

STRANGE BREW

WARLOCK



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THE WARLOCK

THE WARLOCK

Power. Sorcerers are born into it. Wizards spend their lives in rigorous study for it. Witches gain it through devotion to their patron. But some who seek power are unlucky enough to have been born mortal, with no access to or desire for arcane education; ordinary people who know little of witchcraft's ancient traditions. Unlike witches, who are called by their patrons, warlocks seek out powerful beings to grant them the power they crave or desperately need. In some cases, a patron responds to a warlock's subconscious desires or sends its minions to offer power to a key player in the patron's machinations. In others, a budding warlock may have good intentions, seeking power to mete justice on creatures who destroyed his village, or to topple a brutal empire. In exchange for this power, patrons receive something from the warlock, depending on the patron's desires. Some want a taste of the warlock's soul. Others wish to inhabit the dreams of a mortal for their own ends, or crave a flesh-and-blood representative in the mortal realms.

There are two approaches to the nature of a warlock's pact and what each side receives in the exchange. In both cases, the best pacts are created cooperatively between the player and the GM. The most common pacts are detailed below in broad, generic terms that provide basic flavor but leave the details to the player, the GM, and the campaign's needs. Alternatively, players and GMs can select a specific patron from the provided list (see page @@). The specific patrons offer different, and sometimes greater, powers than the generic pacts, but at the cost of greater interference in the warlock's life and more control over his advancement.

As spellcasters who have pledged allegiance to a patron and offered something in return for powerful abilities, warlocks have some kinship to witches, and many covens and warlocks share a common history. Despite stereotypes, warlocks can be either male or female. Additionally, because of their close kinship with witches and because most warlocks are male, common folk have erroneously come to associate "warlock" as the name used to refer to a male witch.

Unlike the witch, warlocks are not concerned with the religion of their patrons. They are only concerned with the power they gain. The selfish origin of a warlock's powers, whether well-intended or not, makes this an offensive arrangement to most witches.

Warlocks who adventure do so for a variety of reasons. Many search for magical secrets, vengeance, or a unique artifact or tome. A few seek, like many adventurers, fame and fortune. Most warlocks pursue even greater power, so adventuring gives them the opportunity to please their patrons in a way that will fulfill that desire.

Warlocks can be found among all races, but most are commonly humans and their kin. It is believed that the humans' shorter life span and their natural desire to exceed their fate draws humans to the quick power of the warlock class. Most warlocks are human or half-elf, although there are large numbers of half-orc warlocks, as well. Races of demonic, diabolic, or other outsider stock also find the warlock's path to power enticing.



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TABLE 1-1: THE WARLOCK

Level	BAB	Fort	Ref	Will	Special	Spells per Day					
						1	2	3	4	5	6
1	0	0	0	2	Arcane blast 1d6, pact, <i>pact power</i>	1					
2	1	0	0	3	<i>Strange Misfortune</i>	2					
3	1	1	1	3	Hex	3					
4	2	1	1	4	<i>Dark transformation</i>	3	1				
5	2	1	1	4	Arcane blast 2d6	4	2				
6	3	2	2	5	<i>Pact power</i>	4	3				
7	3	2	2	5	Hex	4	3	1			
8	4	2	2	6	<i>Dark transformation</i>	5	4	2			
9	4	3	3	6	Arcane blast 3d6	5	4	3			
10	5	3	3	7	<i>Pact power</i>	5	4	3	1		
11	5	3	3	7	Hex	5	4	4	2		
12	6/1	4	4	8	<i>Dark transformation</i>	5	5	4	3		
13	6/1	4	4	8	Arcane blast 4d6	5	5	4	3	1	
14	7/2	4	4	9	<i>Pact power</i>	5	5	4	4	2	
15	7/2	5	5	9	Hex	5	5	4	4	3	
16	8/3	5	5	10	<i>Dark transformation</i>	5	5	4	4	3	1
17	8/3	5	5	10	Arcane blast 5d6	5	5	4	4	4	2
18	9/4	6	6	11	<i>Pact power</i>	5	5	4	5	4	3
19	9/4	6	6	11	Hex	5	5	4	5	5	4
20	10/5	6	6	12	<i>Total Transformation</i>	5	5	4	5	5	5

Warlocks are almost universally distrusted. Wizards regard them as amateurish and dangerous dabblers in powers they do not understand. Witches feel that warlocks are betraying the spirit of the centuries-old pacts for quick, reckless access to power. Paladins and clerics consider all warlocks dangerous and twisted regardless of the practitioners' actual alignments. Sorcerers and warlocks share many similarities, but they are almost diametrically opposed to each other in terms of ethos. A sorcerer is born into power; a warlock takes power from any source he can. Sorcerers seek to understand magic as part of their own life-blood, while warlocks seek to bend magic to their will as a tool.

Role: The warlocks' spellcasting ability is not as flexible as a wizard's or witch's, but they can excel in a several areas. Their spell-like abilities provide them with a range of powers that do not require intense study.

Alignment: Any, but warlocks often share one alignment axis with their patron: lawful, chaotic, good or evil.

Hit Die: d6

CLASS SKILLS

The warlock's class skills are Bluff (Cha), Craft (Wis), Disguise (Cha), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nature), Knowledge (planes) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), Stealth (Dex) and Spellcraft (Int).

Skill Points per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the warlock.

Weapon and Armor Proficiency: Warlocks are proficient with all simple weapons and light armor but not with shields. A warlock can wear light armor without incurring the normal spell failure chance. Like any other arcane spellcaster, a warlock wearing medium or heavy armor or bearing a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass warlock still incurs the normal arcane spell failure chance for arcane spells received from other classes.

THE WARLOCK

TABLE 1-2: WARLOCK SPELLS KNOWN

Level	0	1	2	3	4	5	6
1	4	2					
2	5	3					
3	6	4					
4	6	4	2				
5	6	4	3				
6	6	4	4				
7	6	5	4	2			
8	6	5	4	3			
9	6	5	4	4			
10	6	5	5	4	2		
11	6	6	5	4	3		
12	6	6	5	4	4		
13	6	6	5	5	4	2	
14	6	6	6	5	4	3	
15	6	6	6	5	4	4	
16	6	6	6	5	5	4	2
17	6	6	6	6	5	4	3
18	6	6	6	6	5	4	4
19	6	6	6	6	5	5	4
20	6	6	6	6	6	5	5

Spell Casting: A warlock casts arcane spells drawn primarily from the witch spell list (see Spell Stealing below). He can cast any spell he knows without preparing it ahead of time.

To learn or cast a spell, a warlock must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a warlock's spell is 10 + the spell level + the warlock's Charisma modifier.

Like other spellcasters, a warlock can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table 1-1: Warlock**. In addition, he receives bonus spells per day if he has a high Charisma score (see "Ability Modifiers and Bonus Spells" in the *Pathfinder Roleplaying Game Core Rulebook™*).

A warlock's selection of spells is extremely limited. A warlock begins play knowing four 0-level spells and two 1st-level spells of the warlock's choice. At each new warlock level, he gains one or more new spells as indicated on **Table 1-2: Warlock Spells Known**. (Unlike spells per day, the number of spells a warlock knows is not affected by his Charisma score. The

numbers on **Table 1-2** are fixed.) These new spells can be common spells chosen from the witch spell list, or they can be unusual spells that the warlock has gained through quests, study or spell stealing (see Spell Stealing below).

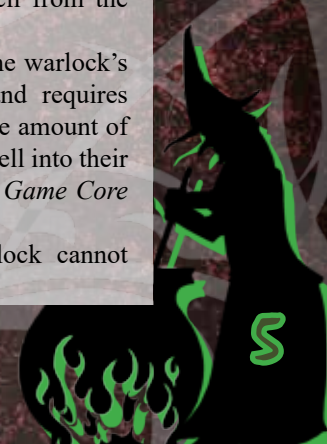
Upon reaching 5th level, and at every third warlock level thereafter (8th, 11th, and so on), a warlock can choose to learn a new spell in place of one he already knows. In effect, the warlock "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level warlock spell he can cast. A warlock may swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known of that level. The warlock may exchange spells stolen through the Spell Stealing feature as long as the new spell is also a sorcerer/wizard spell of the appropriate school.

Spell Stealing: A warlock's patron both grants power and seeks power. At each new spell level, a warlock may gain one bonus spell known from a school specified by his patron. This spell is not granted by the patron, but instead must be stolen by the warlock to expand the patron's power.

The bonus spells must be acquired directly from a wizard's spellbook or alchemist's formulary; scrolls do not possess enough detail about the spell's power to allow the warlock to master the spell. Spells stolen from an alchemist's formulary must exist on both the alchemist and sorcerer/wizard spell lists and must be of a school appropriate to the warlock's patron. The warlock must perform a ritual to transfer the spell's power into his grimoire. This ritual is similar to the process a wizard goes through to copy a spell from a borrowed spellbook, except that the ritual destroys the spellbook's copy of the spell. The warlock must decipher the writing of the book, just as a wizard must. Once a spell from another spellcaster's book is deciphered, the warlock must spend 1 hour studying the spell. At the end of the hour, he must make a Spellcraft check (DC 15 + spell's level). If the check succeeds, the warlock understands the spell and its power may be sacrificed into his grimoire, adding arcane knowledge to his patron. This process erases the spell from the spellbook.

The ritual that sacrifices the spell into the warlock's grimoire takes 1 hour per spell level and requires special components with a cost equal to the amount of gold a wizard must spend to write a new spell into their spellbook (see the *Pathfinder Roleplaying Game Core Rulebook™*).

If the Spellcraft check fails, the warlock cannot



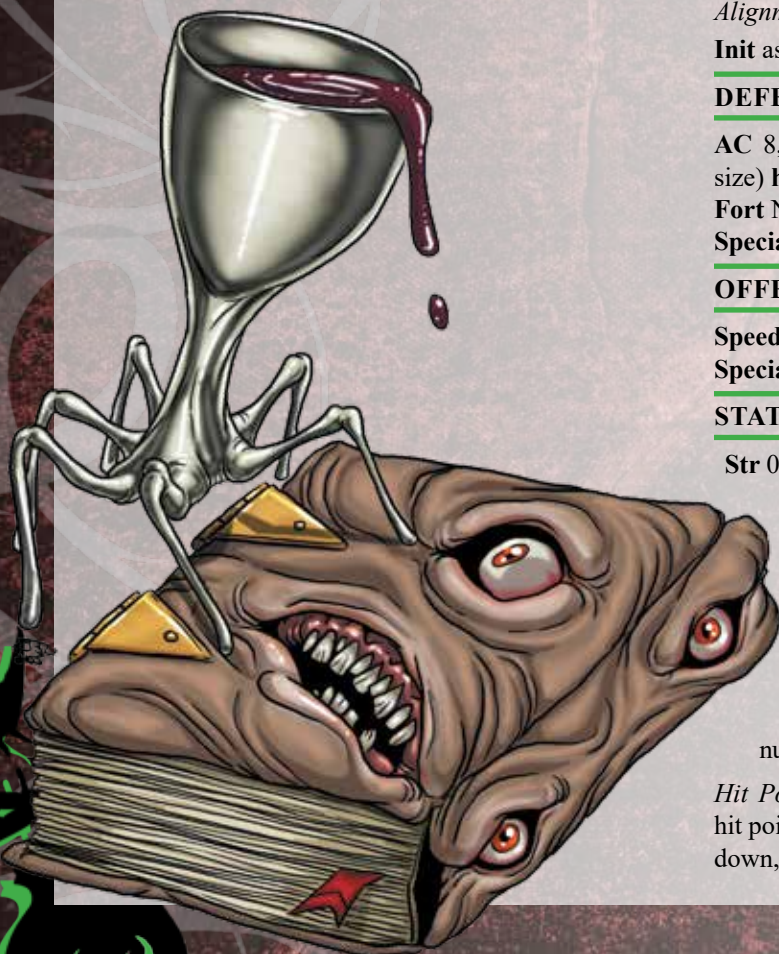
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understand or sacrifice the spell and is not required to spend the time or gold cost for the sacrificial ritual. He cannot attempt to understand or sacrifice that spell again until he gains another rank in Spellcraft.

Warlocks may also steal spells to fill their spells known slots in place of standard warlock spells. There is no limit to the number of sorcerer/wizard spells or alchemical formulae a warlock may possess. Some warlocks have kept their true nature a secret by stealing numerous sorcerer/wizard spells and disguising their grimoires as spellbooks. Spells stolen in place of warlock spells are still limited to the schools required by their patron.

As no wizard would loan a spellbook to a warlock to sacrifice their spells to a patron of unknown intention, warlocks must either track down ancient texts whose previous owners have died, defeat arcane enemies with access to the power their patron seeks, or steal the spellbooks they need.

Cantrips: Warlocks learn a number of cantrips, or 0-level spells, as shown on **Table 1-2: Warlock Spells Known**. These spells are cast as any other spell, but they do not consume any slots and may be used again.



SPELL STEALING

Depending on their players or campaign settings, some GMs may not want to introduce a mechanic that encourages players to steal from other players, or even significant NPCs. If that's the case, feel free to have the warlock's patron grant the bonus sorcerer/wizard spell of the appropriate level and school to the warlock instead of requiring the warlock to steal the power for his patron. Specific patrons below have lists of bonus spells they grant their warlocks if you prefer this option.

Grimoire: Unlike a witch, a warlock's patron rarely uses a living vessel as a conduit for its power. At 1st level, a warlock gains an object that he uses for communion with the otherworldly forces he calls on. Grimoires are commonly books, but can be any non-weapon, non-armor item appropriate to the patron, such as an amulet, a ring, a hooded cloak, a jeweled goblet or even a musical instrument.

Grimoires are animate objects given life and intelligence by the warlock's patron and have the following characteristics no matter the form of the original object.

GRIMOIRE

(CR 1/2)

Alignment as patron; Tiny construct

Init as warlock; **Senses** normal vision, Perception +0

DEFENSE

AC 8, touch 7, flat-footed 8 (-5 Dex, +1 natural, +2 size) **hp** 3

Fort N/A, **Ref** -5, **Will** +2

Special Defenses hardness 1

OFFENSE

Speed 0 ft.

Special Attacks spells

STATISTICS

Str 0, **Dex** 0, **Con** -, **Int** 11, **Wis** 10, **Cha** 10

Skills per pact

Languages per pact

SQ see below

Grimoire Basics: Use the basic statistics listed above, but with the following changes.

Hit Dice: For the purpose of effects related to number of Hit Dice, use the warlock's character level.

Hit Points: The grimoire has half the warlock's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

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TABLE 1-3: GRIMOIRE ABILITIES

Warlock Class Level	Natural Armor	Hardness	Int	Str	Dex	Special
1st-2nd	+1	1	11	0	0	Bonus language, skill bonus, share spells, cast spell (1/day, personal)
3rd-4th	+2	2	12	0	0	Deliver touch spells
5th-6th	+3	3	13	6	6	Speed increase (10 feet)
7th-8th	+4	4	14	6	6	Cast spell (2/day, touch)
9th-10th	+5	5	15	8	8	Fire and Acid Resistance/10
11th-12th	+6	6	16	8	8	Speed increase (20 feet)
13th-14th	+7	7	17	10	10	Spell resistance
15th-16th	+8	8	18	10	10	Scry on grimoire
17th-18th	+9	9	19	12	12	Cast spell (3/day, close)
19th-20th	+10	10	20	12	12	Speed increase (30 feet)

Attacks: The grimoire is not capable of melee or ranged attacks on its own, though it is capable of casting spells (see *Cast Spell* below). An unattended grimoire uses the master's base attack bonus, as calculated from all his classes, if needed for ranged or melee touch attacks. An unattended grimoire uses its Dexterity bonus to modify this base attack bonus for both ranged and melee touch attacks. If an unattended grimoire has a touch spell active and is picked up by another creature, the grimoire may choose to trigger the touch spell immediately or hold it and trigger it at a later, possibly more advantageous, point within the spell's duration without the need for a touch attack.

Saving Throws: If held by the warlock, the grimoire uses the warlock's save bonus. If unattended, the grimoire uses the warlock's base save bonus calculated from all of his classes, modified by the grimoire's ability scores. Grimoires are immune to any effects that require a Fortitude save.

Skills: Grimoires gain 2 skill points + 1 per Intelligence modifier per character level of the warlock. Grimoires may only use skill points to gain ranks in Intelligence-based skills. Grimoires consider no skills as class skills.

Grimoire Ability Descriptions: All grimoires have special abilities (or impart abilities to their masters) depending on the warlock's combined levels in classes that grant grimoires, as shown on the table below. The abilities are cumulative.

Natural Armor: The grimoire gains supernatural protection as the warlock gains levels, increasing its natural armor bonus by the number indicated.

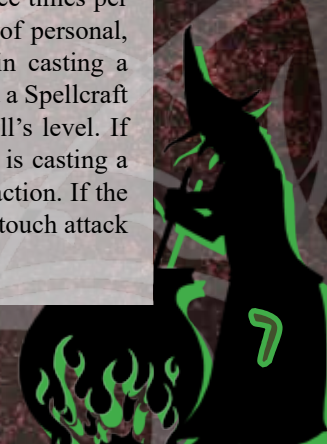
Hardness: Grimoire's gain a hardness score equal to the number indicated on the chart. Adamantine weapons ignore this hardness as normal.

Bonus language: The grimoire may speak one language determined by the warlock's pact. This language is also granted to the warlock as a bonus language. Grimoires do not gain bonus languages for a high Intelligence. Grimoires do gain bonus languages from the Linguistics skill, though these languages are not granted to their master.

Skill bonus: A grimoire grants its master a +2 bonus to one Knowledge skill determined by the warlock's pact. This bonus increases to +4 at 10th character level. The master may only gain the benefits of this feature if he is within 5 feet of his grimoire and is able to speak to it. The grimoire also gains this bonus if it has at least 1 rank in the Knowledge skill.

Share spells: The warlock may cast a spell with a target of "you" on his grimoire (as a touch spell) instead of on himself. A warlock may cast spells on his grimoire even if the spells do not normally affect creatures of the grimoire's type (construct).

Cast spell: Once per day at 1st level, the grimoire may cast any one spell known by the warlock that has a range of personal. This spell affects only the grimoire. At 7th level, the grimoire may use this ability twice per day and the spells cast may have a range of either personal or touch (see *Deliver Touch Spells* below). At 15th level, the grimoire may use this ability three times per day and the spells cast may have a range of personal, touch or close. Should the grimoire begin casting a spell while being held, the target is allowed a Spellcraft check against a DC equal to 10 + the spell's level. If successful, the target realizes the grimoire is casting a spell and may drop the grimoire as a free action. If the grimoire has a move speed, it may make a touch attack normally to affect the target.



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Deliver touch spells: At 3rd level, a grimoire can deliver touch spells for the warlock. If the warlock and the grimoire are in contact at the time the warlock casts a touch spell, he can designate his grimoire as the “toucher.” Should the grimoire be picked up or grabbed by a creature, the touch spell normally triggers automatically without the need for a touch attack, but the grimoire may hold the spell, subject to the spell’s duration limits, and trigger it at a more advantageous time after being picked up, or even on a second handler. As usual, if the warlock casts another spell before the touch is delivered, the touch spell dissipates. Once the grimoire gains a move speed (see Speed below), the grimoire may deliver the touch spell as noted in Attacks above.

Speed: Until 4th level, a grimoire has a base speed of 0 feet. At 5th level, the grimoire’s base speed increases to 10 feet, then to 20 feet at 9th level and 30 feet at 17th. How the grimoire gains this speed is determined by the nature of the item and the warlock’s pact patron. Examples include slithering (cloaks, belts, chains), rolling (rings, amulets), retractable insect legs or tentacles (books, goblets). A grimoire with a speed score may make Acrobatics, Climb and Swim checks. (Note that the grimoire’s skill points may only be used for Intelligence-based skills, so these checks will be made untrained, modified by the grimoire’s ability scores). Spells such as *expeditious retreat*, *haste* and *slow* affect the grimoire normally.

Fire and Acid Resistance/10: The grimoire has both fire and acid resistance 10. This increases by 1 point per level until level 20 (Fire and acid resistance 20).

Spell Resistance: If the master is 11th level or higher, a grimoire gains spell resistance equal to the master’s level + 5. To affect the grimoire with a spell, another spellcaster must make a caster level check (1d20 + caster level) that equals or exceeds the grimoire’s spell resistance.

Scry on Grimoire: If the master is 13th level or higher, he may scry on his grimoire (as if casting the *scrying* spell) once per day as a supernatural ability and at a caster level equal to the warlock’s class level.

Celestial Pact: Bonus language (Celestial); Knowledge (planes)

Cthonic Pact: Bonus language (Aklo); Knowledge (dungeoneering)

Death Pact: You may communicate telepathically with any single creature of Intelligence 3 or higher. Doing so requires a successful touch attack or grab maneuver, and maintaining communication requires continued contact with the target. While communicating with the target, the warlock becomes less aware of his surroundings and is considered grappled. Communication can be broken as a swift action; Knowledge (religion)

FROM THE MOUTHS OF GRIMOIRES

As mentioned in the Bonus Language section of **Table 1-3: Grimoire Abilities**, grimoires speak. This is an important, and sometimes horrifying, aspect of a warlock’s life. To gain their spells, bonus spells, and to commune with their pact patron, the warlock must speak to his grimoire in its native tongue. Since most grimoires speak rare languages or those commonly associated with evil beings, this conversation can be unnerving at best, mob-inspiring at worst. Only Death Pact patrons allow warlocks to communicate with their grimoire silently, though even death-pact warlocks are eerily distracted while doing so; a warlock telepathically communicating with an amulet or book may still appear dangerously odd to a commoner.

Demonic Pact: Bonus language (Abyssal); Knowledge (planes)

Diabolic Pact: Bonus language (Infernal); Knowledge (nobility)

Draconic Pact: Bonus language (Draconic); Knowledge (arcana)

Eldritch Pact: Bonus language (Draconic); Knowledge (arcane)

Elemental Pact: Bonus language (elemental language of warlock’s element); Knowledge (planes)

Fey Pact: Bonus language (Sylvan); Knowledge (nature)

Protean Pact: Bonus language (Protean); Knowledge (nature)

As sentient constructs, grimoires are subject to spells that affect both living creatures and constructs. They can be healed by a *cure light wounds* spell or a *make whole* spell, or damaged by a *harm* spell, although they are not subject to *apparent master* or *control construct*, as they are not mindless or controlled by their warlock. However, spells from the healing subschool and supernatural abilities that cure hit point damage or ability damage only have half their normal effects when applied to a grimoire. Grimoires do not heal naturally, but may be healed through use of the appropriate Craft skill with a DC equal to 10 plus the warlock’s level and a cost of 1 gp per hit point repaired. A warlock must wait 24 hours before replacing a destroyed grimoire. Replacing a destroyed grimoire requires the performance of an 8-hour ritual that costs 500 gp per level of the warlock. Grimoires replaced in this fashion may have different forms and personalities than the replaced grimoire, but it possesses all the abilities of a grimoire of its level, as well as all other abilities possessed by the former grimoire through warlock feats and other mechanisms.

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Pact: At 1st level, a warlock enters into a pact with a powerful entity. This entity is similar in many ways to a witch's patron. Though they are often called patrons, however, the relationship between a warlock and the patron is very different than that between a witch and her patron. The warlock gains powers, hexes, and spell-like abilities based on the nature of the patron. In addition, the nature of the warlock's arcane blast class feature is determined by the warlock's choice of pact. The nature of this relationship is best left to the player and Game Master to detail, but some suggestions are given under each pact type. Some can be pacts of mutual benefit, a quid-pro-quo arrangement, or the more archetypal Faustian bargain.

WARLOCK PATRONS

Celestial Pact: The warlock's patron is a celestial being of inhuman grace, power, and morality.

Chthonic Pact: The warlock's patron is an aberration of godlike power.

Death Pact: The warlock's patron is an undead creature of immense power or a godlike being with influence over the souls of the dead.

Demonic: The warlock's patron is a demonic prince or powerful advisor to the demonic royal houses.

Diabolic: The warlock's patron is a devil seeking influence over the souls of the material world.

Draconic Pact: The warlock's patron is an ancient wyrm who either resides outside the material plane or who has risen to godlike status.

Eldritch: The warlock's patron is a being of immense arcane power. This creature could be a lich, a sorcerer or wizard who has gained godlike status, or a powerful couatl possessing its own dimensional realm.

Elemental Pact: The warlock's patron is a powerful elemental being such as an efreet lord.

Fey Pact: The warlock's patron is a fey being of inhuman beauty and questionable morality.

Protean Pact: The warlock's patron is a creature born in a time before time. These creatures are the epitome of life, growth, and change.

Arcane Blast (Sp): At 1st level, a warlock can summon the energies granted to him by his pact and release it as a bolt of energy. The blast's energy type is dependent upon the warlock's pact. The warlock may fire a bolt of energy at any single opponent within close range (25 feet + 5 feet/2 levels). This is a ranged touch attack that does 1d6 points of damage at 1st level, and an additional 1d6 damage every four levels after (2d6 at

5th, 3d6 at 9th, 4d6 at 13th, to a maximum of 5d6 at 17th level). Using arcane blast is a standard action that provokes an attack of opportunity. When using the full-attack action, a warlock may fire as many arcane blasts as he has attacks. Spell Resistance does not apply to an arcane blast, but energy resistances and immunities do. Arcane blasts gain additional modifications as listed under the warlock's patrons.

Celestial Pact: Fire

Chthonic Pact: Untyped energy

Death Pact: Negative energy, this heals entities that are healed by negative energy

Demonic: Fire

Diabolic: Electrical

Draconic Pact: Energy type of the warlock's chosen draconic type

Eldritch: Force; affected as a *magic missile* spell, full damage vs. incorporeal creatures

Elemental Pact: Energy type of the warlock's chosen element

Fey Pact: Cold (Winter Court) or Fire (Summer Court)

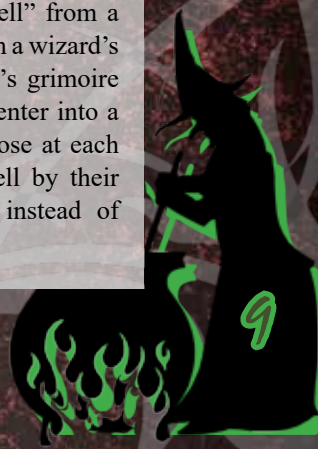
Protean Pact: Positive energy. The positive energy arcane blast deals damage to all creatures normally, has no healing effects and deals full damage against undead creatures with the incorporeal subtype.

Pact Powers: The warlock's pact-granted powers vary by the type of pact he has sworn. All saving throws associated with pact powers are figured at $10 + \frac{1}{2}$ warlock's class level + warlock's Charisma modifier.

THE NATURE OF PACTS

These pacts are generic guidelines for how pacts are structured. Specific patrons may deviate from these guidelines as indicated within their individual descriptions in the "Warlock's Pacts" section below. If the added level of specificity is not desirable for the character or campaign, then the general guidelines may be used to represent a pact with a larger, more generic theme.

Added Spells and Spell Stealing: Whenever a generic pact specifies that a warlock "adds one spell" from a specific school, that spell must be stolen from a wizard's spellbook and transferred into the warlock's grimoire (See *Spell Stealing* above). Warlocks who enter into a specific pact with a named entity may choose at each level they "add one spell" as a bonus spell by their patron (listed in the patron description) instead of stealing their own bonus spell.



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Celestial: At 1st level, the warlock adds spell from the cleric spell list that does not have the healing subtype to his spells known. These spells are granted by the warlock's pact patron and a warlock with a celestial pact is never required to steal these to gain bonus spells. This spell must not have an alignment component that differs from the warlock's alignment. At each new spell level gained, he adds another spell from the cleric spell list that does not have the healing subtype of the new level to his list of spells known. This spell may not be of a level higher than the warlock can cast. At 6th level, the warlock's arcane blast is treated as being good aligned. At 10th level, the warlock gains the *ally* major hex or the Arcane Divinity modification to his arcane blast, allowing ½ of the damage done to be from divine power. At 14th level, the target of the warlock's arcane blast must save or gain the *dazed* condition for 1 round per die of damage the blast deals. At 18th level, the warlock's wings granted from the dark transformation class feature have reached their full power and allow flight at the warlock's base speed +10 feet with a maneuverability of good.

Chthonic: At 1st level the warlock may add one spell from the sorcerer/wizard spell list to his spells known (see *Added Spells and Spell Stealing* above). This spell must be from the transformation school. At each new spell level gained, he may add one additional spell from the transformation school to his list of spells known. This spell may not be of a level higher than the warlock can cast. At 6th level, the warlock's arcane blast is treated as if it possessed the *seeking* weapon special ability. At 10th level, the warlock gains the *nightmares* major hex or the Arcane Cone modification to his arcane blast, transforming it to a 30 ft. cone effect. At 14th level, the target of the warlock's arcane blast must save or gain the *confused* condition for 1 round per die of damage the blast deals. At 18th level, the warlock gains Regeneration 2 (acid or fire), and the warlock's bonus to Intimidate checks gained from the dark transformation class feature increases to +4 and the penalty to other Charisma-based skill checks increases to -4.

Death: At 1st level, the warlock may add one spell from the sorcerer/wizard spell list to his spells known (see *Added Spells and Spell Stealing* above). This spell must be from the necromancy school. At each new spell level gained, he may add one additional spell from the necromancy school to his list of spells known. This spell may not be of a level higher than the warlock can cast. At 6th level, the warlock's arcane blast is treated as possessing the *ghost touch* weapon special ability. At 10th level, the warlock gains either the *infected wounds* major hex or the Arcane Line modification to his arcane

blast, altering it to affect a 30 ft. line. At 14th level, the target of the warlock's arcane blast must save or gain the *frightened* condition for 1 round per die of damage the blast deals. At 18th level, the warlock gains a +4 bonus to Constitution checks and Fortitude saves, a +2 bonus to the spell DC of spells and spell-like abilities from the necromancy school, and is perceived as an intelligent undead creature by other undead creatures.

Demonic: At 1st level, the warlock may add one spell from the sorcerer/wizard spell list to his spells known (see *Added Spells and Spell Stealing* above). This spell must be from the evocation school. At each new spell level gained, he may add one additional spell from the evocation school to his list of spells known. This spell may not be of a level higher than the warlock can cast. At 6th level, the warlock's arcane blast is treated as being chaotic in alignment. At 10th level, the warlock gains the *delicious fright* major hex or the Arcane Ball modification to his arcane blast, extending its range to medium (100 ft. + 10/ft. per level) and causing it to explode in a 20 ft. burst. At 14th level, the target of the warlock's arcane blast must save or gain the *fatigued* condition for 1 round per die of damage the blast deals. At 18th level, the warlock's prehensile tail from the dark transformation class feature gains a reach of 10 feet. In addition to the abilities gained by dark transformation, the tail can be used to manipulate unattended objects with a Strength score equal to the warlock's Strength as a swift action. The tail can wield any one-handed weapon the warlock is proficient with and deliver a single attack at the warlock's base attack bonus plus the tail's Strength score as a standard action. A weapon-wielding tail may make one additional attack during a warlock's full-attack action at a -5 penalty. The tail may also wield magic items such as wands or staves in order to keep the warlock's hands free, but the tail provides no additional actions to use these items. A tail used to attack without a weapon deals 1d4 + Strength modifier nonlethal damage, unless the warlock also possesses the Improved Unarmed Combat feat. The tail may also be used to perform combat maneuvers such as a trip or grab while keeping the warlock's hands free.

Diabolic: At 1st level, the warlock may add one spell from the sorcerer/wizard spell list to his spells known (see *Added Spells and Spell Stealing* above). This spell must be from the conjuration (summoning) school. At each new spell level gained, he may add one additional spell from the conjuration (summoning) school to his list of spells known. This spell may not be of a level higher than the warlock can cast. At 6th level, the warlock's arcane blast is treated as being lawful in alignment. At 10th level, the warlock gains the *retribution* major hex

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or the Arcane Chain modification to his arcane blast, allowing it to affect 1 additional target within 30 feet of the primary target for every 5 warlock levels. At 14th level, the target of the warlock's arcane blast must save or gain the *sickened* condition for 1 round per die of damage the blast deals. At 18th level, the warlock's feet complete their dark transformation class feature and gain cloven hooves. The warlock's base speed increases by an additional 5 feet (+15 feet total). In addition, whenever the warlock ignores difficult terrain using his dark transformation class feature, the warlock may walk along vertical surfaces and tread on any liquid as if it were firm ground. The warlock is immune to any damage that may result from contact with the liquid, such as from crossing over a lava flow or tank of acid.

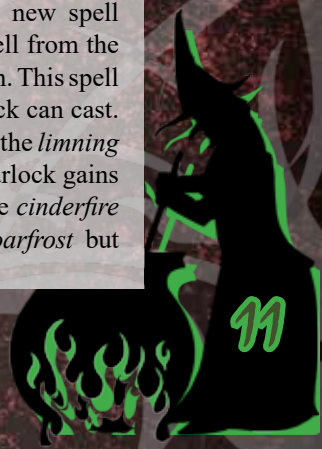
Draconic: At 1st level, the warlock may add one spell from the sorcerer/wizard spell list to his spells known (see *Added Spells and Spell Stealing* above). This spell must be an evocation spell that shares the energy type of the breath weapon of the warlock's chosen dragon type. At each new spell level gained, he may add one additional evocation spell sharing that energy type to his list of spells known. This spell may not be of a level higher than the warlock can cast. At 6th level, the warlock's arcane blast is treated as having the energy type of the warlock's chosen dragon type. This selection may not be changed once made. At 10th level, the warlock gains the *delicious fright* major hex or either the Arcane Line (30-ft. line) or Arcane Cone (30-ft. cone) modification to his arcane blast, depending on his chosen dragon type's breath weapon. At 14th level, the target of the warlock's arcane blast must save or gain the *shaken* condition for 1 round per die of damage the blast deals. At 18th level, the warlock's growing draconic features grant him darkvision to 60 ft. (or add 60 ft. to existing darkvision) and grant him a pair of primary natural claw attacks that do the normal claw damage for his size, with an additional +1d6 of energy damage of his chosen type. These claws are considered magical for the purposes of penetrating damage reduction.

Eldritch: At 1st level, the warlock may add one spell from the sorcerer/wizard spell list to his spells known (see *Added Spells and Spell Stealing* above). This spell must be from the divination school. At each new spell level gained, he may add one additional spell from the divination school to his list of spells known. This spell may not be of a level higher than the warlock can cast. At 6th level, the warlock's eldritch blast increases its critical threat range to 19-20. At 10th level, the warlock gains the *pariah* major hex or the Arcane Aura modification to his arcane blast, affecting any

target within 30 feet of the warlock. At 14th level, the target of the warlock's arcane blast must save or gain the *dazed* condition for 1 round per die of damage the blast deals. At 18th level, the skin of a warlock with the eldritch pact becomes covered in eyes. These eyes are in addition to the third eye gained from the dark transformation class feature. The warlock can see in all directions and can no longer be flanked. A warlock may forgo using his normal eyes and rely entirely on these arcane eyes. When doing so, the warlock gains the *blind* condition against any object or creature greater than 30 feet away, and his bonuses to Knowledge (arcana), Sense Motive, and Spellcraft checks increase to +4 and he is considered under the constant effects of the *arcane sight* spell. Creatures with magical auras or who are carrying magical objects and are farther than 30 feet from the warlock may be targeted by the warlock, but the warlock's attacks gain a 50% miss chance as if the target had full concealment.

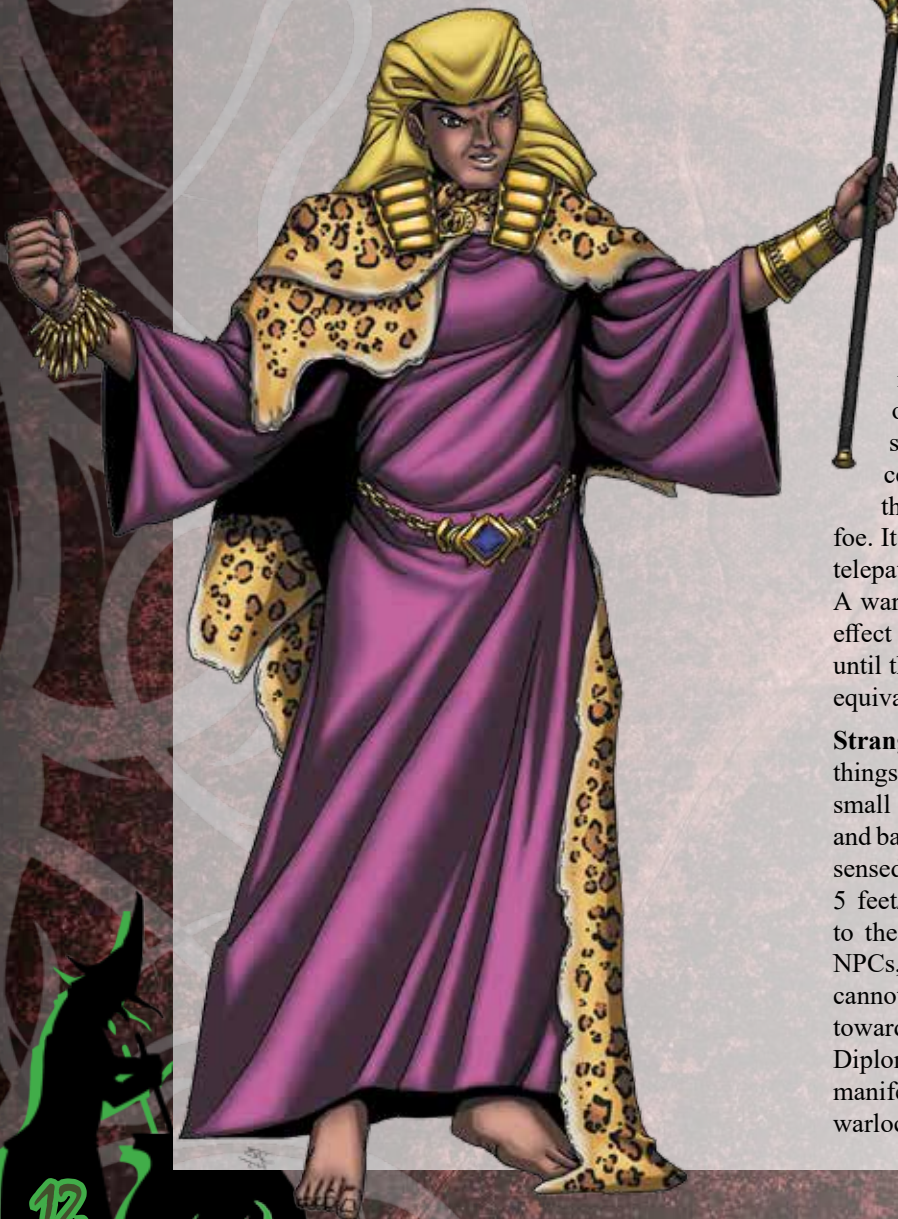
Elemental: At 1st level, the warlock may add one spell from the sorcerer/wizard spell list to his spells known (see *Added Spells and Spell Stealing* above). This spell must share the energy subtype of the warlock's chosen element. At each new spell level gained, he may add one additional spell sharing the energy subtype of the warlock's chosen element to his list of spells known. This spell may not be of a level higher than the warlock can cast. At 6th level, the warlock's arcane blast ignores 10 points of resistance to its energy type. At 10th level, the warlock gains the *ice tomb* major hex (name and element changed to reflect the warlock's chosen element, so *fire tomb*, *wind tomb*, etc.) or the Arcane Cone modification to his arcane blast, transforming it to a 30 ft. cone effect. At 14th level, the target of the warlock's arcane blast must save or suffer secondary damage of the warlock's element type equal to ½ the warlock's level for 1 round per die of damage the blast deals. At 18th level, the warlock's mastery of his chosen element is such that he may transform into an elemental as if using *elemental body II* for up to 1 hour per warlock level per day.

Fey: At 1st level, the warlock may add one spell from the sorcerer/wizard spell list to his spells known (see *Added Spells and Spell Stealing* above). This spell must be from the enchantment school. At each new spell level gained, he may add one additional spell from the enchantment school to his list of spells known. This spell may not be of a level higher than the warlock can cast. At 6th level, the warlock's arcane blast gains the *limning* weapon special ability. At 10th level, the warlock gains the *hoarfrost* major hex (winter court) or the *cinderfire* major hex (summer court; identical to *hoarfrost* but



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does fire damage) or the Arcane Arrow modification to his arcane blast that extends its range to long (400 ft. + 40/ft. per level). At 14th level, the target of the warlock's arcane blast must save or gain the *entangled* condition for 1 round per die of damage the blast deals (winter court) or gain the *fatigued* condition for 1 round per die of damage the blast deals (summer court). At 18th level, the warlock takes on an exotic, otherworldly appearance and no longer takes the penalty to Charisma-based skills imposed by the dark transformation class feature, nor does he suffer a limit to his starting reaction against individuals who would find him romantically suitable, applying his bonus to Intimidate as a racial bonus to all Charisma-based rolls against such individuals. The warlock may cause himself to shift partially to the fey realms, granting him the effects of full concealment for a number of rounds equal to his class level per day. These rounds need not be consecutive.



Protean: At 1st level, the warlock may add one spell from the sorcerer/wizard spell list to his spells known (see *Added Spells and Spell Stealing* above). This spell must be from the conjuration (creation) or conjuration (summoning) schools. At each new spell level gained, he may add one additional spell from the conjuration (creation) or conjuration (summoning) schools to his list of spells known. This spell may not be of a level higher than the warlock can cast. At 6th level, the warlock's arcane blast is treated as being chaotic in alignment. At 10th level, the warlock gains the *heart's desire* major hex or the Spawning Blast modification (see below) to his arcane blast. At 14th level, the target of the warlock's arcane blast must save or gain the *sickened* condition for 1 round per die of damage the blast deals. At 18th level, the warlock's ever-changing body granted by the dark transformation class feature has reached the point where he may select how and when it changes, granting him the ability to use *alter self* at will, with no fixed duration, using his warlock level as the caster level for effects requiring one.

ARCANE BLAST MODIFICATIONS

Arcane Divinity Blast Modification—The warlock's arcane blast is now partially composed of divine energy and ½ of the damage it deals comes from that source.

Spawning Blast Modification—This blast modification creates a swarm from the body of one creature slain by the arcane blast. The swarm is either a wasp swarm, leech swarm, or centipede swarm (type chosen by the warlock at the time of the attack), and boils up from the slain foe. It is under the warlock's control, and he may issue telepathic commands to it as a move-equivalent action. A warlock may only have one swarm created by this effect in existence at a time; another cannot be created until the existing swarm is slain or dismissed (a move-equivalent action).

Strange Misfortune: Wherever the warlock goes, bad things follow: flowers wilt, milk and food turns bad, small animals run in fear, larger animals grow hostile, and babies cry. Beginning at 2nd level, this aura is easily sensed by any creature within close range (25 feet + 5 feet/2 levels), and grants a +2 circumstance bonus to the warlock's Intimidate skill checks. In addition, NPCs, including animals, magical beasts, and vermin, cannot start with an attitude better than Unfriendly toward the warlock. This attitude may be changed by Diplomacy or wild empathy checks as normal. It's this manifestation of their power that leads others to see warlocks as evil, even if they aren't.

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Hex: Starting at 3rd level, warlocks gain access to the same hex powers available to witches. The warlock is limited to standard hexes and cannot take Major or Grand hexes unless allowed by a pact or prestige class.

Dark Transformation: At 4th level, vital portions of the warlock's humanity have been altered by his patron. In addition to the abilities and limitations listed under their chosen pact, the warlock gains a +2 bonus to Intimidate checks and a -2 penalty to Diplomacy skill checks. This Intimidate bonus stacks with that of the strange misfortune class feature.

Celestial—Heavenly Wings: The warlock grows a set of stunted angelic wings whose appearance is dictated by the nature of the celestial power he has pledged himself to. White is traditional, but more exotic rainbow-colored wings, black feathered wings, and even butterfly wings are not unknown. The wings do not have the strength to allow flight yet, but allow him to add +5 to Acrobatics checks, and reduce the distance of falls by 20 ft. At 8th level and every four levels after (12th and 16th), the bonus to Acrobatics checks increases by +5 and fall distances are reduced by an additional 10 feet.

Chthonic—Regressive Flexibility: The bodies of warlocks alter their internal structure, giving them the ability to elongate and become flexible, granting a +2 bonus to Escape Artist checks and to CMD. This change brings with it an outward twisting of the warlock's form, be it a hunchback, one arm becoming longer than the other, additional fingers on each hand, or other malformation. At 8th level and every four levels after (12th and 16th), the bonus to Escape Artist checks and CMD increases by +2. At 12th level, the warlock may squeeze through areas one size smaller without penalty.

Death—Dead Eyes: The eyes of a warlock with the death pact become glassy and covered in a milky film. The warlock is still capable of seeing normally, but they become immune to gaze attacks and other sight-based attacks as if they were blind. If cured by a *cure blindness* spell, the film will return within 24 hours. At 8th level, the warlock gains darkvision of 30 feet (or increases existing darkvision by 30 feet). At 12th level, the warlock gains the Blind Fight feat as a bonus feat. At 16th level, the warlock's darkvision increases to 60 feet (or increases existing darkvision by 60 feet).

Demonic—Tail: A demonic pact warlock grows a prehensile tail, roughly 3 feet long. The tail provides no additional combat abilities, but the warlock may retrieve items from anywhere on his body as a swift action. At 8th level, the warlock's tail increases in size to 5 feet and may perform disarm, grab, and feint combat maneuvers as a move action using the warlock's CMB. At 12th level, the warlock's tail may retrieve a

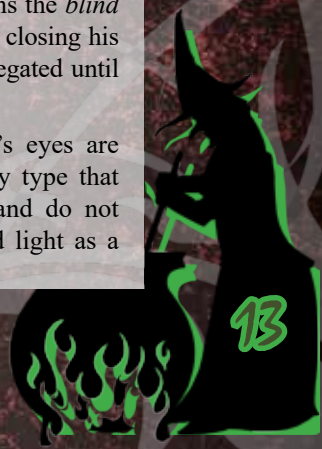
single item from anywhere on his body as a free action. At 16th level, combat maneuvers performed by the tail gain a +2 circumstance bonus to CMB and CMD. If the tail is removed, it regrows within 24 hours.

Diabolic—Path of Good Intentions: A diabolic pact warlock manifests his pact's nature every time he takes a step. Tracks left by the warlock take on the form of cloven feet, even if he is wearing shoes. As the path to Hell is well traveled, his speed increases by +5 feet. At 8th level, the warlock gains a +5 bonus to Athletics checks to jump and a +2 bonus to CMD against bull rush and overrun attempts. At 12th level, the bonus to Athletics checks increases to +10 and his base speed increases by an additional 5 feet (10 feet total). At 16th level, the warlock may ignore difficult terrain for a number of rounds per day equal to his warlock level. These rounds need not be consecutive, but the ability must be used in 1 round increments.

Draconic—Scaled Metamorphosis: The warlock takes on draconic characteristics that alter his appearance and mark him as something other than his original race. Such modifications include, but are not limited to, patches of scales, reptilian-appearing eyes, spines along his outer arms and back, and a thick, non-prehensile tail. These alterations grant him a +2 natural armor bonus. At 8th level, the natural armor bonus increase to +4. At 12th level, the warlock gains a pair of draconic wings. The wings do not provide a flight speed, but grant the warlock a +5 bonus to Acrobatics checks and reduces fall damage by 20 feet. At 16th level, the bonus to Acrobatics checks increases to +10 and fall damage is reduced by 40 feet.

Eldritch—Third Eye: An eldritch-pact warlock grows a third eye in the middle of his forehead. The warlock may voluntarily close his normal eyes and open this third eye. While his normal eyes are closed, the warlock gains the *blind* condition against any object or creature farther than 5 feet away, but gains a +2 bonus to Knowledge (arcana), Sense Motive, and Spellcraft checks related to any object within sight. At 8th level and 16th level, the bonus to Knowledge (arcana), Sense Motive, and Spellcraft checks increase by +2. At 12th level, the warlock gains the *blind* condition against objects and creatures farther than 15 feet away. If the eye is damaged or destroyed, it regrows within 24 hours. If the warlock gains the *blind* condition from any spell or effect other than closing his own eyes, the powers of the third eye are negated until normal sight is restored.

Elemental—Elemental Eyes: The warlock's eyes are replaced with pools of their chosen energy type that function in all respects as normal eyes, and do not damage him or others. The new eyes shed light as a



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candle (tinted by their energy type) unless covered in some way (such as with goggles), and grant the warlock blindsense 10 feet if uncovered. At 8th level, the eyes shed light as a *light* spell. This effect may be suppressed as a swift action, though the warlock loses access to his blindsense while this effect is suppressed. At 12th level, the range of the warlock's blindsense increases to 20 feet. At 16th level, the range of the warlock's blindsense increases to 30 feet.

Fey—Spectral Wind: Any object within 5 feet of a warlock with a fey pact, including clothes, hair, cloaks, and objects the warlock is wearing, moves about as if affected by a *Light Wind*. As a move action, the warlock may increase this spectral wind's speed to Moderate for a number of rounds equal to his Charisma modifier. A Moderate wind has a 50% chance of extinguishing small, unprotected flames such as candles. As a full-round action, the warlock may increase the spectral wind's speed to Strong for a number of rounds equal to his Charisma modifier; if the wind speed is already Moderate, this duration replaces the previous duration. A Strong wind automatically extinguishes unprotected flames such as candles, torches and small camp fires. Strong winds also impose a -2 attack penalty on ranged attacks aimed at the warlock and to Perception checks made by any creature other than the warlock while within the area. This power has no effect on gas-based attacks such as *stinking cloud* or *cloud kill*. Spectral winds of any speed affect only inanimate objects and cannot be felt by sentient creatures. At 8th level, the range of the spectral wind increases to 10 feet and attack penalties are imposed on all ranged attacks with a line of effect that passes through the affected area. At 12th level, the spectral wind can be felt by sentient creatures and disperses gas-based attacks as normal wind of the appropriate speed. At 16th level, the warlock may increase the speed of the wind to Moderate as a swift action and to Strong as a move action.

Protean—Reshaping Body: The warlock's body begins to reshape itself daily, altering hair color and length/thickness, eye color, skin color, facial appearance, and other cosmetic features gradually as the day goes on, taking a full day to completely change the warlock's appearance. This grants the warlock a +5 to the appropriate DCs of anyone attempting to learn about them or locate them. At 8th level, the warlock gains some control over the changes, allowing them to cast *disguise self* as a supernatural ability once per day with a caster level equal to the warlock's level. At 12th level, the warlock may use this ability three times per day. At 16th level, the warlock may instead cast *alter self* in place of any or all uses of *disguise self* with a caster level equal to the warlock's level.

Total Transformation: At 20th level, the warlock's literal nature changes to more closely match that of his patron. This shift does not alter the warlock's alignment, only his physical nature.

Celestial: The warlock's type changes to outsider with the good subtype. Additionally, he gains immunity to fire and electricity, and the constant ability to speak with any creature that has a language, as though using a *tongues* spell (caster level 14th).

Chthonic: The warlock's type changes to outsider with the chaotic subtype. Additionally, he gains immunity to aging, cold, disease, and petrification. He retains any modifications to age to mental or physical characteristics accrued to this point, but no longer gains any penalties or benefits from aging or has a maximum lifespan, becoming immortal.

Death: The warlock's type changes to outsider with the lawful subtype. Additionally, he gains immunity to bleed, cold, death effects, and energy drain.

Demonic: The warlock's type changes to outsider with the chaotic subtype. Additionally, he gains immunity to electricity, cold, and poison, and telepathy with a 100-ft. range.

Diabolic: The warlock's type changes to outsider with the lawful subtype. Additionally, he gains immunity to fire and poison, the *See In Darkness* special ability, and telepathy with a 100-ft. range.

Draconic: The warlock's type changes to dragon with the elemental subtype of his chosen dragon. Additionally, the warlock gains immunity to paralysis and sleep effects and their natural armor bonus increases to +10.

Eldritch: The warlock's type changes to outsider with the lawful subtype. Additionally, he gains immunity to bleed, paralysis, poison, sleep effects, and stunning.

Elemental: The warlock's type changes to outsider with the subtype of his chosen element. Additionally, he gains immunity to paralysis, poison, stunning, and his chosen element.

Fey: The warlock's type changes to outsider with the chaotic subtype. Additionally, he gains immunity to poison and mind-affecting effects, and DR 10/cold iron.

Protean: The warlock's type changes to outsider with the protean subtype. He gains immunity to acid, a 50% chance to ignore additional damage caused by critical hits and sneak attacks, and immunity to polymorph effects (unless the warlock is a willing target). The warlock automatically recovers from physical blindness or deafness after 1 round by growing new sensory organs to replace those that were compromised.

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WARLOCK PACT PATRONS

Warlocks make pacts with other-planar entities similar to the patrons of the witch. These beings are far removed from the affairs of mortals, but may be curious about the mortal world. They may have been gods, powerful alien beings, or extraplanar entities. Now they are concerned only with what the warlock can provide them. In return, the warlock gains access to a sliver of their power.

Specific Patrons: The most common pacts are detailed below, along with a specific patron for each, should Game Masters wish to use a more detailed pact arrangement in their campaign. Game Masters should feel free to use these as guidelines to design other pacts and specific patrons that are unique to their campaigns. Such patrons grant singular pact powers and dark transformation effects, as well as dictating the bonus spells their warlocks gain access to, in return for specific requirements that can include alignment restrictions, restricted and prohibited behaviors, and a greater measure of control over their warlock's activities.

CELESTIAL

Just as there are warlocks who seek to use the powers of the Pit for their ends, there are those who look to higher powers for the strength to oppose evil in the world. These warlocks petition the Lords of Light and their servants, promising to do good deeds, assist the downtrodden, and oppose the wicked in return for their empowerment. Such pacts are made in sacred, holy places, or through long periods of fasting and self-denial, or via singular acts of devotion to the power beseeched.

As with other warlock patrons, celestial patrons are unearthly, with a morality unlike that of mortal creatures. Warlocks who choose a celestial patron have a direct link to powers uncomfortable even to clerics and paladins.

SAMPLE PATRON: FLERITHIL OF THE GOLDEN VOICE

Background: Flerithil of the Golden Voice is an ancient and powerful lillend azata known for her literally divine singing voice and her love for vocal music. She serves the deity of song, spreading joy and inspiring composers and artists as her whims strike her.

Grimoire: Grimoires for warlocks petitioning Flerithil are frequently books of music, necklaces or chokers worn about the neck, or garments with inlaid or embroidered song notes on them.

Bonus Skill: Flerithil's warlocks gain Perform (sing) as a bonus class skill, and they must maintain a minimum number of ranks in it equal to $\frac{1}{2}$ their current level (round down).

Arcane Blast: Warlocks pledged to Flerithil deal sonic damage with their arcane blast and the arcane blast gains a verbal component.

Spells: Flerithil's warlocks are spell-singers similar to bards. All spells cast by warlocks of Flerithil gain a verbal component.

Signing the Pact: To attract Flerithil's attentions, the warlock must have written, commissioned, performed, or enabled a vocal performance of masterwork quality, and must have at least one rank in Performance (sing). Warlocks beginning play with this patron are assumed to have already performed this act in their backstory.

Pact Powers: The warlock may choose to add the following spells to his list of spells known at the indicated levels in lieu of stealing a spell: (1st) *uncontrollable song* (as *hideous laughter*, but target sings); (4th) *steal voice*^{UM};



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(7th) *haunting choir*^{UM}; (10th) *nixie's lure*^{ARG}; (13th) *song of discord*; (16th) *shout, greater*. At 6th level, the warlock gains the bardic performance (countersong) ability. The warlock may use bardic performances a number of rounds per day as a bard of his current warlock level -3. At 10th level, the warlock gains the ability to use bardic performance (inspire courage) and bardic performance (fascinate). At 14th level, the target of the warlock's arcane blast must save or gain the *deafened* condition for 1 round per die of damage the blast deals. At 18th level, the warlock's voice has reached a truly divine level of perfection and they gain the *clamor of the heavens*^{PPC:CoP} and the *canticle of joy*^{PPC:BoG} bardic masterpieces (the warlock must meet the Perform (sing) prerequisites to use the ability).

Dark Transformation—Voice of Song: The warlock's voice becomes perfect, like that of a member of an angelic choir, but he loses the ability to speak normally, instead singing every word that he speaks or whispers, no matter how loud or faint the utterance. He gains a +5 bonus to Perform (sing), but a -5 penalty to Stealth when he must speak, and a -5 to the DCs needed to learn information or locate him by those using social skills. This does not apply to attempts to track him with Survival. At 8th level, the DCs for enchantment spells cast by the warlock increase by 1. At 12th level, any spell with the sonic descriptor deals an additional +1 damage per die. At 16th level, the bonuses to enchantment spell DCs and sonic spell damage increase to +2.

Obediences: Flerithil demands that at least once per even level, her warlocks write, commission, perform, or enable a vocal performance of masterwork quality, assist a singer to embark or reestablish their career, rediscover a lost vocal masterpiece and make it freely available to the world, or some other equivalent task, the difficulty of which increases as the warlock rises in level. Frequently, she will demand that they intervene to stop crimes against song outside of the previous requirement, but never more than once per three levels.

CHTHONIC

These are dark, ancient creatures whose power rivals the gods. Indeed, many are worshipped as gods by cultists, aberrations, or other degenerate species. Their names are often unknown and unknowable. Unlike gods, chthonic creatures neither require nor seek the worship of clerics, but they are fascinated by mortals who seek power. The pacts made with these creatures are long rituals where the warlock gains some of their awesome power in exchange for giving these ancient abominations a toe-hold into the mortal realm. Chthonic beasts entice many such warlocks, sometimes over decades, before gaining enough power to adapt to the static realm of mortal beings.

SAMPLE PATRON: THE WHISPERING GOD

Deep in forgotten tombs, hidden in forsaken forests, and haunting long-abandoned churches of long-dead gods, you can hear it. It is soft, but it is there. Once you hear it, then it is always with you—day and night, sleeping and waking. It is the voice of the Whispering God. No one is for sure who or what the Whispering God is. There are no churches or priests dedicated to him. No stories of creation. No heroes. No tales of battles. Just the constant whispering. Those warlocks who follow this entity are blessed and cursed: blessed with great power and cursed with the voice of their patron in their ears forever. No one knows what the Whispering God wants or even why he/it needs warlocks and not clerics. The speculation is that he is a god trapped in prison so dark and so perfect only his voice can escape, but just barely. He needs these warlocks to spread the word so he can escape. Others claim that the god is nothing more than the madness that will consume all “his” warlocks.

Arcane Blast: The arcane blast of the Whispering God is mostly the same as other warlocks save there is no visible effect other than a slight rippling of air. The blast, though, can be heard by the target as a slight whispering in the wind. The sound is not enough to alert the target that he is about to be hit.

Signing the Pact: The warlock must acknowledge the sounds he is hearing are, in fact, the Whispering God.

Pact Powers: In addition to the powers normally granted by cthonic pact, the Whispering God's constant mutterings grant the warlock immunity to insanity (except what may be caused by the Pact) at 6th level.

Dark Transformation: In addition to the normal dark transformation taken on by all of those in a Cthonic Pact, warlocks of the Whispering God begin to speak in a whisper. Their voice never gets so low as to affect conversation or spellcasting, but they do struggle to make themselves heard.

Obediences: The Whispering God cares little for how the warlock performs, knowing full well that the warlock will be his in his home in the Astral eventually.

DEATH

Beyond the gods of death there is Death itself. Timeless, it waits for the end of all things. It is neither good nor evil, lawful nor chaotic; it simply is. Death-pact warlocks tap into this primal essence and use it to their own ends. It is the power of fear, the unknown and the darkness of beyond. Death-pact warlocks rarely speak of what Death gains in the bargain; they

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only say that Death is the final keeper of all secrets. While death-pact warlocks are commonly seen as evil necromancers, many warlocks seek Death in a quest to understand balance, seeing death as the only constant in the universe.

SAMPLE PATRON: THANATOS

While there are gods of death, Thanatos is death itself. It is unclear whether or not Thanatos is aware of his/her/its warlocks or not. The being, if even this word can be used, is a different from mortal concerns as death is from life. Some warlocks feel it is their duty to protect the dead, others feel just as certain that their calling is to raise armies of undead. Warlocks that serve this power get inspiration in the eyes of those who have just died or by communing with the spirits of the long dead.

Arcane Blast: The blast of Thanatos is a chilling bolt of necromantic energy.

Signing the Pact: Thanatos presents himself/herself to the warlock at a time of death, either when the warlock is near death or at the imminent death of someone dear. He/She offers the warlock power over life and death, if the warlock but signs a scroll.

Pact Powers: The dark powers granted by Thanatos are the same as other Death-pact warlocks, as Thanatos is the source of such pacts and powers.

Dark Transformation: Thanatosian warlocks conform to other Death-pact warlocks in their dark transformation towards undeath.

Obediences: Thanatos is the fear aspect of Death, and by merely being in the world, his/her warlocks serve their purpose. Mortals fear death and fear these warlocks. Thanatos feeds on this fear.

DEMONIC

The most powerful demon lords of the lower planes wish to raise themselves to godhood and believe the quickest means to do that is through manipulating mortals into undermining the gods' own worshipers. Demonic pacts are less about structure and more about power; the more power a warlock has, the more he demands and/or takes from his patron, until, usually, there is a final overreach that results in his unwilling transition to the Abyss and his patron's delicate, tender care.

SAMPLE PATRON: ABRAXAS

If there is magical secret to be known, then it is known by Abraxas. Revered in even the texts of wizards, the demon prince Abraxas is second to none when it comes to the arcane arts. His warlocks are tasked with bringing

him knowledge and *new* knowledge in particular. Not an easy task for a creature that knows every spell ever set down. Failing this, his warlocks can pay with their souls. Even among warlocks, the warlocks of Abraxas are notorious spell thieves.

Arcane Blast: The arcane blast of the Abraxan warlocks is the normal arcane energy sort, but in order to use it, the warlock must use the words of evocation that are sacred to Abraxas himself. Each use of the arcane blast requires the warlock to say "Abracadabra."

Signing the Pact: Abraxans sign a formal contract with their lord stipulating the exchange of power for knowledge. Abraxas offers the warlock power, and in return, any new spell discovered by the warlock must be given to Abraxas. Some warlocks attempt to curry more favor with their lord by dedicating magic items or granting magical tomes to him.

Pact Powers: More so than other warlocks, the Abraxans are noted for their spell stealing. Abraxans may add any wizard spell to their grimoire that they discover. They may only know as many as allowed by **Table 1-2**.

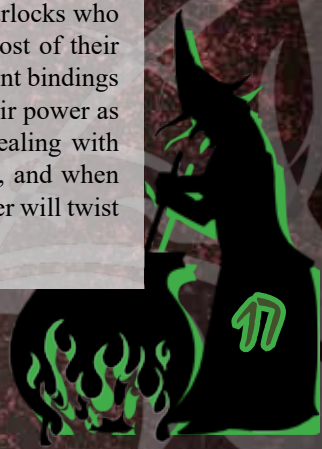
Dark Transformation: Abraxans do not differ much from other demonic warlocks. They are, however, subject to the same magical forces that bind their master. If an amulet with Abraxas's symbol is presented to the warlock, he can be held at bay as if he were an undead creature presented with a holy symbol. These warlocks cannot move willingly against their own master.

Obediences: Abraxans are charged with bringing their lord new spells or magical items. After thousands of years and tens of thousands of warlocks, Abraxas's collection is quite comprehensive.

DIABOLIC

A devil barter power to the warlock in exchange for not only the warlock's soul, but for using his power in the mortal world to the lord's ends. Pacts with devils are all about structure, language, and rules, with each side trying to gain the upper hand through a superior understanding and manipulation of the contract's wording.

There are other demonic/diabolic pact warlocks who have managed to gain power without the cost of their souls. Though rare, these warlocks use ancient bindings to trap the creatures in an attempt to use their power as a force for good. Most mortals feel that dealing with demons or devils in any way is an evil act, and when discovered, the source of the warlock's power will twist even the best intent into a negative light.



STRANGE BREW

SAMPLE PATRON: ASHTORETH

Warlocks speak of Ashtoreth, the former Prince of Heaven, in revered tones one normally keeps for a beloved deity. Ashtoreth appears much as he did before his fall, save that now his angelic wings are burnt and withered. Ashtoreth promises the warlock dominion over his fellow mortals.

Arcane Blast: The blast from the followers of Ashtoreth takes the form of hellish fire.

Signing the Pact: Pacts with Ashtoreth are in the form of a long and exact contract on what powers the Arch Devil will provide, stipulations on his manifestations, and so on. Mostly, it is about what the warlock will do for him and what happens on the completion of the terms of the contract, which is usually the lifetime of the warlock.

Pact Powers: The Pact powers granted by Ashtoreth are the same as standard diabolic patrons, with the exception of granted spells. Ashtoreth is known for his charming voice. At 1st level, the warlock may add one spell from the bard spell list to his spells known. This spell must be from the enchantment school. At each new spell level gained, he may add one additional spell from the enchantment school to his list of spells known. This spell may not be of a level higher than the warlock can cast.

Dark Transformation: The warlocks of Ashtoreth do not differ much from other diabolic warlocks. Indeed, they are the template which other diabolic pacts follow. The warlocks of Ashtoreth do have one thing that makes them unique: They constantly emit a foul odor wherever they go.

Obediences: Ashtoreth exists to tempt all mortals into acts of wanton desire. If his warlocks can lead a pure and righteous mortal astray, then they are looked on favorably by their patron.

Note: Warlocks of Ashtoreth share some commonalities with witches who revere the Goddess Astarte. The relationship between these two divinities is not understood, but these witches and warlocks go out of their way to avoid conflict with each other regardless of alignments.

DRACONIC

Dragons are one of the oldest forms of life known, with mighty bodies wreathed in scales harder than steel, the power of flight, natural weapons superior to any possessed by lesser races, and breath weapons of awesome power. So mighty are they that their mere presence makes their inferiors quake with fear. Is it any wonder that warlocks seek to gather that power unto

themselves and make pacts with beings of such splendor? Draconic pacts are normally forged in locations where the type of dragons whose power the warlock wishes to assume dwell. Draconic pacts are frequently exercises in flattery and feigned subservience for the warlock as he seeks more power from his haughty patron.

SAMPLE PATRON: AŽI DAHĀKA

Once worshipped as a god, Aži Dahāka is, in truth, a mighty, near-godlike dragon. Claims that he is the spawn of the Prince of Demons and the Queen of Dragons have never been proven. What is known is that all manifestations of him have been as a titanic three-headed dragon of red, blue, and green coloring. His temper is fierce, and he often acts as no more than a chaotic beast. But there is intelligence there. Aži Dahāka needs his warlocks to spread his word. The word of might equals right, and only the strong and brutal will survive.

Bonus Skill: The warlock can add +2 to any skill check involving dragons, such as a Knowledge (arcana) skill.

Arcane Blast: Aži Dahāka is primarily a dragon of fire and destruction. The arcane blasts of his warlocks do fire damage and are blown from their mouths as if they were a breath weapon.

Grimoire: Grimoires typically are scrolls of papyrus that kept in tubes carved of fine ivory. All are written in draconic script and speak the language of dragons.

Pact Powers: The warlock replaces *lightning bolt* on the witch spell list with *fireball*.

The warlock adds the following spells to his list of spells known at the indicated levels: (1st) *mage armor*; (4th) *resist energy*; (7th) *fireball*; (10th) *dragon breath*; (13th) *nightmare*; (16th) *form of the dragon I*.

Dark Transformation: The dark transformation class feature for followers of Aži Dahāka offers the same bonuses and penalties as those of other draconic patrons.

Obediences: All Aži Dahāka demands of his warlocks is that destruction be wrought in his name. The destruction of holy sites and temples is especially pleasing to him.

ELDRITCH

Warlocks seeking eldritch power treat with creatures of pure magical thought and substances. These beings appear in places of great mystic conflict or within pools of stagnant magic left forgotten. Sometimes these are sites of battle, others are the graves of gods, and still others are the birthplaces of angels, arch fey or other enchanted creatures. Eldritch sites are sometimes marked with standing stones or megaliths, but many of

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the most powerful are long lost and may be as simple as a crossroads. Warlocks seeking eldritch pacts serve patrons so far removed that demons share more in common with mortals than the warlock's patron.

SAMPLE PATRON: VOGHAZTZA, THE LORD IN MIRRORS

Voghaztza, the Lord in Mirrors, is a cryptic, alien entity that dwells within all mirrors everywhere simultaneously, watching uncountable realities at once; it is a cosmic voyeur, always seeking to see more. Voghaztza believes that only in reflection is there truth, and plans for the day when all of reality is shown for what it is in the reflections of Voghaztza's myriad eyes. To that end, it grants power to warlocks in return for their aid in fulfilling those plans.

Grimoire: Grimoires for warlocks petitioning Voghaztza are always mirrors, or items that contain mirrors, such as compacts, hand mirrors, small mirrored balls, mirrored masks, or jewelry that contains mirrors.

Arcane Blast: Warlocks pledged to Voghaztza deal force damage with their arcane blast. Their arcane blast is affected as *magic missile* by spells, but affects insubstantial objects and creatures at full effect.

Spells: Voghaztza's warlocks must use the additional focus of a mirror while casting any divination spell, but casts such spells at +1 caster level. This bonus applies to divination spells that already use a mirror as a focus as well.

Signing the Pact: Warlocks seeking a pact with Voghaztza must stand naked before a mirror and recite the literally true story of their life, and truthfully state why they wish the pact. Warlocks beginning play with this patron are assumed to have already done so in their backstory.

Pact Powers: The warlock may choose to add the following spells to his list of spells known at the indicated levels in lieu of stealing a spell: (1st) *mirror strike*^{UC}; (4th) *mirror image*; (7th) *mirror sight*^{PC:CoG}; (10th) *mirror talk*^{BoEF}; (13th) *mirrored wall*; (16th) *mirror walk*^{BoEF}. At 6th level, the warlock may summon a mirror shield for a number of minutes per day equal to his level; these minutes do not have to be consecutive but must be taken in 1 minute increments. The mirror shield is a floating plane of force that functions as the *shield* spell with the additional property that it automatically reflects any ray spell directed at the warlock back at the caster. The warlock makes a ranged touch attack roll against the original caster as if he had cast the ray spell. If he hits, the spell deals damage as if cast by the original caster; if he misses, neither he nor the original caster suffers damage. At 10th level, the warlock gains either the *retribution* major hex or the Arcane Mirror modification to his arcane blast. At

14th level, the target of the warlock's arcane blast must make a Reflex save or gain the *dazed* condition for 1 round per die of damage the blast deals. DC equals 10 + the warlock's level + their Charisma modifier. At 18th level, the warlock's nature has changed due to infusion by Voghaztza's eldritch energies and he no longer sees the world as others do. His mirrored eyes grant him the constant effect of the spell *arcane sight* and grant him the ability to see astral, invisible, or ethereal creatures and objects. He is limited only by his 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. Plus, the creatures may not be able to see the caster. Any gaze attacks that can extend into the astral or ethereal will also affect the caster.

Dark Transformation—Mirrored Sight: The warlock's eyes become mirrors that Voghaztza may see through whenever it wishes. This grants the warlock a +2 bonus on saves versus gaze attacks, but adds an additional -2 penalty to Diplomacy rolls made face-to-face, as everyone they speak to sees themselves reflected in the warlock's eyes as they truly are. The warlock also gains the ability to sense all mirrors and mirrored surfaces within 10 ft. per class level. At 8th level, the warlock becomes immune to gaze attacks. At 12th level, the warlock may cast *true seeing* once per day as a supernatural ability with a caster level equal to the warlock's level. At 16th level, the warlock may cast *true seeing* twice per day.

Obediences: Voghaztza constantly watches through its warlock's mirrored eyes and sees everything that its warlock sees. The Lord in Mirrors requires that its warlocks repair any broken mirror that they find and restore it to its former place, or an equivalent one. At least once per even level, its warlocks must commission a mirror of at least masterwork quality (at higher levels, magical mirrors such as *mirrors of opposition*, are frequently required; use the item's creation level as a guideline) and see that it is placed in some location that Voghaztza directs, the difficulty of accessing the location and of placement increasing as the warlock rises in level. The Lord in Mirrors also occasionally demands that its warlocks oppose agents of powers of deceit, darkness, and other portfolios that are in opposition to its goal. This occurs no more than once per three levels.

Arcane Mirror Blast Modification: The warlock's arcane blast may originate from any mirror or mirrored (not reflective) surface within close range (25 ft. + 5 ft./2 levels) to the warlock that is locatable by his mirrored sight ability. The warlock does not have to trace line of sight to the surface, but must know the location of his target.

STRANGE BREW

ELEMENTAL

Among the oldest of the pacts known are those to the elemental forces of earth, air, fire, and water. The elemental powers are much like their elements, impersonal and implacable, but warlocks have long sought the powers of the elements, traveling to areas where they are found in unspoiled abundance to petition them for the might they crave. Deep under the earth in pristine caverns or natural rock formations, high among the clouds or atop wind-swept crags, deep under the oceans or beside the purest of springs, atop the craters of fiery volcanoes or amidst raging forest fires are the sorts of places where these pacts may be forged.

SAMPLE PATRON: MIZAL, THE FINAL ICE

The last remnant of a long-dead civilization lost to the ages, Mizal was the Final Ice, the power that would end the world by burying it in ice so that it could be remade again. When the civilization that revered Mizal was destroyed by fiery efreeti and their minions, it was left adrift in the great polar seas; a sentient iceberg too powerful to simply wink out, but too weak to fulfill its function. As the ages crept on, Mizal began to grant power to petitioners, both to alleviate its aching loneliness, and to try and reestablish the power base it needed to finally fulfill its imperative to end the world in ice and finally rest.

Grimoire: Grimoires for warlocks petitioning Mizal are frequently arctic or winter garments, jewelry formed from never-melting ice, or items of winter survival (whiteout goggles, ice axes, etc).

Arcane Blast: Warlocks pledged to Mizal do cold damage with their arcane blast.

Signing the Pact: To attract Mizal's attentions, the warlock must trek to the vast polar seas and set himself adrift on an ice floe, and then bury himself there without the benefit of protective spells. Warlocks beginning play with this patron are assumed to have already done so in their backstory.

Pact Powers: The warlock may choose to add the following spells to his list of spells known at the indicated levels in lieu of stealing a spell: (1st) *frostbite*^{UM}; (4th) *frigid touch*^{UM}; (7th) *sleet storm*; (10th) *ice storm*; (13th) *icy prison*^{UM}; (16th) *ice crystal teleport*^{UM}. At 6th level, the warlock's arcane blast gains the *fire outsider bane* weapon ability. At 10th level, the warlock gains the *ice tomb* major hex or the Arcane Cone modification to his arcane blast, transforming it to a 30-ft. cone effect. At 14th level, the warlock's arcane blast becomes infused

with the unyielding cold of Mizal's nature and is no longer affected by cold resistance or immunity. At 18th level, the warlock's body temperature has fallen so low, his metabolism has slowed; he no longer needs to eat or drink, being sustained only by the power of Mizal. This also grants the warlock the effects of the *frigid touch*^{UM} spell, but he may no longer handle common objects or touch others without wearing gloves to prevent the effect damaging anything they touch with bare skin.

Dark Transformation—Inner Ice: In addition to the powers and penalties granted by the dark transformation class feature, the warlock's body temperature lowers as he gains power and his skin and hair lighten in color becoming as pale as winter snow and ice by the time he is 10th level. He gains cold resistance equal to his level+5, but the chill of his touch freezes liquids and turns the warmest materials to ice in his mouth, forcing him to live on a diet of water and fish, the only things Mizal has in abundance. This forces the warlock to pay a minimum of twice as much for rations and supplies in many places, and grants those seeking him or information about him a +5 to their DCs to locate him or information with social skills.

Obediences: Mizal demands that its warlocks seek and disseminate information regarding the culture that once revered it, hoping that enough individuals knowing of its existence and purpose will give it the power to fulfill that destiny. Opportunities to learn such information occur once per level, although not all require mounting expeditions. Additionally, no more than once per four levels, Mizal requires its warlocks to acquire specific items of power (use the creation level as a guideline) and volumes of lore and place them within ice-sealed chests which are then set adrift to find their way to Mizal. Warlocks Mizal judges as well-read and/or receptive are sometimes summoned to Mizal's presence in the polar seas to travel within Mizal's form for a year, providing companionship for the lonely power. During this time, Mizal creates a body to facilitate interactions, drawing the body's appearance from within its warlock's subconscious. No warlock has ever been so summoned more than three times, but a few have chosen to live the remainder of their lives there after being summoned.

FEY

Arch-fey are to the creatures of fey as gods are to mortals, yet they care for the world of man even less. Of the arch-fey there are the Summer and Winter Courts. To assume one as good and the other as evil is a gross, even deadly, misunderstanding. The Courts are only interested in what is best for themselves.

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The Courts are prevented from interfering directly with each other or the mortal realms, but there is no law against employing mortals to do their bidding, and as fey consider mortal souls as disposable, such individuals are the perfect tools.

SAMPLE PATRON: THE QUEEN OF AIR AND DARKNESS

The ruler of the Winter Fey is a being known by her proper title: The Queen of Air and Darkness. She has many other names, but none of her warlocks may call her otherwise. By ancient pacts with the Lords of Winter and Summer the arch-fey are forbidden to involve themselves in the affairs of mortals. Yet, trading power with the warlocks for use of them as meddling tools in the mortal world proves a nice loophole to these rules. The Queen sends her missives to the warlocks in the form of dreams and whispers on the chill wind. She is careful never to involve her warlock too closely or personally in her own affairs, but instead has a network of hundreds across the globe, all working to her ends.

Grimoire: The grimoire of these warlocks takes the form of a large book of magic. Indeed, theirs is the most “grimoire-looking” item of all the warlocks’ grimoires.

Arcane Blast: Cold is the power of the Queen of Air and Darkness, and it is also her dominion; thus, her warlocks wield it, as well, in the form of an arcane blast of super-cold air.

Signing the Pact: The warlock must simply announce his allegiance to the Ruler of the Winter Court, Her Cold Majesty, the Queen of Air and Darkness out loud three times. If she accepts the warlock, then she grants the individual powers.

Pact Powers: The warlock can choose to substitute the subtype “cold” for any spell on their lists that includes “fire.”

Dark Transformation: In addition to the powers and penalties granted by the dark transformation class feature, warlocks of the Winter Courts find themselves becoming more and more feylike. Human warlocks who follow the Queen of Air and Darkness often become mistaken for

half-elves. Elven and half-elven warlocks find their features enhanced and sharpened, becoming more exaggerated and inhuman.

Obediences: The Queen of Air and Darkness only has one rule: The warlock must obey her every whim. Fortunately for the warlock, these whims can be few and very far between, as Her Cold Majesty has many warlocks and grows bored quickly. Woe, though, to the one that she finds...entertaining.



STRANGE BREW

PROTEAN

Those warlocks seeking mastery over the very force of creation itself make pacts with the alien proteans, the personification of creation. Creation is neither good nor evil, it is merely the driving force to grow; to expand; to bring new life, new music, and new civilizations into being; to evolve, and by doing so, discover new wonders and new limitations to surpass. Hedged in by order and entropy, the proteans willingly grant power to those seeking it, secure in the knowledge that every act of creation drives their agenda forward and opposes their enemies.

SAMPLE PATRON:

KHEL-STAN THE EVER-CHANGING

Khel-Stan the Ever-Changing is a shoggoth of great age and power, a roiling mass of ever-changing cells that dwells deep within the lightless depths of the deepest trench at the bottom of the ocean. Concerned only with evolution, it occasionally seeds microscopic bits of itself into other life forms in order to evolve them into organisms like itself. These bio-seeds are passed along through predation, spreading across the world to seek suitable hosts.

Grimoires: Grimoires for Khel-Stan's warlocks are, unlike other warlocks' grimoires, living organisms. Khel-Stan causes the infinitesimal bit of itself inside the warlock to grow into a Diminutive or Tiny tumor on the warlock's body, usually on his back or stomach. As a standard action, the warlock can have the tumor detach itself from his body as a separate creature vaguely resembling a kind of animal suitable for a familiar (bat, cat, and so on; the warlock selects the form when this ability is gained) and move about as if it were an independent creature. The tumor can reattach itself to the warlock as a standard action. The tumor has all the abilities of the animal it resembles (for example, a batlike tumor can fly) and its traditional wizard familiar abilities based on the warlock's caster level. The tumor acts as a wizard's familiar whether attached or separated (providing a skill bonus, the Alertness feat, and so on), but grants spells as a grimoire. When attached to the warlock, the tumor has fast healing 5. If a tumor familiar is lost or dies, Khel-Stan causes a new one to regrow 1 day later over an 8-hour period that drains hit points equal to twice the warlock's level to fuel the rapid regrowth. This hit point loss may not be prevented, but the damage may be healed normally. Khel-Stan will not cause the familiar to grow if doing so would kill the warlock, but rather waits until such time as regrowth is safe for the warlock. For purposes

of prerequisites, this counts as the alchemist's *tumor familiar*^{UM} discovery.

Arcane Blast: Warlocks pledged to Khel-Stan have arcane blasts composed of positive energy. Their arcane blast deals damage to all creatures normally, has no healing effects, and deals full damage against undead creatures with the incorporeal subtype.

Signing the Pact: To attract Khel-Stan's attentions, the warlock must research ancient rituals and locate one of the many tiny bio-seeds of Khel-Stan that are extant in the world in animals and other creatures, extract it, and implant it within himself. Warlocks beginning play with this patron are assumed to have already done so in their backstory.

Pact Powers: The warlock may choose to learn the following alchemist discoveries at the indicated levels instead of stealing a spell: (1st) *spontaneous healing*^{UM}; (4th) *lingering spirit*^{UM}; (7th) *preserve organs*^{UM}; (10th) *alchemical simulacrum*^{UM}; (13th) *doppelganger simulacrum*^{UM}; (16th) *greater alchemical simulacrum*^{UM}. At 6th level, the warlock's arcane blast is treated as being chaotic in alignment. At 10th level, the warlock gains the *animal skin*^{PPC:BotM} major hex or the Spawning Blast modification to his arcane blast. At 14th level, the target of the warlock's arcane blast must save or gain the *sickened* condition for 1 round per die of damage the blast deals. At 18th level, the warlock's ever-changing biology has evolved to the point that he gains fast healing 5, and he may select how and when his appearance changes, granting him the ability to use *alter self* at will, with no fixed duration, using his warlock level as the caster level for effects requiring one.

Dark Transformation: The powers and penalties granted to the followers of Khel-Stan are the same as those of other protean patrons.

Obediences: Khel-Stan demands that at least once per even level its warlocks pass on a bio-seed to a creature or individual that it selects. The bio-seed is generated by the warlock's familiar, and transmission requires one full round action of skin-to-skin contact between warlock and recipient per point of the target's natural armor. The nature of the recipient and the difficulty inherent in transfer increases as the warlock rises in level. Any children born to the warlock after the pact is signed automatically bear a bio-seed. Khel-Stan also requires that its warlocks promote evolution and growth in all forms, and orders them to oppose the forces of entropy and order seeking to constrain and limit them. This occurs no more than once per three levels.

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NEW FEATS

ALL SOULS [GENERAL]

Your patron realizes that all power deserves rewards.

Prerequisites: Grimoire class feature

Benefit: The powers gained by your grimoire are determined by your character level instead of your warlock class level.

DEMONIC IMMUNITY [GENERAL]

You can shrug off damage from both normal and magical fire.

Prerequisites: Ability to cast 3rd-level witch spells; Demonic Pact or Patron

Benefit: You gain fire resistance 1. The resistance provided by this feat stacks with other sources of energy resistance.

Special: This feat can be taken more than once. Bonuses are cumulative.

FEY IMMUNITIES [GENERAL]

You gain resistance to damage from weapons not made of cold iron.

Prerequisites: Ability to cast 3rd-level witch spells; Faerie Pact or Patron

Benefit: You gain damage reduction 1/cold iron. If you already have damage resistance/cold iron, it increases by 1.

Special: This feat can be taken more than once. The bonuses are cumulative.

FEAR RESISTANCE [GENERAL]

Your patron has made you more resistant to fear.

Prerequisite: Character has a Patron; Spellcaster Level 6+

Benefit: You are immune to all fear-based attacks from creatures with Hit Dice less than your witch or warlock level + your spellcasting ability modifier (Intelligence or Charisma), and you gain a +4 bonus against fear-based attacks from creatures whose Hit Dice exceed your own.

FIEND SIGHT [GENERAL]

Your eyes develop keener sight in dim light and darkness.

Prerequisites: Darkvision 60 ft., tiefling.

Benefit: You gain low-light vision and your darkvision improves to 120 ft.

Special: You can take this feat twice. When you take it a second time, you gain the see in darkness universal monster ability.

HARMING TOUCH [GENERAL]

You can drain hit points from a target.

Prerequisites: Ability to cast 4th-level witch spells

Benefit: With a successful touch attack, you deal 1d4 + Charisma modifier points of negative energy damage to the target (Fort save negates). You gain temporary hit points equal to the amount of damage you inflict with this spell. This attack does not affect creatures immune to critical hits, undead, or constructs.

Special: This feat may be taken more than once. Each additional time this feat is taken, you deal an additional 1d4 points of negative energy damage.



STRANGE BREW

IMPROVED GRIMOIRE [GENERAL]

Your grimoire becomes more resistant to damage from mortal sources.

Prerequisite: Grimoire class feature

Benefit: Your warlock class level is considered 2 higher when determining your grimoire's natural armor bonus, hardness, and resistances.

Special: This feat may be taken more than once. Its effects stack.

RANGING BLAST [GENERAL]

Your arcane blast range is further than most.

Prerequisite: Arcane blast class feature

Benefit: Your arcane blast class feature has its range increased to medium, 100 feet + 10 feet per caster level. This increase in range does not apply to any arcane blast modifications granted by patrons, only the base blast itself.

SEDUCTION [GENERAL]

You are good at using your sexual charms.

Prerequisites: Cha 13

Benefit: You gain +4 circumstance bonus to Bluff and Diplomacy checks with creatures who you are sexually compatible with. You also gain a +2 bonus to the DC of your charm spells.

Special: If you act with hostility toward or bluntly reject the advances of a creature you have used this feat with, their attitude toward you automatically decreases by one step and you may not use seduction with them again until it has improved. Sexual compatibility is determined by apparent race and sex of the seducer with respect to the normal sexual preferences of the target.

UNIFIED BOND [GENERAL]

Your arcane bond and your grimoire merge into a unified ally.

Prerequisites: Grimoire class feature, arcane bond (object) class feature

Benefit: The benefits of your arcane bond and grimoire class features merge. The resulting bonded grimoire must be a non-weapon item of masterwork quality. The bonded grimoire's abilities are determined by combining the levels of all classes that provide either the grimoire or arcane bond class features and consulting the **Grimoire Abilities Table**. In addition, the arcane grimoire allows the warlock to cast one additional spell per day as long as the bonded grimoire is in the warlock's possession. This bonus spell may be any of the spells granted to the warlock by the warlock's patron or those gained through spell stealing.

NEW HEXES

Like witches, warlocks have access to Hexes. Below is a list of new hexes available to both witch and warlock characters.

DEVIL'S TONGUE (SU)

Prerequisite: Demonic or Diabolic Patron

Once per day, by uttering a few words of Infernal, the warlock/witch can make her speech more convincing. For the next hour, she adds her wisdom modifier to the following skills: Bluff, Diplomacy, Disguise, and Intimidate.

ELEMENTAL AFFINITY (SU)

Prerequisite: Elemental Patron

The witch or warlock can immediately identify creatures of her chosen elemental subtype, and creatures opposed to her element within 30 feet suffer -2 to their attack rolls, initiative, saving throws, and skill checks.

OF THE LAND (SU)

Once per day, the witch or warlock can invoke a rite that conceals herself and 1 other person per 2 witch or warlock levels from view. This functions as per the spell *mind obscure* (see *New Spells*) but affects all humanoids.

TOUCHED BY CHAOS (SU)

Prerequisite: Demonic or Faerie Patron

The witch or warlock can *detect law* as per the spell at will, as a free action. The witch can then attack the identified good victim with a +1 to hit and +1d4 added damage. This power only works on victims of lawful alignment that the witch/warlock identified with her *detect law* power previously. If the warlock/witch does not know a victim's alignment (with respect to good vs. evil), she does not gain the bonuses to hit or damage to that target.

Note: This does not stack with other "Touched by" Hexes.

TOUCHED BY EVIL (SU)

Prerequisite: Demonic or Diabolic Patron

The witch or warlock can *detect good*, as per the spell, at will, as a free action. The witch can then attack the identified good victim with a +1 to hit and +1d4 added damage. This power only works on victims of good alignment that the warlock/witch identified with her *detect good* power previously. If the warlock/witch does not know a victim's alignment (with respect to good vs. evil), she does not gain the bonuses to hit or damage.

Note: This does not stack with other "Touched by" Hexes.

THE WARLOCK

MAJOR HEXES

ALLY (SU)

Once per day, the warlock/witch can call upon her pacts with strange forces to summon an ally. This functions as the *lesser planar ally* spell, except no material component is required to summon the ally. Payment for the ally's services is still required, subject to the normal rules of negotiation. Until the summoned ally's task is finished or the ally is killed, the warlock/witch cannot summon another ally. At 15th level, this hex functions as *planar ally*, except no material component is required (though payment still is), and only a single ally can be summoned.

HEART'S DESIRE (SU)

The warlock/witch enchants a touched object so that it fascinates anyone else that holds it, appearing for him to be whatever object it is that he desires most. As a standard action, the warlock/witch can activate this hex and throw the object anywhere within 60 feet. The closest creature to where it lands must make a Will save to resist the urge to retrieve the object as his next action. Anyone who holds the object must make a Will save or become fascinated by it, taking no actions other than admiring the object. This fascinate effect can be broken as normal, but if anyone else takes the object, he must make his own Will save. Once a creature has been affected by the fascinate effect, or successfully saves against it, he is immune to this hex for 1 day. The object retains this enchantment for one hour. This is a mind-affecting compulsion effect.

NEW SPELLS

MIND OBSCURE

School: Enchantment (compulsion) [mind-affecting]

Level: warlock/witch 2

Casting Time: 1 standard action

Components: V, S, M

Range: close (25 ft. + 5 ft./level)

Effect: Self

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

With this spell, the caster removes herself from the target's mind. She is not invisible. She simply makes herself undetectable through any of her target's senses. Because of this, she can't be seen with a *detect invisibility* spell, the Scent ability,

tremorsense, or through any means, though a *true sight* spell will negate the spell. A *detect magic* spell will reveal a faint magic aura in the area, but will not specify the source of the problem or the location of the caster. The target has no chance to see, hear, or otherwise detect the caster, however, if the caster engages the target physically through melee or otherwise casts offensive spells against the target the spell is immediately dispelled.

MIRRORED WALL

School: Evocation;

Level: sorcerer/wizard 5, warlock/witch 5

Casting Time: 1 standard action

Components: V, S, M (a shard of glass and a pinch of powdered silver)

Range: close (25 ft. + 5 ft./2 levels)

Effect: wall of mirrored glass whose area is up to one 10-ft. square/level

Duration: 10 min. + 1 min./level (D)

Saving Throw: none

Spell Resistance: no

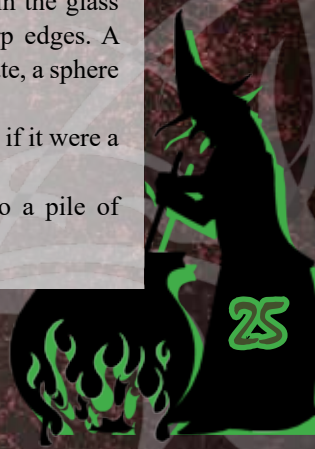
An immobile, shimmering wall of strong glass springs into existence. To you and all others on your side of the wall, looking through it is much like looking through a dirty window—things and creatures seen through it are only slightly distorted. For creatures on the opposite side of the wall, it is instead a mirror, and they see only themselves if they try to look through it. Nothing physical can pass through an unbroken mirrored wall, though spells have line of effect through the window side. Spells, gaze attacks, and breath weapon attacks from the mirrored side are reflected back at those who cast them. Ethereal creatures cannot pass through the wall.

The mirrored wall is 1/2 inch thick per four caster levels. Each 10-foot square of glass has 10 hp per 1/2 inch of thickness. Creatures can hit the wall automatically. A section of the wall whose HP total drops to zero is breached. A section can also be breached with a single attack with a corresponding Strength check of DC 20 + 2 per 1/2 inch of thickness.

Any creature stepping through a breach in the glass takes 2d6 points of damage from the sharp edges. A mirrored wall can be destroyed by disintegrate, a sphere of annihilation, or a rod of cancellation.

It can also be affected by a shatter spell as if it were a crystalline creature with no Fortitude save.

A destroyed mirrored wall crumbles into a pile of harmless powder.



STRANGE BREW

MIRROR SIGHT

School: Divination (scrying)
Level: sorcerer/wizard 3, warlock/witch 3
Casting Time: 10 minutes
Components: V, S, F (a mirror)
Range: see text
Duration: 1 minute/level
Saving Throw: none
Spell Resistance: no

This spell lets you look into a mirror near you and see an image that is reflected in another mirror (chosen by you). This works as a *scrying* spell, except you can only view creatures on the same plane as you. Each time you cast the spell, you can choose to see one of three types of reflections in your mirror.

- *Known Mirror:* The current reflection in another mirror with which you are familiar.
- *Known Person:* The current reflection of a person you know well, assuming that person is near a mirror.
- *Known Place:* The current reflection of a place you know well, assuming the location is being reflected in a mirror.

You receive only visual information through this ability. You can choose to transmit information both ways so that a person reflected in the remote mirror can view whatever appears in the mirror you are using. For example, Ducalion knows that Baroness Felicita keeps a mirror in a hall near her quarters. He can look through his own handheld mirror and see into this hall, even if the baroness is not there. Alternatively, he can attempt to find the baroness (wherever she is) by looking into his mirror; if, at that moment, the baroness is near any mirror at all, he can see her. He may instead cast the spell and try to see into her quarters, hoping that someone has brought a mirror there. If any of these conditions fails, Ducalion sees nothing but his own reflection.

This spell works with intentionally fabricated mirrors only; it is not effective with other reflective surfaces, such as still pools or polished metal shields. Effects that block *scrying* block this spell.

MIRROR TALK

School: Illusion (Phantasm) [Mind-Affecting]
Level: sorcerer/wizard 4, warlock/witch 4
Components: V,S, F
Casting Time: 10 minutes
Range: See text
Effect: Magical sensor
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

This spell enables the caster to create a link from her focus to a second focus elsewhere on the same plane. She must have carefully studied the mirror, but need not know where it is located.

The link between mirrors enables those in front of the mirror to see and hear through the linked focus as if it were an open window. This enables line of sight, but not line of effect.

Focus: A pair of finely wrought and highly polished silver mirrors costing not less than 1,000 gp. The mirrors can be of any size.

MIRROR WALK

School: Conjuraton [Teleportation]
Level: sorcerer/wizard 6, witch/warlock 6
Components: V, S, F
Casting Time: 10 minutes
Range: Personal and touch
Target: You and touched objects or other touched willing creatures
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell functions as *greater teleport*, except that it creates a link from the caster's focus to a second focus elsewhere on the same plane. The caster must have carefully studied the mirror, but need not know where it is located.

Focus: A pair of finely wrought and highly polished silver mirrors costing not less than 1,000 gp. The mirror must be tall enough and wide enough to allow the creatures to pass through it. If either mirror is too small to allow passage for a traveler, he cannot pass through.

STEAL YOUTH

School: Necromancy (Evil)
Level: cleric/oracle 4, druid 4, sorcerer/wizard 4, warlock/witch 4
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

A creature that you touch ages 1d4 years. Your physical age is reduced by this same amount. Penalties to physical ability scores are calculated based on the new age. You retain any ability score bonuses gained through aging, though the target does not. The target of the spell must be a living creature of the same type as you (usually humanoid).

THE WARLOCK

Steal youth does not affect outsiders or creatures that cannot be magically aged. Since the spell takes time to cast, the subject must be either willing or helpless. A successful Will saving throw by the subject negates the effect.

WITCH WRITING

Widdershins writing, left-handed writing.

School: Illusion (Pattern)

Level: sorcerer/wizard 3, warlock/witch 3

Components: V, S AF

Casting Time: 1 standard action

Range: Touch

Target: One page of text (100 words)

Arcane Focus: A specially prepared dual tip pen or quill, and a special ink of lemon juice and silver dust (30gp).

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

Witch writing disguises a piece of writing under the illusion of other text. The true message can only be read under circumstances determined at the time of casting. Common choices for circumstances include under the light of the moon, only during a full moon, only after the blood of a virgin or innocent victim is dripped on the page, after a particular command word is spoken, etc. You can affect a number of pages equal to your caster level.

The arcane focuses for this spell are a special dual-tipped writing pen (or quill), which is not consumed, and a special ink of lemon juice and silver dust, about 30 gp per page.

WITHERING TOUCH

Crone's Curse, Wretched Withering

School: Necromancy

Level: cleric 4, warlock/witch 4

Components: S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour

Saving Throw: Fortitude Halves

Spell Resistance: Yes

On a successful touch attack, you deal 2d8 points of ability damage divided as you wish between the target's Strength and Constitution. This damage lasts until the duration of the spell expires.

BARDIC MASTERPIECES

THE CANTICLE OF JOY (SING)

Your haunting melody is capable of shattering the very minds of those who hear it.

Prerequisites: Perform (sing) 7 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: This agonizing eulogy gets into a listener's blood, and bestows on him the phantom sensation of great agonies. One target within range is cursed as though affected by *bestow curse* as long as the bard maintains the performance. Although this lullaby does have words, it is not a language-dependent effect.

Use: 1 bardic performance round per round.

Action: 1 round

CLAMOR OF THE HEAVENS (PERCUSSION, SING)

This confusing dirge of melody and counter-melody was composed for choirs celebrating various martyrs. It is intended to praise and magnify the glory of the lords, but to the uninitiated it sounds like a battle hymn.

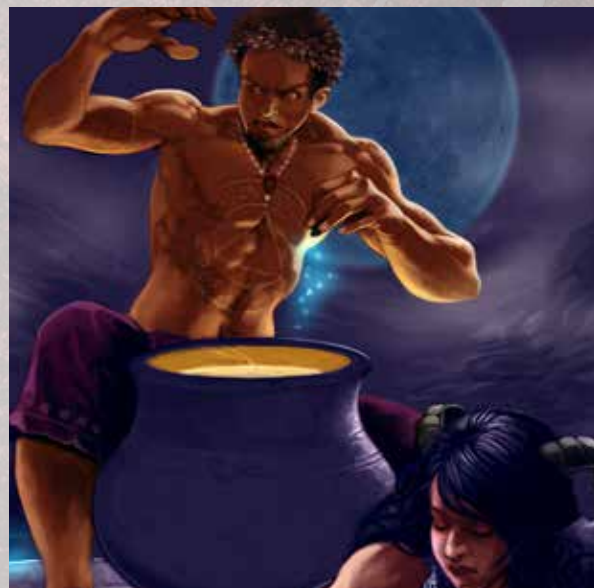
Prerequisite: Perform (percussion or sing) 10 ranks.

Cost: 5th-level bard spell known.

Effect: Evil creatures that hear the performance and fail a Will save against the effect are blinded and deafened for the duration. On a successful save, they are shaken instead. Undead or creatures with the evil subtype that fail their saves are stunned for the duration, while those that succeed are staggered.

Use: 3 bardic performance rounds, +1 round per additional round of duration.

Action: 3 full rounds



STRANGE BREW

SAMPLE WARLOCK: NETHYOLA ZORMARIR

NETHYOLA ZORMARIR (CR 12)

A slender tiefling woman with a reserved expression emerges from the blowing snow. A pair of horns grow seamlessly up from her brows, and her oddly-shaped feet possess downward-curling clawed toes and a heel-spike like climbing crampons. Her skin is ice-white, her long hair is an icy blue-white and worn loose, and her red-gold pupil-less eyes are almond-shaped with an epicanthic fold. She wears pants and a shirt with a loose belted tabard that laces up the front over them, gloves (one fingerless, one not), and fabric boots with no toes or heel, all of it universally black in color. There is a band of silver ice around the base of each horn with a connecting chain hangs to the center of her forehead. She carries an ice axe in her gloved hand.

XP 19,200

Female tiefling (div-spawn) warlock 13

N Medium outsider (native)

Init +3; **Senses** darkvision 120 ft., low-light vision; Perception +14

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +1 Deflection, +3 Dex)

hp 70 (13d6+39)

Fort +7, **Ref** +7, **Will** +8

Defensive Abilities Resistance cold 18, electricity 5, fire 5 (20 with wand)

OFFENSE

Speed 30 ft.

Melee +1 ice axe +11/+6 (1d6+1/20)

Ranged fire outsider bane arcane blast +10/+5 (4d6 cold/20) or fire outsider bane arcane blast +12/+7 (6d6 cold/20) versus fire outsiders

Special Attacks arcane blast 4d6 (+2/+2d6 vs. fire outsiders), hexes (*aura of purity*, *evil eye*, *ice tomb*, *weather control*)

Warlock Spells Known (CL 13th; concentration +19 or +23 with Combat Casting)

5th (2/day) - *icy prison*^{UM}, *inflict critical wounds*, *teleport*

4th (4/day) - *black tentacles*, *cure serious wounds*, *ice storm*, *ride the waves*^{UM}, *summon monster IV*

3rd (5/day) - *deep slumber*, *dispel magic*, *ice spears*^{ISM}, *sleet storm*, *vampiric touch*, *water walk*

2nd (7/day) - *alter self*, *bouyancy*^{ACG}, *frigid touch*^{UM}, *perceive cues*^{APG}, *touch of idiocy*, *unshakable chill*^{UM},

1st (7/day) - *chill touch*, *cure light wounds*, *frostbite*^{UM}, *mage armor*, *nature's paths*^{PPC:HotW}, *neried's grace*^{ARG}, *snowball*^{PPC:PotN},

0 (unlimited) - *arcane mark*, *detect magic*, *detect poison*, *mending*, *purify food and drink*, *touch of fatigue*

Pact Patron: Mizal, The Final Ice

TACTICS

Before Combat Nethyola makes every effort to avoid combat that she can, preferring to simply leave the location of a fight if she can't talk her way out of it. She keeps a *mage armor* active at all times. If a fight seems inevitable, she uses her *wand of fire resistance* on herself, and casts a *chill touch* spell for C'hrrr'k'k to hold if needed.

During Combat She immediately uses *summon monster IV* at the start of a fight to call water elementals or water mephitis to take advantage of her increased caster level, or ice mephitis if water mephitis are not a good choice. She uses her arcane blast as long as she seems to be hitting and doing damage with it, alternating with spells such as *chill touch*, *snowball*, *frigid touch*, *touch of idiocy*, *unshakable chill*, *deep slumber*, *ice spears*, or *ice storm* to damage opponents. She uses *sleet storm*, *ice storm*, and *black tentacles* (in her version, the tentacles are white, but are otherwise identical) for battlefield control, and her *cure* spells to heal herself and any allies. If all her opponents appear to have protection to cold effects, she breaks off combat immediately [in another level this will be unnecessary, but it is now]. She tries to always have a 5th-level slot for *teleport* left. She tries to avoid melee combat, but keeps her ice axe ready in case she's forced to. She generally does not send C'hrrr'k'k away from her to cast a touch spell, but does have C'hrrr'k'k cast spells if she is grappled.

Morale Unless fighting outsiders of the fire subtype, or acting as a part of a group, Nethyola attempts to break off any combat as soon as she's able to and retreat. She sees no reason to surrender her life, and will consider any offer allowing her surrender that does not prevent her from returning to Mizal's side. If fighting fire outsiders, she fights until she's received 50 points of damage, and then retreats; and if part of a group, she tries to ensure that the group's goals are met, but advises withdrawal if death is a real possibility, departing on her own after taking 50 points without a reason to stay (such as records of Mizal's original worshippers as a prize).

THE WARLOCK

STATISTICS

Abilities Str 12, Dex 16, Con 16, Int 13, Wis 10, Cha 22

Base Atk +6; **CMB** +7; **CMD** 20

Feats Combat Casting, Endurance, Fiend Sight, Point Blank Shot, Precise Shot, Seduction, Weapon Focus (arcane blast)

Skills Bluff +14 (+18 vs. sexually compatible), Climb +11, Diplomacy +11 (+15 vs. sexually compatible), Fly +8, Intimidate +13, Knowledge (arcana) +11, Knowledge (nature) +5, Knowledge (planes) +11 (+15), Linguistics +11, Perception +14, Sense Motive +9, Spellcraft +11, Survival +14, Swim +6; **Racial Bonuses:** +2 Diplomacy, +2 Linguistics.

Languages Common, Aquan, +8 more

SQ elemental eyes, grimoire, strange misfortune, traits

Gear *headband of mental superiority* +2 (grants survival), +1 *ice axe*, *wand of resist energy* [7th level, 37 charges], *ring of protection* +1, *decanter of endless water*, 20 days' worth of dried fish rations, 47 gp, 2 sp.

SPECIAL ABILITIES

Clawed Feet: Nethyola's clawed feet act as ice crampons, giving her a +2 to Climb rolls and reduce the penalty for moving through ice and icy terrain by 50%; for example, if moving through ice normally costs you 2 squares of movement (1 square plus a 1 square penalty) per square traveled, snowshoes reduce this cost to 1.5 squares per square traveled. This replaces the tiefling spell-like ability.

Elemental Eyes: The warlock's eyes are replaced with pools of her chosen energy type that function in all respects as normal eyes, and do not damage her or others. The new eyes shed light as a candle (tinted by their energy type) unless covered in some way (such as with goggles), and grant the warlock blindsense 10 feet if uncovered. At 8th level, the eyes shed light as a *light* spell. This effect may be suppressed as a swift action, though the warlock loses access to her blindsense while this effect is suppressed. At 12th level, the range of the warlock's blindsense increases to 20 feet. At 16th level, the range of the warlock's blindsense increases to 30 feet.

Inner Ice: In addition to the powers and penalties granted by the dark transformation class feature, the warlock's body temperature lowers as she gains power and her skin and hair lighten in color, becoming as pale as winter snow and ice by the time she is 10th level. She gains cold resistance equal to her level+5, but the chill of her touch freezes liquids and turns the warmest

materials to ice in her mouth, forcing her to live on a diet of water and fish, the only things Mizal has in abundance. This forces the warlock to pay a minimum of twice as much for rations and supplies in many places, and grants those seeking her or information about her a +5 to their DCs to locate her or information with social skills.

Obediences: Mizal demands that its warlocks seek and



STRANGE BREW

disseminate information regarding the culture that once revered it, hoping that enough individuals knowing of its existence and purpose will give it the power to fulfill that destiny. Opportunities to learn such information occur once per level, although not all require mounting expeditions. Additionally, no more than once per four levels, Mizal requires its warlocks to acquire specific items of power (use the creation level as a guideline) and volumes of lore and place them within ice-sealed chests which are then set adrift to find their way to Mizal. Warlocks Mizal judges as well-read and/or receptive are sometimes summoned to Mizal's presence in the polar seas to travel within Mizal's form for a year, providing companionship for the lonely power. During this time, Mizal creates a body to facilitate interactions, drawing the body's appearance from within its warlock's subconscious. No warlock has ever been so summoned more than three times, but a few have chosen to live the remainder of their lives there after being summoned.

Strange Misfortune: Wherever the warlock goes, bad things follow; flowers wilt, milk and food turns bad, small animals run in fear, larger animals grow hostile and babies cry. Beginning at 2nd level, this aura is easily sensed by any creature within close range (25 feet + 5 feet/2 levels), and grants a +2 circumstance bonus to the warlock's Intimidate skill checks. In addition, NPCs, including animals, magical beasts, and vermin, cannot start with an attitude better than Unfriendly. This attitude may be changed by Diplomacy or wild empathy checks as normal. It's this manifestation of their power that leads others to see warlocks as evil, even if they aren't.

TRAIT: SNOWBOUND

You came of age in a place with harsh winters amid a culture that rewarded you for testing your limits in the cold.

Benefit(s): You gain a +1 trait bonus on saving throws against cold effects and a +2 trait bonus on Fortitude saves against the effects of cold weather.

TRAIT: PLANAR HISTORIAN (PLANE OF WATER)

Your long years of studious research on the Elemental Planes of Water has made you an expert on all manner of aquatic creatures.

Benefit(s): You gain a +2 trait bonus on Knowledge (planes) checks to identify outsiders with the water subtype. In addition, you treat your caster level as 1 higher when casting conjuration (summoning) spells to summon outsiders with the water subtype.

C'HRRR'K'K, NETHYOLA'S GRIMOIRE (CR -)

N Tiny Construct

Init +3; **Senses** normal vision; Perception +0

DEFENSE

AC 14, touch 7, flat-footed 15 (-5 Dex, +7 natural, +2 size)

hp 35

Fort n/a, **Ref** +2, **Will** +8

Defensive Abilities hardness 7; Resistance fire 10, acid 10; **SR** 18

OFFENSE

Speed 20 ft.

Melee touch spell +6

Ranged none

Special Attacks spell casting

STATISTICS

Abilities Str 10, Dex 10, Con -, Int 17, Wis 10, Cha 10

Base Atk +6; **CMB** +4; **CMD** 14

Skills Appraise +11, Knowledge (geography) +13, Knowledge (history) +13, Knowledge (planes) +14, Linguistics +7

Languages Aquan, +4 more

SQ cast spell 2/day, deliver touch spells, scry on grimoire, share spells, speed, spell resistance

Appearance C'hrrr'k'k is a piece of jewelry formed from two gemstones made of never-melting ice that appear like crystals, set into a mithril setting that is designed to clasp around the base of Nethyola's horns, with fine mithril chains linking the two stones and their settings. When moving on its own, the chains stiffen and act as insectile legs or tentacles as needed, permitting the grimoire to move around. When it speaks, the grimoire's voice is like a chilled breeze, icy and sharp, although its words and tone when speaking to Nethyola are more that of a friend.



THE WARLOCK

SPECIAL ABILITIES

Share spells: The warlock may cast a spell with a target of “you” on her grimoire (as a touch spell) instead of on herself. A warlock may cast spells on her grimoire even if the spells do not normally affect creatures of the grimoire’s type (construct).

Cast spell: Once per day at 1st level, the grimoire may cast any one spell known by the warlock that has a range of personal. This spell affects only the grimoire. At 7th level, the grimoire may use this ability twice per day and the spells cast may have a range of either personal or touch (see Deliver Touch Spells below). At 15th level, the grimoire may use this ability three times per day and the spells cast may have a range of personal, touch or close. Should the grimoire begin casting a spell while being held, the target is allowed a Spellcraft check against a DC equal to 10 + the spell’s level. If successful, the target realizes the grimoire is casting a spell and may drop the grimoire as a free action. If the grimoire has a move speed, it may make a touch attack normally to affect the target.

Deliver touch spells: At 3rd level, a grimoire can deliver touch spells for the warlock. If the warlock and the grimoire are in contact at the time the warlock casts a touch spell, she can designate her grimoire as the “toucher.” Should the grimoire be picked up or grabbed by a creature, the touch spell triggers automatically without the need for a touch attack. As usual, if the warlock casts another spell before the touch is delivered, the touch spell dissipates. Once the grimoire gains a move speed (see Speed below), the grimoire may deliver the touch spell as noted in Attacks above.

Speed: Until 4th level, a grimoire has a base speed of 0 feet. At 5th level, the grimoire’s base speed increases to 10 feet, then to 20 feet at 9th level and 30 feet at 17th. How the grimoire gains this speed is determined by the nature of the item and the warlock’s pact patron. Examples include slithering (cloaks, belts, chains), rolling (rings, amulets), retractable insect legs or tentacles (books, goblets). A grimoire with a speed score may make Acrobatics, Climb and Swim checks. (Note that the grimoire’s skill points may only be used for Intelligence-based skills, so these checks will be made untrained, modified by the grimoire’s ability scores). Spells such as expeditious retreat, haste and slow affect the grimoire normally.

Fire and Acid Resistance/10: The grimoire has both fire and acid resistance 10. This increases by 1 point per level till level 20 (Fire and acid resistance 20).

Spell Resistance: If the master is 11th level or higher, a grimoire gains spell resistance equal to the master’s level + 5. To affect the grimoire with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the grimoire’s spell resistance.

Scry on Grimoire: If the master is 13th level or higher, he may scry on his grimoire (as if casting the scrying spell) once per day as a supernatural ability and a caster level equal to the warlock’s class level.

NEW WEAPON

Ice Axe: simple light weapon, DMG(small) 1d4, DMG(medium) 1d6, Crit x2, Weight 4 lbs., Type P or S, price 5 gp

BACKGROUND

Born to wealthy parents in a city where the taint of evil outsiders meant social ostracization and disaster for the entire family, Nethyola Zormarir was raised in secret by cold, uncaring relatives far from her parent’s home, and finally turned out onto the streets of a city in another country once she was old enough to care for herself. Life on the streets was hard, and Nethyola’s obvious and undisguisable nature made it harder still, turning her into a cold and bitter young woman who believed that she was alone in the world, would always be alone, and that no one would concern themselves with her or care for her except as an object of hatred, disgust, or temporary lust. A chance find of a dead man in an alley led her to steal his possessions, among which was a book that told of a power that would not hate or be disgusted by her, a power that would give her power beyond any she had dreamed of if she would simply follow the clearly-defined rules it required in return for that power. To Nethyola, the choice was a simple one.

Following the steps in the tome, she contacted Mizal and pledged her service, receiving her friend C’hrrr’k’k from Mizal as a sign of its acceptance. She threw herself into her new life, so happy to have a purpose and reason beyond existence that she advanced rapidly in power and knowledge, and became one of the youngest warlocks in Mizal’s service to receive an invitation to dwell with it for a time. That time changed her life, showing her what it was like to have attention focused solely on her, and treat her not as an object, but a person who mattered, and when she returned to the world, she determined to redouble her efforts and earn a second invitation.

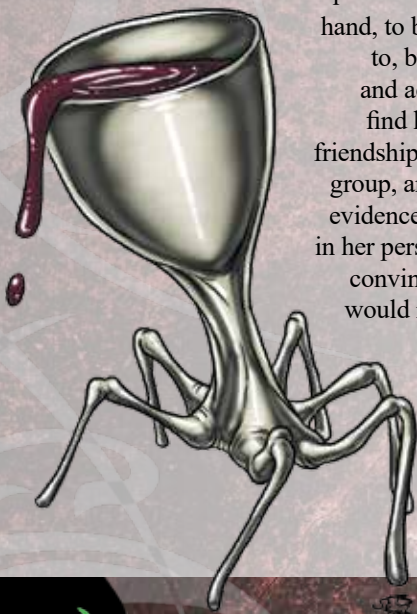
MOTIVATIONS & GOALS

Before Mizal accepted her, Nethyola was alone, embittered, and cynical. Since that acceptance, she is no longer alone, and her bitterness and cynicism have diminished, although they have not vanished. She regards Mizal as the only entity that has ever genuinely been interested in her on a personal level, and finds the straightforward nature of Mizal's demands to be comforting and the lack of judgment and prejudice she encountered when meeting Mizal (as well as the focused, non-romantic personal attention) to be the most meaningful relationship of her life. Her grimoire, C'hr'r'r'k'k (named for the sound ice makes breaking on a lake in freezing temperatures) is regarded as a friend given to her by Mizal, and when it appears safe to do so, enjoys talking to it for hours about a wide range of topics.

Nethyola is driven by the desire to learn enough about the culture that gave birth to her patron, spread enough knowledge about that culture, and do enough in her patron's name that she will be invited to come and dwell with Mizal a second time, at which point she intends to opt to stay with her patron for the rest of her life. In pursuit of this goal, she is willing to undertake many actions of a morally dubious nature, although she has no desire or inclination to commit truly evil acts. She will tell non-life threatening lies, steal, cheat, and even use her feminine wiles to move towards her goals, but she will not kill, destroy lives, or harm or cause innocents to be harmed.

She has no objection to working with others, so long as her opinions and viewpoints are at least listened to; her past experiences have led her to consider this to be the best result that she could expect. If her opinions and

viewpoints were, on the other hand, to be not just listened to, but actually heeded and acted on, she might find herself developing friendship and loyalty to the group, and if an individual evidenced genuine interest in her personally (and could convince her of that) she would return that interest fiercely, perhaps even staving off her plans to spend her life in Mizal's company to be with them.



SCHEMES & PLOTS

The party is ambushed by a group of fire elementals and efreeti, and things are beginning to look bad for them when bolts of cold begin to rain down on their opponents as a pale white tiefling clad in black comes to their aid. Once the battle is over, she introduces herself as Nethyola Zormarir, and explains that something in the party's possession is related to her studies of an ancient culture, and the efreeti attacked them to destroy it. She asks to purchase it, or at least study it, and offers her help in their adventures in payment.

The party is contacted by a well-dressed individual who claims to represent the Zormarir family, a wealthy and notable family from an important country with a rigid and harsh bureaucracy in place. The representative explains that the family reputation is being tarnished by an individual who, for some reason - it is strongly implied at the behest and in the pay of family enemies—is falsely representing themselves as a scion of the Zormarir line, and using their obviously impure blood as a weapon against the family's good name. The representative offers cash and favors from the family if the party will make this problem go away—permanently. The family is not concerned with which family enemy is responsible at this point, they just want the bleeding scandal to stop.

One of the party, preferentially a spellcaster with a scholarly mien, or any character with high scores in Knowledge (history) or Linguistics, catches Nethyola's eye. She initiates a relationship with them to further her goals by gaining their assistance, but finds the relationship swiftly becoming something serious for her. She struggles with her feelings, and comes close to telling the character of her goal, but always backs away at the last minute. Finally, the character goes to meet her, and she is gone. There are signs of what might be a struggle at her rooms, and either swift packing or hurried searching. Where has she gone? Is she on the run? Has she been taken? Does she need help, or has Mizal finally called her back?

After several of her frequent offerings fail to find their way to Mizal, Nethyola decides that someone or something is intercepting them, and, lacking the skills to decipher how this is being accomplished, seeks out a group of adventurers to help her unravel the mystery, destroy the interfering culprits, and restore her offerings so that she can regain Mizal's favor. Are the culprits fire outsiders? Another one of Mizal's warlocks who is jealous of Nethyola's successes and seeks to sabotage her? Or both?

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