

The Warlock

A Pathfinder Adaptation

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CLASS SKILLS

The Warlock's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Knowledge [Arcana] (Int), Knowledge [Local] (Int), Knowledge [Religion] (Int), Knowledge [The Planes] (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + IntMod

CLASS FEATURES

All of the following are class features of the Warlock.

Weapon and Armor Proficiency: Warlocks are proficient with all simple weapons. They are proficient with light armor and bucklers, but not with medium and heavy armors or other shields.

The somatic components involved in manifesting an *eldritch blast* or *eldritch invocation* are minimal, and so the Warlock may conjure in light armor without incurring the usual failure chance associated with casting arcane spells. However, a Warlock wearing medium or heavy armor, or using a shield of any kind, must apply the total arcane spell failure chance when using *eldritch blast* or *eldritch invocation*, as though he were casting a spell. A multiclass Warlock with levels in an arcane casting class still incurs the normal arcane spell failure chance for any arcane spells received from those levels.

Eldritch Blast (Su): The first ability a Warlock learns is to manifest an *eldritch blast* — a glowing, deep-purple mass of strange unearthly energies that streaks forth from his hand (or similar appendage) to deal damage from a distance and sometimes impart additional debilitating effects.

A basic *eldritch blast* is a ray with a range of 60 feet. It requires a standard action and is resolved as a ranged touch attack that affects a single target, offering no saving throw. It deals untyped energy damage

Table: The Warlock						
Level	BAB	Fort Save	Ref Save	Will Save	Special	Invocations Known
1	0	0	0	2	Eldritch Blast, Least Eldritch Invocations, Read Magic	1
2	1	0	0	3	Bonus Feat, Detect Magic	2
3	2	1	1	3	Damage Reduction	2
4	3	1	1	4	Bonus Feat, Energy Resistance	3
5	3	1	1	4		4
6	4	2	2	5	Bonus Feat, Lesser Eldritch Invocations, Spell Resistance	4
7	5	2	2	5		5
8	6/1	2	2	6	Bonus Feat, Eldritch Resilience	6
9	6/1	3	3	6		6
10	7/2	3	3	7	Bonus Feat	7
11	8/3	3	3	7	Greater Eldritch Invocations	8
12	9/4	4	4	8	Bonus Feat	8
13	9/4	4	4	8		9
14	10/5	4	4	9	Bonus Feat	10
15	11/6/1	5	5	9		10
16	12/7/2	5	5	10	Bonus Feat, Greatest Eldritch Invocations	11
17	12/7/2	5	5	10		12
18	13/8/3	6	6	11	Bonus Feat	12
19	14/9/3	6	6	11		13
20	15/10/5	6	6	12	Bonus Feat	14

of 1d6 per odd Warlock level (max 10d6) plus the Warlock's Charisma modifier. Beginning at 10th level the Warlock adds twice his Charisma modifier to his *eldritch blast* damage; at 20th level, he adds three times his Charisma modifier.

When an *eldritch blast* effect triggers a saving throw, its DC is 10 plus half the character's Warlock level (rounded down) plus his Charisma modifier (10 + ½WL + ChaMod). When attacking objects, the *eldritch blast* does half damage. Because of the otherworldly nature of its energies, the *eldritch blast* ignores spell resistance; however, as an aimed ranged attack it is still subject to attacks of opportunity. Also, as aiming is required, there is a slight somatic component to the *eldritch blast* that incurs armor failure

penalties for shields, and armor heavier than light armor.

Metamagic and meta-spell-like-ability feats do not function with the *eldritch blast*, as it is a supernatural ability. However, there are a few meta-blast feats available to the Warlock (see Warlock Feats), and the feat Ability Focus [*eldritch blast*] can be used to increase the DC for saving throws associated with the *eldritch blast*. In addition there are several feats used to modify the shape and range of the blast, called Blast Shape Feats, and to alter the fundamental essence of the blast, called Blast Essence Feats.

The effective spell level of an *eldritch blast* is one half the character's Warlock level, rounded up, to a maximum of 9th level. Although the *eldritch blast* is composed of strange unearthly energy, its magical nature leaves it partially subject to exclusion or suppression by a globe of invulnerability or similar effect. When attempting to penetrate such an effect, the Warlock must make an opposed caster level check, using his Warlock level. If a Warlock has levels in a Prestige class that grant "+1 level of existing spell-casting class", these bonuses apply to the Warlock as though he were a spellcaster.

Eldritch Invocation (Su): Warlocks do not cast spells as wielders of arcane or divine magic do, but they can channel their eldritch energies into invocations that allow them to manipulate the fabric of reality, often in ways alien to those used to the arcane manipulations of Wizards and Sorcerers or the divine interventions of Clerics and Druids. Even when an invocation replicates the effects of a common spell, it does so in subtle, uncanny ways unique to each Warlock.

Unlike other magic-using classes, the Warlock has no limit to the number of *eldritch invocations* he may use in a day, but he is severely limited in how many invocations he can learn to manifest. A Warlock begins at level 1 with only one known *eldritch invocation* chosen from the list of Least Invocations. As he increases in power, he gains more invocations as shown in Table: The Warlock (page 2).

Eldritch invocations have four grades of relative power — Least, Lesser, Greater, and Greatest — and are listed and described in *ELDRITCH INVOCATIONS* (PAGE 16). As the Warlock gains power, he gains

Lengian Onyx

Ripped from the land in the quarries of Inga-nok on a lonely escarpment of the Plateau of Leng, Lengian Onyx is a dense blood-black stone nearly as hard as steel, and capable of incredible sharpness. Weapons made of Lengian Onyx have strange alien angles that seem to be formed from multiple dimensions beyond the normal three. They have an aura of madness about them making them unsuitable as weapons of the weak-willed.

Lengian Onyx has hardness 9 and hit points equal to 23 per inch of thickness. Items made of Lengian Onyx weigh 3/4 as much as the same item made from steel, and 3 times as much as the same item made from wood. Mixed-material weapons, tend to keep any wooden parts. Weapons and armor made with Lengian Onyx have 3/4 of their normal hit points.

Weapons made from Lengian Onyx are automatically masterwork, due to the skill required to shape the stone. They also have the wounding special ability, even if they are bludgeoning weapons, due to their incredible sharpness and strange dimensions. Creatures suffering bleed from a Lengian Onyx weapon must make a Will save DC 15 each round they bleed or take 1d3 Wisdom damage. If the creature fails its save by more than 10, it takes Wisdom drain instead. Once per week, a wielder of a Lengian Onyx weapon, or bearer of Lengian Onyx ammunition, must make a Will save, DC 15, or take 1d4 Wisdom drain.

Armor made from Lengian Onyx has the ability to deal wounding damage, like a weapon, to creatures who grapple with the wearer. Each round the wearer is in a grapple, deal one bleed point to the opponent. Lengian Onyx armor requires the same weekly saving throw as for a bearer of a Lengian Onyx weapon.

Lengian Onyx weapons and armor incur the same cost inflation as those made of adamantine. Other items made from Lengian Onyx cost 1000 gp more per pound.

access to the more powerful invocations. Beginning at levels 6, 11, and 16, the Warlock may choose invocations from the Lesser, Greater, and Greatest lists, respectively. When the Warlock gains access to a higher grade of invocation, he may choose to forget any one invocation he knows and replace it with another of equal or lower grade.

For *eldritch invocations* that trigger a saving throw, the DC is 10 plus the effective spell level of the invocation (listed in the invocation description) plus the Warlock's Charisma modifier. The Warlock may apply the feat Ability Focus to an invocation but the feat must be taken multiple times, once for each different invocation he wishes to enhance. *Eldritch Invocations* are subject to spell resistance.

The use of an *eldritch invocation* is a standard action (unless otherwise stated in the invocation description) that requires concentration and some minor somatic and vocal components to harness the uncanny energies that suffuse the Warlock. An invocation may be disrupted just as a spell can be ruined during casting. A Warlock must make a successful concentration check (1d20 + Warlock Level + Charisma Modifier) to manifest an invocation successfully after taking damage. The DC is 10 plus the damage

taken plus the effective spell level of the invocation (listed in the invocation's description). If he fails the concentration check, the invocation fails and the eldritch energies go awry. The Warlock must make a Fortitude save, whose DC is 10 plus the invocation's effective spell level, to avoid being staggered for a number of rounds depending on the grade of the invocation (Least, 1; Lesser, 2; Greater, 3; Greatest, 4).

Bonus Feats: At every even Warlock level the Warlock gains a new bonus feat in addition to the standard allotment from level advancement. These feats must be chosen from the list of WARLOCK FEATS (PAGE 5).

Read Magic (Su): Attuned to the magical energies that underlie the fabric of reality, the Warlock

Table: Blast Shape Feats	
Name	Page
Delayed Blast	8
Eldritch Bow	8
Eldritch Chain	9
Eldritch Cone	9
Eldritch Doom	9
Eldritch Encore	9
Eldritch Extension	9
Eldritch Fan	9
Eldritch Line	9
Eldritch Needles	9
Eldritch Orb	9
Eldritch Volley	10
Focused Blast	10
Grappling Blast	11
Hideous Blow	11
Hyperfocused Blast	12

Table: Blast Essence Feats								
Grade	Name	Page	Light Path			Dark Path		
			Grade	Name	Page	Grade	Name	Page
Least	Disorienting Blast	8	Least	Dazzling Blast	7	Least	Bleeding Blast	7
Least	Hammer Blast	11	Least	Merciful Blast	13	Least	Frightful Blast	10
Least	Staggering Blast	15	Least	Stunning Blast	15	Least	Sickening Blast	14
Lesser	Baneful Blast	6	Lesser	Frosty Blast	11	Lesser	Brimstone Blast	7
Lesser	Beshadowed Blast	7	Lesser	Radiant Blast	13	Lesser	Cursed Blast	7
Lesser	Deafening Blast	8	Lesser	Soulweary Blast	14	Lesser	Darkening Blast	7
Lesser	Ensnaing Blast	10	Greater	Awesome Blast	6	Greater	Death Blast	8
Lesser	Spirit Blast	15	Greater	Bewitching Blast	7	Greater	Noxious Blast	13
Lesser	Unerring Blast	15	Greater	Electrifying Blast	10	Greater	Venom Blast	15
Greater	Anchoring Blast	6	Greater	Forceful Blast	10	Greater	Vitriolic Blast	15
Greater	Demoralizing Blast	8	Greatest	Banishing Blast	7	Greatest	Annihilating Blast	6
Greater	Hindering Blast	12	Greatest	Holy Blast	12	Greatest	Hex Blast	11
Greater	Repelling Blast	14	Greatest	Juggling Blast	12	Greatest	Panicking Blast	13
Greater	Silencing Blast	14	Greatest	Petrifying Blast	13	Greatest	Unholy Blast	15
Greatest	Draining Blast	8	Greatest	Solar Blast	14	Greatest	Utterdark Blast	15
Greatest	Howling Blast	12						
Greatest	Paralyzing Blast	13						
Greatest	Shattering Blast	14						

Table: Other Feats			
Metablast Feats	Page	Utility Feats	Page
Glaring Invocation	11	Deceive Item	8
Greater Power Blast	11	Eldritch Penetration	10
Heightened Blast	11	Extra Invocation	10
Maximized Blast	12	Imbue Item	12
Power Blast	13	Ray Specialization	13
Quickened Blast	13	Sundering Blast	15
		Weapon Focus [Ray]	16

gains the ability, at 1st level, to use *read magic* as the spell, at will.

Detect Magic (Su): As his magical attunement grows, the Warlock gains the ability, at 2nd level, to use *detect magic* as the spell, at will.

Damage Reduction (Su): At 3rd level, the Warlock's eldritch energies begin to harden his body, giving him damage reduction 1/Lengian Onyx. At every fourth level thereafter, the damage reduction increases by +1 to a maximum of 5/Lengian Onyx at 19th level. (For Warlocks not playing in the standard Pathfinder universe of Golarion and the Great Beyond, where there is no plane of Leng, the damage reduction is x/-.)

Energy Resistance (Su): The Warlock's exposure to eldritch energies eventually gives him the ability to shrug off small amounts of energy damage. At 4th level the Warlock gains Energy Resistance 1 to all forms of standard energy (acid, cold, electricity, fire, and sonic). At 9th level the resistance increases to 3; at 13th level it increases to 6; and at 17th level it increases to 10.

Spell Resistance (Su): As the Warlock grows in power, the eldritch energy within him begins to afford him some small protection from normal arcane and divine spells. At 6th level he gains Spell Resistance equal to 4 plus his Warlock level. At 10th level the resistance increases to 7+WL; at 14th level it increases to 10+WL; and at 18th level it increases to 13+WL.

Eldritch Resilience (Su): As he begins to solidify his control over nature, the Warlock gains the power to rapidly heal damage to his own body for a brief time. At 8th level the Warlock can use a swift action once per day to enter a state of Fast Healing 1 for a duration of 2 minutes. At 12th level the Fast Healing increases to 2 points per round. At 16th level the Fast

On Psionics

The core Pathfinder universe does not support psionics, but there are a few third-party sources for it. In a campaign setting that allows psionics, I suggest two options for dealing with spell resistance.

A) Treat psionics as just another form of magic and allow the Warlock's spell resistance to counter psionics, as well. B) Use psionics as a foil for the Warlock and allow no resistance to psionics.

Healing increases to 3 and the Warlock may use the power twice per day. At 20th level the Fast Healing increases to 5.

WARLOCK FEATS

The Warlock's bonus feats must be chosen from those listed in WARLOCK FEAT DESCRIPTIONS, below, and the Warlock may also choose these feats for his standard allotment of feats from level advancement.

Warlock feats come in four categories: Blast Shape feats, Blast Essence feats, Metablast feats, and Utility feats. Blast Shape feats allow the Warlock to alter the area of effect or overall shape of his *eldritch blast*. Blast Essence feats allow the Warlock to enhance his blast by adding ride-along effects that apply debilitating conditions along with the standard blast damage, or change the nature of the damage dealt by the *eldritch blast*. Metablast feats allow the Warlock to apply the effects of certain metamagic feats to his *eldritch blast*, at the cost of possible damage to himself. Finally, the Utility feats allow a Warlock finer control over the world's magic and its vessels. A Warlock may apply only one Blast Shape, one Blast Essence, and one Metablast feat to his *eldritch blast* at a time.

Each Blast Essence feat is also assigned a grade of Least, Lesser, Greater or Greatest. Blast Essence feats have prerequisites of multiple feats taken at lower grades, rather than of specific feats. Unless otherwise specified, any debilitating effects of a Blast Essence Feat do not stack with subsequent applications of the same effect, but the duration of such effects is reset. For example, a *brimstone blast* deals 2d6 ongoing fire damage on a failed save. A second failed save against a *brimstone blast* does not cause 4d6 damage; the damage remains at 2d6, but the duration count starts over.

While Warlocks may be found of any alignment, most will be in the Neutral region, their outlook on life having been shaped by tumultuous and often perilous early lives. Even still, they will tend to lean somewhat toward either good or evil. There are three paths of Blast Essence feats a Warlock can progress along.

The Light path tends to be chosen by the more compassionate Warlocks. Even when dealing damage to an enemy, these Warlocks will choose to do so in ways that don't utterly destroy their opponents. Followers of the Dark path tend to have no compunctions against cutting their enemies and rubbing in the salt. With a side order of acid. Still others may walk the line between concern and disdain, and just want to get along with as little emotional entanglement as possible. These Warlocks tend to learn feats from both the Light and Dark path, but focus mainly on the more neutral Blast Essence feats. Any Warlock may choose one of the neutral feats, as long as he meets the prerequisites, but Warlocks who progress far enough along either the Light or Dark path lose their ability to choose feats from the other path. In addition, a similar path structure in the *eldritch invocations* is tied to how far along the Light or Dark paths a Warlock has progressed.

As a Warlock progresses down the Dark path his *eldritch blast* begins to change from the usual deep purple effusion to one speckled and limned with black. For those farthest along the path, the blast becomes completely dark, with a black that seems to glow with anti-light, to the extent that ambient light levels appear to dim briefly as the *eldritch blast* passes by. In contrast, the *eldritch blast* of those who walk the Light path begins to change to one speckled and limned with pure white. For those farthest along the path, the blast becomes a dazzling actinic light that leaves streaks in the vision of those who witness it.

WARLOCK FEAT DESCRIPTIONS

Anchoring Blast (Greater Blast Essence)

This feat allows you to change your *eldritch blast* into an *anchoring blast*.

Prerequisites: Warlock level 11

Benefit: For a number of rounds equal to your

Charisma modifier, the target creature or object is prevented from extradimensional travel, as though struck by a *dimensional anchor* spell.

Annihilating Blast (Greatest Blast Essence) [Dark Path]

This feat allows you to change your *eldritch blast* into an *annihilating blast*.

Prerequisites: Warlock level 16, 2 Greater Dark Path feats, no Light Path feats

Benefit: Any creature or object struck by an *annihilating blast* must make a successful Fortitude save or take double damage. In addition, if a target is reduced to 0 HP or less by an *annihilating blast*, it dies or is destroyed, disintegrating into a pile of fine dust.

Awesome Blast (Greater Blast Essence) [Light Path]

This feat allows you to change your *eldritch blast* into an *awesome blast*.

Prerequisites: Warlock level 11, 1 Lesser Light Path feat, no more than 1 Dark Path feat

Benefit: Any creature struck by an *awesome blast* must make a Will save or become awestruck. Awestruck characters are frozen in wonder and can take no actions, they take a -2 modifier to AC and lose their Dexterity bonus. The effect lasts for a number of rounds equal to your Charisma modifier. Any attack on the subject ends the effect.

Baneful Blast (Lesser Blast Essence)

This feat allows you to change your *eldritch blast* into a *baneful blast*.

Prerequisites: Warlock level 6

Benefit: You deal an extra two blast dice of damage to creatures of a specific type. You must select the creature type when you first gain this feat, and you can not later change your mind. You can take this feat more than once, choosing a new creature type each time. You choose your creature type from the categories offered for a ranger's favored enemy.

Banishing Blast (Greatest Blast Essence) [Light Path]

This feat allows you to change your *eldritch blast* into a *banishing blast*.

Prerequisites: Warlock level 16, 2 Greater Light Path feats, no Dark Path feats

Benefit: Any creature struck by a *banishing blast* must succeed on a Will save or be instantly removed to its native plane. If the creature's native plane is coexistent with the plane you are on, it is simply shunted to the same point in its native plane that it just left. If not, then the creature is sent to a random location on its native plane.

Beshadowed Blast (Lesser Blast Essence)

This feat allows you to change your *eldritch blast* into a *beshadowed blast* to blind your foes.

Prerequisites: Warlock level 6

Benefit: Any sighted creature struck by a *beshadowed blast's* dark-infused essence must succeed at a Fortitude save or be blinded for 1 round.

Bewitching Blast (Greater Blast Essence) [Light Path]

This feat allows you to change your *eldritch blast* into a *bewitching blast* to confuse your foes.

Prerequisites: Warlock level 11, 1 Lesser Light Path feat, no more than 1 Dark Path feat

Benefit: Any creature struck by a *bewitching blast* must make a successful Will save or be confused for a number of rounds equal to half your Charisma modifier ($\frac{1}{2}\text{ChaMod}$, rounded down).

Bleeding Blast (Least Blast Essence) [Dark Path]

This feat allows you to change your *eldritch blast* into a *bleeding blast*.

Prerequisites: Warlock level 1

Benefit: Each *bleeding blast* leaves a weeping wound. Any creature struck by a *bleeding blast* must succeed on a Fortitude saving throw or take 1 bleed damage each round that stacks with other bleed damage.

Brimstone Blast (Lesser Blast Essence) [Dark Path]

This feat allows you to change your *eldritch blast* into a *brimstone blast* to roast your enemies.

Prerequisites: Warlock level 6, 1 Least Dark Path feat

Benefit: A *brimstone blast* deals fire damage. Any creature struck by a *brimstone blast* must succeed on a Reflex save or catch on fire, taking 2d6 points of fire damage per round after the initial attack, until it takes a full-round action to extinguish the flames or the duration expires. The fire damage persists for 1+1d4 rounds.

Cursed Blast (Lesser Blast Essence) [Dark Path]

This feat allows you to change your *eldritch blast* into a *cursed blast*.

Prerequisites: Warlock level 6, 1 Least Dark Path feat

Benefit: A creature struck by a *cursed blast* must make a successful Will save or be inflicted with a mild curse. Those who fail their save take a -2 luck modifier to AC, attack and damage rolls, saving throws, and skill or ability checks for a number of rounds equal to your Charisma modifier.

Darkening Blast (Lesser Blast Essence) [Dark Path]

This feat allows you to change your *eldritch blast* into a *darkening blast* to shroud the subject.

Prerequisites: Warlock level 6, 1 Least Dark Path feat

Benefit: If the target of a *darkening blast* is the source of a spell or effect with the light descriptor that is of a level equal to or lower than your *darkening blast*, or is located within the radius of effect of such a spell or effect, the light effect is dispelled as deep darkness seems to suck the light from around the target in a 20' radius burst. So long as the target was not also the subject of a light effect of level greater than your *darkening blast*, the target now emits *deeper darkness* as the spell for 1 round per caster level.

Dazzling Blast (Least Blast Essence) [Light Path]

This feat allows you to change your *eldritch blast* into a *dazzling blast*.

Prerequisites: Warlock level 1

Benefit: *Dazzling blasts* are especially bright and any creature struck by one must make a suc-

successful Reflex save or be dazzled for a number of rounds equal to 3 plus your Charisma modifier (3+ChaMod).

Deafening Blast (Lesser Blast Essence)

This feat allows you to change your *eldritch blast* into a *deafening blast*.

Prerequisites: Warlock level 6

Benefit: Your *eldritch blast* becomes a sonic effect, which detonates with an implosive pop. Any creature struck with a *deafening blast* must make a successful Fortitude save or be deafened for 3 rounds.

Death Blast (Greater Blast Essence) [Dark Path]

This feat allows you to change your *eldritch blast* into a *death blast*.

Prerequisites: Warlock level 11, 1 Lesser Dark Path Feat, no more than 1 Light Path feat

Benefit: Any creature struck by a *death blast* who takes damage from the blast equal to half or more of its remaining hit points must succeed on a Fortitude save or die instantly.

Deceive Item (Utility)

Steeped in the eldritch magic underlying the Great Beyond, you can more easily use magic items.

Prerequisites: Warlock level 4

Benefit: When making a Use Magic Device check, you gain a +5 competence modifier and may take 10 even if distracted or threatened.

Delayed Blast (Blast Shape)

You imbue an object or 5' square with your *eldritch blast* power.

Prerequisites: Warlock level 6

Benefit: As a standard action you may imbue a 5' square you occupy, or a Diminutive or Tiny object you touch, with the power of your *eldritch blast*. The square or object stays charged for a number of rounds equal to your caster level plus your Charisma modifier and is treated as a magical trap for purposes of detection. When a creature other than you touches or attempts to use the object, or enters the charged square, it triggers the

release of your *eldritch blast*. The subject takes the full normal damage, unless it makes a successful Reflex save for half.

Demoralizing Blast (Greater Blast Essence)

This feat allows you to change your *eldritch blast* into a *demoralizing blast*.

Prerequisites: Warlock level 11

Benefit: A creature struck by a *demoralizing blast* is assaulted by an imagined litany of its failures. This mind-affecting illusion forces a Will save. If the creature fails, it suffers a -4 morale modifier to attack and damage rolls, skill checks, and saving throws for a number of rounds equal to your Charisma modifier minus one (ChaMod-1).

Disorienting Blast (Least Blast Essence)

This feat allows you to change your *eldritch blast* into a *disorienting blast* to perplex your foes.

Prerequisites: Warlock level 1

Benefit: Any creature struck by a *disorienting blast* must make a successful Will save or lose its Dexterity bonus to AC and CMB for a number of rounds equal to your Charisma modifier.

Draining Blast (Greatest Blast Essence)

This feat allows you to change your *eldritch blast* into a *draining blast* to remove your foe's magic.

Prerequisites: Warlock level 16

Benefit: Any creature struck by a *draining blast* is affected as though by a targeted *greater dispel magic*.

Eldritch Bow (Blast Shape)

You channel your *eldritch blast* through a ranged attack.

Prerequisites: Warlock level 1

Benefit: As a standard action, you can make a single attack with a ranged weapon. If you hit at least the target's touch AC, the target is affected as if struck by your *eldritch blast* (including any blast essence or metablast feat effects applied). If you hit the target's full AC you also deal your normal ranged weapon damage.

Eldritch Chain (Blast Shape)

Your *eldritch blast* jumps between multiple targets.

Prerequisites: Warlock level 6

Benefit: On a successful attack, your *eldritch blast* arcs from your primary target to 1–4 secondary targets (depending on your Warlock level). The primary target takes normal damage, and any secondary targets take half the damage dealt to the primary target. Each secondary target requires a separate ranged touch attack and must be within 30' of the previous target. You may not target the same creature twice and any missed attack ends the chain. At 6th level, you can attack one secondary target; at 10th, you can attack two; at 15th, three; and at 20th, four.

Eldritch Cone (Blast Shape)

Your *eldritch blast* takes the shape of a cone.

Prerequisites: Warlock level 11

Benefit: Your *eldritch blast* fans out into a 30' cone which deals normal damage to creatures and objects caught within. Targets may attempt a Reflex save for half damage.

Eldritch Doom (Blast Shape)

Your *eldritch blast* lances out at multiple targets near you.

Prerequisites: Warlock level 16

Benefit: You choose any number of targets within 20' of you and a burst of *eldritch blasts* arc out against the targets dealing normal damage to each. No ranged touch attacks are required, and each target may attempt a Reflex save for half damage.

Eldritch Encore (Blast Shape)

You double-tap your target.

Prerequisites: Warlock level 16

Benefit: When you successfully hit a target with your *eldritch blast*, you may immediately follow up with a second blast attack on that target which deals half the damage of the initial attack. Eldritch Encore requires two free hands. You must declare use of Eldritch Encore before rolling for the initial attack.

Eldritch Extension (Blast Shape)

The reach of your *eldritch blast* is extended.

Prerequisites: Warlock level 1

Benefit: The range of your *eldritch blast* extends to Medium (100' + 10'/level).

Eldritch Fan (Blast Shape)

You reform your *eldritch blast* into a semicircular area of effect.

Prerequisites: Warlock level 16, Eldritch Cone

Benefit: You transform your *eldritch blast* into a semicircular fan of 30' radius. This is essentially two *eldritch cones* and thus requires two hands (unless you also have the Glaring Invocation feat). It deals normal damage to all creatures in the area of effect who fail a Reflex save. Those who make their save take only half damage.

Eldritch Line (Blast Shape)

Your *eldritch blast* becomes a line of effect, damaging all in its path.

Prerequisites: Warlock level 6

Benefit: Your *eldritch blast* bursts forth in a 45' line. Creatures caught in the blast may attempt a Reflex save to take half damage.

Eldritch Needles (Blast Shape)

Your *eldritch blast* becomes a wide, scattered cloud of needle-like mini-blasts.

Prerequisites: Warlock level 11

Benefit: Due to its diffuse nature, your *eldritch blast* ignores the target's dodge and Dexterity bonuses to AC, but its blast dice are reduced by one die step (e.g. d6→d4) and it can not critically hit.

Eldritch Orb (Blast Shape)

Your *eldritch blast* explodes on impact dealing damage over an area.

Prerequisite: Warlock level 11

Benefit: You may target a creature or an empty 5' square. On a successful hit your *eldritch blast* explodes outward dealing damage to the target and all within 10' of the target. The primary target gets no save and takes damage as normal. The

secondary targets get a Reflex save to take half damage.

Eldritch Penetration (Utility)

Your *eldritch invocations* and *blasts* are exceptionally difficult to counter.

Prerequisites: Warlock level 1

Benefit: You may add your Charisma modifier as a bonus to any caster level checks associated with using your *eldritch blasts* or *invocations*.

Eldritch Volley (Blast Shape)

You can attack multiple targets with your *eldritch blast*.

Prerequisites: Warlock level 3

Benefit: You can attack a number of targets within 30' of each other equal to your available number of blast dice in rapid fire succession, albeit at a –2 modifier to your attacks. Each successful attack deals one blast die of damage and your blast dice are reduced by one die step. You must have both hands free for aiming (unless you also have the Glaring Invocation feat). You must roll for each target separately, and may attack a single target more than once. If a saving throw is triggered by your *eldritch blast*, each successful hit requires its own save.

Electrifying Blast (Greater Blast Essence) [Light Path]

This feat allows you to change your *eldritch blast* into an *electrifying blast*.

Prerequisites: Warlock level 11, 1 Lesser Light Path feat, no more than 1 Dark Path feat

Benefit: An *electrifying blast* deals electricity damage. Any creature struck with an *electrifying blast* must make a successful Fortitude save or be dazed for a number of rounds equal to half your Charisma modifier ($\frac{1}{2}\text{ChaMod}$, rounded down).

Ensnaring Blast (Lesser Blast Essence)

This feat allows you to change your *eldritch blast* into an *ensnaring blast* that traps your target.

Prerequisites: Warlock level 6

Benefit: Your *ensnaring blast* covers your target in rubbery ectoplasmic goo. A creature struck by

an *ensnaring blast* must make a successful Reflex save or be entangled for a number of rounds equal to your Charisma modifier. The entangling goo can be broken out of with a DC 20 strength check.

Extra Invocation (Utility)

You learn an additional invocation.

Prerequisites: Warlock level 6

Benefit: You learn one additional *eldritch invocation* from the list available to you, choosing an invocation of one grade lower than the highest grade of invocation you know.

Special: You can gain this feat multiple times. Each time, you gain an extra invocation of any grade up to one lower than the highest grade of invocation you can currently use.

Focused Blast (Blast Shape)

Your *eldritch blast* is compressed into a tightly-focused beam.

Prerequisites: Warlock level 8

Benefit: You take a –2 modifier to your *eldritch blast* attack, but the critical range for your *eldritch blast* increases to $18-20/\times 2$.

Forceful Blast (Greater Blast Essence) [Light Path]

This feat allows you to change your *eldritch blast* into a *forceful blast*.

Prerequisites: Warlock level 11, 1 Lesser Light Path feat, no more than 1 Dark Path feat

Benefit: Your *forceful blast* deals force damage and thus is fully effective against incorporeal creatures and objects. In addition it deals an extra 1d6 of damage to corporeal creatures. On a critical hit, a *forceful blast* explodes outwards dealing half the damage you just rolled to all those within 5' of the target.

Frightful Blast (Least Blast Essence) [Dark Path]

This feat allows you to change your *eldritch blast* into a *frightful blast*.

Prerequisites: Warlock level 1

Benefit: Any creature struck by a *frightful blast*

must succeed on a Will save or become shaken for a number of rounds equal to one plus your Charisma modifier (1+ChaMod). An already-shaken creature struck by a frightful blast is not affected by the shaken aspect of the blast. Creatures immune to mind-affecting spells and abilities or fear effects cannot be shaken by a *frightful blast*.

Frosty Blast (Lesser Blast Essence) [Light Path]

This feat allows you to change your *eldritch blast* into a *frosty blast*.

Prerequisites: Warlock level 6, 1 Least Light Path feat

Benefit: A *frosty blast* deals cold damage. Any creature struck by the attack must make a successful Fortitude save or take a -4 penalty to Dexterity for 2d6 rounds.

Glaring Invocation (Metablast)

You no longer need the minor somatic and vocal components usually required for an *eldritch blast*.

Prerequisites: *eldritch blast* power

Benefit: You can aim and manifest your *eldritch blast* just by looking in the direction you want it to go and no longer need to utter any vocal components. You must make a Fortitude save, DC = 11 + number of blast dice. If you fail the save, you take nonlethal damage equal to 1d3 per blast die.

Grappling Blast (Blast Shape)

You can discharge your *eldritch blast* while grappling.

Prerequisites: Improved Grapple, *eldritch blast* power

Benefit: When engaged in a grapple, if you make a successful grapple check you may discharge your *eldritch blast* into your opponent. Even if you have the Greater Grapple feat, you may only discharge one *eldritch blast* per round.

Greater Power Blast (Metablast)

You deliver your most powerful *eldritch blast* with a chance of knocking down your target, and increased possible damage to yourself.

Prerequisites: Power Blast, Warlock level 10

Benefit: The damage dice of your *eldritch blast* now increase by three die steps and your target must make a Reflex saving throw to avoid being knocked back five feet per blast die divided by two (rounded down) and landing prone. You must make a Fortitude save, DC = 15 + number of blast dice. If you fail the save, you take nonlethal damage equal to 1d6 per blast die.

Hammer Blast (Least Blast Essence)

This feat allows you to change your *eldritch blast* into a *hammer blast* to destroy objects in your path.

Prerequisites: Warlock level 1

Benefit: Your *hammer blast* deals full damage to objects, rather than half, and ignores up to 2 points of hardness.

Heightened Blast (Metablast)

Your *eldritch blast* essence effects are more difficult to resist.

Prerequisites: Warlock level 1

Benefit: You increase the effective caster level of your *eldritch blast* such that any effects it delivers are harder to resist. You may add up to half your caster level as a bonus to the DC for any saves triggered by your *eldritch blast* and to the effective spell level of the *eldritch blast* (max 9th level). You must make a Fortitude save, DC = 11 + the bonus added. If you fail the save, you take nonlethal damage equal to 1d4 per bonus point added.

Hex Blast (Greatest Blast Essence) [Dark Path]

This feat allows you to change your *eldritch blast* into a *hex blast*.

Prerequisites: Warlock level 16, 2 Greater Dark Path feats, no Light Path feats

Benefit: When a creature is struck by a *hex blast* it must make a successful Fortitude save or succumb to the effects of a *baleful polymorph* spell, including the secondary Will save.

Hideous Blow (Least Blast Shape)

You channel your *eldritch blast* through a mêlée attack.

Prerequisites: Warlock level 1

Benefit: As a standard action, you can make a single *mêlée* attack. If you hit at least the target's touch AC, the target is affected as if struck by your *eldritch blast* (including any blast essence or metablast feat effects applied). If you hit the target's full AC you also deal your normal *mêlée* weapon damage.

Hindering Blast (Greater Blast Essence)

This feat allows you to change your *eldritch blast* into a *hindering blast* to slow your foes.

Prerequisites: Warlock level 11

Benefit: Any living creature struck by a *hindering blast* must succeed on a Will save or be *slowed* for 3 rounds, as per the spell.

Holy Blast (Greatest Blast Essence) [Light Path]

This feat allows you to change your *eldritch blast* into a *holy blast*.

Prerequisites: Warlock level 16, 2 Greater Light Path feats, no Dark Path feats

Benefit: Your *eldritch blast* becomes good-aligned, and deals an extra 50% damage to evil creatures.

Howling Blast (Greatest Blast Essence)

This feat allows you to change your *eldritch blast* into a *howling blast*.

Prerequisites: Warlock level 16

Benefit: Your *howling blast* deals sonic damage. It deals full damage to objects, ignoring up to 4 points of hardness. A living target hit with a *howling blast* is deafened for a number of rounds equal to your Charisma modifier. In addition, the target must succeed at a Fortitude save or be stunned for a number of rounds equal to half your Charisma modifier ($\frac{1}{2}\text{ChaMod}$, rounded down).

Hyperfocused Blast (Blast Shape)

Your *eldritch blast* is compressed further, into a pencil-thin beam.

Prerequisites: Warlock level 16, Focused Blast

Benefit: You take a -4 modifier to your *eldritch blast* attack, but the critical range for your *eldritch blast* increases to $17-20/\times 3$.

Imbue Item (Utility)

You can use your eldritch connection to the world's magic to create magic items in conjunction with the appropriate item creation feats.

Prerequisites: Warlock level 1

Benefit: You can use your Warlock level as your caster level to qualify for item crafting feats. You can substitute a Use Magic Device check (DC 20 + spell level) in place of a required spell you don't know or can't cast when creating a magic item. If the check succeeds, you create the item as normal. If you fail, you can not complete the item and do not expend XP or gold costs. You can not retry the Use Magic Device check for that spell until you gain a new level.

Juggling Blast (Greatest Blast Essence) [Light Path]

This feat allows you to change your *eldritch blast* into a *juggling blast*.

Prerequisites: Warlock level 16, 2 Greater Light Path feats, no Dark Path feats

Benefit: A *juggling blast* conveys a certain lightness of being. A creature struck by a *juggling blast* must succeed at a Reflex save or be popped into the air to gently waft away from you for two rounds. While tumbling slowly through space, your target loses his Dexterity bonus to AC and takes -4 modifier to attacks, Reflex saves, physical skill checks, Strength checks, and Dexterity checks. Your floating target's path describes a parabola, reaching a peak 10' above the surface he left, and landing 10' further away from you.

Maximized Blast (Metablast)

You can deliver an even more powerful *eldritch blast*, with an increased chance of possible damage to yourself.

Prerequisites: Warlock level 5

Benefit: The damage dealt by your *eldritch blast* is automatically at its maximum possible value. You must make a Fortitude save, DC = 13 + number of blast dice. If you fail the save, you take nonlethal damage equal to $1d4$ per blast die.

Merciful Blast (Least Blast Essence) [Light Path]

This feat allows you to change your *eldritch blast* into a *merciful blast*.

Prerequisites: Warlock level 1

Benefit: You may cause your *eldritch blast* to deal nonlethal damage.

Noxious Blast (Greater Blast Essence) [Dark Path]

This feat allows you to change your *eldritch blast* into a *noxious blast*.

Prerequisites: Warlock level 11, 1 Lesser Dark Path feat, no more than 1 Light Path feat.

Benefit: Any creature struck by a *noxious blast* must make a successful Fortitude save or be nauseated for a number of rounds equal to your Charisma modifier minus one (ChaMod-1).

Panicking Blast (Greatest Blast Essence) [Dark Path]

This feat allows you to change your *eldritch blast* into a *panicking blast*.

Prerequisites: Warlock level 16, 2 Greater Dark Path feats, no Light Path feats

Benefit: When a creature is struck by a *panicking blast* it must make a successful Will save or be panicked for a number of rounds equal to your Charisma modifier.

Paralyzing Blast (Greater Blast Essence)

This feat allows you to change your *eldritch blast* into a *paralyzing blast*.

Prerequisites: Warlock level 11

Benefit: A creature struck by a *paralyzing blast* must succeed at a Will save or be paralyzed for a number of rounds equal to half your Charisma modifier ($\frac{1}{2}$ ChaMod, rounded down).

Petrifying Blast (Greatest Blast Essence) [Light Path]

This feat allows you to change your *eldritch blast* into a *petrifying blast*.

Prerequisites: Warlock level 16, 2 Greater Light Path feats, no Dark Path feats

Benefit: A creature struck by a *petrifying blast* must succeed at Fortitude save or be turned to

stone along with whatever it carries, as per *flesh to stone*, except the duration is 2d3 days.

Power Blast (Metablast)

You can deliver a more powerful *eldritch blast* with the cost of possible damage to yourself.

Prerequisites: Warlock level 1

Benefit: The damage dice of your *eldritch blast* increase by two die steps (e.g. d6 → d10). You must make a Fortitude save, DC = 11 + number of blast dice. If you fail the save, you take nonlethal damage equal to 1d3 per blast die.

Quickened Blast (Metablast)

You have become so finely attuned with your *eldritch blast* that you can manifest it more quickly.

Prerequisites: Warlock level 6

Benefit: You may use your *eldritch blast* as a swift action instead of a standard one. You can still perform a standard action, even manifesting another *eldritch blast* or casting a spell, in the same round you use a quickened *eldritch blast*. You must make a Fortitude save, DC = 15 + number of blast dice. If you fail the save, you take nonlethal damage equal to 1d6 per blast die.

Radiant Blast (Lesser Blast Essence) [Light Path]

This feat allows you to change your *eldritch blast* into a *radiant blast* to shed light on the subject.

Prerequisites: Warlock level 6, 1 Lesser Light Path feat

Benefit: If the target of a *radiant blast* is the source of a spell or effect with the darkness descriptor that is of a level equal to or lower than your *radiant blast*, or is located within the radius of effect of such a spell or effect, the darkness effect is dispelled as bright light shines out from the target in a 20' radius burst. So long as the target was not also the subject of a darkness effect of level greater than your *radiant blast*, the target now emits *daylight* as the spell for 1 round per caster level.

Ray Specialization (Utility)

You are skilled at dealing damage with rays.

Prerequisites: Weapon Focus [Ray], caster level 4

Benefit: You may add the ability modifier of the ability that governs your spellcasting or eldritch power as a bonus to all damage dealt by ray attacks. For example, a Wizard would add his Intelligence modifier; a Cleric would add her Wisdom modifier; and a Sorcerer or Warlock would add his Charisma modifier. This bonus stacks with any other bonus to damage derived from your abilities.

Repelling Blast (Greater Blast Essence)

This feat allows you to change your *eldritch blast* into a *repelling blast* that knocks back your foes.

Prerequisites: Warlock level 11

Benefit: Any Medium or smaller creature struck by a repelling blast must make a Reflex save. If the creature fails the save, or the target is a free-standing object of 200 lb or less, it is hurled 2d3×5' (2d3 squares) directly away from you and knocked prone by the energy of the attack. If the target strikes a solid object, it stops prematurely, taking 1d3 points of bludgeoning damage for every 5' of movement prevented, and drops prone. Movement caused by a *repelling blast* does not provoke attacks of opportunity.

Shattering Blast (Greatest Blast Essence)

This feat allows you to change your *eldritch blast* into a *shattering blast*.

Prerequisites: Warlock level 16

Benefit: A creature struck by a *shattering blast* must make a Fortitude save. If it fails its save, you choose to either reduce its damage reduction by an amount equal to half the number of your blast dice or to reduce its spell resistance by an amount equal to the number of your blast dice. A given creature can only succumb to the deleterious effect of a *shattering blast* once per 24 hour period but still takes normal damage from subsequent *shattering blasts*. The shattered effect lasts for 1 minute per caster level.

Sickening Blast (Least Blast Essence) [Dark Path]

This feat allows you to change your *eldritch blast* into a *sickening blast*.

Prerequisites: Warlock level 1

Benefit: Any living creature struck by a *sickening blast* must make a successful Fortitude save or become sickened for a number of rounds equal to your Charisma modifier.

Silencing Blast (Greater Blast Essence)

This feat allows you to change your *eldritch blast* into a *silencing blast* to quiet your foes.

Prerequisites: Warlock level 11

Benefit: A creature struck by a *silencing blast* must make a successful Will save or be quieted as though affected by a small personal bubble of *silence* for 1 round per 2 caster levels.

Solar Blast (Greatest Blast Essence) [Light Path]

This feat allows you to change your *eldritch blast* into a *solar blast*, a beam of pure white sunlight and positive energy.

Prerequisites: Warlock level 16, 2 Greater Light Path feats, no Dark Path feats

Benefit: A *solar blast* is so bright it causes all those but you who can see it to make a successful Reflex save (at a -2 modifier) or be dazzled for a number of rounds equal to your Charisma modifier plus 2d4 (ChaMod+2d4). Creatures with light blindness or light sensitivity are dazzled for an additional 1d6 rounds. Undead, and living creatures vulnerable to or powerless in sunlight — such as Derro or Spectres — that are struck by a *solar blast* take an extra 2d6 damage. Undead creatures lethally vulnerable to or powerless in sunlight — such as Vampires — take an extra 4d6 damage instead.

Soulweary Blast (Lesser Blast Essence) [Light Path]

This feat allows you to change your *eldritch blast* into a *soulweary blast* to fatigue your foes.

Prerequisites: Warlock level 6, 1 Least Light Path feat

Benefit: A creature struck by a *soulweary blast* must make a successful Fortitude save or be

fatigued for 2d3 rounds. A fatigued creature struck by a *soulweary blast* does not automatically become exhausted.

Spirit Blast (Lesser Blast Essence)

This feat allows you to change your *eldritch blast* into a *spirit blast* that more easily damages incorporeal creatures.

Prerequisites: Warlock level 6

Benefit: Your *spirit blast* does not suffer a miss chance against incorporeal creatures and your damage die is increased by one die step (e.g. d6 → d8) against them.

Staggering Blast (Least Blast Essence)

This feat allows you to change your *eldritch blast* into a *staggering blast*.

Prerequisites: Warlock level 1

Benefit: Those struck with a *staggering blast* must make a successful Fortitude save or be staggered for 2 rounds.

Stunning Blast (Least Blast Essence) [Light Path]

This feat allows you to change your *eldritch blast* into a *stunning blast*.

Prerequisites: Warlock level 1

Benefit: Any creature struck by a *stunning blast* must succeed at a Fortitude save or be stunned for 1 round.

Sundering Blast (Utility)

You blast away at your opponents' possessions.

Prerequisites: Warlock level 1

Benefit: You may make sunder attempts using your *eldritch blast*, substituting your Dexterity modifier for your Strength modifier when calculating your CMB.

Unerring Blast (Lesser Blast Essence)

This feat allows you to change your *eldritch blast* into a *unerring blast* that strikes true.

Prerequisites: Warlock level 6

Benefit: Your *unerring blast* veers toward its target, negating any miss chances that would oth-

erwise apply, such as from concealment, though you still have to aim at the right square. In addition, you have a +1 modifier to your attack.

Unholy Blast (Greatest Blast Essence) [Dark Path]

This feat allows you to change your *eldritch blast* into an evil *unholy blast*.

Prerequisites: Warlock level 16, 2 Greater Dark Path feats, no Light Path feats

Benefit: Your *eldritch blast* becomes evil-aligned, and deals an extra 50% damage to good creatures.

Utterdark Blast (Greatest Blast Essence) [Dark Path]

This feat allows you to change your *eldritch blast* into an *utterdark blast*, which deals negative energy damage.

Prerequisites: Warlock level 16, 2 Greater Dark Path feats, no Light Path feats

Benefit: An *utterdark blast* heals undead creatures instead of harming them. In addition, any creature struck by an *utterdark blast* must make a successful Fortitude save or gain two negative levels. The negative levels fade after 1 hour, but if a target ever has as many negative levels as Hit Dice, it dies.

Venom Blast (Greater Blast Essence) [Dark Path]

This feat allows you to change your *eldritch blast* into a *venom blast*, poisoning the target.

Prerequisites: Warlock level 11, 1 Lesser Dark Path feat, no more than 1 Light Path feat

Benefit: Any creature struck by a *venom blast* must make a Fortitude save. If it fails, it takes 1d6 Constitution damage, and must make a second save one round later or suffer another 1d6 Constitution damage. Creatures may only be affected by a Venom Blast once every 24 hours.

Vitriolic Blast (Greater Blast Essence) [Dark Path]

This feat allows you to change your *eldritch blast* into a *vitriolic blast*. The vitriolic blast deals acid damage and deposits a blob of sticky acidic goo on the target.

Table: Eldritch Invocations					
Grade	Name	Page	Grade	Name	Page
Least	All-seeing Eyes	17	Lesser	Mask of Flesh	28
Least	Arcanist Aptitude	17	Lesser	Preternatural Premonition	31
Least	Call of the Beast	18	Lesser	Relentless Dispelling	31
Least	Change Self	19	Lesser	Take Ammunition	34
Least	Eldritch Armor	23	Lesser	Transcendent Language	35
Least	Eldritch Attack	23	Lesser	Wall of Gloom	35
Least	Eldritch Attunement	23	Lesser	Waveshock	36
Least	Eldritch Incantation	23	Lesser	Wild Summons	36
Least	Eldritch Lore	23	Lesser	Witchwood Step	36
Least	Eldritch Seal	24	Greater	Aura of Invulnerability	18
Least	Eldritch Senses	24	Greater	Caster's Lament	18
Least	Eldritch Speed	24	Greater	Eldritch Homestead	23
Least	Eldritch Toughness	24	Greater	Eldritch Sight	24
Least	Entropic Warding	24	Greater	Forces Unseen	25
Least	Fluid Reality	25	Greater	Planar Summons	30
Least	Leaps and Bounds	27	Greater	Reave	31
Least	Luck of the Great Beyond	28	Greater	Tongue of the Void	35
Least	Miasmatic Cloud	28	Greater	Wall of Perilous Flame	36
Least	Serpent's Tongue	32	Greater	Warlock's Call	36
Least	Slick Skin	33	Greater	Wraith Shroud	37
Least	Strange Planes and Angles	33	Greatest	Eldritch Foresight	23
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Lesser	Assumption of the Humble Creatures	17	Greatest	Master of Earth and Stone	28
Lesser	Crawling Eye	19	Greatest	Of Two Worlds	28
Lesser	Disembodied Hand	22	Greatest	Path of Shadow	29
Lesser	Eldritch Reflexes	24	Greatest	Phantasmal Stalker	29
Lesser	Figment	25	Greatest	Sing the Winds	32
Lesser	Forbidding Grasp	25	Greatest	Singularity	32
Lesser	Languid Aura	26	Greatest	Word of Power	37

Prerequisites: Warlock level 11, 1 Lesser Dark Path feat, no more than 1 Light Path feat

Benefit: In addition to the initial blast damage, creatures struck by a *vitriolic blast* automatically take an extra 2d6 points of acid damage on following rounds. The goo persists for 1+1d3 rounds.

Weapon Focus [Ray] (Utility)

Prerequisites: Ability to use ray attacks, base attack bonus +1

Benefit: You gain a +1 modifier on all attack rolls you make using rays, such as your *eldritch blast*.

ELDRITCH INVOCATIONS

Through his *eldritch invocations* the Warlock manipulates the fabric of reality by sheer will. While their effects often mimic those of well-known arcane or divine spells, they do so in ways that are unique to each Warlock. All Warlocks have some personal somatic and verbal components that help them focus their will, though a few learn to rise above those trappings. No two Warlocks will use exactly the same sequence of motions and grunts for the same invocation, for although the effects will be identical, they will truly be different invocations, as evidenced by the flavor, the elemental essence of each that is tied fundamentally to its invoker.

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Least	Breath of the Night	18
Least	Crown of Lights	20
Least	Eldritch Weal	24
Least	Faerie Dust	24
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Greater	Peaceful Slumber of Ages	29
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Grade	Name	Page
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ELDRITCH INVOCATION DESCRIPTIONS

All-seeing Eyes

Least; 2nd

You gain a supernaturally precise vision of the world around you. For 24 hours you gain a +6 bonus to Perception and Sense Motive checks, and you may *comprehend languages*, as the spell, for any written words.

Arcanist Aptitude

Least; 2nd

For 24 hours you extend your senses further into the realms of magic to gain a +6 modifier on all Spellcraft, Use Magic Device, and concentration checks related to using magic.

Assumption of the Humble Creatures

Lesser; 3rd

Your eldritch connection to the world gives you a special relationship with wild creatures. For 24 hours, you may use a standard action to take the form of any Diminutive, Tiny, or Small land animal or bird of CR 1/2 or less (e.g. bat, squirrel, toad;

Eldritch Invocations fall into four grades of power: Least, Lesser, Greater, and Greatest. The Warlock first learns Least invocations and unlocks the ability to learn the more powerful ones as he advances in level. The *eldritch invocations* also follow the three-fold paths discussed in Warlock Feats. In order to learn invocations of either the Light or Dark path, the Warlock must have at least one feat in that path of the same grade as the invocation he wishes to learn. Each description that follows begins with the grade of the invocation and its effective spell level.

lizard, raven; cat, fox, monkey, otter, rat; dog, hawk, goat, owl, seal; badger, eagle, viper, weasel), absorbing your equipment into your new form. You take on the abilities of the form you assume and gain bonuses as per the *beast shape* series of spells. You may use a standard action to change from your current form to either your natural form or that of another animal. While in a form other than your own you may not use any other *eldritch invocations* or your *eldritch blast*.

Aura of Invulnerability

Greater; 6th

Your eldritch ways make you resistant to low-level magic. A faint shimmering aura surrounds you, extending a few feet from your body in all directions. This aura excludes all magical effects of 4th level or lower, as a *globe of invulnerability*, and lasts for 1 round per caster level.

Aura of Dread

Greater; 6th; Dark Path

Your uncanny nature so unnerves those around you that they suddenly remember there is someplace else they need to be. When Aura of Dread is invoked, creatures who try to approach or remain closer than 20' away from you must succeed on a Will save against this mind-affecting power to do so. Creatures approaching from outside the Aura of Dread who fail their save will veer off, as though purposefully changing their mind, and selecting a new target outside of your sphere of influence. If there is no other target, they will circle around you, continually distracted by something less dreadful. Creatures within your area of influence when the Aura is invoked who fail their Will save will move away from you along the quickest path, until they are out of range of your influence. If someone points out a creature's irrational behavior, the target gets a new save with a +4 modifier.

Baleful Utterance

Least; 2nd; Dark Path

You speak a single syllable of a language that predates human thought, affecting an object or area as if by a *shatter* spell. If a creature is holding or wearing the target of the spell and the target is destroyed, the creature must make a Fortitude save or be dazed for 1 round and deafened for 1 minute by your terrible word. This is a sonic effect.

Beguiling Influence

Least; 2nd; Light Path

For 24 hours your eldritch energies fuel your personality making you more suave, smooth, and savvy. You gain a +6 modifier on Bluff, Diplomacy, and Intimidate checks.

Breath of the Night

Least; 1st; Light Path

A misty cloud of fog spreads in a 20' radius around you when you invoke Breath of the Night, as the spell *fog cloud*. The fog follows your movements, and you can see normally through your own Breath of Night.

Call of the Beast

Least; 2nd

Your uncanny communion with the universe give you a slight rapport with all life, especially the beasts of the world. For 24 hours you gain the *wild empathy* ability as a druid of your warlock level and can communicate with animals as if under the effect of *speak with animals*.

Caster's Lament

Greater; 6th

With a touch of your hand and a concentration of will, you can attempt to *break enchantments*, as the spell. In addition, you may attempt to counterspell a spell-caster as though using dispel magic. In either case you receive a +4 bonus to the caster level check and you may not attempt to affect the same magical effect more than once in a 24 hour period.

Caustic Mire

Greater; 4th; Dark Path

Channeling your eldritch power, you cover a 20' radius spread of ground within close range with an acidic slime roughly the consistency of thick mud. Because the sludge is so sticky, entering any square affected by Caustic Mire costs 2 squares of movement. In addition, each square entered deals 1d4 points of acid damage to the creature moving within. A creature who stands in the area without moving from its space takes 1d6 points of acid damage each round at the end of its turn. Finally, the fumes rising from the Caustic Mire are flammable. Any effect that deals fire damage within the Caustic Mire deals an extra 1 point of damage per damage die (min +1).

If you use this invocation a second time while a previous Caustic Mire is still present, the previous effect ends.

Change Self

Least; 2nd

As a full-round action, you alter your appearance as though using a *disguise self* spell that affects your body but not your possessions. This ability is not an illusory effect, but a minor physical alteration of your facial features, skin color and texture, and size, within the limits described for the spell. You revert to your natural form when killed. A true seeing spell reveals your natural form. When using this ability to create a disguise, you receive a +10 circumstance bonus on Disguise checks.

Chill Metal

Lesser; 3rd; Light Path

You rapidly chill the metal objects in the possession of one creature within 60', as per the *chill metal* spell, except that there is no saving throw to resist. In addition, the effect lasts for only three rounds, with the first and last round dealing 1d4 damage, and the second round dealing 2d4 damage.

Chilling Tentacles

Greater; 5th; Light Path

You call forth a field of chilling blue-white tentacles that slip from the ground or floor, groping for targets as per *black tentacles*. In addition to the usual effects of *black tentacles*, each creature within the area of Chilling Tentacles takes 2d6 points of cold damage each round, whether or not they are grappled.

Circle of Peace

Lesser; 3rd; Light Path

For 24 hours, any opponent attempting to strike or otherwise attack you, even with a targeted or area of effect spell, must attempt a Will save. If the save succeeds, the opponent can attack you normally. If the save fails, the opponent can't follow through with the attack, and that part of its action is lost. If you attack another creature while this effect is active, the invocation's effects are immediately ended, and you may not use the invocation again for the duration of the 24 hour period.

Cold Comfort

Lesser; 2nd; Light Path

For 24 hours your unnatural aura renders you partly immune to the ravages of the environment. You remain cool in hot weather and warm in cold weather, as the spell *endure elements*. Additionally, you may choose to add either +10 cold resistance or +10 fire resistance to your extant energy resistances.

Coruscant Steed

Lesser; 3rd; Light Path

You summon eldritch energy from beyond the Great Beyond to coalesce in to a quasi-real mount one size category larger than you (the exact species and coloration is unique to the individual Warlock and should be worked out with the GM) that shines and glitters with internal light. It can be ridden only by you, and you are granted Ride as a class skill with a +4 modifier. Your Steed will carry you indefinitely at a base land speed of 20' per two caster levels (max 100') over any terrain with ease. It can even run over water and other liquids at half its base speed.

Your Steed has AC 18 (-1 size, +4 natural armor, +5 Dexterity) and 7 hit points, plus 1 HP per caster level. If it loses all its hit points, the Coruscant Steed disappears and you may not call another for 1d4 minutes. It can attack with a slam with a bonus equal to your Warlock level plus your Charisma modifier, dealing 2d4+3 damage.

Crawling Eye

Lesser; 3rd

One of your eyes leaves your head and sprouts spidery legs. You can see through the eye no matter where it goes, so you can use it to scout or spy. The eye can't crawl of its own volition, but you can direct it to move or climb up to 20 feet as a move action. Its Climb modifier is equal to your Warlock level +8. You can direct a crawling eye in your space to climb back into your eye socket as a move action.

When you use this invocation, your current and full normal hit point totals are reduced by 2 for as long as the eye is detached. The eye is considered a Fine creature with AC 20 and 2 hit points. Its Hide and Move Silently modifiers are equal to your warlock level. For all other purposes, its statistics are equal to yours.

You can't cast most invocations or spells through the eye, but any spells or invocations that affect your sense of sight function through the eye as though it was still attached.

If your crawling eye is destroyed, you are dazzled for 1d4 hours, during which time the eye regrows. (If you normally have only one eye, you are blinded instead.) At the end of this period, you regain the 2 lost hit points, and the dazzled condition ends.

Only one of your eyes can be used for Crawling Eye at any time; if your Crawling Eye is destroyed, you can't use this invocation again until your eye regrows.

Crown of Lights

Least; 2nd; Light Path

You coalesce eldritch energy into a number of small balls of light (2 + 1/2 caster level), that dance around your head and shoulders up to 3 feet from your body. They shed bright light out to 30', and raise the ambient light by one step out to 30' beyond that. As a move action, you may grab one ball and hurl it up to medium range, where it will stay for 1 minute, or until called back. A lone ball sheds light as a torch. In addition, anyone attacking you when at least three balls orbit your head must make a successful Will save or be dazzled for 1 round per two caster levels (max 5 rounds).

Curse of Despair

Lesser; 4th; Dark Path

You can use this invocation to bestow a curse upon a touched opponent (as *bestow curse*). If the save against this ability succeeds, the creature still takes a -1 modifier on attack rolls for 1 minute. Invoking Curse of Despair on the same creature allows you to choose a new curse and resets the duration of the effect (assuming the target fails its save).

Dark Discorporation

Greatest; 8th; Dark Path

At one with your eldritch powers, you learn to abandon your body. When you use this ability, you become a swarm of Diminutive, bat-like shadows that fills eight contiguous 5' cubes, shapeable as you desire. The duration of this ability is 24 hours or until you dismiss it.

In this swarmlike form, you gain the following characteristics and traits.

- **Abilities:** Your Strength score drops to 1, but your Dexterity score increases by 6.
- **Armor Class:** You lose any natural armor or armor bonuses to Armor Class. You gain a +4 size bonus to AC, and a deflection bonus to AC equal to your Charisma modifier.
- **Movement:** You gain a fly speed of 40' with perfect maneuverability. You can pass through openings a Diminutive creature could pass through.
- **Swarm Traits:** You are not subject to critical hits or flanking, and you are immune to weapon damage. You cannot be tripped, grappled, or bull rushed, and you cannot grapple an opponent. You are immune to any spell or effect that targets a specific number of creatures, except for mind-affecting spells and abilities. You take half again as much damage (+50%) from spells or effects that affect an area. Unlike other swarms of Diminutive creatures, you are not vulnerable to wind effects. If reduced to 0 hit points or less, or rendered unconscious by nonlethal damage, you instantly return to your normal form in a square of your choice that was formerly covered by the swarm.
- **Swarm Attack:** You gain a swarm attack that deals 4d6 points of damage to any creature whose space you occupy at the end of your turn. Your swarm attack strikes as a magic weapon of your alignment.
- **Distraction:** Any living creature vulnerable to your swarm attack that begins its turn in a square occupied by your swarm must make a successful Fortitude save or be nauseated for 1 round. Spellcasting or concentrating on spells within the area of your swarm requires a Concentration check (DC 20 + spell level) Using skills that involve patience and concentration requires a DC 20 Will save.
- **Possessions:** All of your worn or carried equipment and items become nonfunctional, absorbed into your new form.

You can take only move actions (so you cannot

Dark Homunculus

XP 400 **CR 2**

Tiny Construct (alignment of creator)

Init +1; **Senses** darkvision 60', Perception +5

Defense

AC 17, **touch** 13, **flat-footed** 16 (+1 Dex, +2 size, +4 Natural Armor)

HP 22 (4d10+3)

Fort +1, **Ref** +4, **Will** +2

Defensive Abilities construct traits, hide in shadows, DR 2/-

Offense

Speed 20', Climb 20'

Mêlée slam +6 (1d4+2)

Space 2.5'; Reach 0'

Statistics

Str 14, **Dex** 12, **Con** -, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 13

Feats Lightning Reflexes, Perfect Spy (+2 Stealth, Perception)

Skills Climb +10, Perception +5, Stealth +5, Sleight of Hand +3

Languages creator's native language (can not speak), telepathic link

Special Abilities

Telepathic Link (Su) A Dark Homunculus cannot speak, but the process of creating one links it telepathically with its creator. A homunculus knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of one mile.

Hide in Shadows (Ex) A Dark Homunculus gains a +8 racial bonus to Stealth checks when hiding in shadowy locations.

Damage Reduction (Ex) Because a Dark Homunculus can lose a good bit of its material and remain functional, it has damage reduction 2/-.

A Dark Homunculus is a miniature servant, constructed with a Warlock's own blood. It is a weak combatant, but makes an effective spy, messenger, or scout. A tiny version of its creator, a Craft (sculpture) check determines the precision of its features.

use other invocations) while under the effect of dark discorporation.

Dark Homunculus

Greater; 6th; Dark Path

Mixing your blood with mud, clay, or some other moldable material, you craft a miniature version of yourself and imbue it with temporary life. The Dark Homunculus takes 10 minutes to invoke, and costs you 10 points of unhealing nonlethal damage — representing the blood invested. The Dark Homunculus can not speak, but you have a telepathic link with it out to a range of one mile. It knows what you know and can tell you in your native language everything that it sees and hears. If your Dark Homunculus is destroyed, you take 2d10 lethal damage. The Dark Homunculus lasts for 24 hours before crumbling away, at which point you may heal the invested nonlethal damage. Stats for the Dark Homunculus can be found on page 21.

Dark Siren

Least; 2nd; Dark Path

You cause one creature within close range that fails its Will saving throw to be overwhelmed with the desire to be near you. It immediately drops what it is holding, and must do whatever it can to reach a space adjacent to you as quickly as possible, taking the least dangerous path possible. If the creature is prevented from reaching you by impassable terrain, it can do nothing but stand motionless and watch you in despair. Once it reaches a square adjacent to you it will stand motionless, flatfooted, taking no actions save to gaze upon you in adoration. If you move away, it must follow to the best of its ability. Each round the creature is under this compulsion, it gets to make a new save. Any hostile action taken against the creature ends the effect. Only one creature per six caster levels may be held under the influence of Dark Siren at a time. Invoking Dark Siren on another creature immediately ends the effect on the least recent one.

Daylight

Lesser; 4th; Light Path

You call on your eldritch power to create a region of bright light within close range, centered on any intersection or object, as per the *daylight* spell.

Death Shroud

Greatest; 9th; Dark Path

You surround yourself with an aura of death and decay. When a creature first enters your Death Shroud it must make a Fortitude saving throw. Creatures with hit dice less than 3/4 of your own who fail their save die immediately. Creatures with hit dice greater than or equal to 3/4 of your own who fail their save instead take 2d3 negative levels. Any living creatures who remain within the Death Shroud after their first round must save again each round thereafter, or continue to take 1 negative level each round. As with supernatural creatures with the energy drain special ability, each level drained provides you with 5 temporary hit points that last for 1 hour.

Deeper Darkness

Lesser; 4th; Dark Path

You call on your eldritch power to create a region of magical darkness within close range, centered on any intersection or object, as per the *deeper darkness* spell.

Devil's Sight

Least; 2nd; Dark Path

You gain the visual acuity of a devil for 24 hours. You can see normally in darkness and magical darkness out to 30'.

Devour Magic

Greater; 6th; Light Path

This invocation allows you to deliver a targeted *greater dispel magic* with your touch. You gain 5 temporary hit points for each spell level dispelled by this touch. These temporary hit points fade after 1 minute and do not stack with other temporary hit points. If you Devour a new spell, you can replace the old temporary hit points with the ones gained from the more recent spell, thus resetting the duration. You can not devour your own invocations.

Dire Hex of Ill Fates

Greatest; 8th; Dark Path

You cast a great and terrible curse upon your foe. This invocation works as the Curse of Despair invo-

cation, but the curse you may lay is even worse. You may choose to do one of the following:

- Reduce one of the target's ability scores to 1
- Give the target a -6 penalty to two ability scores
- Give the target a -8 penalty on all attack rolls, saving throws, and ability or skill checks
- Cause the target to have a 75% chance of being unable to take any action each round.

In addition, the penalty on attack rolls the subject takes after a successful save increases to -3, and its duration becomes one minute/level, rather than one minute. The Dire Hex of Ill Fates can not be dispelled, and the *break enchantment*, *limited wish*, and *remove curse* spells are powerless against it unless cast by a spellcaster with a caster level that exceeds yours by at least four. A *miracle* or *wish* can remove the hex with no difficulty.

Disembodied Hand

Lesser; 4th

One of your hands drops off at the wrist and floats in the air. You can use the hand in all ways as if it were still attached — manipulating items, delivering attacks with a light or one-handed weapon, or even delivering a touch attack with a spell or invocation that you cast before it detaches. However, it requires you to expend the same action that would have been required — picking up an item takes a move action, making an attack takes a standard action, and so forth.

The hand flies rather than crawls, but it can't move on its own. You can move the hand up to 30 feet through the air as a move action. You can direct a disembodied hand in your space to reattach to your arm as a move action.

When you use this invocation, your current and full normal hit point totals are reduced by 5 for as long as the hand is detached. The hand is considered a Diminutive creature with AC 20 and 5 hit points. Its Stealth modifier is equal to your Warlock level. For all other purposes, its statistics are equal to yours.

If your disembodied hand is destroyed, it regrows in 1d4 hours. At the end of this period, you regain the 5 lost hit points.

Only one of your hands can be used for disembod-

ied hand at any time; if your disembodied hand is destroyed, you can't use this invocation again until your hand regrows.

Disguise Alignment

Lesser; 4th; Dark Path

You wrap yourself in folds of invisible uncanny energies, hiding your true alignment from any but the strongest of divinations. Any who would discern your alignment must succeed at an opposed caster level check or they will detect only the alignment you choose to display when invoking Disguise Alignment. You gain your Charisma modifier as a bonus to the caster level check.

Eldritch Armor

Least; 2nd

For 24 hours your skin thickens and hardens providing you with +1 natural armor, plus 1 point per four Warlock levels after the first (max +5).

Eldritch Attack

Least; 1st

For 24 hours you gain your Charisma modifier as a competence bonus (max your Warlock level) to attacks and combat maneuvers.

Eldritch Attunement

Least; 2nd

For 24 hours you become more attuned to the magical flow of the world. You gain a +10 modifier on Spellcraft checks made to decipher scrolls and identify the properties and command words of magic items in your possession, or to craft a magic item.

Eldritch Doom

Least; 1st; Dark Path

You twist probability to the detriment of your foes. Choose a creature within medium range. If it fails a Will save it takes a -1 modifier on attacks, skill checks, ability checks, and saving throws for 2d3 rounds.

Eldritch Foresight

Greatest; 9th

For 24 hours you tap into the many probability streams of reality, in effect seeing moments into the future. This foresight gives you a general idea of what action you might take to best protect yourself, granting Improved Evasion, as the Rogue ability, and immunity to surprise or being flatfooted. In addition, you may add your Charisma Modifier as an insight bonus to initiative, AC and Reflex saves.

Eldritch Homestead

Greater; 7th

Using your uncanny power you rip a hole in reality creating a passage to a pocket dimension housing a domicile that functions like a *mage's magnificent mansion*. The atmosphere, furnishings, floor plan, and *unseen servants* suit your mood and subconscious state at the time of invocation. Your Eldritch Homestead lasts until you create a new one, and any personal belongings stored in the previous Homestead are transferred to the new one.

Eldritch Incantation

Least; 1st

For 24 hours eldritch energy from beyond the Great Beyond flows freely through your veins giving you the ability to use *dancing lights*, *ghost sound*, *prestidigitation*, and *mage hand*, as per the spells.

Eldritch Lore

Least; 2nd

You may invoke Eldritch Lore to open your mind to the knowledge that seeps into existence from the Great Beyond. You gain a +10 bonus to the next Knowledge [arcana], Knowledge [the planes], or Knowledge [religion] check you make, and are treated as trained in that knowledge. Invoking Eldritch Lore leaves you dazed for 1d3 rounds afterward.

Eldritch Mindcloak

Greatest; 8th

For 24 hours you shroud your mind in a blanket of eldritch chaos. You are protected by the effects of *mind blank*.

Eldritch Reflexes

Lesser; 3rd

For 24 hours you gain your Charisma modifier as a dodge bonus to AC, Reflex saves, and Acrobatics checks.

Eldritch Seal

Least; 2nd

You can seal doors, containers, and small gaps of up to 1/8 inch. As a full round action, you pass your hands over the seams where a door sits in its jamb, a lid meets a container's base, or the sides of another similar joint meet. As you do so, you contemplate the fluidity of reality and cause the edges of the seam to fuse together into one seamless entity, regardless of the materials comprising the two sides of the joint. The welded joints are as strong as the average strength of the components. This is a permanent effect, but you can reverse it with a second application of eldritch seal.

Eldritch Senses

Least; 2nd

For 24 hours you gain acute senses and take a +6 modifier to any Perception and Sense Motive checks.

Eldritch Sight

Greater; 6th

For 24 hours your eldritch powers give you an incredible boon to your sight. You see the world as through the effects of *arcane sight* and *true seeing*.

Eldritch Speed

Least; 1st

For 24 hours you are suffused with eldritch energy, and gain an increase in your base land speed of 5 feet per Warlock level (max +60').

Eldritch Toughness

Least; 2nd

The uncanny energies within you make you tougher, more hardy. For 24 hours you gain 1 additional hit point per hit die you possess.

Eldritch Weal

Least; 1st; Light Path

For 24 hours you twist probability to your benefit. You have a +1 modifier on attacks, skill checks, ability checks, and saving throws.

Enervating Shadow

Lesser; 4th; Dark Path

Pulling on your eldritch powers, you cloak yourself in shadows that drain vitality from nearby foes. This invocation grants you total concealment in any area that isn't brightly lit (twilight, torchlight, or firelight is okay, but it will not work in full daylight or in the radius of a spell with the light descriptor). In bright light conditions or within the radius of a light spell of lower level, you gain only partial concealment. Regardless of light conditions, any living creature adjacent to you must make a Fortitude save at the beginning of its turn or take a -4 modifier to Strength for 2d3 rounds. Once a creature is affected by Enervating Shadow, it cannot be affected again by your Enervating Shadow for 24 hours. Enervating Shadow persists until you dispel it or it is forcibly dispelled.

Entropic Warding

Least; 2nd

For 24 hours, invisible chaotic energies swirl about you, deflecting incoming arrows, rays, and other ranged attacks (as *entropic shield*). You leave no trail (as *pass without trace*) and cannot be tracked by scent. (You can still be detected normally by scent, just not tracked.)

Faerie Dust

Least; 2nd; Light Path

You unleash a magical dust created from fine particles of energy that collectively shed light and last for 1 round per caster level. The invocation functions like *glitterdust*, but the area and creatures affected give off light equivalent to that of a torch. If a creature affected by this ability escapes from the area, it continues to emit light for the duration of the invocation. Creatures who make their saves are immune to your Faerie Dust blinding for 24 hours.

Fell Flight

Lesser; 3rd; Dark Path

For 24 hours, you sprout enormous winglike shadows that wrap around you like a cape. Unfurling these wings, you can fly at your base land speed with good maneuverability. Invoking Fell Flight gives you Fly as a class skill, as well as the +4 modifier for good maneuverability.

Figment

Lesser; 4th

You warp reality around a group of creatures or objects within 60' of you, altering the sounds they make as per the *sculpt sound* spell. Unlike the spell, neither objects nor creatures get a Will save.

Flee the Scene

Lesser; 4th; Light Path

You can use *dimension door* as per the spell, except the range is limited to short (25' +5'/2 levels). When you invoke Flee the Scene, you leave behind a *major image* of yourself in your place that lasts for 1 round. The image reacts appropriately to attacks as if you were concentrating on it.

Fluid Reality

Least; 3rd

Using your eldritch connection to the building blocks of reality, you can force your way through natural barriers. After you sketch the rough shape of a doorway (up to 3' wide and 7' tall) in any vertical or horizontal surface, the material enclosed becomes a viscous fluid that flows to the periphery of the nascent portal, where it rapidly solidifies into a lumpy, drippy frame. The doorway created is up to 1' deep. The effect is permanent.

Forbidding Grasp

Lesser; 4th

To you, who perceive the mutable nature of reality, all natural things are as one. From any natural surface you may cause enumerable ropy tendrils to spring forth and menace those nearby. You can affect a number of contiguous 5' squares equal to your Warlock level. The tentacles immediately, and each

round on your turn, make grapple attempts against anyone within or adjacent to their space with a CMB of 11 plus your Warlock level plus your Charisma modifier (11+WL+ChaMod). Creatures within the Forbidding Grasp that overcome the grapple attempt may move at half their base land speed. For creatures that fail the grapple check, the tendrils deal bludgeoning damage of 1d6 plus your Charisma modifier. In addition, on subsequent turns, a grappled creature outside of the space of the Forbidding Grasp that fails a second grapple check is moved into the space, even if occupied by another creature (and suffers the usual penalties for sharing a space). Creatures within the Forbidding Grasp that fail successive grapple checks become pinned, as the tendrils tighten around them. Finally, Beginning at 12th level, you may affect even artificial or worked surfaces.

Forces Unseen

Greater; 6th

Your strange, unearthly ability to see the eerie connections of the multiverse gives you the ability to use *telekinesis* as the spell.

Gaze of Doom

Greatest; 8th; Dark Path

Your gaze becomes one with death itself. All creatures within a 60' cone who meet your gaze must make a Fortitude saving throw. If the creature fails, it suffers the effects of an *eyebite* spell. Comatose subjects, fall to the ground at 0 HP, bleeding from the eyes, ears, and nose, and losing 1 HP per round. They can not stabilize on their own.

Ghaele's Gaze

Greatest; 8th; Light Path

You fix your sight on a creature within 60', locking eyes with it and gazing into its soul. If the creature is of evil alignment it must succeed on a Will save or become panicked for 2d10 rounds (if its HD are equal to or greater than half your Warlock levels), or simply die outright (if its HD are less than half your Warlock levels). Neutral creatures are shaken for 2d6 rounds if they fail their Will save, and good creatures are unaffected.

Glorious Obsession

Greatest; 7th; Light Path

All creatures within 20' of you must make a successful Will save or become madly obsessed with you. They become *charmed*, and take 1d6 points of Charisma damage. In addition, they take a -4 modifier on all Will saves against any invocation you use or any Will-based effects your allies may use on them. These effects last for ten minutes/level. If a creature successfully saves, it is immune to your Glorious Obsession for 24 hours.

Heat Metal

Lesser; 3rd; Dark Path

You can rapidly heat the metal objects in the possession of one creature within 60', as per the *heat metal* spell, except that there is no saving throw to resist. In addition, the effect lasts for only three rounds, with the first and last round dealing 1d4 damage, and the second round dealing 2d4 damage.

Hellfire

Least; 2nd; Dark Path

You cause the ground or floor within 15' of you to instantly crack into myriad shallow crevices which belch forth acrid flames that last for 1 round per caster level. Immediately and on each subsequent round, all creatures other than you within the area of flames take 1d6 fire damage, with a Reflex save for half damage. Combustible materials within the area are at risk of catching fire.

Hoarfrost

Least; 2nd; Light Path

You instantly cover the ground or floor within 15' of you with a slippery rime of ice that lasts for 1 round per caster level. Immediately and on each subsequent round, all creatures other than you in the ice covered area must make a DC 15 Acrobatics check or fall prone. Even if a creature makes its check, it can only move at half its base land speed.

Hungry Darkness

Lesser; 3rd; Dark Path

You can create a 20' radius area of shadow (as the

darkness spell) that is filled with bats (as a bat swarm, except the swarm effect is spread over the entire 20' radius). The Hungry Darkness is stationary. You are immune to the attacks of your own Hungry Darkness, but you are still subject to the effects of darkness. The Hungry Darkness remains as long as you concentrate on it, plus 2 rounds thereafter. If the bat swarm is destroyed, the darkness is dispelled.

Killing Joke

Lesser; 4th; Light Path

You whisper a joke guided by the essence of comedy itself to make it irresistible, and it is borne on the wind to a single target within 60', able to be heard even over the din of battle. If it fails a Will save, the target is affected as if by the *hideous laughter* spell, except the laughter is so intense the creature cannot stop to take a breath and risks passing out. The creature must make a Constitution check each round (starting at DC 10, plus 1 point for every round it spends laughing); a failed check causes the creature to fall unconscious at 0 HP. Once the creature falls unconscious, it stops laughing and can breathe normally again. Creatures with an Intelligence score of 2 or lower, mindless creatures and creatures immune to mind-affecting effects are not affected by this ability, while creatures that do not need to breathe are immune to the suffocation effect.

Know Alignment

Lesser; 4th; Light Path

Your eldritch senses allow you to peer within the shallows of a creature's psyche to determine its alignment. The creature is allowed a Will save to block your attempt, and if it succeeds you may not attempt to Know its Alignment again until you gain a Warlock level. If it fails its save by 5 or less, you know where it lies on either the Good-Evil axis or the Law-Chaos axis (chosen randomly). Failure by more than 5 gives you the creature's complete alignment.

Languid Aura

Lesser; 4th

You generate a 20' radius aura that affects the minds of those around you, inducing a semi-torpor state. All creatures within the aura must succeed at a Will saving throw or be *slowed*, as per the spell. If a creature

succeeds at the save it is immune to your Languid Aura for 24 hours. Languid Aura lasts 1 round per caster level.

Leaps and Bounds

Least; 2nd

For 24 hours you become more supple and nimble. You gain a +6 modifier on all Acrobatics and Escape Artist checks, and all Perform checks involving movement of your entire body, such as dancing.

Liar's Bell

Lesser; 4th; Light Path

For 24 hours, whenever anyone within 60' of you speaks a lie, a chime sounds in your mind. This effect functions even if you do not understand the language the liar is speaking. Speakers are allowed a Will save to negate the lie detection and success informs them that someone is scrying on them.

Light Discorporation

Greatest; 8th; Light Path

For 24 hours, if your hit points fall to 0, or would fall to negative numbers, you are stopped at 0 HP as your body and all carried possessions immediately disperse into millions of scintillating motes. You gain a Fly speed of 60' and Fast Healing 1 (3 if in direct sunlight). You remain in this state for 1 minute per Warlock level, or until dismissed. While discorporated you occupy a 10'×10' space. You are limited to move actions, and can not attack, use invocations, or access your possessions. You are incorporeal for the purposes of resolving attacks, but can not pass through solid objects, though you may squeeze through the tiniest of cracks. You lose the armor bonus from any armor worn, but are immune to physical attacks, retain your Dexterity bonus to AC, and gain a deflection bonus equal to your Charisma modifier.

Light Familiar

Greater; 6th; Light Path

You breathe forth a portion of your life essence, mixing it with the ambient illumination, to form a tiny incorporeal construct made of breath and light (see sidebar Light Familiar). The Light Familiar takes

Light Familiar

XP 400 CR 2

Tiny Construct (alignment of creator)

Init +4; **Senses** darkvision 60', Perception +3

Defense

AC 16, **touch** 16, **flat-footed** 12 (+4 Dex, +2 size)

HP 22 (4d10)

Fort +1, **Ref** +7, **Will** +2

Defensive Abilities construct traits, incorporeal, hide in light

Offense

Speed Fly 50' (perfect)

Ranged light ray +10 (1d4)

Space 2.5'; Reach 0'

Statistics

Str –, **Dex** 18, **Con** –, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 14

Feats Lightning Reflexes, Wingover

Skills Fly +16, Perception +3, Stealth +4

Languages creator's native language (can speak only Yes/No)

Special Abilities

Clairvoyant/Clairaudient Link (Su) As long as it stays within 1 mile of him, its creator can see and hear as through a Light Familiar as though using the spells *clairvoyance* and *clairaudience*.

Light Source (Su) A Light Familiar emits light as bright as a candle.

Hide in Light (Ex) A Light Familiar gains a +8 racial bonus to Stealth checks when hiding in brightly lit locations.

Light Ray (Su) A Light Familiar's light ray is a ranged touch attack. A beam of pure light deals 1d4 energy damage. Creatures that are especially sensitive to light take double damage.

Telekinesis (Su) A Light Familiar can interact with the world telekinetically, as though using telekinesis as a 10th level caster.

A Light Familiar is an incorporeal construct of light, constructed with a Warlock's own life force.

10 minutes to invoke, and costs you 10 points of unhealing nonlethal damage — representing the life essence invested. You may give the Light Familiar instructions and ask it questions, and it will understand you, but it can only respond with Yes or No in your native language. In addition, you have a clairvoyant and clairaudient link with the Familiar as long as it remains within one mile of you. If your Light Familiar is destroyed, you take 2d10 lethal damage. The Light Familiar lasts for 24 hours before dissipating, after which you may heal the invested nonlethal damage. Stats for the Light Familiar can be found on page 27.

Luck of the Great Beyond

Least; 2nd

The infinite probabilities of the Great Beyond favor you. For 24 hours you gain your Charisma modifier as a luck bonus to either your Fortitude, Reflex, or Will saving throws. You must choose which save gets the bonus when you invoke Luck of the Great Beyond, and only one save at a time can benefit from the bonus. The bonus can never exceed your Warlock level.

Mask of Flesh

Lesser; 3rd

Make a touch attack against a living creature of your size category. If you succeed, and your target fails a Will save, your physical appearance (including garb) changes to match its, as *disguise self*. In addition, you can choose to bestow a -1d6 modifier to the touched creature's Charisma score (min 1), if it fails a second Will save. Both effects last for 1 hour per Warlock level, unless you dismiss the invocation. A creature that successfully saves against either effect can not be affected again by your Mask of Flesh for 24 hours.

Master of Earth and Stone

Greatest; 8th

For 24 hours you gain mastery over earth and stone and any damage you take from a stone or earthen source counts as nonlethal damage. Natural attacks by creatures made of earth or stone (such as stone golems), natural attacks by creatures of the earth subtype, and attacks by stone weapons (such as a stone

hammer or a sling stone) also deal nonlethal damage, as does falling damage when you land on rock or earth. In addition, you may use any combination of the following spells as spell-like abilities 6 times per day: *expeditious excavation*, *fabricate* (creating stone, clay, and earthen items only), *move earth*, *shifting sand*, *soften earth and stone*, *spike stones*, *stone shape*, *transmute mud to rock*, *transmute rock to mud*, *wall of lava*, *wall of stone* and *world wave*.

Miasmic Cloud

Least; 1st

A misty cloud of fog spreads in a 10' radius from you when you use this invocation. The fog does not block line of sight, but all creatures in the fog have concealment. Any creature (other than you) that enters the fog must make a successful Fortitude save or become fatigued. This effect lasts as long as the creature remains within the cloud and for 1 round thereafter. A moderate wind, or any fire larger than a torch, immediately disperses the fog. The fog otherwise lasts for 1 minute.

Of Two Worlds

Greatest; 8th

As the physical world is ultimately mutable, so too is the barrier between worlds. Once Of Two Worlds is invoked, you may shift between the Material and Ethereal planes effortlessly, as with a *blink* spell, except that you have control over the timing of your "blinking" back and forth. You can also ready an action to blink away from any physical or magical attack. The attack misses automatically unless it also affects ethereal targets (as a force effect does). When moving through solid objects, you do not risk materializing inside one unless you actually end your movement there, in which case you materialize and are shunted off to the nearest open space, taking 1d6 points of damage per 5 feet traveled in this manner.

As a full round action you can determine to spend more time on one plane or the other while blinking.

If you elect to spend most of your time on the Material Plane, opponents have only a 20% miss chance when attacking you, you take 3/4 damage from falling and area attacks (unless they extend into the Ethereal), and you lose the +2 modifier on attacks against targets that can't see invisible creatures. But, you

have no chance of interfering with your own attacks, *eldritch blasts*, or *eldritch invocations*.

If you elect to spend most of your time on the Ethereal Plane, opponents on the Material plane have an 80% miss chance when attacking you, you take 1/4 damage from falling and area attacks, and you gain a +4 modifier on attacks against targets that can't see invisible creatures, and you have a 50% miss chance on attacks and invocations against Material creatures. Conversely, your interactions with the Ethereal plane gain the same bonuses and penalties as when you are interacting with the Material Plane while spending most of your time there (see above). You may move about within the Ethereal Plane as per *ethereal jaunt*, except upward movement is limited to 1/4 normal speed and downward movement is increased to 3/4 normal speed.

Regardless of which plane you “inhabit” at the moment, you are always treated as if existing on both planes at the same time, and thus you are treated as a native to both the Material and the Ethereal Plane. This ability does not work in places that have no connection to the Ethereal Plane. The effects of this invocation last until dismissed.

Pacifying Touch

Least; 2nd; Light Path

Your touch calms hostile emotions in a creature, including magically altered emotions. A creature touched is affected as if under a *calm emotions* spell, except Will saves take a -4 modifier, the effect is immediate and it has a duration of one minute per caster level. If suppressing magically-infused emotions (such as the effect of a *rage* or *scare* spell), you must make a dispel check as if using *dispel magic*, except there is no maximum caster level.

Path of Shadow

Greatest; 6th

For 24 hours the boundary between the Material Plane and the Plane of Shadow is softened for you. You may use the *shadow walk* spell, and for each hour that you spend shadow walking, you regain hit points as if you had rested for a full day.

Peaceful Slumber of Ages

Greater; 6th; Light Path

Your attunement to the meta-reality of the multiple planes allows you to tap into the power of the Dimension of Dreams to cause one creature within close range to fall into a magically induced slumber if it fails a Will saving throw. This slumber lasts indefinitely and the subject does not suffer from hunger or thirst or the need to eliminate waste. Normal stimuli, such as shouting or prodding, are insufficient to wake the subject, but any damage greater than 5 hit points dealt to the subject causes it to rouse immediately. The creature may attempt a new saving throw every 24 hours to awaken early. Any creature awakened from this effect by anything other than a successful save takes nonlethal damage equal to your Warlock level.

Phantasmal Stalker

Greatest; 7th

You summon an incorporeal sphere of eldritch energy, known as a Phantasmal stalker, which appears in your space, and orbits through all spaces within 10' of your space in a menacing chaotic pattern, appearing to dart at nearby creatures and always seeming on the edge of violence. If you move, the Phantasmal Stalker moves with you, continuing to orbit about your space unless you mentally order it not to. In addition, as a move action, you may direct the center of the Stalker's orbit to move up to 20 ft./level, as long as it stays within 60' of you.

At the beginning of each round, any creature of your choice within the Stalker's orbit must make a successful Will save or take one point of Wisdom damage and become panicked for 2d4 rounds. Even if it successfully saves, it is shaken for 1 round. A creature that successfully saves against the effects of the Phantasmal Stalker is immune to its effects for twenty four hours.

The Phantasmal Stalker is of Tiny size. It has hit points equal to 4 plus your Charisma modifier per caster level, and an AC of 12 plus your Charisma modifier. It has all the traits of the incorporeal subtype, even though it is not a creature. If the Phantasmal Stalker is destroyed, you may not use this invocation again for 10d6 minutes. You may have no more

than two Phantasmal Stalkers invoked at any one time. You may dismiss the Stalker at any time.

Planar Summons

Greater; 6th

You reach through the barriers between worlds and touch the mind of an outsider, binding it into your service. As you open a tear in reality, it steps through to do your bidding.

You may summon one outsider of your choice whose CR is no greater than your caster level minus four (CL-4). If your GM allows it, you may increase the CR of a given outsider to match your target CR using the rules for monster advancement given in Appendix 2 of the Bestiary. The summoned outsider appears in the space you designate within medium range of you and acts immediately on your turn.

You have a telepathic bond with your servant and can communicate your needs to it whether or not you speak its language. Outsiders of your own alignment will obey you willingly; however, if the outsider's alignment does not match your own, you must succeed at an opposed Will save. You may add your Charisma modifier as a bonus to your Will save, and if the outsider is more than one step from your alignment, it gets a +5 bonus to its Will save. If you succeed, your servant obeys your commands for one hour per two caster levels. If you fail the save, the outsider will follow its own agenda for the duration of the invocation (which could include attacking you). Only one instance of Planar Summons can be active at a time. If you invoke it again while a preciously summoned creature is serving you, it disappears. After invoking Planar Summons you can not invoke it again for 2d10 hours.

Each time you summon a given type of outsider, the same individual outsider appears. Warlocks with this power often form solid partnerships, even friendships, with their outsider allies. But be warned. Outsiders have long memories.

Possession

Greater; 5th; Dark Path

You may attempt to possess a touched living creature that is asleep or otherwise unconscious. Your spirit passes from your body to your victim's unless

Possession Rules

When possessing a host body, you have two basic options available to you.

1) You may choose to simply ride along with your host, giving no clue as to your presence. You will have access to all of your host's senses and surface thoughts. You have the option of speaking mentally to your host at any time, using any language you know, but this will alert your host to your presence. You may also attempt to deeply probe your host's memory, but it is allowed a Will save (DC 10 + 1/2 your level + your Charisma modifier) to block the intrusion. Regardless of the outcome of the saving throw, the host will know of your presence.

2) You may also decide to try for complete immediate control of your host. If the host fails a Will saving throw (DC 10 + 1/2 your level + your Charisma modifier) it loses control of its own body and is immediately aware of its possession. While controlled, your host is aware of all that you do in its name. It may make a new saving throw once each round, but the save DC increases by 1 for each failed attempt that day. While in control of your host you have access to all of its senses, bodily functions, special abilities, skills, feats, etc. You use your host's physical ability scores, but retain access to your own mental ability scores. You may retain control for a number of rounds equal to half your Warlock level plus your Charisma modifier plus 1 for each time you have successfully controlled this host before.

There is no limit to your time in the host, though your body is still subject to normal bodily functions. You may leave your host and return to your body at any time as a standard action. If your body takes any damage while you are away, you are immediately recalled. In addition, there are several ways that you can be forcibly removed from your host. The spells *dispel evil/good/chaos/law* (as appropriate to your alignment), *dismissal* and *banishment* cast upon the host will send you back to your body if you fail the saving throw. In addition, certain classes have access to exorcising abilities and your GM may allow access to exorcising rituals.

they succeed at a Will saving throw. If the subject succeeds you may not attempt to possess it again for 24 hours. There is no limit to the duration of your possession, though it ends if you are successfully exorcised or your true body takes any damage. See the sidebar on Possession for what you may do in a possessed body.

Preternatural Premonition

Lesser; 3rd

For 24 hours you become further attuned to the weave of the universe, sensing the minute possibilities that were and may yet be. You gain a +2 insight bonus to your initiative and Reflex saving throws, and you gain the benefits of a Rogue's Evasion ability.

Protection from Evil

Lesser; 3rd; Light Path

You are surrounded by an aura of protection as per the *protection from evil* spell for 24 hours.

Protection from Good

Lesser; 3rd; Dark Path

You are surrounded by an aura of protection as per the *protection from good* spell for 24 hours.

Ravenous Umbrage

Greatest; 9th; Dark Path

You cause an amorphous cloud of inky blackness to boil forth from the ground or floor encompassing four 5' cubes per caster level in a region you designate within medium range. The cloud may take any shape composed of contiguous 5' cubes. The cloud takes time to fully manifest. During the round that you invoke it, the cloud provides only partial concealment to those within. On your turn on the next round, the cloud is complete and stops all light and sound from passing through it. Creatures within it have total concealment and are treated as deaf and blind (including those with darkvision) as well as being unable to communicate with speech or cast spells with verbal components. In addition, the Ravenous Umbrage fills with enormous bat and rat swarms that fill the space (if the Umbrage manifests above the ground or leaves the ground, the rat swarm is negated). The combined hit points of each swarm is 3d8 per caster level. The

Umbrage lasts as long as you concentrate and as a move action you may cause it to move up to 20 feet per round, either floating through air or seeping through the smallest of cracks that a diminutive animal can fit through, but it must remain contiguous. If both swarms are destroyed, the Umbrage is dispelled.

Reave

Greater; 6th

You draw forth your eldritch energies to affect the laws of probability around a target within medium range. Unless it makes a successful Fortitude save, the next attack to hit the target before the end of your next turn automatically threatens a critical and you must roll to confirm the critical hit using the attacker's bonus.

Relentless Dispelling

Lesser; 4th

You can use the targeted version of *dispel magic*, as the spell. The round after you use this invocation, the target of the effect is subjected to another targeted *dispel magic* at the start of your turn (you must make a second caster level check).

Retributive Invisibility

Greatest; 6th; Light Path

For 24 hours you may fade from view as a standard action and act as though under a *greater invisibility* spell. You may become visible again as a standard action, but must remain visible for one minute before being able to fade again. Should you fall unconscious while invisible, you remain so until the 24 hour duration is ended. Should your invisibility be dispelled, a charge of eldritch energy arcs back along magical pathways to the source of the dispel attempt. If the source is a casting creature, it takes 4d6 points of nonlethal damage and must succeed at a Fortitude save or be stunned for 1 round. If the source is a magical trap or other timed use of *dispel magic*, *greater dispel magic*, or a similar spell, you make a caster level check to *dispel* the *dispel magic* effect of the source.

Retributive Shield

Greater; 5th; Dark Path

You encase yourself in a transparent, skin-tight

shield with a faintly oily sheen. Whenever someone successfully strikes you with a *mêlée* attack, a blinding arc of eldritch energy strikes back at them dealing damage equal to 1.5 times what they have just dealt to you and forcing a Fortitude save against 1d3 rounds of blindness. The shield lasts until it has dealt damage equal to 5 times your Warlock level. After you invoke Retributive Shield, you may not invoke it again for 2d4 minutes.

See the Unseen

Least; 2nd; Light Path

For a period of 24 hours you have great powers of vision allowing you to see invisible creatures and objects as per *see invisibility* and giving you darkvision out to 60' and a +2 to Perception when trying to spot hidden creatures..

Serpent's Tongue

Least; 2nd

For 24 hours, your tongue transforms into that of a serpent. You gain the scent ability, and may sense and track creatures by sense of smell. Additionally you gain a +6 bonus on Bluff and saves against poison.

Shadow Cloak

Greatest; 4th; Dark Path

You wrap yourself in an aura of shadow that extends 15' around you. The shadows give you concealment, but others within the region appear to glow in contrast to the background and do not gain concealment. In addition, creatures within the Shadow Cloak see what appear to be living shadows flitting about at the edges of their vision. They take a -2 circumstance modifier to attacks, armor class, skill checks, and saving throws. Finally, those within the Shadow Cloak that fail a Will save believe they are being attacked by the living shadows, which deal 1d6 nonlethal damage each round on your turn as they fly at and through your enemies. These attacks are purely a mind-affecting effect to which you are immune.

Shroud of Negation

Greater; 5th; Light Path

For one round per caster level, a shimmering shroud of verdant light surrounds your skin and ac-

countrements. Any successful physical attack on you unleashes a shower of harmless sparks, and the weapon that hit you must make a successful save (with a bonus of 8 plus half its caster level) or lose one point of enhancement: weapons with greater than +1 enhancement first randomly lose any special abilities, one at a time, then begin to lose numerical enhancements; +1 weapons are reduced to masterwork; masterwork weapons are reduced to mundane; mundane weapons take 2d4 damage (ignoring hardness) and may be broken or destroyed. Anyone paying attention when the strike occurs may make a successful spellcraft check (DC 20) to notice that the efficacy of the weapon has been reduced, otherwise the effect goes unnoticed (unless an obvious special ability is lost or the weapon is broken or destroyed). Once invoked, a Shroud of Negation may not be invoked again for 2d4 times 10 minutes. Note that the Shroud of Negation does not prevent you from taking damage from these attacks as normal.

Sing the Winds

Greatest; 8th

You call to the winds for ten minutes and at the end they answer your uncanny power with a vengeance. You are able to affect the weather in a 2 mile radius, as per *control weather*, except that you are not limited to seasonally appropriate effects and the duration is a fixed 24 hours or until dispelled.

Singularity

Greatest; 9th

You draw upon eldritch energies to alter the pull of gravity in a 5' square within medium range, creating a roiling pulsating blob of deep purple-black emptiness that seems to fall away forever. Creatures within range are pulled toward the Singularity and must resist a Drag attempt whose CMB depends on distance, or be moved closer to the effect. Creatures within 15 feet of the Singularity must successfully defend against a CMB equal to your Warlock level plus your Charisma modifier. Creatures within 10' of the Singularity face a CMB of 4 plus your Warlock level and Charisma modifier, while creatures within 5' of the Singularity face a CMB of 8 plus your Warlock level and Charisma modifier and those already within the effect's space can not leave. All creatures who end up

within the space of the effect (possibly piled on top of each other) take 5d6 bludgeoning damage as the Singularity squeezes them together then implodes.

Slick Skin

Least; 1st

Reaching deep within your inner reserves you alter the very nature of your skin, causing it to exude a slippery slime that gives you a +10 circumstance bonus on Escape Artist checks and checks made to resist grappling or pinning. The effect lasts until you dismiss it.

Slime Tendrils

Least; 2nd; Dark Path

You exude a multitude of smelly, slimy, acidic tendrils all over your body that writhe and reach out a few feet around you. Any creature with reach of 5' or less who makes a *mêlée* attack against you takes 1d6 acid damage as the tendrils lash out against it. The Slime Tendrils last until dismissed.

Soul Chiller

Least; 2nd; Dark Path

Your hands become icy and appear to smoke as clouds of chilled air fall away from them. If you successfully touch a creature, it takes 1d8 negative energy damage and must make a successful Fortitude save or take -2 modifier to Constitution for one minute. If you attack the same target multiple times, it takes additional negative energy damage, but the Constitution penalty's duration is only reset.

Soulreaving Aura

Least; 2nd; Dark Path

Cloaking yourself in shadow and death, you generate a 10' radius burst centered on yourself. All creatures within the area of effect that have 0 or fewer hit points take 1 point of damage. Stable creatures with hit points that are between -1 and negative half their Constitution scores become dying, while creatures at negative half their Constitution scores die immediately. When a creature dies due to your Soulreaving Aura, you gain temporary hit points equal to its hit dice (max 10) for one round per Warlock level.

Step into Shadow

Lesser; 4th; Dark Path

As you progress along the Dark path, the shadows themselves become your ally. As a move action, you may step into any shadow in an adjacent space or a space you occupy to immediately emerge into any space occupied by a shadow within line of sight (You instinctually know the location of such spaces). Step into Shadow may be used during a movement action, including a charge, without interrupting that movement.

Strange Planes and Angles

Least; 2nd

For 24 hours, the law of gravity is mutable to you. You may traverse any solid surface as though walking on normal ground, pressing yourself to it as though gravity acted perpendicular to its surface. Walls, ceilings, inclines, and declivities, even the trunks of trees — all are your natural terrain, and you walk them normally, though you must still expend extra effort if the surface is uneven or treacherous.

Subtlety in Motion

Least; 2nd

For 24 hours your motions become subtle and deft, you become light of foot and fleet of hand. You gain a +6 modifier on all Stealth and Sleight of Hand checks.

Summon Swarm

Least; 2nd; Dark Path

You call forth a swarm of bats, rats, or spiders as per the *summon swarm* spell. The swarm persists for as long as you concentrate or it is destroyed.

Sunburn

Greater; 6th; Light Path

An object you touch becomes the source of intense light equivalent to sunlight. It sheds extremely bright light — as bright as 1.5 times that of noon equatorial daylight — in an 80 foot radius. It raises the ambient light level two steps 60 feet beyond that, and raises it by one level for an additional 40 feet beyond that. Anyone within the central 80 foot radius without eye protection must make a fortitude save or be dazzled

for the duration of the spell. Leaving the inner 80 foot area suppresses the dazzle effect.

This spell produces the equivalent of sunlight in the inner 80' space for the purposes of creatures harmed or hindered by sunlight.

Placing the source object inside an opaque container blocks the light emitted just as for a normal light source. Sunburn counters or dispels any darkness effects of equal or lower level, and bringing an active Sunburn invocation into an area of magical darkness suppresses the Sunburn effects so that it functions as a *daylight* spell.

Sunburst

Greatest; 8th; Light Path

You cause a burst of intense sunlight, as per the spell *sunburst*, to explode into being at a point within medium range that you select.

Swarm of Delirium

Least; 2nd; Dark Path

You force a selected creature within close range to believe it is being swarmed by a creeping horde of insects, arachnids and other creepy crawlies if it fails a Will save. The distraction of trying to rid itself of the illusory horde imposes a -1 modifier on all attack, skill, and save rolls, and forces any spellcaster to make a concentration check (DC 15) to cast spells. The effects last for one round per caster level, and every two rounds the target may make a new saving throw to disbelieve the illusion.

Take Ammunition

Lesser; 4th

You designate a target within close range wielding a readied a ranged weapon. With a quick grasping motion you cause all the ammunition for that weapon to appear in your clenched fist. A successful Perception check of DC 18 minus your Charisma Modifier (DC=18-ChaMod) alerts the target to your actions. For every 3 Warlock levels beyond 6th you may add one target to the effect. All targets must be within 30' of each other.

Tenacious Plague

Greater; 6th; Dark Path

Using a full round action you reach out with preternatural control to call forth an enormous swarm locusts. On the next round after you invoke Tenacious Plague an amorphous cloud of diminutive sized locusts encompassing one 5' cube per caster level sweeps in from parts unknown to settle in and around your enemies in a region you designate. The swarm cloud may take any shape composed of contiguous 5' cubes. Once the swarm descends, any given cube can move up to 10' as long as it stays contiguous with the other cubes. On your turn, it will seek out the nearest living creatures and move toward them if none occupy its spaces.

Each round, after making any necessary movement, the swarm deals 2d6 damage to any creature whose space it occupies, and those within must make a successful Fortitude save, DC 12 + your Charisma Modifier, or be nauseated for one round. The damage counts as magic for the purposes of overcoming damage reduction and you are immune to the swarm's effects.

The swarm has 2d8 Hit Points plus 1d8 HP per occupied square. The swarm is susceptible only to area of effect attacks. For each 8 points of damage the swarm takes, it loses one square, until only one remains. If not destroyed, the swarm persists for as long as you concentrate plus one round per two caster levels, before fluttering away. After invoking Tenacious Plague, you may not do so again for 2d4 rounds.

Terrible Link

Greatest; 7th; Light Path

You designate any two targets within 60' of you and each other. If either target fails a Will saving throw, both targets are supernaturally linked such that if damage is dealt to one, it is split evenly between both targets. If both target's fail their saves, any damage is increased by 50% before being split. A given target may not have more than one Terrible Link at a time. The Terrible Link lasts for one round per caster level.

The Dead Walk

Lesser; 4th; Dark Path

You can turn the bones or bodies of dead creatures

into undead skeletons or zombies (as the *animate dead* spell). Unless you include an onyx gem worth 25 gp per Hit Die of the created undead creature as part of the process, it crumbles into dust after 1 minute per caster level.

Tongue of the Void

Greater; 5th

You choose a target creature within line of sight and it must make a Will saving throw. If it fails, the next time the target attempts to cast a spell with a verbal component it instead screams and gibbers like a madman. The spell is lost and the target is shaken for 2 rounds. All creatures within 60' of the target must succeed at a separate Will save or be shaken for 1 round. This effect must be triggered within 24 hours of invocation and may only otherwise be removed by remove curse spell.

Transcendent Language

Lesser; 4th

For 24 hours you gain the ability to read, speak and understand the language of any intelligent creature, whether it be a racial tongue or regional dialect. You may speak only one language at a time, though you may comprehend several at once. In addition, if you have the time to quietly concentrate on a text for 10 minutes per page, you may reveal the meaning of any messages, codes or ciphers hidden within the text.

Uncanny Allure

Least; 2nd; Light Path

Drawing on your eldritch charm, you cause one creature within close range to regard you as its trusted friend and ally, as the *charm* spell. Only one creature per four caster levels can be charmed in this way at any given time. If a new creature falls to your Allure, the least recent creature comes to its senses immediately.

Veil of Insignificance

Greater; 5th

You may spend time in silent inactive meditation to enter a state of harmony with your surroundings that lasts for as much time as you spent meditating. When in this state, all creatures seeing you or other-

wise interacting with you must make a Will save or assume that you are, despite your appearance or behavior, a normal part of the scenery and insignificant. This does not mean that they will ignore you, they will just treat you like a normal citizen of lowest rank appropriate to the area. If you are engaging in any especially inappropriate or threatening behavior or look particularly exotic, anyone seeing you gains a +4 bonus on his saves. Engaging in any hostile actions while under the effect of the invocation automatically ends the effect.

Voidsense

Lesser; 4th; Light Path

For 24 hours you gain preternatural senses and have blindsight out to 30', even in a vacuum.

Voracious Dispelling

Lesser; 4th; Dark Path

You can *dispel magic* as per the spell. Any creature with an active spell effect dispelled by this invocation takes 1 point of lethal damage per level of the spell effect with no saving throw.

Walk Unseen

Lesser; 2nd; Light Path

For 24 hours you may fade from view as a standard action and act as though under an *invisibility* spell. You may become visible again as a standard action, but must remain visible for one minute before being able to fade again. Should you fall unconscious while invisible, you remain so until the 24 hour duration is ended.

Wall of Gloom

Lesser; 2nd

You create a 20' high barrier of ominous shadow up to 40' long (or a ring of 15' radius) that obscures vision and deters passage. It counters or dispels any *light* effect of equal or lower level within 5' of the wall. Creatures in squares adjacent to the wall have concealment against attacks from the other side, while creatures more than 1 square away have total concealment. Although the wall is not substantial, a creature with 6 or fewer Hit Dice must succeed on a Will save or be halted at its edge, ending its move ac-

tion (though a creature can move away from the wall or attempt to move through again if it has a second move action available). A creature can attempt to pass the wall any number of times, but each previous failure imposes a cumulative –1 modifier on its Will save. The Wall persists for as long as you concentrate plus one round per Warlock level thereafter.

Wall of Perilous Flame

Greater; 5th

You call forth a *wall of fire* that dances with deep purple flames of deadly eldritch energy. Because of the mix half of the damage is not subject to reduction by resistance to fire. In addition, should a creature be dropped to 0 hit points or less while within the wall's damage range, its remains are completely consumed 1 round later as through a *destruction* spell.

Warlock's Call

Greater; 5th

You contact a familiar creature as per the spell *sending*, except a creature unwilling to reply to you may attempt a Will save to turn the sending back on you, dealing 1d10 points of nonlethal damage to you.

Waveshock

Lesser; 4th

With a guttural growl and sharp focus of your eldritch energies, you slap your open palm to the ground. A focused compression wave surges forth in a 60' line from you to a target square. As the shock front travels, the compression generates massive piezoelectrical charges within the ground that arc out into the surrounding area. The discharges deal 3d6 electrical damage to anyone within the line, and half that to anyone within five feet of the line. A successful Reflex save halves either damage. In addition, the shock front buckles and ripples the ground as it passes and anyone within the line must make a second Reflex save or be knocked prone.

Wild Summons

Lesser; 3rd

Stretching out with preternatural senses, you rip a hole in reality and pull forth a wild animal or animals to aid you. The eldritch tear appears in the space you

designate within 30' of you and the animal emerges in that space. If you call multiple animals, they spread out from the tear symmetrically. Your animal savior acts immediately upon arrival and will attack your enemies to the best of its ability, falling back to instinctively protect you if no enemies are in sight. Wild Summons does not give you the ability to control the animal directly, though you may attempt to communicate with it if you have the ability to speak with animals.

An animal called through the tear arrives from elsewhere on the material plane. When it dies, its body remains. It stays in the fight with you for one minute per Warlock level before losing interest and wandering off (should it survive). After invoking Wild Summons you can not invoke it again for 2d4 times 10 minutes.

You may call one constrictor snake, dire bat, monitor lizard, or wolverine; two giant frogs, giant spiders, venomous snakes, or wolves; or six dire rats, hawks, vipers, or weasels. Multiple animals must be of the same kind.

Witchwood Step

Lesser; 3rd

For 24 hours your footsteps become supernaturally sure and supportive and your movements untraceable. Your movement is unaffected by undergrowth or rubble of any kind and you are immune to being entangled. You can even walk on liquid as per the *water walk* spell. In addition you *pass without trace* wherever you go.

Word of Changing

Greatest; 7th; Dark Path

With but a single utterance, the target of your ire is transformed into a less offensive creature, as through a *baleful polymorph*. The new form must be an animal of Small or smaller size. In addition to the standard Fortitude and Will saves from the spell description, the target gets a final Will saving throw (at its original bonus) 24 hours after transformation. If the target makes the save, it resumes its normal form. If it fails, the change is permanent.

Word of Power

Greatest; 8th

You speak a mighty and terrible Word of some ancient ur-language and a shadow rises within and about you, a looming threat that cowers your foes. A number of creatures up to your Warlock level, and within 30' of you, must make a successful Will save or succumb to the cowering condition for 1d4 rounds. Each creature within 30' of you must make the save, beginning with the closest and working out, until the maximum is reached.

Wraith Shroud

Greater; 6th

For 24 hours you gain the ability, as a swift action, to reform your body into ghostly mist and shadow, becoming nearly insubstantial for up to one minute per Warlock level. Attacks against you have a 50% miss chance due to your partially incorporeal state. (Attacks or effects that can affect incorporeal creatures do not suffer a miss chance.) You may move across open areas at an additional +15' to your base land speed. In addition, you may pass through small holes and openings, even cracks, at your base land speed. Alternately, you may move through solid objects at half your base speed, but must end your turn in an open space. If you are forced to end your turn in a filled space, you take 2d6 damage. When in mist form you may not use *eldritch blasts* nor other *eldritch invocations*. You need not spend the entire allotted time at once, but you must spend the time in one minute increments, and you may dismiss the effect before the minute is up.

A WORD ON DESIGN

I started this rebuild of the Warlock because I decided to play one in a friend's Pathfinder campaign, only to find there was no official Pathfinder Warlock. My friend was kind enough to let me build my own, for which I took much inspiration from other adaptations on the web.

In building this Warlock variant I tried to hew close to the original theme of the Warlock as a class that can do only a few things, but can do them well and all day long. There is also a subtle theme of the Warlock tending toward self-reliance and selfishness. To accommodate these themes, the Warlock's powers tend to help only the Warlock, and often at the expense of collateral damage. If you want to add any invocations or feats, keep these two themes in mind — the Warlock is not the happy party-buffing Bard or Cleric.

One of my pet peeves with classes is a restrictive class requirement, so I wanted to move away from the original restriction of only evil or chaotic alignments for the Warlock, to open it up to a more nuanced playability. This necessitated a move away from the fiendish power source, but I was at a loss for a while as to what to use. It was a throwaway line in the [Golariopedia](#) description of the dimension Leng as a fragment of a dead plane that has persisted from before the creation of the multiverse that gave me the idea of the Warlock's power source being from outside the Great Beyond. That provides the necessary mystery, and also feeds well into the new typically-neutral alignment scheme, and the idea that each Warlock is unique in his abilities and flavor.

I couldn't have created this document without the resources of the original Complete Arcane and Complete Mage Warlock source material, of course, but I also took a lot of inspiration from various fora and communities on the internet:

- The Wizards Community (<http://community.wizards.com/content/forum-topic/2546116>)
- Giant in the Playground (<http://www.giantitp.com/forums/showthread.php?356553-Warlock-Invocations>) and (<http://www.giantitp.com/forums/printthread.php?t=39265&pp=30&page=1>)
- Brilliant Gameologists (<http://brilliantgameolo>

gists.com/boards/index.php?topic=11400)

- Dungeons & Dragons Wiki (http://dnd-wiki.org/wiki/3.5e_Warlock_Invocations)
- The EarthBinder forums (http://earthbinder.myfreeforum.org/archive/new-warlock-invocations_o_t_t_87.html)
- Paizo (<http://paizo.com/threads/rzs2noz9?Master-Arminass-Revised-Warlock-for-the#1>)
- The Walk Between Worlds blog (<https://iourn.wordpress.com/2014/07/22/the-warlock-for-pathfinder/>)

In many cases, the feats and invocations come directly from the excellent creative minds that have posted their contribution to all things Warlock. I would like to especially thank Richard Baker, Skip Williams, Penny Williams, Ari Marmell, and Kolja Raven Lique of Wizards of the Coast; Amber Vael, Baron Corm, Eldan, Frog Dragon, Radium, Shneek-TheLost, SPoD, Strormer, Stycotl, T. G. Oskar, and The Demented One from Giant in the Playground; cosmo007 and death_isthe_beginning, from The Wizards Community; Eiji-Kun from the Dungeons and Dragons Wiki; and Dominic from EarthBinder.

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ened Blast, Ray Specialization, Silencing Blast, Solar Blast, Staggering Blast, Stunning Blast, Sundering Blast, Unholy Blast; the following invocations, including their names and descriptions: Aura of Dread, Aura of Invulnerability, Chill Metal, Coruscant Steed, Crown of Lights, Dark Homunculus, Daylight, Death Shroud, Disguise Alignment, Eldritch Armor, Eldritch Attunement, Eldritch Doom, Eldritch Incantation, Eldritch Seal, Eldritch Weal, Fluid Reality, Forbidding Grasp, Heat Metal, Hellfire, Know Alignment, Languid Aura, Liar's Bell, Light Discorporation, Light Familiar, Planar Summons, Protection from Evil, Protection from Good, Reave, Retributive Invisibility, Retributive Shield, Shadow Cloak, Shroud of Negation, Slime Tendrils, Step into Shadow, Sunburn, Sunburst, Take Amunition, Terrible Link, Uncanny Allure, Waveshock, Wild Summons.

The text in the GAME RULE INFORMATION section is a highly modified version of the original text from *Complete Arcane*. While it is likely sufficiently transformed to be considered fair use, you should use it with care.