# Warlock – Playable Class

There are those who seek power through years of study, devotion to a god, or mastery of the blade. The warlock takes a darker, stranger road.

A warlock is one who has entered into a pact with a being of immense and often terrible power. Such patrons may be ancient fiends, capricious fey, inscrutable entities from beyond the stars, mighty spirits, forgotten powers, or creatures whose names are better left unspoken. In exchange for knowledge, service, loyalty, or some other price, the patron grants its chosen servant a portion of its own supernatural might.

The nature of such bargains varies enormously. Some warlocks deliberately seek out a patron, hunting through forbidden books and ancient ruins for the means to summon something powerful enough to answer their plea. Others are approached by the patron itself, offered salvation, vengeance, knowledge, or power at the moment they are most desperate. There are even those who enter into a pact without fully understanding what they have agreed to. Rarely does a warlock know the nature of the entity who becomes their patron – such anonymity often becomes a driving force of the warlock as they seek to uncover the truth behind their patron's nature.

Yet a warlock is no simple servant. The relationship between patron and warlock can be one of obedience, mutual benefit, manipulation, or outright conflict. A clever warlock may exploit the exact wording of an agreement, while a patient patron may pursue plans that span centuries. Some warlocks serve faithfully, believing themselves chosen for a great purpose. Others constantly search for ways to free themselves from the bargain that made them powerful.

The magic granted by a patron is often unmistakable. It may manifest as unnatural flames, whispers from unseen places, shadows that move against the light, impossible visions, or other signs of the power that lies behind the warlock. Even when a warlock uses such magic for noble purposes, the source of that power can make others uneasy.

Warlocks are therefore often regarded with suspicion. Some become tyrants, cult leaders, assassins, or servants of monstrous powers. Others become protectors, scholars of forbidden mysteries, wandering heroes, or champions who turn their patron's gifts against threats far worse than themselves.

But whatever their purpose, every warlock lives with the same truth. Power is never given freely. Every favour has a price. Every promise creates an obligation. Every gift comes with a hand attached.

And sooner or later, every pact comes due.

**Role**: A warlock makes an excellent support caster with versatile magical abilities and skill with a range of weaponry.

**Alignment**: A warlock's alignment must be within one step of their patron's, along either the law/chaos axis or the good/evil axis.

**Hit Die**: d8.

**Starting Wealth**: 2d6 x 10gp (average 70gp)

## Class Skills

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

**Skill Ranks Per Level**: 2 + Int Modifier.

## Class Features

The following are class features of the warlock.

**Weapon and Armour Proficiency**: A warlock is proficient in all simple weapons, light armour, and shields. Warlocks are also proficient in the favoured weapon of their patron.

**Cantrips**: A warlock gains a small collection of cantrips, or 0-level spells, as noted on the table below. These spells are cast like any other spell, but they do not consume any slots and may be used again. A warlock's caster level for her cantrips is equal to her warlock level.

At 3rd level, and at every two levels thereafter, a warlock can choose to learn a new cantrip in place of one she already knows. In effect, the warlock loses the old cantrip in exchange for the new one. She may only swap one cantrip at any given level.

**Eldritch Blast (Sp)**: At 1st level, as part of her pact, a warlock gains the ability to fire a eldritch blast of force energy at a nearby target. A warlock may use this power a number of times equal to 3 + her warlock level + her Charisma modifier. This is a ranged touch attack and is treated as a 1st-level spell for the purpose of magic-related effects. A warlock may target an enemy up to 25 feet plus 5 feet per two warlock levels with her eldritch blast attack – on a successful attack, she deals 1d8 points of force damage plus an additional 1 point of damage per two warlock levels she possesses.

**Pact Weapon (Su)**: At 1st level, by spending one hour in meditation with a weapon of your choice, you forge a powerful bond with that weapon. When making attack rolls with your pact weapon, you can choose to add your Charisma modifier to attack rolls instead of your Strength or Dexterity modifiers whenever it would be beneficial to you.

**Patron (Ex)**: At 1st level, a warlock enters into a pact with an eldritch being of great power from beyond the mortal world, commonly – but not always – a demigod from the Outer Planes. From this pact, the warlock gains incredible power from the patron they choose.

*Abyssal*: You forge a pact with one of the demon lords or nascent demon lords of the Abyss. You gain a +2 bonus on all Bluff checks and learn Abyssal as a bonus language.

*Ascetic*: You forge a pact with a non-deific being of power or a lesser deity. You gain a +2 bonus on one skill check of your choice and learn one bonus language of your choice.

*Celestial*: You forge a pact with one of the empyreal lords of the Celestial Planes. You gain a +2 bonus on all Diplomacy checks and learn Celestial as a bonus language.

*Daemonic*: You forge a pact with one of the horsemen of the apocalypse or daemonic harbingers of Abaddon. You gain a +2 bonus on all Survival checks and learn either Abyssal or Infernal as a bonus language.

*Deific*: You forge a pact with a truly divine entity. You gain a +1 bonus on all saving throws and learn one bonus language of your choice.

*Elder*: You forge a pact with one of the eldest from the First World. You gain a +2 bonus on all Disguise checks and learn Sylvan as a bonus language.

*Elemental*: You forge a pact with one of the elemental lords of the Elemental Planes. You gain resistance 5 to your patron's element and learn the language of your patron's element as a bonus language.

*Great Old One*: You forge a pact with one of the great old ones from the Dark Tapestry. You gain a +2 bonus on saving throws against mind-affecting effects and learn Aklo as a bonus language.

*Inevitable*: You forge a pact with one of the primal inevitables of Axis. You gain a +2 bonus on saving throws against polymorph effects and learn one bonus language of your choice.

*Infernal*: You forge a pact with one of the archdevils or infernal dukes of Hell. You gain a +2 bonus on all Intimidate checks and learn Infernal as a bonus language.

*Monitor*: You forge a pact with one of the psychopomp ushers. You gain a +2 bonus on all Heal checks and learn either Abyssal, Celestial, or Infernal as a bonus language.

*Protean*: You forge a pact with one of the protean lords of the Maelstrom. You gain a +2 bonus on all Acrobatics checks and learn one bonus language of your choice.

**Pact Pool (Su)**: At 2nd level, a warlock gains a pool of eldritch energy that she can draw upon to fuel her warlock powers. A warlock's pact pool can hold a maximum amount of eldritch energy equal to her warlock level, known as pact slots. Each day, after resting for an uninterrupted eight hours, a warlock regains all expended pact slots from her pact pool. The pact pool can never hold more slots than the maximum amount noted above; slots gained in excess of this total are lost.

**Warlock Invocations**: At 2nd level, a warlock has studied occult lore – she gains three warlock invocations of her choice from the list below. At 2nd level, and every two levels thereafter, a warlock may choose a new invocation from the following list, to a maximum of twelve at 20th level. Some invocations require pact slots to function – unless otherwise stated, using pact slots to activate an invocation is a free action. Whenever a warlock's invocation would permit a saving throw, the DC to resist the effect is equal to 10 + half your warlock level + your Charisma modifier, unless otherwise stated.

*Agonising Blast (Su)*: You add your warlock level to the damage dealt by your eldritch blast, rather than half your warlock level. When you make a successful eldritch blast attack roll, you can expend one pact slot to treat your eldritch blast damage as though you had rolled the maximum possible amount.

*Armour of Shadows (Sp)*: You can expend one pact slot to cast *mage armour* on yourself, treating your warlock level as your caster level.

*Aspect of the Moon (Su)*: When settling down for a night's rest, you can expend any number of pact slots to reduce the total number of hours you would ordinarily sleep by one hour per pact slot expended. If you expend a total of six pact slots for this, you don't require sleep for that night, although you do still need eight hours of light activity to gain the benefits of a full night's rest.

*Beast Speech (Sp)*: You can speak with animals at will, as though under a permanent *speak with animals* spell (treating your warlock level as your caster level). If this ability is ever dispelled, you can reactivate it on your turn as a free action by expending one pact slot. If you don't do this, it reactivates automatically when you regain expended pact slots (including through pact recovery).

*Beguiling Influence (Ex)*: You gain a +1 bonus on all Charisma-based skill checks. This is either a sacred bonus (if you are good-aligned) or a profane bonus (if you are evil-aligned). If you are neutral-aligned, you may choose which type of bonus you gain, but once chosen, this choice cannot be changed.

*Blood Talisman (Ex)*: You can spend one hour and 100gp of materials including one pint of your blood to craft a talisman. After crafting the talisman, you are fatigued. When a creature is within 100 feet of you while wearing your talisman, if they roll a saving throw against an effect, you can choose to expend one pact slot as an immediate action to grant the creature a +1d4 bonus to that saving throw, potentially turning it into a success. You must choose to do this before the results of the saving throw are revealed. You may have a number of talismans up to your Charisma modifier simultaneously.

*Book of Ancient Secrets (Su)*: Select three 1st-level spells from the sorcerer/wizard spell list. You can cast each of these spells once per day as a spell-like ability, treating your warlock level as your caster level.

*Eldritch Element (Su)*: When you make a successful eldritch blast attack roll, you can expend one pact slot to change the damage type dealt by your eldritch blast to either acid, cold, electricity, or fire damage for that casting.

*Eldritch Mind (Ex)*: You gain Battlemage as a bonus feat. When rolling a concentration check to maintain concentration on a spell, you can expend one pact slot to roll your concentration check twice and take the better result. You must declare this ability before you roll.

*Eldritch Sight (Sp)*: You can cast *detect magic* at will, and gain the ability to cast *identify* once per day. You treat your warlock level as your caster level for this ability.

*Eldritch Smite (Su)*: When you make a successful eldritch blast attack roll, you can expend one pact slot to add an additional 1d8 points of force damage to your attack.

*Eldritch Spear (Su)*: The maximum range of your eldritch blast is doubled, to 50 feet plus 5 feet per warlock level.

*Eyes of the Rune Keeper (Su)*: You can read and understand all languages, as though under a permanent *comprehend languages* spell. This ability doesn't allow you to understand spoken words or decipher coded text. If this ability is ever dispelled, you can reactive it on your turn as a free action by expending one pact slot. If you don't do this, it reactivates automatically when you regain expended pact slots (including through pact recovery).

*Gift of the Wild (Su)*: You gain the service of a familiar, treating your warlock level as your wizard level to determine the familiar's statistics and abilities. If you already possess a familiar from another class ability, you instead add your warlock levels to your other class levels to calculate your familiar's total statistics and abilities.

*Grasp of Hadar (Su)*: When you make a successful eldritch blast attack roll against a creature of Large size or smaller, you can expend one pact slot to attempt to pull the target up to 10 feet towards you. The target may attempt a Strength check to resist this effect – the DC to resist this effect is equal to double the damage dealt by that eldritch blast attack.

*Green Lord's Gift (Su)*: Whenever you are subject to an effect that restores hit points, you can expend one pact slot as an immediate action to heal the maximum possible amount permitted by that effect.

*Hellish Rebuke (Su)*: Whenever you are the target of an attack, spell, or effect created by an individual you can see that deals hit point damage, you can expend any number of pact slots as an immediate action to inflict 1d8 points of fire damage per pact slot expended to the individual who caused the hit point damage – that individual may attempt a Fortitude saving throw to take half the damage.

*Hex (Su)*: You can expend one pact slot as a move action to place a great curse upon a single target you can see for up to one minute. At the beginning of each of its turn, the target may attempt a Will saving throw to overcome the hex effect. If the saving throw is unsuccessful, whenever you deal hit point damage against the target, you inflict an additional 1d6 points of damage to the target – this bonus damage is of the same damage type as your attack or spell.

*Intense Blast (Su)*: The damage die of your eldritch blast increases to 2d6, rather than 1d8.

*Lance of Lethargy (Su)*: When you make a successful eldritch blast attack roll against a creature of Large size or smaller, you can expend one pact slot to attempt to slow the target's movement speed up to 10 feet until the beginning of your next turn. The target may attempt a Constitution saving throw to resist the effect.

*Mask of Many Faces (Sp)*: You can expend one pact slot to cast *disguise self*, treating your warlock level as your caster level.

*Otherworldly Leap (Su)*: When rolling an Acrobatics check to jump, you can expend one pact slot to add your warlock level to the check result. This decision must be made before the Acrobatics check is rolled.

*Otherworldly Whispers (Ex)*: You treat all Knowledge skills as class skills, and can roll any Knowledge skill check untrained. You can expend one pact slot to add half your warlock level to the result of a Knowledge check – you must declare this before the result of your check is revealed.

*Repelling Blast (Su)*: When you make a successful eldritch blast attack roll against a creature of Large size or smaller, you can expend one pact slot to attempt to push the target up to 10 feet away from you. The target may attempt a Strength check to resist this effect – the DC to resist this effect is equal to double the damage dealt by that eldritch blast attack.

*Thirsting Blade (Ex)*: You treat your warlock level as your base attack bonus when determining how many attacks you can make per round – you gain a bonus attack at 6th, 11th, and 16th level instead of at 8th and 15th level. This invocation does not change your base attack bonus to determine the bonus you add to your attack rolls.

**Spells**: Beginning at 4th level, a warlock gains the ability to cast arcane spells chosen from the warlock spell list (please see below). She may cast any spell she 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. A warlock gains bonus spell slots per day if her charisma modifier is high enough (see Table 1–3 in the Core Rulebook).

Unlike a wizard or cleric, a warlock need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level. A warlock's caster level for her spells is equal to her warlock level.

At 6th level, and at every two levels thereafter, a warlock can choose to learn a new spell in place of one she 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. A warlock may only swap one spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

**Pact Recovery (Su)**: At 6th level, a warlock gains the power to beseech her patron for more power. Once per day, by spending one hour in meditation, she recovers a number of expended pact slots equal to half her warlock level.

**Greater Invocations**: At 8th level, whenever a warlock chooses a warlock invocation, she may choose from the following list instead.

*Conjure Pact Weapon (Sp)*: You can expend one pact slot to summon your pact weapon to your hand, as long as your pact weapon is within 100 feet. Alternatively, you can expend two pact slots to conjure a masterwork weapon from the following list: dagger, light crossbow (x20 bolts), light mace, longbow (x20 arrows), longsword, shortspear, trident. If you conjure a weapon with this ability, you treat the weapon as your pact weapon until it vanishes. The conjured weapon vanishes after 1 minute or after you drop it, whichever comes first.

*Devil's Sight (Su)*: You can expend two pact slots to gain darkvision to a range of 120 feet for one hour. While benefitting from this ability, you can see in all forms of darkness, including total darkness (such as that created by *deeper darkness*).

*Far Scribe (Sp)*: By spending one hour in meditation with an individual, you create a psychic link with that individual. You can have a number of psychic links with individuals up to your Charisma modifier simultaneously; if you wish to create a new psychic link, you must dismiss an existing link as a free action. You can expend two pact slots to cast *sending* to any individual with whom you possess a psychic link.

*Gift of the Depths (Su)*: You gain a swim speed equal to your base movement speed. You can expend one pact slot as a standard action to gain the ability to breathe underwater for one hour – this does not prevent you from being able to breathe air.

*Hexblade (Su)*:Your pact weapon is treated as a +1 magical weapon, but only when used by you. You may enchant your pact weapon with special weapon properties as though it were a magical weapon. You can expend one pact slot to treat your pact weapon as having a magical enhancement bonus equal to +1 per five warlock levels for 1 minute. If your pact weapon is already a magical weapon, the bonus granted by this invocation does not stack.

*Kiss of Mephistopheles (Sp)*: When you make a successful eldritch blast attack roll, you can expend three pact slots to turn your eldritch blast into a *fireball* centred on the target who was subject to your eldritch blast effect, treating your warlock level as your caster level. The centralised target does not get a saving throw to half the damage dealt by the *fireball*.

*Lifedrinker (Su)*: You add your Charisma modifier on damage rolls made with your pact weapon – this is an anarchic bonus (if your patron is chaotic aligned), an axiomatic bonus (if your patron is lawful aligned), a holy bonus (if your patron is good aligned), or an unholy bonus (if your patron is evil aligned). If your patron's alignment is of two types (for example, lawful good), you may choose which type your additional damage inflicts when you forge your bond with your pact weapon – you may spend another hour of meditation with your pact weapon to change the additional damage type to your patron's second alignment type.

*Master of Myriad Forms (Sp)*: You can expend two pact slots to cast *alter self*, treating your warlock level as your caster level.

*One with Shadows (Ex)*: Whenever you are in an area of dim light or darkness, you gain a circumstance bonus on Stealth checks equal to half your warlock level.

*Talisman's Shield (Su)*: Whenever a creature within 30 feet of you wearing one of your *blood talismans* is hit by an attacker, you can expend one pact slot as an immediate action to take half the damage the creature would have suffered. You require the *blood talisman* invocation to be able to take *talisman's shield*.

*Vision of Distant Realms (Sp)*: You can expend four pact slots to cast *arcane eye*, treating your warlock level as your caster level.

*Voice of the Chain Master (Su)*: You can speak telepathically with your familiar as long as your familiar is within 100 feet of you. In addition, you can see and hear through your familiar's senses, and you can speak through your familiar even if your familiar is incapable of speech. While seeing and hearing through your familiar's senses, you are considered blind and deaf.

**Pact Mastery (Su)**: At 20th level, a warlock's pact becomes intrinsic to her being. She recovers all expended pact slots whenever she takes a night's rest or spends one hour in meditation.

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells Per Day | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | 1st | 2nd | 3rd | 4th |
| 1 | +0 | +2 | +0 | +2 | Cantrips, eldritch blast, pact weapon, patron | — | — | — | — |
| 2 | +1 | +3 | +0 | +3 | Pact pool, warlock invocations | — | — | — | — |
| 3 | +2 | +3 | +1 | +3 | — | — | — | — | — |
| 4 | +3 | +4 | +1 | +4 | Spells, warlock invocation | 1 | — | — | — |
| 5 | +3 | +4 | +1 | +4 | — | 1 | — | — | — |
| 6 | +4 | +5 | +2 | +5 | Pact recovery, warlock invocation | 1 | — | — | — |
| 7 | +5 | +5 | +2 | +5 | — | 1 | 1 | — | — |
| 8 | +6/+1 | +6 | +2 | +6 | Greater invocations, warlock invocation | 1 | 1 | — | — |
| 9 | +6/+1 | +6 | +3 | +6 | — | 2 | 1 | — | — |
| 10 | +7/+2 | +7 | +3 | +7 | Warlock invocation | 2 | 1 | 1 | — |
| 11 | +8/+3 | +7 | +3 | +7 | — | 2 | 1 | 1 | — |
| 12 | +9/+4 | +8 | +4 | +8 | Warlock invocation | 2 | 2 | 1 | — |
| 13 | +9/+4 | +8 | +4 | +8 | — | 3 | 2 | 1 | 1 |
| 14 | +10/+5 | +9 | +4 | +9 | Warlock invocation | 3 | 2 | 1 | 1 |
| 15 | +11/+6/+1 | +9 | +5 | +9 | — | 3 | 2 | 2 | 1 |
| 16 | +12/+7/+2 | +10 | +5 | +10 | Warlock invocation | 3 | 3 | 2 | 1 |
| 17 | +12/+7/+2 | +10 | +5 | +10 | — | 4 | 3 | 2 | 1 |
| 18 | +13/+8/+3 | +11 | +6 | +11 | Warlock invocation | 4 | 3 | 2 | 2 |
| 19 | +14/+9/+4 | +11 | +6 | +11 | — | 4 | 3 | 3 | 2 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 20 | +15/+10/+5 | +12 | +6 | +12 | Pact mastery, warlock invocation | 4 | 4 | 3 | 2 |

## Spells Known

| Level | 0th | 1st | 2nd | 3rd | 4th |
|---|---|---|---|---|---|
| 1 | 1 | — | — | — | — |
| 2 | 2 | — | — | — | — |
| 3 | 3 | — | — | — | — |
| 4 | 3 | 2 | — | — | — |
| 5 | 3 | 3 | — | — | — |
| 6 | 3 | 4 | — | — | — |
| 7 | 3 | 4 | 2 | — | — |
| 8 | 3 | 4 | 3 | — | — |
| 9 | 3 | 5 | 4 | — | — |
| 10 | 3 | 5 | 4 | 2 | — |
| 11 | 3 | 5 | 4 | 3 | — |
| 12 | 3 | 6 | 5 | 4 | — |
| 13 | 3 | 6 | 5 | 4 | 2 |
| 14 | 3 | 6 | 5 | 4 | 3 |
| 15 | 3 | 6 | 6 | 5 | 4 |
| 16 | 3 | 6 | 6 | 5 | 4 |
| 17 | 3 | 6 | 6 | 5 | 4 |
| 18 | 3 | 6 | 6 | 6 | 5 |
| 19 | 3 | 6 | 6 | 6 | 5 |
| 20 | 3 | 6 | 6 | 6 | 5 |

## Warlock Spell List

Warlocks gain access to the following spells.

**0-Level Warlock Spells** – acid splash, bleed, cauterise, detect magic, flare, ghost sound, light, mage hand, message, open/close, prestidigitation, read magic, spark, stabilise

**1st-Level Warlock Spells** – ant haul, bane, bless, catapult, charm person, chill touch, command, compel hostility, comprehend languages, disguise self, endure elements, identify, inflict light wounds, know the enemy, mage armour, mount, ray of enfeeblement, shield, summon monster I, vocal alteration

**2nd-Level Warlock Spells** – aid, alter self, augury, blindness/deafness, darkness, effortless armour, enhance ability, false life, fester, hag's seasoning, inflict moderate wounds, reduce ability, resist energy, see invisibility, summon monster II, touch of idiocy

**3rd-Level Warlock Spells** – animate dead, clairaudience/clairvoyance, counterspell, daylight, deadly juggernaut, deeper darkness, dispel magic, fly, force punch, glyph of warding, haste, inflict serious wounds, prayer, protection from energy, remove curse, slow, speak with dead, summon monster III, tongues, water breathing

**4th-Level Warlock Spells** – anywhere but here, arcane eye, arcane sight, bestow curse, black tentacles, deadman's contingency, death ward, detonate, dimension door, greater false life, inflict critical wounds, isolate, lesser spellcrash, locate creature, summon monster IV, wall of fire, wall of ice