaven: Major, 5th. With this invocation, you lay your hand upon a target, searing your handprint into their flesh. This requires a melee touch attack which deals 1d6 points of Fire damage. Once a creature has been subjected to this ability, the mark is permanent; it can only be removed through the effect of a Break Enchantment, Wish, or Miracle spell cast by a wizard or cleric with a caster level that is higher than your warlock level when you used this invocation. Alternately, you may remove the mark from a victim with a touch, or by casting it on another target when you are already at your maximum marks. You may have a number of creatures marked at any one time equal to your Charisma modifier (minimum 1); if you mark additional creatures, the oldest mark fades first. While a creature bears your holy mark, it suffers a -2 penalty to attack and damage rolls against you and all creatures of good alignment, as well as a -2 penalty to its armor class and saving throws against the attacks, spell-like, and supernatural abilities of you and good-aligned creatures. In addition, when you place a mark on a creature, you may specify a single behavior, using no more than seven words. Should the creature perform the specified behavior, they must make a Will Save or take 1d6 damage per warlock

level you had when you cast the mark. This cannot prevent a creature from defending itself (for example, if you forbid the creature from harming good-aligned creatures, but a good aligned creature attacks your victim first, it will not take damage for defending itself).

Fell

Angelic Ascension: Fell, 9th. With this invocation, you take on a celestial form, becoming a font of positive energy and a bane to evil creatures. When you use this invocation, you sprout a pair of shimmering wings, gaining a fly speed of 60 ft. (perfect). If you already have a fly speed (such as from the On Dark Wings invocation), your fly speed instead increases by 20 feet, and your maneuverability becomes Perfect. You gain DR 5/- and all allies within 30 feet of you gain DR 2/-; this stacks with any existing DR you or your allies have. You and allies within 30 feet of you gain Fast Healing 5, and any time you or an ally within 30 feet of you is healed for a variable number of hit points, add 1 to the amount healed per die. Attacks against evil creatures within 30 feet of you receive a +2 sacred bonus to the attack and damage rolls; in the case of a critical hit, this increases to a +5 to the critical confirmation roll. Finally, all creatures within 30 feet of you (including yourself) receive a +2 bonus to their Armor Class and Saving throws against the attacks, spell-like and supernatural abilities, and spells of Evil creatures or with the [Evil] descriptor. While you are in this form, you may not use any invocations except for your Celestial Pact invocations; however, you may still use your Eldritch Blast. This invocation lasts for a number of rounds equal to your Charisma modifier; once it ends, you are fatigued for the same number of rounds. You cannot use this invocation while you are fatigued.

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Other Archetypes

ELDRITCH SCHOLAR (WIZARD ARCHETYPE)

There exist beings within this world of incredible power, creatures whose very beings are comprised of the raw, swirling energies of wild, primal magic. These forces sometimes seek out mortal champions, investing them with a piece of their power; but not all who seek this power are comfortable with binding themselves so completely to these beings. Some seek a more moderate approach, studying these arcane forces and learning to emulate them in their own way.

CLASS FEATURES

Diminished Spellcasting: An Eldritch Scholar receives one fewer spell per day of each level he can cast. If this reduces his spells per day of that level to zero, he may only prepare the bonus spells of that level granted by his Intelligence modifier.

Invocations: An Eldritch Scholar gains the ability to use a small number of Invocations as he grows in power. He casts these Invocations as a Warlock of his level, but he gains none of the other effects of that class (he does not select a pact, he does not gain an aura, etc.). He uses his Intelligence modifier, rather than Charisma, to determine the effects of his Invocations (DC, Duration, etc.).

At 1st level, the Eldritch Scholar gains the use of the Arcane Warding invocation, the initial invocation of the Arcane Pact.

At 5th level, he may choose one of the following Invocations: Unravel Spell, Ananel's Detonating Shield, Chaos Field, or Maelstrom Stride.

At 10th level, he may choose one of the following Invocations: Ananel's Whirling Blades, Hostile Teleportation, King's Castle, or Wall of Chaos.

At 15th level, he may choose one of the following

Invocations: Ananel's Emergency Warding, Awaken the Primal Soul, Consume Spells, or Warlock's Journey.

This replaces Scribe Scroll and the bonus feats gained at 5th, 10th, and 15th level.

Eldritch Blast: At 1st level, the Eldritch Scholar gains the ability to use the Eldritch Blast of a Warlock of his level plus one. He gains the Eldritch Blast of the Arcane Pact, and he may modify it as normal with Metablast feats. He may use this Eldritch Blast a number of times per day equal to 1+his Int modifier. This replaces Arcane School.

WILD SOUL (DRUID ARCHETYPE)

Some druids go a step beyond simply protecting the wild places of the world. Some bind themselves to it, forging pacts with the chaotic fey that are so prevalent in the verdant realms they call home. These druids do not just protect nature, they become a part of it, manifesting strange powers unknown to most nature-mages.

CLASS FEATURES

Diminished Spellcasting: A Wild Soul receives one less spell per day of each level he can cast. If this reduces his spells per day of a particular level to zero, he only receives the spells per day of that level granted by a high Wisdom score.

Invocations: A Wild Soul gains the use of a number of Invocations as he grows in power. He casts these Invocations as a Warlock of his level, though he gains none of a Warlock's other class features or effects. He uses his Wisdom modifier to determine the effects of his invocations, rather than his Charisma.

At 1st level, he gains the Eyes of Faerie invocation, the initial invocation of the Fey pact.

At 6th level, he may select one of the following Invocations: Befuddling Glance, Faerie Step, Pixie Dance, Chaos Field, Pixie Dust, Primal Bolt, Elemental Ward, or Springheel.



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At 11th level, he may select one of the following Invocations: Cloak of Shadows, Primal Expedition, Wall of Chaos, or Baleful Pattern.

At 16th level, he may select one of the following Invocations: Infectious Laughter, Primal Flesh, Awaken the Primal Soul*, or Terrible Beauty.

This replaces Nature Sense, Venom Immunity, and the 6th and 8th level increases in uses of Wild Shape (until 20th level, the Druid will have two less daily uses of Wild Shape).

*If the druid selects this invocation, he chooses whether he casts it as a Fey pact warlock or an Elemental pact warlock. Once this decision is made, it cannot be changed.

Fetish: The Wild Soul gains a fetish at 1st level, as a Warlock. In addition to its normal effects, while the Fetish is in hand, the Wild Soul can use it to manifest an Eldritch Blast as a Warlock of his level minus three (therefore, he cannot use his Eldritch Blast until he is at least 5th level). He uses the Eldritch Blast of a Fey pact Warlock or an Elemental pact Warlock; this decision is made at 1st level, and once made it cannot be changed. This replaces Nature Bond.

New Items

BLAST FOCUS

Aura Moderate Evocation; **CL** 11

Slot Neck **Cost** 1,000 gp (Lesser), 3,000 gp (Greater), 7,000 gp (Major)

Description: A Blast Focus is an item designed to empower a Warlock's Eldritch Blast. Usually made of glass or crystal, a blast focus is worn around the neck, and its power is invoked as a swift action before the Warlock attacks with his Eldritch Blast. A Lesser Blast Focus can be used 1/day and provides a +1 bonus on the attack and damage roll for the Warlock's next Eldritch Blast made that round. A Greater Blast Focus can be used twice per day, adding +2 to the attack roll and +1d6 to the damage roll. Finally, a Major Blast Focus can be used 3/day, applying +3 bonus to hit and +2d6 to the damage roll.

Creation *Magic missile*, *Mage's Lucubration*, Creator must be at least a 1st level Warlock, CL 11



The Warlock



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THE
DREAD CODEX

Warlock

A darkling soul, sworn to chaos.

The lure of power is a siren call, singing to the downtrodden and oppressed, the outcast and the exiled. The dregs of society hunger for power; the power to destroy their oppressors, to take vengeance upon those who cast them out, and make a new, better place for themselves in the world. Yet those who have it are not immune to its wiles. Men of wealth and stature, already of great power, ever crave more. They seek the power to subjugate, to dominate and control beyond their wildest dreams. Others seek power for a nobler cause, looking to protect and heal the innocent and defenseless. Whatever the goal, the result is always the same when a man seeks to take a shortcut on the road to power. Dreadful entities seek mortal vessels to spread their agendas, and they offer incredible power in exchange for obedience, a price many mortals are all too willing to pay.

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