

# The Warlock



DESIGNED FOR USE WITH

**OLD-SCHOOL  
ESSENTIALS**

Timothy S. Brannan

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# Introduction

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I finally am able and am pleased to present you the companion piece to my **The Craft Wise – The Pagan Witch Tradition** book. Both that book and this one are designed to be used with Gavin Norman's *Old-School Essentials* RPG, and of course the games it was based on itself.

In *Craft* I focused more on the Pagan Witch. Though that is not the only sort of witch you could play with that. Here my attentions is on what could be considered by many as the antithesis of that archetype.

The Warlock is a designed to be a challenging character. One that stands in opposition to the witch and often the standard magic-using wizard. Here I want to present new challenging ideas. Instead of going with the typical warlock archetypes I wanted to do ones that instead only had the same "Basic" rules to use. What does that mean? No demons. No devils and no dark Lovecraftian gods.

Instead I have warlocks that gain power from the stars. From chaos. From death and what might be my new favorite, from Dragons.

I hope that players will enjoy them as well.

This book shares DNA with my other Warlock books, in particular my [Warlocks for Swords & Wizardry](#). While that book is designed for a different, but highly compatible game, the warlock pacts, lodges, invocations and spells are 100% compatible with this book. There is, by necessity, a little overlap in terms of invocations and spells, the pacts and lodges are new.

Timothy S. Brannan  
April 30, 2020  
*Beltane*  
*Walpurgis Night*



## The Warlock Class

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Warlocks are spell-casters that share many similarities with the Witch. Their relationship is much like that between the Magic-user and the Cleric, similar but different enough to make different classes. The Warlock is more of an arcane caster than the witch. The Witch can be considered something of a divine caster, much like a Cleric or Druid, with arcane practices. The Warlock also has arcane and divine practices as well. They learn from a Patron but record their spells and invocations in a Grimoire (q.v.). Together, the practices of Witches and Warlocks can be described as "Occult" or more accurately, "Witchcraft."

To the Warlock, a Patron is less someone deserving of worship because they are divine and more someone or something to be learned from because they are powerful. A Warlock sees their relationship with a deity, arch-fey, dragon, demon, or some unnamable entity from beyond the stars as one of teacher and student, or even one of quid pro quo. The Warlock acts as an intermediary in a world where the Patron may not have much in the way of physical power. To accomplish their ends, the Patron utilizes the Warlock and teaches him powerful magics.

Like a Witch, one does not simply decide to become a Warlock, but rather the path is something they feel born to. Also, like the Witch, the Warlock will feel some call toward learning magic.

Warlocks are often stereotyped as evil, though neutral is the most common, and very few are good. There are though enough evil Warlocks to keep the image alive. Warlocks serve lost gods, demons, devils, sometimes even dragons, the denizens of the Fae, or even abstract ideals made real by will alone; any powerful being that can teach it magic.

Contrary to popular belief, "Warlock" is not the masculine form of Witch. Witches, whether male or female, are referred to as Witches. Warlocks may be either female or male, although there are typically more female Warlocks than there are male Witches. Warlock is a word meaning "peace-breaker" or "oathbreaker" to a witch and considered to be a vulgar insult. Also, unless it is noted explicitly in the text, anything true for Witches is true for Warlocks.

While the stereotypical evil Warlock in league with foul creatures from the lower planes has its basis in some fact, there are more neutral Warlocks that are merely looking for the answers to various occult questions. There are even some good Warlocks that use their knowledge and power to fight the very creatures most often associated with them.

Warlocks and Witches naturally distrust each other, even when their goals and even Patrons are aligned. Of course, it's difficult to assume anything about Witches or Warlocks; both classes are self-serving in their way, and they will work together and even form powerful alliances when a mutual threat or goal presents itself.

## Warlock

**Requirements:** None

**Prime requisite:** Intelligence and Charisma, both 13+ (+5% experience bonus)

**Hit Dice:** 1d4

**Armor:** leather armor, no shields.

**Weapons:** dagger, sword, staff, sling, oil. Special cases: Sword

**Languages:** Alignment, Common, plus one additional due to pact

**Features at First Level:** Arcane Blast 1d6, Familiar, Invocations, Pact, Spellcasting



**Table 1: Warlock Progression by Level**

Level	XP	HD	THAC0	D	Saving Throws			
					W	P	B	S
1	0	1d4	19 [+0]	12	14	13	16	15
2	2,600	2d4	19 [+0]	12	14	13	16	15
3	5,200	3d4	19 [+0]	12	14	13	16	15
4	10,400	4d4	19 [+0]	12	14	13	16	15
5	20,800	5d4	19 [+0]	12	14	13	16	15
6	40,000	6d4	17 [+2]	10	12	11	14	13
7	80,000	7d4	17 [+2]	10	12	11	14	13
8	160,000	8d4	17 [+2]	10	12	11	14	13
9	320,000	9d4	17 [+2]	10	12	11	14	13
10	440,000	10d4	17 [+2]	10	12	11	14	13
11	560,000	10d4+1*	15 [+5]	8	10	9	12	11
12	680,000	10d4+2*	15 [+5]	8	10	9	12	11
13	800,000	10d4+3*	15 [+5]	8	10	9	12	11
14	920,000	10d4+4*	15 [+5]	8	10	9	12	11

\*Modifiers from CON no longer apply.

**D:** Death/Poison; **W:** Wands; **P:** Paralysis/Petrify; **B:** Breath Attacks; **S:** Spells/rods, staves

**Table 2: Warlock Invocations and Spells by Level**

Warlock Level	Invocations Known	Spells by Level				
		1	2	3	4	5
1	1	1				
2	2	2!				
3	2	2	1			
4	3	2	2!			
5	3	3	2	1		
6	4	3	2	2!		
7	4	3	3	2	1	
8	5	4	3	2	2!	
9	5	4	3	3	2	1
10	6	4	4	3	2	2!
11	6	5	4	3	3	2
12	7	5	4	4	3	2
13	7	5	5	4	3	3
14	8	6	5	4	4	3

! Warlock may add a Magic-user spell of this level.

## Regarding the Schism

At some time in the distant and unrecorded past, Witches and Warlocks were one and the same. Little is known or spoken of the schism, but this much is repeated. At some point, a group of Witches sought greater power from entities other than the Goddess and God of the Witches. For their betrayal, the remaining Witches branded their former members "Warlock," meaning "oath-breaker" or "betrayer." Warlocks, of course, deny this and claim that they left the narrow-path of Witchcraft to follow higher truths.

There is still quite a bit of antipathy between Witches and Warlocks. Most feel it is due to their different outlooks on magic or the constant mixing of the two in the minds of the common people. Though what most Witches and Warlocks will only begrudgingly admit, and rarely to anyone on the outside, is that Witches and Warlocks used to be one and the same. Warlocks betrayed the Witches for greater power, and the schism between them has only grown wider in the centuries since it happened.



Wizards typically view a Warlock as a dangerous dabbler in the arcane, as someone with neither the patience nor the skill to learn "proper" magic. Witches see Warlocks as betrayers of the teachings of the Patrons. Priests distrust and dislike them for their views on the divine as mere tools for personal gain. The Warlock cares little for the attitudes of others since he is focused on learning more magic and occult secrets.



## Warlock Class Abilities

**Arcane Blast:** At 1<sup>st</sup> level, a warlock can summon the energies granted to him by his pact and release it as a bolt of energy. The warlock may fire a bolt of energy at any single opponent within close range (25 feet + 5 feet/2 levels). Arcane blast is a ranged attack that does 1d6 points of damage at 1<sup>st</sup> level, and an additional 1d6 damage every four levels after (2d6 at 5<sup>th</sup>, 3d6 at 9<sup>th</sup>, to a maximum of 4d6 at 13<sup>th</sup>). This power is a spell-like attack and has the same limits as a spell in terms of saving throws and protection.

The Warlock can add his Charisma modifier to his normal roll to hit for this invocation, not Dexterity.



**Familiar:** The Warlock gains a familiar spirit. Like the Witch, this familiar guides the warlock, but unlike the Witch, the Warlock's familiar is a true spirit and not a spirit in animal guise. The spirit can manifest as an animal, a ball of light, a floating skull, or even as a voice attached to the Warlock's Grimoire. Since they lack physical form, they cannot attack, be attacked, or provide any physical benefit to the Warlock. Magic, spells, innovations, or weapons specifically designed to target familiars can affect these Warlock familiars. Damage directed at these also affects the warlock. In situations like these, the warlock needs to make two saving throws and always take the lesser roll.

**Invocations:** An invocation is a plea by the Warlock to his patron for power. This power comes without the need for study or preparation, but

they are not without cost. Invocations are spell-like powers. They often act as spells, and their effects can be detected by Detect Magic and likewise be dispelled by a Dispel Magic. The warlock merely needs to concentrate on activating their power. If an invocation has a prerequisite, then the warlock must meet that first.

All Warlocks start with the Arcane Blast Invocation (see above).

Invocations are detailed in **Invocations**.



**Pact:** The Warlock forges a Pact with a powerful being from another Realm. These beings can differ significantly, and all have their reasons for wanting to grant the Warlock power. Some may want mortal agents in this world. Others are looking for slaves. Yet others still may have reasons unclear to the Warlock, granting mortal power my please or amuse them. Players should work with their Referee on the nature of their Pact and what it means.

The Pacts presented here are:

**Chaos:** There is power in chaos, not just in evil, but the randomness of chance, entropy, and uncertainty. Chaos Warlocks are more than just chaotic spellcasters. They embody the principles of chaotic magic. They are not ones to simply follow random whims or desires. Nor do

they just “flip a coin” to figure out what must be done. They follow the winds of change and allow their paths are guided by their interaction with chaos and their patrons.

The familiars of the Chaos Warlocks are spirits, usually inhabiting a set of dice, cards, or other means of random determination.

Chaos Warlocks gain the language of Chaotic Outsiders, of which the Chaotic alignment language is a debased form.

Chaos Patrons, as expected, are a diverse and varied lot. Often they take the form of the Trickster in many mythologies, such as the Raven, or Coyote. Others include Hermes, Loki, Kitsune, Sun Wukong, or even the archetypal Fool.

**Cosmic:** These are powers from beyond the stars or even the stars themselves; the warlocks do not say. These warlocks look for signs in the stars, planets, and other celestial bodies. These are signs of power for these warlocks, and they have learned through whispers and study how to use them. These warlocks stare up into the sky and are believed to spend part of their time with their minds among the stars.

**Note:** Cosmic warlocks are not the same as warlocks with patrons of eldritch entities from beyond the stars. These are usually handled with [Chthonic Pacts](#). Nor are these warlocks focused exclusively on Celestials, or beings of Good from the “Upper Planes.” These warlocks typically form Celestial Pacts. Though like all warlocks, there can be overlap. For example, a warlock with the Patron Rastaban can be a Cosmic warlock OR a Dragon warlock.

Cosmic Warlocks gain a unique familiar of a fortunate star. The warlock is born under a star, and this special star need not be visible to others. The warlock can see this star in his mind’s eye. The movements of this star guide the warlock and grants them the ability to learn spells.

Cosmic warlocks gain the language of Celestial creatures.

Patrons include any number of celestial bodies or phenomena. Some are named such as Thuban, or Agol the Winking Demon. Others envision great destructive bodies so massive that even light cannot escape them. Others still have Patrons of closer, more relatable natures such as the Moon.

**Death:** There is power in life and death, and these warlocks have learned the secrets to this power. They unlock the power of death to use as their own. These warlocks are found in graveyards, battlefields, and other places where the spirits of the dead gather so they can learn their

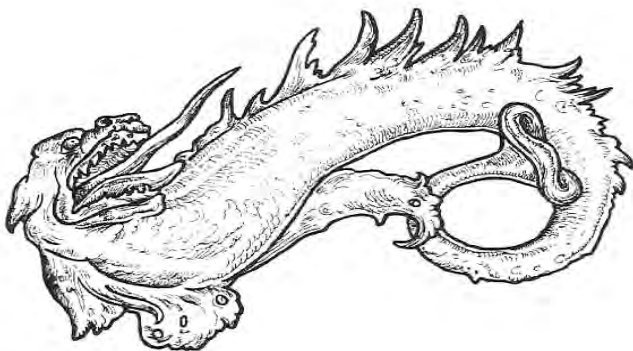
secrets. These warlocks are not limited to evil. They are the speakers of the dead and for the dead. A lawful warlock may summon the spirit of the restless dead to perform a task and then release them to their final deserving rest.

Death Pact warlocks gain the ability to speak to the undead. This ability transcends the languages the undead spoke in life, or the warlock currently speaks.

Patrons of Death Pact Warlocks include gods and goddesses of the dead, protectors of the dead and gods of undeath. Common Patrons include Osiris, his Graeco-Egyptian syncretistic counterpart Serapis, Orcus, Dis, Pluto, as well as various psychopomps such as Vanth and even Hecate. Even the personification of Death itself.

**Dragon:** Dragons are ancient and powerful, magical creatures. To some, they are powerful beasts to be hunted, but to these warlocks, Dragons are creatures of pure magic. To them, the magic of dragons is something they can use for their own design. These dragons are not gods or demons, but to the warlocks, they are something more.

Each Dragon Warlock chooses a patron dragon spirit and their corresponding color or type.



By Color or Type: *Alrakis* (Black), *Alsafi* (White), *Athebyne* (Red), *Dziban* (Green), *Edasich* (Bronze), *Etamin* (Gold), *Grumium* (Copper), *Kuma* (Brass), *Rastaban* (Blue), *Shǎowèi* (Purple), *Thuban* (Silver), and *Tyl* (Yellow)

Gods and godlike beings are also taken on as draconic pacts. They include:

Ayida-Weddo (Good), Azhdar (Earth), Aži Dahāka (Evil), Bahamut (Law), Boi-tatá (Fire), Dagon (Depths, Sea), Mušḥuššu (Dragon-like creatures), Quetzalcoatl (Air), Tiamat (Chaos), Zhùshǐ (all dragons).

How each dragon and dragon warlock treats each other is up to the individual dragon and warlock. Dragon warlocks will typically avoid attacking any dragon first if they can. But if a dragon attacks them, they are free to defend themselves as they see fit. Likewise, a dragon might avoid attacking a draconic warlock until they can ascertain what value the warlock may have to them.

Dragon warlocks gain the ability to speak and read the languages of dragons.

Referees are encouraged to detail their own Pacts with various creatures, concepts, or ideas.

Some Patrons even support more than one type of Pact. Tiamat is both the Patroness of Chaos and Dragon Pacts. Likewise, Thuban is a Patron of Cosmic and Dragon. Agol, the Winking Demon, can be a Patron of Chaos, Cosmic, Death and Demonic if those pacts are also used.

**Spell Casting:** Like a Witch, a Warlock must beseech a power, known as their Patron, to grant them the knowledge of their spells. These spells are automatically known to the Warlock and can be cast right away. These must be recorded in their Grimoire to keep their pacts sealed. The Warlock can then turn to their Grimoire to re-learn any spell.



**Warlock Spells:** The Spells a Warlock can learn are listed in the Spells Chapter. A Warlock can also learn any spell listed as a “Witch” spell in another source if it is a level they can cast. Unlike witches, warlocks are not required to use material components for their spell use.

**Magic-User Spells:** If a Warlock can get a hold of the Spellbook of a Magic-user, they may attempt to learn these spells as well. If the spell is already on the Warlock's spell list, then the chance is automatic. If this is a new spell, then the Warlock must use the same Chance to Know Spell based on Intelligence as the Magic-User would. The Warlock must learn a spell of the proper level from their own list first before learning a magic-user spell. Magic-User spells can be learned on even levels, so 2<sup>nd</sup> level for a 1<sup>st</sup> level magic-user spell, 4<sup>th</sup> level for a 2<sup>nd</sup> level spell, and so on. The maximum level is a 5<sup>th</sup> level magic-user spell at 10<sup>th</sup> level.

**Note:** This "spell theft" is highly despised by magic-users of all sorts. Magic-users will go to great lengths to protect their spellbooks from Warlocks. Likewise, the Warlock will also go to great lengths to obtain a spellbook with a rare spell inside.



Spells are detailed in **Spells**.

**Warlock Lodge:** At 9<sup>th</sup> level, the Warlock may start a Lodge to attract other Warlocks of like minds and Patrons to study. Evil or Chaotic Warlocks may forego Lodge and instead only attract apprentices/followers. Good, Lawful, and Neutral Warlocks see the need to join forces for mutual protection and sharing of knowledge. Even an evil Warlock sees the benefit of forming a Lodge.

Warlock Lodges are detailed in **Lodges**.

## Invocations

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Invocations are the lure of power for the Warlock. The ability to perform great magical deeds without the need for study or training is what lures so many to the power of the Warlock. An invocation, however, is a plea, a plea to the Warlock's patron for power.

This power comes without the need for study or preparation, but they are not without cost. Invocations are spell-like powers. They often act as spells, and their effects can be detected by *Detect Magic* and likewise be dispelled by a *Dispel Magic*. The warlock merely needs to concentrate on activating their power. If an invocation has a prerequisite, then the warlock must meet that first.

Where applicable, the target of an invocation can use a saving throw vs. Spells unless otherwise stated.

All Warlocks start with the Arcane Blast Invocation (see below) at first level.

### **Arcane Blast**

At 1<sup>st</sup> level, a warlock can summon the energies granted to him by his pact and release it as a bolt of energy. The warlock may fire a bolt of energy at any single opponent within close range (25 feet + 5 feet/2 levels). Arcane blast is a ranged attack that does 1d6 points of damage at 1<sup>st</sup> level, and an additional 1d6 damage every four levels after (2d6 at 5<sup>th</sup>, 3d6 at 9<sup>th</sup>, 4d6 at 13<sup>th</sup>).

This is a spell-like attack and has the same limits as a spell in terms of saving throws and protection.

The Warlock can add his Charisma modifier to his normal roll to hit for this invocation.

### **Sidebar: Invocations, Hexes and Occult Powers**

If you have purchased other books about witches written by me, you will notice that Invocations share several similarities with Occult Powers or from other authors, Hexes. This is intentional and shows the relationships the Warlock and the Witch share. The Warlock gets more of these powers at the cost of their spell casting. Witches gain more spell casting and fewer special powers. The logical extension of this the cleric, who also has spells and minor powers and wizard/magic-user that has the most spellcasting ability, but no special powers.

## Agonizing Blast

*Prerequisite:* Arcane Blast invocation

When the warlock casts arcane blast, he adds his Charisma modifier to the damage it deals on a hit.

## Arcane Mastery

*Prerequisite:* 12<sup>th</sup> level

The Warlock can choose one Magic-User or Witch spell of 6<sup>th</sup> level to cast once per day. The spell is recorded in their Grimoire as any other spell.

Each time this invocation is taken, the Warlock can take an additional spell.

## Arcane Meteor Storm

*Prerequisite:* arcane blast invocation, 9<sup>th</sup> level, Cosmic Pact

The warlock can cause additional arcane blasts to rain from the heavens as meteors. They summon a number of meteors equal to half their level to rain down on targets. The warlock still rolls a normal to hit but modified by Charisma and not Dexterity.

## Armor of Shadows

The Warlock can cast *Mage Armor* on himself at will, without using a spell.

## Ascendant Step

*Prerequisite:* 9<sup>th</sup> level

The Warlock can cast *levitate* on himself at will, without using a spell.

## Aura of Fear

*Prerequisite:* 7<sup>th</sup> level

The eldritch dealings have tainted the warlock, and he now exudes a constant aura of unnaturalness. This acts as the spell *fear*.





## Beast Speech

The Warlock can cast *speak with animals* at will, without using a spell.

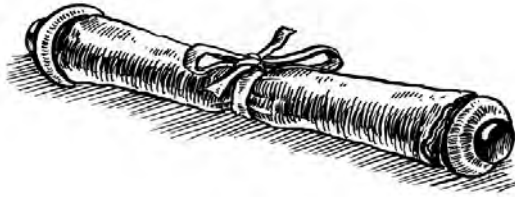
## Beguiling Influence

The Warlock gains a +4 on any roll to convince, trick, beguile, or otherwise delude others.

## Bestow Curse on Item

*Prerequisite:* 5<sup>th</sup> level

This is a minor curse that the warlock can give an item. Generally, the curse is not directly harmful or fatal. Usually, it is done as an embarrassment or an annoyance. Typical curses would be causing a weapon to miss at -1, or for the item's owner to give off an unpleasant odor in the presence of the opposite sex. These curses can be removed with a *Dispel Magic* or a *Remove Curse*. Minor cursed items may be gotten rid of at no penalty. The curse is not removed, but they no longer are a problem for the (former) owner.



## Bewitching Whispers

*Prerequisite:* 7<sup>th</sup> level

The Warlock can cast *command* once using a warlock spell of 1<sup>st</sup> level. The Warlock can't do so again until the next day after sleeping.

## Born Under a Bad Sign

*Prerequisite:* Cosmic Pact

The warlock can cast a simple curse at one target.

## Breath of the Dragon

*Prerequisite:* arcane blast invocation, Dragon Pact

The warlock can fire their Arcane Blast from their mouth as a breath weapon like a dragon. Damage is increased to 1d8 and takes on the energy of a type

of dragon the warlock chooses. The saving throw changes from *spells* to *breath weapon*.

### **Claws of the Dragon**

*Prerequisite:* Dragon Pact

The warlock's unarmed attacks now do 1d4 slashing damage as per a dagger.

### **Claws of the Ghoul**

*Prerequisite:* Death Pact, 3<sup>rd</sup> level

The warlock's unarmed attacks now do 1d4 slashing damage as per a dagger. Additionally, the target must save vs. Paralysis or be paralyzed for one round.

### **Cold of the Void**

*Prerequisite:* Cosmic, Death Pact, or Dragon (Cold) Pact

The warlock can cast the spell *Chill Touch* without using a spell.

### **Dragon Sight**

*Prerequisite:* Dragon Pact

The warlock gains Infravision 90' for a number of hours equal to their level.

### **Dreadful Word**

*Prerequisite:* 7<sup>th</sup> level

The Warlock can cast *confusion* and *fear* simultaneously once using a warlock spell of 1<sup>st</sup> level. The Warlock can't do so again until the next day after sleeping.

### **Eldritch Sight**

The Warlock can cast *detect magic* at will, without using a spell. This can be used multiple times per day.

### **Eldritch Spear**

*Prerequisite:* arcane blast invocation

The Warlock's arcane blast range is increased to 300 feet.

## **Eye of Algol**

*Prerequisite:* 12<sup>th</sup> level, Cosmic Pact

The Eye of Algol, the winking Demon, is a baleful star. When the warlock uses this invocation, they take on the gaze power of the Demon Star, and those that meet his gaze must save vs. Paralysis or turn to stone as per the Sixth Level Magic-User spell, *Flesh to Stone* without expending a spell. This power can be used once per day.

## **Eye of Thuban**

*Prerequisite:* 9<sup>th</sup> level, Celestial or Dragon Pact

The Warlock can cast *arcane eye* at will, without using a spell.

## **Eyes of the Rune Keeper**

The Warlock can read all writing, save those that are disguised as magical. The languages of creatures from the Outer Planes may also be unreadable unless the warlock's own pact is complimentary.

## **Form of the Cosmic Apotheosis**

*Prerequisite:* 14<sup>th</sup> level, Cosmic Pact

With this invocation, the warlock takes the form of a luminescent, phoenix-like creature. The warlock retains their mental abilities, including the ability to cast spells, and their hit points. They gain AC of 0, the ability to fly at twice their walking speed. They can project a beam of pure soul light three times per day that does damage equal to their own hp. Save vs. Spells for half.

They may only assume this shape once per day.

## **Form of the Chaotic Aberration**

*Prerequisite:* 14<sup>th</sup> level, Chaos Pact

With this invocation, the warlock takes the form of a mind-twisting aberrant creature of pure chaos. The warlock retains their mental abilities, including the ability to cast spells, and their hit points. They gain AC of 0, the ability to fly at twice their walking speed. Their touch causes damage equal to their own remaining hp. Save vs. Paralysis for half. They may make three such attacks per form.

They may only assume this shape once per day.

## Form of the Dragon

*Prerequisite:* 14<sup>th</sup> level, Dragon Pact

With this invocation, the warlock takes the form of a dragon-like creature. The warlock retains their mental abilities, including the ability to cast spells, and their hit points. They gain AC of 0, the ability to fly at twice their walking speed and breath weapon they can use three times per form doing the same damage of hp they have left. Save vs. Breath Weapon for half. They may only assume this shape once per day.



## **Form of the Undead Horror**

*Prerequisite:* 14<sup>th</sup> level, Death Pact

With this invocation, the warlock takes the form of an undead, lich-like creature. The warlock retains their mental abilities, including the ability to cast spells, and their hit points. They gain AC of 0, the ability to drain one Constitution level, and 1d8 hp from others on a successful touch. Targets are allowed a saving throw vs. death.

They may only assume this shape once per day.

## **Gaze of Two Minds**

The Warlock can use his action to touch a willing humanoid and perceive through its senses until the end of his next turn. As long as the creature is on the same plane of existence as the Warlock, he can use his action on subsequent turns to maintain this connection, extending the duration until the end of his next turn. While perceiving through the other creature's senses, the Warlock benefits from any special senses possessed by that creature, and he is blinded and deafened to his own surroundings.

## **Gift of Gemini**

*Prerequisite:* 5<sup>th</sup> level, Cosmic Pact

The warlock can temporarily appear in two places at once. The two manifestations can be no more than 60' apart and lasts a number of rounds equal to the warlock's level. The other manifestation can attack, but cannot use invocations. Spells cast by either are removed from the warlock's spells for the day.

The warlock can only use this power once per day.

## **Gift of Languages**

*Prerequisite:* 3<sup>rd</sup> level

Once per day, the warlock can cast *Comprehend Languages* and *Tongues* upon himself to understand and speak any language. The effects last for 1 hour per level.

## **Improbability Curse**

*Prerequisite:* 10<sup>th</sup> level, Chaos Pact

A Chaos warlock is a master of improbability. He can target a powerful hex upon any living creature he touches. When using the improbability hex, the

Chaos warlock must succeed at a touch attack against his intended victim. Failure wastes the use of this ability for the day.

The Chaos warlock has no control over the effect of his curse. He must roll 1d20 to determine how this ability affects her victim:

1d20	Effect
1	Target is blind.
2	Target is deaf.
3	Target has a -2 penalty on all attack rolls, saves, ability checks, and skill checks.
4	Each turn, the target has a 75% chance to act normally; otherwise, it takes no action.
5	-3 Strength
6	-3 Intelligence
7	-3 Wisdom
8	-3 Dexterity
9	-3 Constitution
10	-3 Charisma
11	Target ages 1d3+1 years.
12	Target is under the effect of a <i>Dominate Person</i> spell, as cast by the warlock.
13	Target's friends turn against him.
14	Target is teleported to a random location.
15	Target loses 500 XP.
16	Target loses 4d10 hit points.
17	Target changes alignment.
18	Target loses 1 point in all of his ability scores.
19	Target becomes berserk and attacks his friends.
20	Target is under the effect of a <i>Feeblemind</i> spell.

Target gets a saving vs. spells. Failure leaves the effects permanent until a Remove Curse spell is cast.

### Insight of Aquarius

*Prerequisite:* Chaos Pact or Cosmic Pact

Once per day, the warlock can gaze into a container of water and get an answer to one question that can be answered “yes” or “no.” The answer will be truthful as far as the fates know from that point in time. As the warlock

moves further and further away from the question in time, the less sure the answer will be.

### **Lifedrinker**

*Prerequisite:* 12<sup>th</sup> level, Death Pact

When the Warlock hits a creature with his pact weapon, the creature takes extra damage equal to double his Charisma modifier.

### **Mask of Many Faces**

The Warlock can cast *disguise self* at will, without using a spell.

### **Master of Myriad Forms**

*Prerequisite:* 14<sup>th</sup> level

The Warlock can cast *alter self* at will, without using a spell.

### **Mire the Mind**

*Prerequisite:* 5<sup>th</sup> level

The Warlock can cast *slow* once using a warlock spell of 1<sup>st</sup> level. The Warlock can't do so again until the next day after sleeping.

### **Misty Visions**

The Warlock can cast *silent image* at will, without using a spell.

### **One with Shadows**

*Prerequisite:* 5<sup>th</sup> level

When the Warlock is in an area of dim light or darkness, he can use his turn to become invisible until he moves or takes a combat action.

### **Otherworldly Leap**

*Prerequisite:* 9<sup>th</sup> level

The Warlock can cast *jump* on himself at will, without using a spell.

### **Pact Blade**

The Warlock can turn a normal sword or dagger into a Pact Blade. The blade glows with eldritch light and is considered to be magical with +2 to hit and damage. Any blade can be made into a Pact Blade, but if it is lost or destroyed, the Warlock needs 24 hours to perform the rituals to make a new

blade. A magical blade can be made into Pact Blades, but not intelligent swords. The Warlock adds +1 to the magic the blade already has in such cases.



### **Precognitive Defense**

*Prerequisite:* Chaos Pact or Cosmic Pact

The warlock glimpses into the future to protect himself. One per day, he can improve his AC by +1. This will last a number of rounds equal to the warlock's level.

### **Preternatural Vigor**

*Prerequisite:* 5<sup>th</sup> level

The Warlock can cast *Lesser Strengthening Rite* on himself at will as a 1<sup>st</sup>-level spell, without using a spell.

### **Repelling Blast**

*Prerequisite:* arcane blast invocation

When this invocation hits a creature with the arcane blast, the Warlock can push the creature up to 10 feet away from him in a straight line.

### **Sight**

The Warlock can see normally in darkness, both magical and nonmagical, to a distance of 120'.

### **Sign of Ill Omen**

*Prerequisite:* 5<sup>th</sup> level

The Warlock can cast bestow curse once using a warlock spell of 1<sup>st</sup> level. The Warlock can't do so again until the next day after sleeping.

### **Signature Spell**

The warlock with this invocation can choose one spell and cast it three times per day. They can not gain this spell till the level after they gain the spell. So if a warlock wants to use Bestow curse as a signature spell, he would need



to take the spell at 5<sup>th</sup> level (the first time he can take a 3<sup>rd</sup> level spell) and then make it his signature spell at 6<sup>th</sup> level.

Taking this invocation multiple times would allow for multiple signature spells.

The Warlock is also limited to only one signature spell per level. So the above warlock could not choose a second 3<sup>rd</sup> level signature spell.

## **Smell Gold**

*Prerequisite:* Dragon Pact, 4<sup>th</sup> level

The warlock can smell gold. This power works as per Locate Object; 60' + 10' per level duration 2 turns. It will only work with gold and direct the warlock to the largest and closest source of gold.

## **Starlight**

*Prerequisite:* Cosmic Pact

The warlock sees in total darkness as if a light spell were cast. Duration is until the next sunrise.

## **Supernatural Protection**

The warlock gains +3 to saving throws vs. Magic and Spells and immunity to one 1<sup>st</sup> level spell. Evil warlocks radiate a personal *Protection from Good* aura. This aura will not affect any good creatures, but it will put good creatures at ill-ease.

This invocation can be taken multiple times. Each additional time the warlock gains no extra protection from magic but can become immune to another spell. Each selection can be one level higher than before, but not higher than the warlock's own level divided by 2. For example, a warlock takes Supernatural Protection for the second time at 8<sup>th</sup> level. They already have +3 to saves and immunity to one 1<sup>st</sup> level spell. They may now choose a spell of 1<sup>st</sup> through 4<sup>th</sup> level to gain immunity.

## **Under a Baleful Star**

*Prerequisite:* Celestial Pact

The warlock points to a target and speaks a malediction. The target must make a saving throw vs. spells or be under the influence of the baleful star for the next 24 hours. The target will be at -3 on all rolls for the duration. A warlock cannot have multiple targets under this innovation at once. But multiple warlocks can curse the same target.

## **Under a Raging Moon**

*Prerequisite:* 9<sup>th</sup> level, Chaos Pact or Celestial Pact

The warlock points to a target and speaks words taught to him in the deepest of starless nights under a full moon. The target must save vs. spells or lose their sanity. Wisdom drops to 3 as they act as a rampaging beast, attacking everyone near them.

A successful *remove curse* or similar magic will heal the afflicted, or otherwise, they will be normal the next sunrise. Unless magic is used to remove the curse, the victim will become the beast again on the next full moon.

## **Visions of Distant Realms**

*Prerequisite:* 13<sup>th</sup> level

The Warlock can see things as they truly are. For the duration, the warlock has *truesight*, notices secret doors hidden by magic, and can see into the *Ethereal Plane*, all out to a range of 120 feet.

## **Wasting, The**

*Prerequisite:* 8<sup>th</sup> level, Death Pact

The touch of the warlock inflicts a terrible withering disease on a victim, which will cause death in 2d12 days. A saving throw vs. Death is allowed. This disease can be cured with the casting of *cure disease*. The victim of this disease cannot be cured of damage from other spells, and it takes twice the time for normal healing. This suffering further results in a penalty of -2 to hit rolls made by the victim.

## **Whispers of the Grave**

*Prerequisite:* 9<sup>th</sup> level or 6<sup>th</sup> level Death Pact

The Warlock can cast *speak with dead* at will, without using a spell.

## **Witch Sight**

*Prerequisite:* 13<sup>th</sup> level

The Warlock can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and line of sight.

## Spells & Magic

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The spells used by the Witch and Warlock are very similar and have a few the same spells. In addition, they share some spells with clerics, druids, illusionists, and magic-users. While the spell might have the same name and effect, the spell itself in its written form might be entirely indecipherable for other classes. For example, the spell Light is often one that is common among spellcasters. The wizard version might involve the heating of air or luminescent particles. The priestly version could be a benediction for light to remove the darkness. A Druid version might involve the summoning of many fireflies. The Witch version could include magnifying the light already available, and the Warlock version could involve the summoning of an extra-planar creature that brings light with it. In the end, the means of the spells might all be very different, and there is no reason to assume that a character of one class can cast the spells of another.

**Note:** Not all spells may be available to any given Warlock, area, or lodge. The Referee can decide on which spells are available and which ones are not.

### Cantrips

Cantrips are minor magics that any arcane spellcaster may learn how to use. They are generally used when teaching neophyte witches, and apprentice wizards the basics of spell casting.

Like spells, they have to be memorized, though the time to do so is minimal, and once cast, they are forgotten for that day's use. Also, given their nature as teaching aids, cantrips cannot be reversed. Unless otherwise stated, a cantrip typically does not affect a living creature. So, a warlock cannot place an Arcane Mark on a person or animal, nor can Warm be used to warm up a person. It can be used on a bed or blanket, and then the person can use the now warmed bed or blanket.

Warlocks know three (3) cantrips before 1<sup>st</sup> level + a bonus number equal to their Charisma modifier. So, a witch with Charisma of 18 knows 3 + 3 cantrips, 6. This gives the warlock at 1<sup>st</sup> level a total of 7 spells (6 cantrips and 1<sup>st</sup> level spell), a magically potent number.

## **Acid Splash**

**Duration:** Instantaneous

**Range:** 30 feet

The warlock can hurl a bubble of acid.

- Choose one creature within range, or choose two creatures within range that are within 5 feet of each other.
- Targets must succeed on a **saving throw** or take 1d6 acid damage.

## **Arcane Mark**

**Duration:** Permanent

**Range:** 1 object touched

Through this spell, the warlock can place a personal mark on any non-living item.

- This mark is usually a personal glyph or sigil that is recognizable to all other magic users such as warlocks, witches, and magic-users.
- They may not know who the owner is, but they will know another spellcaster owns it. The mark itself is not magical.



## **Aura Reading**

**Duration:** 10 minutes

**Range:** Personal, field of vision

This spell allows the warlock to read the auras of those near him.

- By concentration, he can tell alignment, general health, whether or not they are magical (such as undead or a shape-shifter) and if they have a curse placed on them.

## Clean

**Duration:** 1 hour

**Range:** 1 object touched

This spell can be used to clean a single object.

- The object can be anything, clothing, armor, weapons, or even an area of a home. Unlike other cantrips, this one can be cast on a willing living participant.
- Casting *clean* on herself will appear as they would if they had recently bathed and donned fresh clothing.
- This spell can clean one cubic foot of space or a 10' x 10' area.

## Daze

**Duration:** 1 round

**Range:** 25' of caster

- This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions.
- Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it.



## Detect Curse

**Duration:** Concentration, up to 1 minutes/level

**Range:** 60'

Can detect curses placed on a person or object. The amount of information revealed depends on how long the subject is studied.

- 1<sup>st</sup> Round: Presence or absence of a curse.
- 2<sup>nd</sup> Round: Detect if there are multiple curses and which one is the strongest.
- 3<sup>rd</sup> Round: The strength of each curse in terms of the level of warlock that cast the curse to begin with.
- 4<sup>th</sup> Round: The nature of the curse.

## **Freshen**

**Duration:** Instant

**Range:** One Item

This minor spell allows the magic-user to “freshen” one object up to 1 cubic foot.

- Typical uses are to remove the wrinkles in a garment, brighten the color or some non-living object, or even make bland food more favorable or polishing metal or glass.
- All these effects are considered to be a minor illusion. This spell cannot make poisoned or spoiled food edible.

## **Guiding Star**

**Duration:** 10 minutes

**Range:** Personal, field of vision

The warlock can guide themselves in complete darkness or blindness as if they could see.

- Does not allow them the ability to enter into combat but instead keeps them from losing their way.

## **Mend**

**Duration:** Instant

**Range:** 1 object touched

This cantrip can mend or repair non-living and non-metal material.

- Typically this spell is used on clothing to reattach a button, fix a tear or rip, or other minor repairs.
- The amount of material mended cannot exceed 1 cubic foot. This spell can also be used on minor household wear and tear as well.
- It cannot fix a dented piece of armor or sharpen a sword, but it can reattach a leather strap to armor or fix a pane of glass if all the pieces are present.

## **Message**

**Duration:** Instant

**Range:** 1 known person

This cantrip can end a brief message, no more than a dozen words, to a person they know.

- This person can be any distance away and be able to understand the warlock’s language or at least the language of the message.

## Object Reading

**Duration:** 1 round

**Range:** Touch

The warlock must touch the object in question and hold it for one round.

- He can receive details about its history or who owned it last.
- This spell can not be used to detect a cursed item but will reveal if it is magical and maybe who placed the magic on it.

## Quick Sleeping

**Duration:** 8 hours till woken up

**Range:** 1 willing subject

This spell allows the caster to make a willing creature fall asleep.

- Will not work if used against an unwilling subject.
- The caster can cast this spell on herself, but obviously, this will be the last spell that she casts on that day.

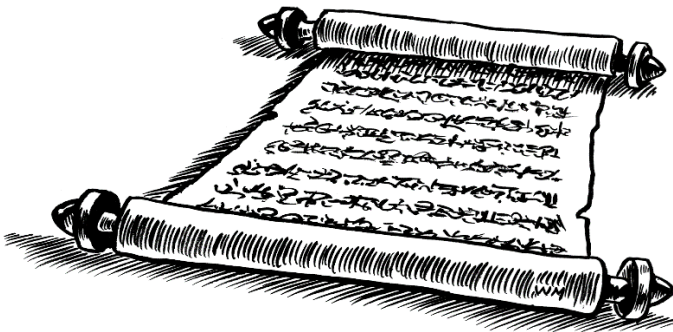
## Warm

**Duration:** 1 hour

**Range:** 1 object touched

This spell will warm 1 cubic foot of material a few degrees.

- Typical uses are to warm food or drinks or even to warm the air in a room that is too cool.
- The temperature cannot be raised to a degree where it would cause any damage.



## First Level Spells

### Arcane Dart

Level: Warlock 1

**Duration:** Instantaneous

**Range:** 120'

This spell causes a bolt of sizzling magical energy to launch forth from the caster's hand, unerringly strikes its target.

- It inflicts 1d4+1 points of damage.
- A second dart is produced by a caster of 5<sup>th</sup> level or higher, and three darts are produced by a 9<sup>th</sup> level caster.
- There is no saving throw.

### Command

**Duration:** 1 Round

**Range:** 25' + 5' per 2 levels

The warlock can give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. She may select from the following options.

- **Approach:** On its turn, the subject moves toward the warlock as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn.
- **Drop:** On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.
- **Fall:** On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.
- **Flee:** On its turn, the subject moves away from the warlock as quickly as possible for 1 round. It may do nothing but move during its turn.
- **Halt:** The subject stands in place for 1 round. It may not take any actions but is not considered helpless. If the subject can't carry out the command on its next turn, the spell automatically fails.





## Eldritch Fire

**Duration:** Instant

**Range:** 60 feet + 5 feet/5 levels

The warlock summons fire from the realms of their Patron. A blast of flame flies from the warlock's hand to strike a single target.

- The flame burns for 1d4 hp of damage per level of the warlock to a maximum of 10d4.
- Chaotic warlocks targeting Lawful victims increase this to d6 instead of d4.
- Likewise, a Lawful Warlock strikes a Chaotic creature for d6 damage.

## Häxen Talons

**Duration:** 3 rounds

**Range:** 0', self

This spell extends the warlock's nails to claws like the ancient hags of legend.

- The warlock can then use these nails to attack doing 1d8 hp of damage per claw.
- The warlock still needs to roll to hit per normal.
- The claws are treated as magical weapons.

## Mage Armor

**Duration:** 1 hour per level

**Range:** Touch or self

An invisible but tangible field of force surrounds the subject of a *mage armor* spell, providing a +3 armor bonus to AC.

- *Mage armor* may be cast over the top of regular or magical armor to improve the armor class bonus further.
- Unlike mundane armor, *mage armor* entails no armor penalty to movement, speed, encumbrance, or spell casting.
- *Mage armor* is made of force. Incorporeal creatures can't bypass it the way they do normal armor.



## **Moon Touched**

**Duration:** 1 round per level

**Range:** One weapon touched

The warlock makes a plea to the moon, the most fickle of mistresses, and touches a weapon.

- The weapon for the duration of the spell is considered to be both silvered and magical.
- Though the enchantment does not provide any additional pluses to hit or damage, it will allow the wielder to hit creatures that can only be hit by magical weapons.

The weapon will glow faintly of moonlight while the duration is active.

## **Phantom Shield**

**Duration:** 1 min./level

**Range:** personal

The warlock gains a +4 shield bonus to AC and also gains immunity to a single 1<sup>st</sup>-level spell of the warlock's choice (such as magic missile).

## **Sonic Blast**

**Duration:** Instant

**Range:** within 10' +1' per level of the warlock

- **Scream:** The warlock's scream causes 2d4 hp of damage.
- **Deafens:** Targets for 1d6 rounds, save to avoid this effect.

Note: The warlock must be able to scream.

## **Spirit Servant**

**Duration:** 12 rounds

**Range:** 10'

Except as noted above, this spell is exactly as the arcane spell *Unseen Servant*, save that the Spirit Servant is particularly adept at household chores and can perform tasks such as fetching wood, drawing water, laundry, or sweeping in half the normal time.

## **Synesthesia**

**Duration:** 1 round per level

**Range:** Personal

The warlock can use this spell to translate one sense to another.

- The warlock can then "hear" colors or "see" sounds.

- This spell can be useful in determining the nature of illusions. Or to learn something from a distance.
- This also allows the warlock to ignore sensory affecting spells and magics such as blindness, deafness, light (darkness), and silence.

### **Taint**

**Duration:** Instantaneous

**Range:** Touch

This spell enables the warlock to taint a single vessel of liquid, turning its contents into a foul-smelling ichor.

- If ingested, the consumer must make a saving throw or take 1d4 damage.
- If not healed in the first 10 minutes, the victim will take additional 1d4+2 damage. If not healed in the next 10 minutes, they will take another 1d6+2 damage.

### **Trance**

**Duration:** 1 round per level

**Range:** 120'

This spell places the warlock into a deep trance.

- For the duration of the spell, the warlock cannot move, speak, or take any action.
- Each round, while in the trance, the warlock can detect the presence and location of one of the following, if within range: curses, incorporeal undead, permanent magical effects, areas of evil, or summoned creatures.
- Additional rounds spent in the trance the warlock can detect other types.

### **Wailing Lament**

**Duration:** 1 hour

**Range:** 90'

This spell causes the target to wail and sob uncontrollably for the duration of the spell.

- The target is unable to perform any other actions while under the spell's effect.
- Any allies within earshot become demoralized and suffer a -2/-10% penalty to all attack rolls and ability checks.

## Second Level Spells

### Alter Self

**Duration:** 1 minute per level

**Range:** Self

The warlock can assume the form of any Small or Medium creature of the humanoid type.

- If the form assumed has any of the following abilities, the warlock also gains the listed ability: Infravision 60 feet, low-light vision, scent, and swim 30 feet.
- *Small creature:* If the form the warlock takes is that of a Small humanoid, he gains a +2 size bonus to Dexterity.



### Augury

**Duration:** Instant

**Range:** Personal

This spell allows the warlock to ask about one particular action and find out if the results will be positive or negative. The base chance for receiving a meaningful reply is 70% + 1% per warlock level, up to a maximum of 90%. This roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the spell succeeds, the warlock will get one of four results:

- Weal (if the action will probably bring good results)
- Woe (for bad results)
- Weal and woe (for both)
- Nothing (for actions that don't have especially good or bad results)

If the spell fails, she will get the “nothing” result. A warlock who gets the “nothing” result has no way to tell whether it was the consequence of a failed or successful augury. The augury can see into the future only about half an

hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All auguries cast by the same person about the same topic use the same dice result as the first casting.

### **Aura of Chaos**

**Duration:** 1 round per level

**Range:** Personal

This spell wraps the warlock in a field of pure chaos.

- Spells designed to see through disguises, detect magic, or scry are confounded.
- They do not register as chaos, in the case of Know Alignment, or absent, as in the case of Scry, but rather the information is conflicting and provides no answers to anyone spying on the warlock.

### **Defiling Touch**

**Duration:** 1d6 rounds +1 round per warlock level

**Range:** Touch

The target of this spell must make a saving throw or have their Strength reduced by 1d6-1 for the duration of the spell.

### **Discord**

**Duration:** 1 hour + special

**Range:** 100' + 10' per level

This spell causes hidden tensions and hostilities to be forced into the open. Often used to cause discord in groups, this spell is most effective when disparate groups come together to work things out. Common hidden hostilities can include racial, moral, or ethical hostilities along alignment lines, national or even between different character classes.

- This spell lasts as long as one hour.
- After that, each affected person must make an additional save each hour after that.
- After the first hour, they gain a cumulative +2 to the saving throw. The spell lasts as long as at least one person is still affected.
- While the arguments will get heated, they will rarely ever come to blows.

The affected members will, of course, not be able to do anything else, including being quiet during the duration of the spell.

## **Grasp of the Endless War**

**Duration:** Instantaneous

**Range:** Touch

This spell taps into the warlock's aura and creates magical energy to harm other targets.

- With a successful touch attack, the spell deals 1d10 damage for each step of alignment the target is from the caster.
- Chaos and Lawful characters do 2d10 when cast on a victim of the opposite alignment. Neutral characters only do and take 1d10 to either Lawful or Chaotic characters.
- Characters of the same alignment neither give nor take damage.

## **Hideous Laughter**

**Duration:** 1 round per level

**Range:** 25' + 5'/2 levels

This spell afflicts the subject with uncontrollable laughter.

- The subject collapses into gales of manic laughter, falling prone.
- The subject can take no actions while laughing but is not considered helpless. After the spell ends, it can act normally.
- A creature with an Intelligence score of 2 or lower is not affected.
- A creature whose type is different from the casters receives a +4 bonus on its saving throw because humor doesn't "translate" well.

## **Identify**

**Duration:** Instantaneous

**Range:** Touch

This spell determines all magic properties of a single magic item, including how to activate those functions (if appropriate) and how many charges are left (if any).

- Identify does not function when used on an artifact. It will only let the warlock know if the item is magical.

## **Night's Companion**

**Duration:** 10 minutes per level

**Range:** 1-mile radius

For the duration of the spell, the warlock can see through the eyes of any local, nocturnal, vermin within a 1-mile radius.

- The warlock's own eyes become covered in a white film, and the warlock can temporarily connect to any vermin within the spell radius.
- The warlock may only use one creature's senses at a time but cannot control them in any way. However, the warlock may jump from one creature to another at any time within the duration of the spell.



### **Phantasmal Armor**

**Duration:** 6 rounds (1 minute)

**Range:** Self

A quasi-real suit of dull black plate mail clads the warlock. The armor is formed of shadow material conjured from the Plane of Shadow.

- The spell provides AC 3. Phantasmal armor does not affect movement as normal plate mail does; it is weightless.
- Except for shields, this spell does not combine or “stack” with other armor worn.
- Phantasmal armor is dispelled by dispel magic or dispel phantasm.

### **Poisonous Stare**

**Duration:** Instant

**Range:** 240'

The warlock can transfix a single victim by staring at them.

- If the victim fails their save, they are poisoned by the warlock's stare.
- The poison causes 2d6 hp of damage and reduces Constitution score by 1.

A Remove Curse or Neutralize Poison will cure the Constitution damage, but not cure the hp loss. That can be cured per normal after the Remove Curse.

### **Speak with the Dead**

**Duration:** 3 questions

**Range:** Close/Touch

The caster can ask three questions of a corpse, and it will answer, although the answers might be cryptic. Only higher-level Warlocks have enough spiritual power to command answers of long-dead corpses.

- Warlocks lower than 8th level can gain answers only from bodies that have been dead 1d4 days.
- Warlocks levels 8-14 can speak to corpses that have been dead 1d4 months.

Note that a die roll is involved here: for example, a seventh-level Warlock attempting to speak with a two-day-old corpse might still fail the 1d4 roll might indicate that only a one-day-old corpse can be reached with this particular attempt at the spell.

### **Ward of Harm**

**Duration:** 6 rounds

**Range:** Touch

This spell has three variants, and the warlock must choose which variant applies at the time of casting.

- **Ward of fire** allows creatures in the area of effect to automatically pass their saving throws against fire and heat-based effects for the spell's duration;
- **Ward of ice** allows them to pass their saves against cold;
- **Ward of lightning** allows them to pass their saving throws against electrical attacks and lightning.

Rumors persist of further variants of this spell.

## **Third Level Spells**

### **Astral Sense**

**Duration:** 1 round per level

**Range:** Touch

By employing this spell, the warlock can see astral, ethereal, or invisible creatures.

- She is limited only by her own sight.
- Even though the warlock can see the creatures or items in the astral or ethereal plane, she may not be able to affect them.
- The creatures may not be able to see the warlock.
- Any gaze attacks that can extend into the astral or ether will also affect the warlock.



## Black Lightning

**Duration:** 1 round per level

**Range:** 150'

The warlock strikes the target creature with a blast of crackling negative energy.

- Unless the creature targeted makes a successful saving throw, it loses one Hit Die or life level.
- A creature with only 1 HD or less affected by *black lightning* will be instantly slain.
- Otherwise, the creature will recover its lost Hit Dice or life level with no permanent harm when the spell's duration expires.

## Body of Eyes

**Duration:** 1 minute per level

**Range:** Personal

Body of eyes covers the warlock's skin and clothing with eye-shaped spots that allow vision in a 360° radius around the warlock.

- The warlock gains a +4/+20% circumstance bonus to searching or looking for something.
- She also cannot be surprised.
- The warlock cannot avert or close her eyes to avoid gaze attacks.

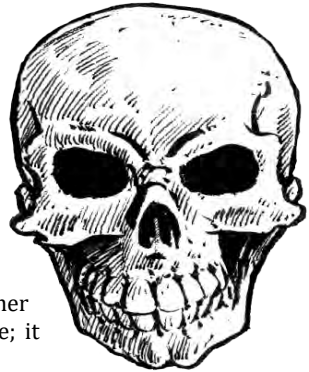
## Cackling Skull

**Duration:** Permanent until dispelled

**Range:** One skull within 25 feet + 5 feet per level

This spell functions as *magic mouth*, except rather than creating an illusory mouth on any surface; it affects a skull.

- Also, when the skull's magic is triggered, it releases wild and unnerving cackles before speaking its message.
- All creatures that can hear the cackles must save or become *shaken* for 1d4 rounds.
- Shaken characters act as if they were under the effects of a *fear* spell, but instead of trying to run away, they stay put and cower in fear.



## **Contagion**

**Duration:** Instant

**Range:** Touch

The subject contracts a wasting disease, which strikes immediately.

- The subject receives a saving throw to resist.
- The subject loses 2d4 points of Constitution. They lose 4 hp per constitution points lost.
- These hit points cannot be healed until the disease is removed via a Cure Disease or Remove Curse or similar magic.
- Once done, the victim's constitution is restored, and the hit points can be healed normally.

## **Dragon Eyes**

**Duration:** 1 turn per warlock level

**Range:** 180'

The warlock can transfix a single victim by staring at them.

- As long as the warlock keeps staring, the victim, who is allowed a save, will not move, attack, or do anything but stare back at the warlock. I
- If either is attacked, the spell is broken. Anyone attacking the victim gains a +5 to attack.

The warlock can voluntarily end the spell.

## **Incantation of the Sun**

**Duration:** Instantaneous

**Range:** 1 undead or 1 plant creature

This spell is baleful to undead, and it is beneficial to plant-based creatures. With a word and a gesture, the warlock sends a beam of sunlight to strike a creature.

- If the creature is undead, then they take 1d6 points of damage for every level of the warlock.
- Normal creatures take 1d4 hp of damage per level of the warlock.
- Normal creatures and undead may save for half.

If the creatures are a plant-based, they are healed 1d4 hp of damage per level of the warlock.

## Lesser Strengthening Rite

**Duration:** 1 hour per level

**Range:** Touch

This spell causes the target to become strong and hardy, granting a +1d3 point bonus to Strength and Constitution.

- The usual benefits to attack and damage rolls, hit-points, and anything else applicable.
- Hit points gained by a temporary increase in Constitution score are not temporary hit points. Any loss of hp remains with the target. If this puts them below 0 when the spell ends, then they are treated as having less than 0 hp.

## Lifesteal

**Duration:** Instant

**Range:** Touch

The target creature loses 2d6 hp if it fails its saving throw, and the warlock is healed of the same number of hp, up to his or her normal maximum.

- If the target is slain by this effect, there is a 1% chance per level of the warlock that it will rise as a Shadow.
- It will be under its creator's control until the next new moon, at which time it is released as a free-willed creature (it will not normally attack the warlock who created it unless provoked).

## Nibiru's Crossing

**Duration:** Instantaneous

**Range:** 1 person

By means of this spell, the warlock can instantly transport himself instantly 10 feet + 5 feet per level to any unoccupied space of five feet square. So a 4 level warlock can transport 30 feet away.

The warlock does not need to see the area he is transporting too, but he must know if it is occupied or not.

## Paralyze

**Duration:** 1 turn per warlock level

**Range:** 180'

The illusion of immobilization overcomes the minds of those victims who fail their saving throws.

- The warlock can affect twice as many HD as he has warlock levels, targeting a single individual or a 20 × 20-foot area; when used in an area of effect, the lowest HD creatures are always affected first.
- This spell is negated by *dispel magic*, *remove curse*, or *remove paralysis* (q.v.).

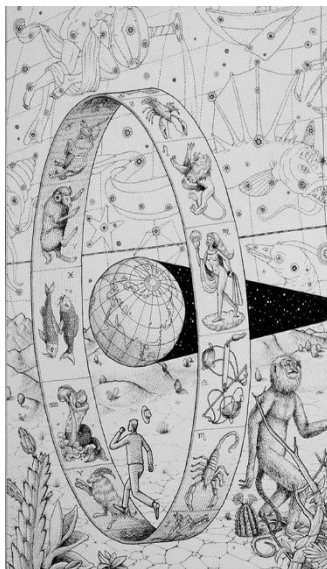
## Starlight

**Duration:** 1 turn per warlock level

**Range:** 120'

Illumes up to a 60-foot-diameter area as though it were under the clearest, brightest starlight.

- The spell is cast in darkness, and creates an area of visibility is clear within its 60-foot diameter and dim for another 60 feet (so a 120-foot diameter of effectiveness).
- Stars appear to twinkle and shine above the area of effect, whether this is a 10-foot-high chamber ceiling or a 60-foot-high cavern roof.



## Summon Winged Steed

**Duration:** 1 day

**Range:** 120'

This spell calls a small dragon, pegasus, or nightmare to the warlock to serve as a winged steed (see the Monsters chapter of your core rulebook for details).

- The steed will appear anywhere within range, tacked, and saddled for riding.
- The warlock may choose to mount the steed himself, or command that the steed carry another, but in no case will the steed submit to more than one rider.
- This spell does not automatically grant the rider the equivalent of riding training, so untrained characters who ride the steed into battle do so at their own risk.
- The spell persists until the steed is slain or dispelled, or until 1 day passes.

## Fourth Level Spells

### Call the Cosmic Abomination

**Duration:** 1 round/level

**Range:** 20'

All around tentacles and writhing teeth emerge from the ground as the warlock summons forth a specter of the dread abomination to feast on the mind and body of those within the area.

- This area does not move with the warlock.
- For the spell's duration, each character who begins his turn within the spell's area suffers 4d6 points of damage.
- Additionally, any character beginning his round within the spell's area or within 5 feet of the spell's area must succeed on a saving throw vs. spells or succumb to the abomination's call, suffering 1d4 points of Intelligence damage and being compelled to move towards the center of the spell's area, if possible.

Damage can be healed via a *Remove Curse* and then normal healing.

### Chimerical Force

**Duration:** concentration plus 2 rounds

**Range:** 240'

This spell creates the visual and auditory illusion of an object, creature, or force, as visualized by the warlock, up to a maximum size of 30' x 30' x 30'.

- The illusion does not create smell, texture, or temperature. The warlock can move the image within the limits of the size of the effect.
- The image persists so long as the warlock concentrates upon it, plus an additional 2 rounds after the warlock ceases to concentrate.
- If used to create the illusion of one or more creatures, they will have an Armor Class of 0 and will disappear if hit in combat.
- If used to simulate an attack spell or an attacking creature, the illusory damage done will be equivalent to the normal damage for any attack form simulated.

A successful saving throw, however, will allow victims to avoid all damage. Illusory damage is not real. Those "killed" or injured will realize they are unharmed (at least from this spell) after 1d4 rounds.

## **Crystal Visions**

**Duration:** 10 minutes

**Range:** One crystal

The warlock can use any crystal and treat it as if it were a crystal ball.

## **Dreadful Gravity of Nibiru**

Level: Warlock 4

**Duration:** 1 round

**Range:** 100 feet from the warlock

With this spell, the warlock summons the dreadful gravity of the planet Nibiru and can pull one Small, Medium, or Large creature to it to spot five feet from the Warlock.

- The creature is pulled and immobilized for 1 round.
- After this, it may attack as normal.

## **Extend Spell, Lesser**

**Duration:** special

**Range:** special

The warlock must cast this spell one round after casting a level 1–3 spell. Doing so extends the duration of the previous spell by 50%.

## **Fear**

**Duration:** 1 hour

**Range:** 240 feet

This spell causes the creatures in its cone-shaped path to flee in horror if they fail a saving throw.

- On a failed save there is a 60% chance that they will drop whatever they are holding.
- The cone extends 240 feet to a base 120 feet across.

## **Incantation of the Moon**

**Duration:** Instantaneous

**Range:** 1 shapeshifter

The warlock can target any one lycanthrope and force them to revert to their human shape if in animal or into animal shape if in human shape. The warlock forces the proper moon phase into their mind.

## **Magic Circle Against Good/Evil, 10' Radius**

**Duration:** 1 round per level

**Range:** Touch

This spell is identical to the spell Magic Circle Against Evil, except a larger circle may be drawn, and others may be within the circle. Up to eight (8) companions may be thus protected.



## **Poisonous Spittle**

**Level:** Warlock 4

**Duration:** Instant

**Range:** 10'

This spell allows the warlock to hurl forth a glob of poisonous spittle at an enemy. The target must be within 10' of the warlock (in front of him, naturally).

- The warlock must make a successful roll "to hit."
- If so, the target is allowed a saving throw.
- If the saving throw fails, the target will take 1d8 hp of damage per level of the warlock, as the burning poison bubbles and steams on their skin.

## Sensory Overload

**Duration:** Instantaneous

**Range:** 120'

This spell forces the sight, smell, hearing, touch, and taste senses of the target to be inundated with stimuli in an instant, causing disorientation and pain.

- Targets will take 1d6 points of damage, plus an additional 1d6 points of damage for every 3 levels of the warlock, and be stunned for 1d3+3 rounds.
- A successful saving throw will reduce the damage by half, and the target will only be stunned for 1d3 rounds.

## Spell Storing

Level: Warlock 4

**Duration:** Special

**Range:** Touch

This spell prepares a necklace, ring, or similar item to have up to six spells stored within it. Only the character who casts spell storing may store spells in the item.

- The warlock stores spells in the item by casting them one at a time. A
- ll spells to be stored must be cast within 1 turn of spell storing being cast. Thereafter, any character who puts the item on automatically gains the knowledge of which spells are stored, and may discharge them as if a warlock of the minimum level required to cast the spell.

The spells will remain stored in the item until discharged, or until one day passes, whichever comes first. This spell is used to create rings of spell storing.

## Starlight Form

**Duration:** 1 round per level

**Range:** personal

The warlock becomes as insubstantial as starlight.

- They are granted 90% invisibility and can move through the smallest of openings.
- They can't attack and can only be attacked by creatures or weapons that can extend into the astral plane, though the Starlight warlock is not wholly in the astral plane.



## **Winds of Nibiru**

Level: Warlock 4

**Duration:** 1 round + 1 round per 3 levels

**Range:** 40 feet from the warlock

With ancient incantations, the warlock summons the foul winds of Nibiru.

- The winds blow from the warlock in a cone shape and terminate 40 feet away.
- Creatures in the area of effect are blown outside of it. Those outside cannot enter the cone area in front of the warlock.
- Missile weapons and spells are also ineffectual in the area.

Such is the concentration required that the warlock cannot move during the duration of the spell.

## **Fifth Level Spells**

### **Bad Luck, Run of Bad Luck**

**Duration:** See below

**Range:** 60 feet

If the target fails his saving throw against this spell, every time he makes a saving throw in the future, he must make two saving throws and take the worst result.

This spell remains in effect until the target makes a number of saving throws equal to the warlock's level.

### **Breathe Fire**

Level: Warlock 5

**Duration:** special

**Range:** 10 feet

The warlock must purse his lips after speaking the final incantation of this spell, for the next time he opens his mouth, he releases a jet of flames 10 feet long and 5 feet wide at its terminus.

- Victims in this path sustain  $3d8+3$  hp damage, though they can attempt saving throws for half damage. The warlock can open his mouth at will to release this spell, so he may move, engage in combat, or perform other like activities, though he may not cast other spells.
- If, however, breathe fire is not released within 1 turn (10 minutes), the warlock immolates, suffering maximum damage (27 hp) with no saving throw applicable.

This spell can be dangerous if the warlock is forgetful and speaks to an ally or other person.

## Contact Other Plane

**Duration:** Special

**Range:** 0' / Self

The warlock sends his mind to another plane of existence to receive advice and information from powers there. See the accompanying table for possible consequences and results of the attempt. The powers reply in a language the warlock understands, but they resent such contact and give only brief answers to questions. All questions are answered with “yes,” “no,” “maybe,” “never,” “irrelevant,” or some other one-word answer. The warlock must concentrate on maintaining the spell to ask questions at the rate of one per round. The power answers a question during the same round. The warlock may choose how many questions to ask. The number of questions asked reflects the level of power the contacted being has, and how far away it is. The greater the number of questions asked, the further away the contacted place is, and the more powerful the being is. First, roll on the table below to see if the power knows the answer. Then roll to see if the power answers truthfully. There is a probability that the warlock will go insane after casting the spell, and the probability is related to the number of questions asked.

Questions	Don't Know	True Answer	Insanity
3	75%	50%	5%
4	70%	55%	10%
5	65%	60%	15%
6	60%	65%	20%
7	50%	70%	25%
8	40%	75%	30%
9	30%	80%	35%
10	20%	85%	40%
11	10%	90%	45%
12	5%	95%	50%
13	0%	100%	55%

Results of a Contact:

- **Don't Know:** The entity may or may not know the answer, and may or may not tell the warlock the truth of whether it knows or not.
- **True Answer:** The warlock gets a true, one-word answer. Otherwise, the entity lies, and the lie is undetectable.

- **Insanity:** The chance that the warlock goes insane at the effort of communication. A character that goes insane will remain that way for the same number of weeks as the total number of questions asked, and the player cannot play the character during this time.

### **Eclipse of Nibiru**

**Duration:** 5 rounds

**Range:** 50 feet radius sphere from the warlock

This spell summons a piece of dread and invisible Nibiru to block all magical attacks directed at the warlock.

- Any spell directed at the warlock is deflected or is stopped at a distance of 50 feet from the warlock.
- Magical weapons are also likewise deflected.

### **Extend Spell, Greater**

**Duration:** Special

**Range:** Special

The warlock must cast this spell one round after casting a level 1–5 spell. Doing so extends the duration of the previous spell by 50%.

### **Maelstrom**

**Duration:** Instantaneous

**Range:** 360'

The maelstrom produces a cone effect of bright colors flashing out in an incomprehensible and powerful sensory storm.

- The first 4d6 creatures within the cone are affected – the effects depending on the hit dice of the creatures (each gets to make a saving throw to avoid the effects except for the damage).
- **Up to 6 HD:** Unconscious for 4d6 rounds, blinded for 2d6+2 rounds, and then stunned for 3 rounds. (Only living creatures are knocked unconscious.) In addition to this, affected creatures take 3d6 points of damage.
- **7 to 8 HD:** Unconscious for 3d6 rounds, blinded for 1d6+1 rounds, and then stunned for 2 rounds. In addition to this, affected creatures take 2d6 points of damage.
- **9 or more HD:** Unconscious for 2d4 rounds, blinded for 1d4 rounds, and then stunned for 1 round.

## Mind Fog

**Duration:** 30 mins

**Range:** 120'

Mind fog produces a bank of thin mist that weakens the mental resistance of those caught in it.

- Creatures in the mind fog take a - 10 penalty on wisdom, charisma, and intelligence checks and saves.
- Affected creatures take the penalty as long as they remain in the fog and for 2D6 rounds thereafter.
- The fog is stationary and lasts for 30 minutes (or until dispersed by wind).

A moderate wind disperses the fog in four rounds; a strong wind disperses the fog in 1 round.

## Phantasmagoria

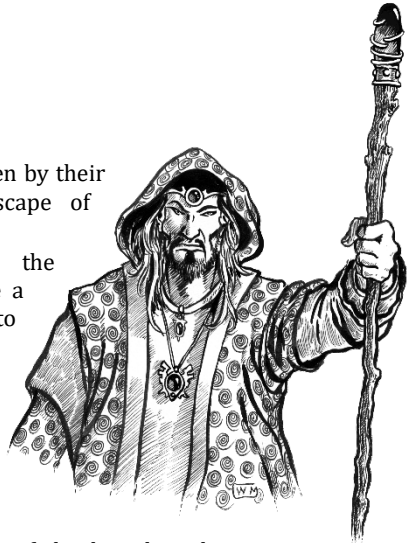
**Duration:** 1 round per level

**Range:** 50' + 10' per level of Warlock

The warlock taps into the horrors seen by their Patron and summons up a landscape of phantasms and terrors.

- Anyone within the Phantasmagoria must make a saving throw vs. Spells to ignore the effects.
- The first effect is fear. If any creature with less HD than the warlock has levels is subject to fear as per the spell and will attempt to flee.
- If the first effect saving throw fails, then the subjects must make a second saving throw as -2 or become paralyzed in fear. They will not be able to move, speak, or take any actions.
- If this second effect saving throw fails, subjects must make a third saving throw at -3 (not cumulative) or die from fright.

Anyone walking into the affected area is also subject to these effects.



## Song of the Night

**Duration:** until Victim saves

**Range:** 30' radius

With the Song of the Night, the warlock calls upon the twisted dark and speaks a language not meant to be heard by mortal ears.

- A cacophony of vermin chirps, slurps, clicks, and wails fill the air as the warlock sings, causing all within range to be driven into a stunned panic, and eventually a mind-bending madness.
- Victims must make a saving throw or be stunned, unable to move or attack. A successful save allows victims to escape from earshot.

## Terror

**Duration:** See below

**Range:** 0'

Terror produces an aura of extreme fear around the warlock, out to a radius of 20 feet.

- Any living creatures entering the area of the spell must save or flee from the warlock for 2 rounds per level of the warlock in an unreasoning panic, dropping whatever is held in hand and abandoning companions.
- If restrained by anyone, the victim will fight (to the death) whatever is restraining him in order to continue his flight.
- Anyone in the area of effect of the spell must make a new save every minute to remain there.

## Toxic Cloud

Level: Warlock 5

**Duration:** 1 hour

**Range:** 0'

Foul and poisonous vapors boil from thin air, forming a cloud 20 feet in radius.

- The cloud moves away from the warlock at a rate of 6 feet per minute unless its direction or speed is affected by winds.
- Unusually strong gusts can dissipate and destroy it.
- Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path.
- The toxins in the cloud will do 4d6 damage to any caught within its area, and leave them weak and uncoordinated (-4 to attacks and ability checks) for 3d6 minutes after exposure.
- A successful saving throw will reduce the effects by half.

## **Warlock of War**

**Duration:** 1 round per level

**Range:** 10 feet + 5 feet / level

This spell causes all within the affected area to begin fighting each other. All hostilities come to the open, and everyone attacks everyone else until the spell ends, the warlock is killed, or everyone is dead.

## **Winds of Limbo**

**Duration:** 1 round

**Range:** 10' wide and 60' long.

This spell creates a scouring wind that originates from the warlock and affects all creatures in a line 10' wide and 60' long.

- Any creatures within the cone will suffer 1d4 points of damage per level of the warlock from abrasion and debris whipped up by the wind. A successful saving throw reduces damage to half.
- Creatures subjected to the scouring wind that fail their saving throw suffer additional effects, depending on their size.
- Tiny creatures (the size of a house pet or smaller) are knocked down and rolled 1d4x10', taking 1d4 points of nonlethal damage per 10'. If flying, a tiny or smaller creature is blown back 2d6x10' feet and takes 2d6 points of nonlethal damage due to battering and buffeting.
- Small creatures, such as halflings or goblins, are knocked prone by the force of the wind, or if flying are knocked back 1d6x10' feet. Man-sized creatures are unable to move forward against the force of the wind, or if flying are knocked back 1d6x5' feet.
- Creatures of ogre size or larger may move normally within a scouring wind.

Missile attack throws within or through a scouring wind are at a -4 penalty, as are checks to hear noise (-20%). The force of the scouring wind automatically extinguishes any candles, torches, or other unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly, with a 50% chance of being extinguished. A scouring wind will also do anything that a sudden blast of 50 mph wind would be expected to do, such as fan a large fire, overturn delicate awnings, create a spray of dust, or blow vapors out of range (Referee's discretion).

## Lodges

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Warlocks belong to Lodges, which are small groups of likeminded Warlocks. There are solitary Warlocks as well. A Warlock without a lodge, though, is seen as a dangerous and rogue element among other Warlocks. A Warlock Lodge may not tolerate such a Warlock operating in their area.

### The Lodges

The Warlock also has communities to which he belongs and from where he has learned his craft. The Lodge is a secret order that often only admits a few Warlocks at a time. Each Lodge has its own methods of instruction for their potential Warlock, and these are a closely guarded secret. While a Witch may leave the lands where she learned her tradition from her sisters, Warlocks join a Lodge for life. The Lodge is also the physical meeting place, sanctuary, and library of the Warlock. Each order has its own lodge. Lodge meetings take place for all members on the Solstices and Equinoxes. Typically, this is when new probationers are admitted. The ceremonies are very formal and full of rote and ritual. After the main ceremony follows a grand feast where matters mundane and magical are discussed. Lesser ceremonies, such as level advancement, are also held at the member's lodge. These ceremonies do not require the full attendance of all members. Most Lodges are located in cities, with the largest cities having many lodges, and the largest, most powerful lodges having a presence in many cities. Lodges are usually clearly marked and identified. Knowing where a lodge is and gaining admittance, however, are two very different things.

### Academy of Noble Stargazers

The Academy of Noble Stargazers, or "The Academy" for short or just "Stargazers," is a historical and noble academy of warlocks, sages, astrologers, and astronomers. They are dedicated to studying the motions of the stars, planets, and other celestial bodies and how they pertain to the lives of people, mostly important people, in the material realms.

Within their archives are histories written in the stars dating back thousands of years. They study the effects these celestial bodies have on both the fates of people and the effects on arcane magic. The Academy is known to work with both the Secret Masters of the Invisible College and the Witches of the Aquarian Order.

The Academy has twelve Masters/Mistresses, each representing a different House of the Zodiac.

## **Chaos Cults**

There are thousands of Chaos cults. Some are evil, and some are dedicated to randomness found in freedom. Others still are evil. The Chaos cults are less of a formal Lodge as can be imagined. The one thing all Chaos Cults share is a dedication to chaos and sowing as much discord as they can. Some honor demons but more than a few look to Patrons such as Discordia, Cardea, and the Lords of Limbo.

## **The Dragon Cult**

This cult is as ancient as it is evil. This lodge is open to Draconic warlocks and Death Pact warlocks primarily, but the odd Chaos warlock has been welcome.

They seek to venerate all dragons and ascend them to immortality via the gift of undeath. While they work on this ultimate plan, they honor their chosen Patron, Aži Dahāka, to destroy everything they can. They are a random and violent cult. They have found footholds into most lands even if their total numbers are not great.

The leader of a Dragon Cult Lodge is known as the Great Dragon. Members are known as “Wyrms” or, more specifically, “worms” since they feel human life is much less than draconic life.

To gain membership, a potential worm must sacrifice a living being to a dragon. Elves are preferred, but humans will suffice.

## **The Masters of the Undying**

These warlocks are all Death Pact, though they also allow Necromancers (magic-users focused on necromancy) and Death Priests (clerics dedicated to gods of the dead, undead and death) to enter their ranks as Second and Third Circle members respectively. The Fourth Circle is limited only to Mara Witches and other types of warlocks. The Fifth Circle (First Inner) is limited to the Death Pact warlocks. The Sixth and Final Inner Circle is limited to the highest level warlocks, and there may be only six members at a time. The outermost circle, the First Circle, is open to all the lay members of the death cult.

The Masters of the Undying seek to understand all aspects of death and undeath. They will ally themselves with the Dragon Cult of Aži Dahāka and to the witches of the Mara Tradition.



# Magic Items

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Warlocks may use any magic items that are usable by arcane spellcasters such as magic-users and illusionists. Warlocks can use items restricted to witches, and witches can use items restricted to warlocks unless otherwise noted.

Listed below are new magic items that are either usable by warlocks or items created by warlocks. Unless specified, the items may be used by any appropriate class.

## Amulet of Chaos

- Keeps the wearer from being scryed upon and prevents aura readings.

## Astrolabe of Fate

An ornate astrolabe.

- When used by a cosmic warlock or astrologer, they gain +1 on any one roll within the next hour—only usable three times per day.



## Charm Bracelet

This silver chain is worn on the wrist and has a number of metal charms attached.

- Number of charms, 1 to 4, indicates the level of protection the bracelet will provide.
- 1 charm is +1 to AC and Saves, 2 charms are +2 to AC and Saves, and so on.

## Charm Bracelet, Luck

This silver chain appears to be a charm bracelet, but instead of providing protection directly, it provides a +1 to any one roll.

- The number of times it can be used in a day is indicated by the number of charms, 1d6.
- The luck bonus must be announced before the roll is made. It may only provide a single +1 bonus per use.

### **Cloak of Night**

This cloak provides 50% invisibility during the daylight hours and 100% invisibility at night.

- It can add 50% to a thief's Hide in Shadow ability.

### **Dragonhide Armor**

This specially treated armor can be worn like leather but is treated like it was chainmail, AC 5 [14].

- It also provides a +1 to saves vs. Dragon Breath for the type of hide it belongs. So Red Dragonhide armor gives a +1 vs. Fire breath weapons, but not from other fire attacks.
- If the armor is also magical, then the bonus is also added to the saving throw.

### **Dragontooth Charm**

This charm bracelet or necklace has the tooth of a particular dragon type on it.

- Each tooth, up to three per type of dragon, provides a +1 saving throw protection against that sort of dragon breath.

### **Hat of Spell Storing**

Magic-users, illusionists and warlocks prize this conical wizard hat.

- Hat has 5 +1d6 levels of spells currently stored.
- Can store a total of 11 + 1d6 levels of arcane spells.

### **Hexblade**

These swords are sought after by many warlocks.

- They can +1, +2, and +3 varieties and in addition to the bonuses to hit and damage.
- Act as a Rod of Spell Focusing. Warlocks with the Pact Blade Invocation can use these blades for added benefits.

### **Mantle of Protection**

Either warlocks or witches can wear this hooded cloak.

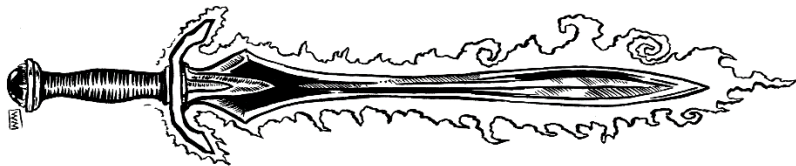
- Provides +1 bonus to both Armor Class and Saving Throws.
- Cannot be worn with other cloaks or capes, but can be worn over armor.

### **Moonblade**

Elves, witches, and warlocks value these blue-silver swords. They have the following abilities.

- Glow in the presence of shapeshifters like lycanthropes.
- +1 to hit and damage.

- +2 to hit and damage to all undead.
- +3 to hit and damage to all shapeshifters and lycanthropes.



### **Pentacle Rod**

This magic item usually has a pentacle or an inverted pentacle at the end.

- All pentacle rods have an alignment of either Lawful or Chaotic.
- Three times per day, this rod can spout a ray that casts *Grasp of the Endless War* as if cast by a warlock of the alignment of the wand.

### **Rod of the Fire Mountain Warlock**

These metal rods were crafted years ago by the legendary warlocks from the top of the Fire Mountains.

- When used in the casting of a fire spell, they increase the die type used. So a spell that would use a d6 now will use a d8. A d8 is stepped up to a d10, and so on. The total number of dice rolled remains the same.

### **Shield of Chaos**

This is a large round shield made from heavy, unknown metal.

- Requires a 14 or greater strength to wield.
- +3 bonus from attacks from Lawful opponents and a +2 to any save.
- Only +1 against attacks from neutral opponents and none against chaotic.

### **Staff of the Sun**

This gilded wood staff appears to be the staff used by court mages or priests. Often topped with a gold sun disc. It can be used by clerics, magic-users, and cosmic warlocks. The following powers can be used many times as needed, as per the spell. Typically has 15d10 + 50 charges.

- Light

The following powers require at least one charge.

- Continual Light
- Produce Flame
- Incantation of the Sun (2 charges)
- Clerics with a Staff of the Sun can also add +3 to any attempt to turn undead. (2 charges)

The staff is also capable of acting as a Quarter Staff +2.

### Staff of the Warlock

Similar to the legendary Staff of Wizardry, but only effective in the hands of warlocks. Some of its powers drain charges, while others do not. The following powers can be used draining one charge per use. Typically has 15d10 + 50 charges.

- Produce Flame
- Detect Magic
- Light/Darkness
- Cone of Cold (2 charges, 14d6)
- Fireball or Lightning Bolt (one or the other, 2 charges, 10<sup>th</sup> level, 10d6)
- Hold Monster (2 charges)
- Invisibility (2 charges)

The staff adds +2 to the warlock's saving throws against spell-based attacks. The staff cannot absorb wizard spell energy and must be recharged by the warlock himself. The staff is also capable of acting as a QuarterStaff +2.



### Sundial, Magical

This sundial can be used anywhere anytime, even underground, to give an accurate (up to the closest hour) measure of time.

### Witch Whistle

Summons an army of rats when blown.

- Summons 10-100 (10d10) normal rats when blown (usable 2x per day)
- Or summons 5-30 (5d6) giant rats when a short tune is played (1 per day)
- Or summons 1-4 (1d4) wererats when a longer song is played (1 per day)

Crafted from the bone of a wererat and petrified paw of a rat. They keep the songs well hidden but allow the magic to be used to summon normal rats. If the songs are learned, the player can use one of any of the powers once per day.

Under any circumstance, the player does not control the rats that are summoned.

They arrive within one round.

# Appendix A: Spell Lists

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## Warlock Spell Lists

### Cantrips

Acid Splash  
Arcane Mark  
Aura Reading  
Clean  
Daze  
Detect Curse  
Freshen  
Guiding Star  
Mend  
Message  
Object Reading  
Quick Sleeping  
Warm

### 1<sup>st</sup> Level

Arcane Dart  
Command  
Eldritch Fire  
Häxen Talons  
Mage Armor  
Moon Touched  
Phantom Shield  
Sonic Blast  
Spirit Servant  
Synesthesia  
Taint  
Trance  
Wailing Lament

### 2<sup>nd</sup> Level

Alter Self  
Augry  
Aura of Chaos  
Defiling Touch  
Discord  
Grasp of the Endless War  
Hideous Laughter  
Identify  
Night's Companion  
Phantasmal Armor  
Poisonous Stare  
Speak with the Dead  
Ward of Harm

### 3<sup>rd</sup> Level

Astral Sense  
Black Lightning  
Body of Eyes  
Cackling Skull  
Contagion  
Dragon Eyes  
Incantation of the Sun  
Lesser Strengthening Rite  
Lifesteal  
Nibiru's Crossing  
Paralyze  
Starlight  
Summon Winged Steed

### 4<sup>th</sup> Level

Call the Cosmic Abomination  
Chimerical Force  
Crystal Visions  
Dreadful Gravity of Nibiru  
Extend Spell, Lesser  
Fear  
Incantation of the Moon  
Magic Circle Against Good/Evil, 10' Radius  
Poisonous Spittle  
Sensory Overload  
Spell Storing  
Starlight Form  
Winds of Nibiru

### 5<sup>th</sup> Level

Bad Luck, Run of Bad Luck  
Breathe Fire  
Contact Other Plane  
Eclipse of Nibiru  
Extend Spell, Greater  
Maelstrom  
Mind Fog  
Phantasmagoria  
Song of the Night  
Terror  
Toxic Cloud  
Warlock of War  
Winds of Limbo

## Spells for Others

### Clerics

#### 1<sup>st</sup> Level

Command  
Trance

#### 2<sup>nd</sup> Level

Augry  
Aura of Chaos  
Defiling Touch  
Speak with the Dead

#### 3<sup>rd</sup> Level

Incantation of the Sun  
Lifesteal  
Starlight

#### 4<sup>th</sup> Level

Fear  
Magic Circle Against Good/Evil, 10' Radius

#### 5<sup>th</sup> Level

Bad Luck, Run of Bad Luck  
Contact Other Plane

### Druids

#### 1<sup>st</sup> Level

Moon Touched  
Phantom Shield

#### 2<sup>nd</sup> Level

Night's Companion  
Poisonous Stare

#### 3<sup>rd</sup> Level

Black Lightning  
Body of Eyes  
Starlight  
Summon Winged Steed

#### 4<sup>th</sup> Level

Incantation of the Moon  
Poisonous Spittle  
Starlight Form

#### 5<sup>th</sup> Level

Breathe Fire

Maelstrom

### Illusionists

#### 1<sup>st</sup> Level

Hideous Laughter  
Phantom Shield  
Synesthesia

#### 2<sup>nd</sup> Level

Alter Self  
Discord  
Phantasmal Armor

#### 3<sup>rd</sup> Level

Cackling Skull  
Sensory Overload

#### 4<sup>th</sup> Level

Chimerical Force  
Fear

#### 5<sup>th</sup> Level

Mind Fog  
Phantasmagoria  
Spell Storing

### Magic-Users

#### 1<sup>st</sup> Level

Eldritch Fire  
Mage Armor  
Sonic Blast

#### 2<sup>nd</sup> Level

Alter Self  
Identify

#### 3<sup>rd</sup> Level

Astral Sense  
Dragon Eyes  
Paralyze

#### 4<sup>th</sup> Level

Extend Spell, Lesser  
Magic Circle Against Good/Evil, 10' Radius  
Spell Storing

#### 5<sup>th</sup> Level

Extend Spell, Greater  
Terror

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Deadful Gravity of Nibiru	4	45
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Extend Spell, Greater	5	50
Extend Spell, Lesser	4	45
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Grasp of the Endless War	2	37
Guiding Star	0	29
Häxen Talons	1	32
Hideous Laughter	2	37
Identify	2	37
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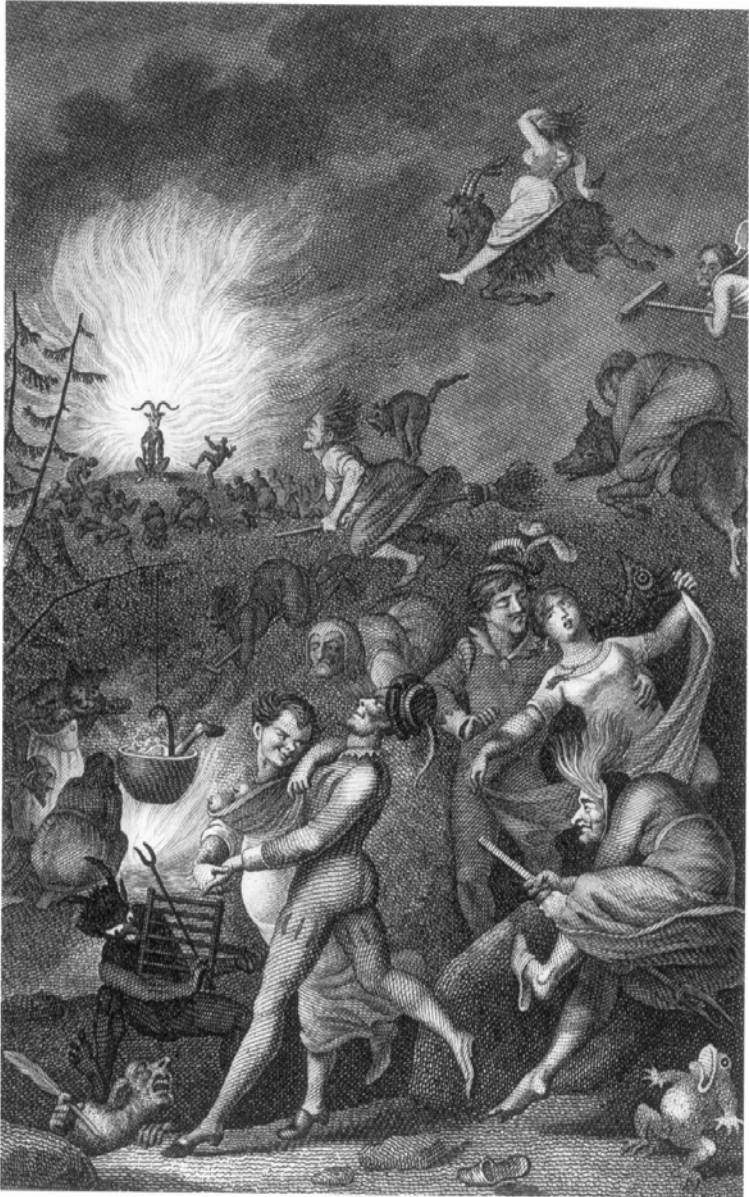
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## Appendix B: Invocations

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Agonizing Blast	Gift of Languages
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Bewitching Whispers	Pact Blade
Born Under a Bad Sign	Precognitive Defense
Breath of the Dragon	Preternatural Vigor
Claws of the Dragon	Repelling Blast
Claws of the Ghoul	Sight
Cold of the Void	Sign of Ill Omen
Dragon Sight	Signature Spell
Dreadful Word	Smell Gold
Eldritch Sight	Starlight
Eldritch Spear	Supernatural Protection
Eye of Algol	Under a Baleful Star
Eye of Thuban	Under a Raging Moon
Eyes of the Rune Keeper	Visions of Distant Realms
Form of the Chaotic Aberration	Wasting, The
Form of the Cosmic Apotheosis	Whispers of the Grave
Form of the Dragon	Witch Sight
Form of the Undead Horror	
Gaze of Two Minds	
Gift of Gemini	



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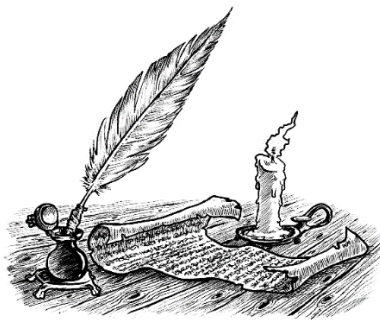
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