

# OLD SCHOOL RULES



## WARLOCK

# The Warlock

The warlock is an enigma, a person so infused with magic that he manifests power with no training. While his repertoire of effects is small, he is capable of using them with no other resource save himself, and perform all but his mightiest of feats without limit.

The origins of warlocks are obscure. What is known is that the power of the warlock only manifests in those of human blood, either fully, or partly.

**Requirements:** Charisma of 13+

**Races Allowed:** Human, Half-Elves, Half-Orcs, Halfings

**Prime Requisite:** Charisma

**Weapons Allowed:** Dagger, Knife

**Armor Allowed/Shields Allowed:** None/None

**To Hit/Saves:** Cleric/Cleric

## Class Abilities:

The Warlock can fire arcane bolts from his finger tips as a ranged attack, requiring a to hit roll, with a high dexterity providing a bonus to hit and charisma a bonus to damage. These arcane bolts have a range of 10'/30'/60'.

As these bolts are magical, they can affect creatures hurt only by magic weapons, but the amount of the plus hurt increases by level: +2 at 5<sup>th</sup>, +3 at 10<sup>th</sup>, +4 at 15<sup>th</sup>, and finally +5 at 20<sup>th</sup>.

The Warlock has *telekinesis*, the ability to move objects with his mind. This telekinesis is 20 lbs per level, and a range of 5 feet per level. This ability only works on inanimate objects, and the telekinesis only lasts for three seconds per level. It may be used once per minute.

The warlock also has *telekinetic armor*, similar to the effects of magical bracers that improve armor class. This armor is only active when the warlock is awake and alerted of danger (i.e, the bonus is lost when surprised.) Protective rings and cloaks do improve this, as does dexterity, but magical bracers only do so when the bracers provide superior protection.

At 2<sup>nd</sup>, 6<sup>th</sup>, 10<sup>th</sup>, 14<sup>th</sup>, 18<sup>th</sup>, and 22<sup>nd</sup> level, the warlock may learn one magic spell from this list as a minor power: *Detect Magic*, *Detect Poison*, *Erase*, *Feather Fall*, *Floating Disc*, *Jump*, *Light*, *Mending*, *Resist Cold (self only)*, *Spider Climb*. This may be used as often as the warlock likes.

At 3<sup>rd</sup> level, the warlock can *levitate* at will, as per the spell.

At 4<sup>th</sup> level, the warlock's arcane bolts can be comprised of elemental energy – either fire, earth, air (lightning), or water (ice). The warlock chooses one element at 4<sup>th</sup> level, and another element every 4 additional levels (8<sup>th</sup>, 12<sup>th</sup>, and 16<sup>th</sup>).

Using these elemental bolts, if a 20 is rolled on the attack roll, an elemental effect is applied. For fire, the target catches on fire for 1d6 rds (an additional 1d6 damage per round), for water, the target becomes frozen and unable to move for 1d3 rounds, for earth, the target is petrified (saving throw to negate), and for air, the target is stunned for 1d6 rounds (saving throw to negate).

At 5<sup>th</sup>, 11<sup>th</sup>, 17<sup>th</sup>, and 23<sup>rd</sup> level, the warlock may learn one magic spell from this list as a major power: *Cloudburst*, *Cure Serious Wounds*, *Create Food & Water*, *Dispel Magic*, *Hold Monster*, *Lower Water*, *Move Earth*, *Stoneshape*, *Wall of Force*.

Major powers may be used (total, not each) once at 5<sup>th</sup> level, and an additional time for every additional three levels. That is twice at 8<sup>th</sup>, three times at 11<sup>th</sup>, four times at 14<sup>th</sup>, five times at 17<sup>th</sup>, six times at 20<sup>th</sup>, seven times at 23<sup>rd</sup>, etc;

At 7<sup>th</sup> level, the warlock may *fly* at will, as per the spell.

At 9<sup>th</sup> level, the warlock's arcane bolt is wide enough that it may affect two adjacent targets. Each one requires a separate attack roll.

At 15<sup>th</sup>, 20<sup>th</sup>, and 25<sup>th</sup> level, the warlock learns one spell from this list as an ultimate power: *Blade Barrier*, *Control Weather*, *Control Winds*, *Disintegrate*, *Globe of Invulnerability*, *Heal*, *Part Water*, *Plane Shift*, *Teleport Without Error*.

Ultimate powers may be used (total, not each) once at 10<sup>th</sup> level, and an additional time for every additional five levels. That is twice at 15<sup>th</sup>, three times at 20<sup>th</sup>, four times at 25<sup>th</sup> level, etc;

Powers use the character's warlock level as the caster level.

The First Edition Warlock Advancement Table						
Level	Experience Points Required	Hit Dice	Title	Armor Class	Arcane Bolt Damage	Special
1st	0	1d6	Poser	8	1d4	Telekinesis
2nd	2,000	2d6	Matter	8	1d6	Minor Power
3rd	4,000	3d6	Puzzle	8	1d6	Levitate
4th	9,000	4d6	Riddle	7	1d8	Elemental Bolt
5th	18,000	5d6	Mystery	7	1d8	Major Power
6th	35,000	6d6	Perplexity	7	1d10	Minor Power
7th	70,000	7d6	Enigma	6	1d10	Fly
8th	150,000	8d6	Conundrum	6	2d6	Elemental Bolt
9th	300,000	9d6	Warlock	6	2d6	Wide Arcane Bolt
10th	600,000	10d6	Warlock	5	2d8	Minor Power
11th	900,000	+2hp	Warlock	5	2d8	Major Power
12th	1,200,000	+2hp	Warlock	5	3d6	Elemental Bolt
13th	1,500,000	+2hp	Warlock	4	3d6	
14th	1,800,000	+2hp	Warlock	4	3d8	Minor Power
15th	2,100,000	+2hp	Master Warlock	4	3d8	Ultimate Power
16th	2,400,000	+2hp	Master Warlock	3	3d8	Elemental Bolt
17th	2,700,000	+2hp	Master Warlock	3	3d10	Major Power
18th	3,000,000	+2hp	Master Warlock	3	3d10	Minor Power
19th	3,300,000	+2hp	Master Warlock	2	3d10	
20th	3,600,000	+2hp	Arch Warlock	2	3d12	Ultimate Power
21st	3,900,000	+2hp	Arch Warlock	2	3d12	
22nd	4,200,000	+2hp	Arch Warlock	1	3d12	Minor Power
23rd	4,500,000	+2hp	Arch Warlock	1	4d10	Major Power
24th	4,800,000	+2hp	Arch Warlock	1	4d10	
25th	5,100,000	+2hp	Grand Warlock	0	4d10	Ultimate Power

**Weapon Proficiencies:** 1 at first level, 1 additional every 6 levels

**Non Weapons Proficiencies:** 3 at first level, 2 additional every 6 levels

**Followers:** At 9<sup>th</sup> level, the warlock may choose to build a fortified palace or estate. The warlock attracts 2d20 admirers, zero level types that serve the warlock in various capacities. Warlocks may make others who are willing into warlocks by manipulating their brain through telekinesis. Thus, those followers with high charisma may be made into 1<sup>st</sup> level warlocks on a successful ability check (using the follower's charisma). Failures will be disappointed and leave the warlock.

**Charisma Damage Bonus for Arcane Bolts:** +1 for 15 Charisma, +2 for 16, +3 for 17, +4 for 18, +5 for 19, +6 for 20

The Original Edition Warlock Advancement Table						
Level	Experience Points Required	Hit Dice	Title	Armor Class	Arcane Bolt Damage	Special
1st	0	1d4	Poser	8	1d3	Telekinesis
2nd	2,000	2d4	Matter	8	1d4	Minor Power
3rd	4,000	3d4	Puzzle	8	1d6	Levitate
4th	8,000	4d4	Riddle	7	1d6	Elemental Bolt
5th	16,000	5d4	Mystery	7	1d8	Major Power
6th	32,000	6d4	Perplexity	7	1d8	Minor Power
7th	65,000	7d4	Enigma	6	1d10	Fly
8th	130,000	8d4	Conundrum	6	1d10	Elemental Bolt
9th	250,000	9d4	Warlock	6	2d6	Wide Arcane Bolt
10th	370,000	10d4	Warlock	5	2d6	Minor Power
11th	490,000	+1hp	Warlock	5	2d8	Major Power
12th	610,000	+1hp	Warlock	5	2d8	Elemental Bolt
13th	730,000	+1hp	Warlock	4	3d6	
14th	850,000	+1hp	Warlock	4	3d6	Minor Power
15th	970,000	+1hp	Master Warlock	4	3d8	Ultimate Power
16th	1,090,000	+1hp	Master Warlock	3	3d8	Elemental Bolt
17th	1,210,000	+1hp	Master Warlock	3	3d8	Major Power
18th	1,330,000	+1hp	Master Warlock	3	3d10	Minor Power
19th	1,450,000	+1hp	Master Warlock	2	3d10	
20th	1,570,000	+1hp	Arch Warlock	2	3d10	Ultimate Power
21st	1,690,000	+1hp	Arch Warlock	2	3d12	
22nd	1,810,000	+1hp	Arch Warlock	1	3d12	Minor Power
23rd	1,930,000	+1hp	Arch Warlock	1	3d12	Major Power
24th	2,050,000	+1hp	Arch Warlock	1	4d10	
25th	2,170,000	+1hp	Grand Warlock	0	4d10	Ultimate Power

**Charisma Damage Bonus for Arcane Bolts:** +1 for 15 Charisma, +2 for 16, +3 for 17, +4 for 18, +5 for 19, +6 for 20

Basic and Expert Edition Warlock Advancement Table						
Level	Experience Points Required	Hit Dice	Title	Armor Class	Arcane Bolt Damage	Special
1st	0	1d4	Poser	8	1d3	Telekinesis
2nd	2,000	2d4	Matter	8	1d4	Minor Power
3rd	4,000	3d4	Puzzle	8	1d6	Levitate
4th	8,000	4d4	Riddle	7	1d6	Elemental Bolt
5th	16,000	5d4	Mystery	7	1d8	Major Power
6th	35,000	6d4	Perplexity	7	1d8	Minor Power
7th	70,000	7d4	Enigma	6	1d10	Fly
8th	150,000	8d4	Conundrum	6	1d10	Elemental Bolt
9th	300,000	9d4	Warlock	6	2d6	Wide Arcane Bolt
10th	450,000	10d4	Warlock	5	2d6	Minor Power
11th	600,000	+1hp	Warlock	5	2d8	Major Power
12th	750,000	+1hp	Warlock	5	2d8	Elemental Bolt
13th	900,000	+1hp	Warlock	4	3d6	
14th	1,050,000	+1hp	Warlock	4	3d6	Minor Power
15th	1,200,000	+1hp	Master Warlock	4	3d8	Ultimate Power
16th	1,350,000	+1hp	Master Warlock	3	3d8	Elemental Bolt
17th	1,500,000	+1hp	Master Warlock	3	3d8	Major Power
18th	1,650,000	+1hp	Master Warlock	3	3d10	Minor Power
19th	1,800,000	+1hp	Master Warlock	2	3d10	
20th	1,950,000	+1hp	Arch Warlock	2	3d10	Ultimate Power
21st	2,100,000	+1hp	Arch Warlock	2	3d12	
22nd	2,250,000	+1hp	Arch Warlock	1	3d12	Minor Power
23rd	2,400,000	+1hp	Arch Warlock	1	3d12	Major Power
24th	2,550,000	+1hp	Arch Warlock	1	4d10	
25th	2,700,000	+1hp	Grand Warlock	0	4d10	Ultimate Power

Cyclopedic Warlock Advancement Table						
Level	Experience Points Required	Hit Dice	Title	Armor Class	Arcane Bolt Damage	Special
1st	0	1d4	Poser	8	1d3	Telekinesis
2nd	2,000	2d4	Matter	8	1d4	Minor Power
3rd	4,000	3d4	Puzzle	8	1d6	Levitate
4th	8,000	4d4	Riddle	7	1d6	Elemental Bolt
5th	16,000	5d4	Mystery	7	1d8	Major Power
6th	35,000	6d4	Perplexity	7	1d8	Minor Power
7th	70,000	7d4	Enigma	6	1d10	Fly
8th	150,000	8d4	Conundrum	6	1d10	Elemental Bolt
9th	300,000	9d4	Warlock	6	2d6	Wide Arcane Bolt
10th	450,000	10d4	Warlock	5	2d6	Minor Power
11th	600,000	+1hp	Warlock	5	2d8	Major Power
12th	750,000	+1hp	Warlock	5	2d8	Elemental Bolt
13th	900,000	+1hp	Warlock	4	3d6	
14th	1,050,000	+1hp	Warlock	4	3d6	Minor Power
15th	1,200,000	+1hp	Master Warlock	4	3d8	Ultimate Power
16th	1,350,000	+1hp	Master Warlock	3	3d8	Elemental Bolt
17th	1,500,000	+1hp	Master Warlock	3	3d8	Major Power
18th	1,650,000	+1hp	Master Warlock	3	3d10	Minor Power
19th	1,800,000	+1hp	Master Warlock	2	3d10	
20th	1,950,000	+1hp	Arch Warlock	2	3d10	Ultimate Power
21st	2,100,000	+1hp	Arch Warlock	2	3d12	
22nd	2,250,000	+1hp	Arch Warlock	1	3d12	Minor Power
23rd	2,400,000	+1hp	Arch Warlock	1	3d12	Major Power
24th	2,550,000	+1hp	Arch Warlock	1	4d10	
25th	2,700,000	+1hp	Grand Warlock	0	4d10	Ultimate Power
26th	2,850,000	+1hp	Grand Warlock	0	4d10	Minor Power
27th	3,000,000	+1hp	Grand Warlock	0	4d12	
28th	3,150,000	+1hp	Grand Warlock	-1	4d12	
29th	3,300,000	+1hp	Grand Warlock	-1	4d12	Major Power
30th	3,450,000	+1hp	Grand Warlock	-1	5d10	Minor Power
31st	3,600,000	+1hp	Great Warlock	-2	5d10	Ultimate Power
32nd	3,750,000	+1hp	Great Warlock	-2	5d10	
33rd	3,900,000	+1hp	Great Warlock	-2	5d12	
34th	4,050,000	+1hp	Great Warlock	-3	5d12	Minor Power
35th	4,200,000	+1hp	Great Warlock	-3	5d12	Major Power
36th	4,350,000	+1hp	Supreme Warlock	-3	7d10	Ultimate Power

For purposes of Immortality and Domains, treat the Warlock as a Magic-User.

## Notes:

This warlock class is not based on any official later edition sources, but instead from a third party supplement for third edition that I backwards converted (you can find it on the popular SRD site), as well as taking abilities from the warlock as described in my favorite fantasy series. The end result is probably not particular OSR as most people deem it, but eh, what is OSR, really? When I played as a kid using Holmes back in the '70s, we'd sometimes play superheroes from comic books.

This has been play-tested, but only to sixth level. In testing, it was actually a bit underpowered, though it depends on how creative the player is with telekinesis. If they just blast every round, it can be a bit boring.

If using level limits, humans should be unlimited, half-elves limited to 12<sup>th</sup> level, half-orcs to 15<sup>th</sup>, and halflings to 10<sup>th</sup>.

You can, and probably should, add more possible minor, major, and ultimate powers. Minor should be cantrips or 1<sup>st</sup> level non-combat spells, major should be spells from 3<sup>rd</sup> to 5<sup>th</sup> level (4<sup>th</sup> max if Cleric or Druid), and ultimate should be 6<sup>th</sup> or 7<sup>th</sup> level spells (6<sup>th</sup> level max if Cleric or Druid).

## Credits:

**PC1 - Old School Rules Warlock** is copyright 2015 by Jeremy Reaban

The wonderful cover picture is done by Michael Scotta, used under license (and a big thanks for providing such quality stock art at a low price).

Everything else is by me

## OGL:

**Declaration of Product Identity:** All real names, company names, class ability and power descriptions, and art

**Declaration of Open Content:** The class tables and game mechanics for the powers, background description.

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

- Definitions:
  - "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;
  - "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;
  - "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;

- "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.

- "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;

- "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor

- "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content.

- "You" or "Your" means the licensee in terms of this agreement.

- The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

- Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

- Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

- Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

- Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

- Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

- Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

- Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

- Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

- Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

- Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

- Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

- Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.  
Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark



Peterson, Erica  
 Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR. Conan the Role-Playing Game, Copyright 2003 Conan Properties  
 International LLC, Mongoose Publishing Authorized User.  
 Iron Lords of Jupiter, Copyright 2003 Paizo Publishing, Author: Lizard -- Used With Permission.  
 Cloud Warriors, Copyright 2003, Fast Forward Entertainment  
 Airships, Copyright 2003, Bastion Press, Inc.  
 Aerial Adventure Guide: Sky Captain's Handbook, by Michael Mearls, Copyright 2004 Goodman Games  
 MARS: A Roleplaying Game of Planetary Romance, Copyright 2006, Adamant Entertainment.  
 Authors: Lizard,  
 Gareth-Michael Skarka, Ian Sturrock  
 Monster Modifier, Copyright 2008, Adamant Entertainment. Author: Gareth-Michael Skarka  
 Fantasy Firearms Copyright 2007, Mark Cathro & Skortched Urf Studios; Author Eric Karnes.  
 Ultramodern Firearms d20, Copyright 2002, Charles McManus Ryan.  
 Ptolus: Monte Cook's City by the Spire ©2006 Monte J. Cook.  
 40 Alchemical Items Copyright 2005, Adamant Entertainment; Authors Steve Honeywell.  
 OGL Horror, Copyright 2003, Mongoose Publishing, Inc.  
 Black Market: The Definitive D20 Guide to Cyberpunk Gear Copyright 2005, Adamant Entertainment.: Authors Elissa  
 Carey & Malcolm Sheppard  
 Tactical Implant: The Definitive D20 Guide to Cyberpunk Combat Options copyright 2005, Adamant Entertainment.:  
 Author: Malcolm Sheppard  
 Shock & Awe: Morale for All D20 Games Copyright 2005, Adamant Entertainment.: Author: Malcolm Sheppard  
 Temporary Enchantments Copyright 2006, Adamant Entertainment.: Author: Barak Blackburn  
 Skillful Stunts Copyright 2006, Adamant Entertainment.: Author: Barak Blackburn  
 Fantasy Occupations Copyright 2007, Adamant Entertainment.: Author: Walt Ciechanowski  
 Book of Distinctions And Drawbacks Revised Copyright 2003 Scott Thomas Lynch  
 Book of Distinctions And Drawbacks Modern Copyright 2003 Scott Thomas Lynch  
 Fatal Flaws, Copyright 2005, Basic Action Games  
 Accidents of Birth: Deformities and Deformity Feats, Copyright 2006, Louis Porter Jr. Design, Inc.  
 Character Drawbacks, Copyright 2007, Adamant Entertainment. Author: Walt Ciechanowski.  
 One Million Magic Items, Copyright 2007, Adamant Entertainment. Author: Gareth-Michael Skarka  
 Random Fantasy Adventure Generator, Copyright 2007, Adamant Entertainment. Author: Gareth-Michael Skarka  
 Spycraft Copyright 2002, Alderac Entertainment Group.  
 Modern Player's Companion, Copyright 2003, The Game Mechanics, Inc.; Author: Stan!  
 Grim Tales, Copyright 2004, Benjamin R. Durbin, published by Bad Axe Games, LLC.  
 Immortals Handbook, Copyright 2003, Craig Cochrane.  
 A Magical Medieval Society: Western Europe Copyright 2003, Expeditious Retreat Press; authors  
 Suzi Yee and  
 Joseph Browning.  
 Monster's Handbook Copyright 2002, Fantasy Flight Publishing, Inc. Monte Cook's Arcana  
 Unearthed, Copyright  
 2003, Monte J. Cook. All rights reserved.  
 Possessors: Children of the Outer Gods Copyright 2003, Philip Reed and Christopher Shy,  
 www.philipreed.com and  
 www.studioronin.com.  
 Tome of Horrors, Copyright 2002, Necromancer Games., Inc.; Author Scott Greene, based on  
 original material by  
 Gary Gygax.  
 Open game content from Encyclopaedia Divine: Shamans copyright 2002, Mongoose Publishing.  
 The Grand OGL Wiki, <http://grandwiki.wikidot.com> Copyright 2008-2009 Purple Duck Creations;  
 Authors: MarkGedak, Alex Schroeder, Joel Arellano, George Fields, Yair Rezek, Mike Whalen,  
 Shane O'Connor, Mike Rickard,  
 John Whamond, Bill Browne, Eric Williamson, Slatz Grubnik, Charles R. Wenzler Jr, John Fraser.  
 Cry Havoc © 2003 Skip Williams. All rights reserved.  
 Unearthed Arcana Copyright 2004, Wizards of the Coast, Inc.; Andy Collins, Jesse Decker, David  
 Noonan, Rich  
 Redman.  
 Initiative Cards v2.0 Copyright 2003, The Game Mechanics, Inc.; Author JD Wiker.

Advanced Player's Manual, Copyright 2004, Green Ronin Publishing, LLC; Author Skip Williams.  
 Advanced Gamemaster's Guide, Copyright 2005, Green Ronin Publishing, LLC; Author Owen K.C.  
 Stephens.  
 Death in Freeport Revised, Copyright 2000–2004, Green Ronin Publishing, LLC; Author Chris  
 Pramas.  
 Fading Suns: d20 Copyright 2001, Holistic Design, Inc.  
 Falthar's Curios, Copyright 2000, Green Ronin Publishing, LLC; Author Chris Pramas.  
 Focus on Freeport #7: The Jade Serpent of Yig, Copyright 2001, Green Ronin Publishing, LLC;  
 Author William  
 Simoni.  
 Legions of Hell, Copyright 2001, Green Ronin Publishing, LLC; Author Chris Pramas.  
 Madness in Freeport Revised, Copyright 2001–2004, Green Ronin Publishing, LLC; Author William  
 Simoni.  
 Terror in Freeport Revised, Copyright 2001–2004, Green Ronin Publishing, LLC; Author Robert J.  
 Toth. Seas of  
 Blood, Copyright © 2001, Mongoose Publishing.  
 Assassin's Handbook, Copyright 2002, Green Ronin Publishing, LLC; Authors David "Zeb" Cook  
 and Wolfgang Baur.  
 Armies of the Abyss, Copyright 2002, Green Ronin Publishing, LLC; Authors Erik Mona and Chris  
 Pramas.  
 Book of the Righteous, Copyright 2002, Aaron Loeb.  
 Freeport: The City of Adventure, Copyright 2002, Green Ronin Publishing, LLC; Authors Matt  
 Forbeck and Chris  
 Pramas.  
 Salon du Masque, Copyright 2002, Green Ronin Publishing, LLC; Author Chris Pramas.  
 Secret College of Necromancy, Copyright 2002, Green Ronin Publishing, LLC; Authors David  
 "Zeb" Cook and  
 Wolfgang Baur.  
 Avatar's Handbook, Copyright 2003, Green Ronin Publishing, LLC; Author Jesse Decker. Book of  
 Fiends, Copyright  
 2003, Green Ronin Publishing, LLC; Authors Aaron Loeb, Erik Mona, Chris Pramas, and Robert J.  
 Schwalb.  
 Tales of Freeport, Copyright 2003, Green Ronin Publishing, LLC; Author Graeme Davis.  
 The Noble's Handbook, Copyright 2003, Green Ronin Publishing, LLC; Author Rodney Thompson.  
 The Unholy Warrior's Handbook, Copyright 2003, Green Ronin Publishing, LLC; Author Robert J.  
 Schwalb.  
 Skull & Bones © 2003, Green Ronin Publishing, LLC; Authors Ian Sturrock, T.S. Luikart, and  
 Gareth-Michael Skarka.  
 The Psychic's Handbook, Copyright 2004, Green Ronin Publishing, LLC; Author Steve Kenson  
 The Freeport Trilogy, Copyright 2005, Green Ronin Publishing, LLC; Authors Chris Pramas,  
 William Simoni, and  
 Robert J. Toth.  
 d20 Freeport Companion, Copyright 2008, Green Ronin Publishing, LLC; Author Robert J. Schwalb  
 The Shaman's Handbook. Copyright 2002, Green Ronin Publishing; Author Steve Kenson  
 Hammer & Helm. Copyright 2002, Green Ronin Publishing; Author Jesse Decker  
 Witch's Handbook, Copyright 2002, Green Ronin Publishing; Author Steve Kenson  
 The Cavalier's Handbook, Copyright 2004, Green Ronin Publishing; Author Robert J. Schwalb  
 Household Knight Copyright 2006, Alea Publishing Group.  
 Classes of Legend: The Cavalier Copyright 2005, Lion's Den Press; Author Ari Marmell  
 Open game content from Heroes of Fantasy copyright 2005, Mongoose Publishing Ltd.  
 Open game content from The Quintessential Witch copyright 2002, Mongoose Publishing.  
 Swords of Our Fathers Copyright 2003, The Game Mechanics.  
 Mutants and Masterminds Copyright 2002, Green Ronin Publishing.  
 Unearthed Arcana Copyright 2004, Wizards of the Coast, Inc.; Andy Collins, Jesse Decker, David  
 Noonan, Rich Redman.  
 Ultramodern Firearms d20, Copyright 2002, Charles McManus Ryan.  
 Hot Pursuit, Copyright 2005, Corey Reid, published by Adamant Entertainment, Inc.  
 Tome of Secrets, Copyright 2009, Adamant Entertainment, Inc. Authors: Walt Ciechanowski  
 and Gareth-Michael Skarka.

PC1 - Old School Rules Warlock, Copyright 2015 by Jeremy Reaban

## End of License