

PC11

OLD SCHOOL RULES



WARLOCK

The Warlock

Studying the mystical arts takes a lot of time and effort. Some find this overly onerous or lack the means to learn, so take a short cut to gaining magical power by making a pact with a powerful outsider, becoming their pawn in exchange for powerful abilities.

Requirements: Charisma of 9+

Alignment: Any chaotic or evil

Races Allowed: Any

Prime Requisite: Charisma

Weapons Allowed: Bo stick, Dagger, Dart, Club, Knife, Quarterstaff

Armor Allowed/Shields Allowed: Leather/None

To Hit/Saves: Cleric/Cleric

Multi-classing: Warlock may be taken in place of either Magic-User or Cleric (and sub-classes), but not with either one

Class Abilities:

The warlock gains a number of powers from making a deal with a power, known as his patron.

The first power is that of the eldritch blast, a focused burst of magical energy that damages the target. This requires a to hit roll and does 1d8 damage with a range of 50'

Secondly, the warlock learns to cast spells. The number of these spells is quite limited compared to other classes, and what's more, the warlock may only cast a small number of these spells per day, total, not per spell caster level.

At higher levels, a warlock gains a mystic arcanum, which allows him to cast a high level spell per day. At 11th level gains a 6th level spell, at 13th level gains a 7th level spell, at 15th level gains an 8th level spell, and at 17th level, gains a 9th level spell.

In either case, the spells cast by the warlock do not require material components, nor must they be memorized ahead of time, simply "known"...

Thirdly, the warlock gains a number of features from his patron, including at 3rd level, a "Pact Boon".

Lastly, the warlock gains a number of "invocations", which are additional powers granted by his patron that the warlock may pick.

Pact Boon

At third level, the warlock picks one (and only one) of these pact boons:

Pact of the Chain – The warlock gains a special familiar, as per the *find familiar* spell. Imp or quasit (fiend patron), pseudo-dragon (nature spirit patron), sprite (faerie patron), rat-thing (Great Old One patron) or mephit (elemental prince patron).

While the warlock shares hit points with his familiar, unlike the traditionally familiar, this familiar is merely banished when killed and returns a week later.

At 9th level, the warlock gains an extra planar companion of 6 hit dice: erinyes or succubus (fiend patron), small wyvern (nature spirit patron), sirine or swanmay or satyr (faerie patron), byakhee (Great Old One patron), or jann (elemental prince patron).

Pact of the Blade – The warlock may summon a melee weapon from out of thin air. This pact weapon is treated as magical with regard to hitting monsters.

The warlock may also designate a magical weapon as his pact weapon. This designation takes an hour.

This may be any sort of weapon and the warlock is considered proficient when wielding that specific weapon, but not others of the same type.

Pact of the Blade warlocks use the attack table for the fighter, but only when attacking using their pact weapon.

Pact of the Tome – The warlock receives a special book called a *Book of Shadows*, which contains 3 first level spells from other spell casting classes. While possessing this book, he may cast those spells as a warlock spell.

Warlocks who take Pact of the Tome may use miscellaneous magic items usable by magic-users (but not wands or staffs)

Eldritch Invocations

Agonizing Blast – The warlock adds a bonus based on his charisma to his eldritch blast damage.

Armor of Shadows – The warlock has the equivalent of studded leather armor (AC 7)

Ascendant Step – The warlock may *levitate* (as per the spell) at will

Beast Speech – The warlock *may speak with animals* at will

Chainers of Carceri – The warlock may cast *hold monster* once per day on any given good outsider, evil outsider, or elemental. (Must be 15th level to take, must have taken Pact of the Chain)

Devil's Sight – The warlock can see in the dark, magical or natural, up to 120'

Dreadful word – Once per day, the warlock may cast the *confusion* spell as one of his spell uses. (Must be 7th level to take this)

Eldritch Sight – The warlock may *detect magic* at will

Eldritch Spear – The warlock's eldritch blast now has a range of 300'

Fiendish Vigor – The warlock gains an additional 1d4+4 hit points

Gaze of Two Minds – The warlock may touch a willing human, demi-human, or humanoid and see their their senses until he stops concentrating on doing so or they leave the plane of existence.

Lifedrinker – The warlock's melee damage is increased by his charisma damage bonus (Must have taken Pact of the Blade)

Mask of Many Faces – The warlock may change self (as per the illusionist spell) at will

Master of Myriad Forms – The warlock may *alter self* at will. (Must be 15th level to take)

Mire the Mind – The warlock may cast the *slow* spell once per day as one of his warlock spells. (Must be 5th level to take)

One with the Shadows – In dim light or darkness, the warlock may become invisible until he moves

Otherworldly Leap – The warlock may *jump* (as per the spell) at will. (Must be 9th Level)

Repelling Blast – The warlock's eldritch blast pushes back the target 10' on a successful hit. (Saving throw vs breath weapon)

Sculptor of Flesh – The warlock may cast *polymorph* other once per day as one of his warlock spells. (Must be 7th level to take)

Sign of Ill Omen – The warlock may cast bestow curse (reverse of *remove curse*) once per day as a warlock spell. (Must be 5th level)

Thirsting Blade – The warlock may attack twice a round with his pact weapon. (Must be 7th level, Must have taken Pact of the Blade)

Voice of the Chain Master – The warlock may communicate telepathically with his familiar, perceive through its senses, and speak through the familiar. The familiar must be on the same plane of existence. (Must have taken Pact of the Chain)

Whispers of the Grave – The warlock *may speak with dead* at will (Must be 9th level to take)

Witch Sight – The warlock can see the true form of any shapeshifter or polymorphed creature within 20'. (Must be 15th level to take).

Additional Invocations (Optional)

Book of Dark Shadows – The warlock receives a tome with three additional 1st or 2nd level spells (from any spell list) he can cast. Must be 5th level and have taken Pact of Shadows)

Book of Deep Shadows – The warlock receives a tome with a 3rd level spell (from any list) he can cast. (Must be 9th level and taken Pact of Shadows)

Dark Inheritance – The warlock receives one or more magic items with an experience value of 1,500.

Dig Me No Grave – The warlock's lifespan triples; furthermore he never ages beyond the middle age category physically.

Fiendish Strength – The warlock's strength increases to 18/76 when carrying his pact weapon (Must have taken Pact of the blade)

Greater Armor of Shadows – The warlock now has the equivalent of plate mail (AC 3) (Must be 9th level)

Heart of Darkness – The warlock is immune to fear, magical or natural.

Innocent Look – The warlock, when not using any of his powers, appears to be a normal person with a neutral alignment

Shield of Blasphemy – The warlock may summon from out of thin air a shield

A specific magical shield may be designated as the warlock's pact shield. This takes an hour. (Must have taken Pact of the Blade)

Tome of Elder Magic – The warlock receives a tome that contains a sixth level spell from any spell list, usable as his 6th level Mystic Arcanum. (Must be 12th level and have taken Pact of the Tome)

You've Got Mail – The warlock may summon from out of thin air a suit of armor. This may be any sort of non-magical armor and the warlock is able to use that specific armor

A specific magical armor may be designated as the warlock's pact armor. This takes an hour to do. (Must be 7th Level and have taken Pact of the Sword)

Otherworldly Patrons

At character creation (or if dual classing into the class), the warlock must pick an otherworldly patron. This is generally a non-good powerful being, typically an arch fiend (Devil or Demon) or possibly a powerful nature spirit (The Green Man or the Horned One) or faerie creature (Mab or the Erlking)

These beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

A warlock's powers and spells and various abilities take on the style or flavor of their patron

Disclaimer: Although several types of patrons were alluded to, only The Fiend was released in the SRD. The rest are my creation/interpretation.

The Fiend

You have made a pact with a fiend from the lower planes of existence, a being whose aims are evil, even if you strive against those aims. Such beings desire the corruption or destruction of all things, ultimately including you. Fiends powerful enough to forge a pact include demon lords such as Orcus Demogorgon, Fraz'Urb-llu, and Baphomet; archdevils such as Asmodeus, Dispater, Mephistopheles, and Belial; pit fiends and balors that are especially mighty; and ultroloths and other lords of the yugoloths.

Expanded Spell List

The Fiend lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spell
1st	Burning Hands, Command
2nd	Blindness/Deafness, Scorching Ray
3rd	Fireball, Stinking Cloud
4th	Fire Shield, Wall of Fire
5th	Flame Strike, Hallow

Patron Features

1st Level Dark One's Blessing

When the warlock kills a hostile creature, he is healed a number of hit points equal to his warlock level

6th Level Dark One's Own Luck

Once per day, when making ability check or saving throw, the warlock may roll an additional 1d10 and add that to his saving throw or subtract it from his ability check.

10th Level Fiendish Resistance

The warlock gains fire resistance as if he were wearing a *ring of fire resistance*

14th Level Hurl Through Hell

Once per day, when the warlock successfully attacks a creature, he may send that creature on a round trip journey to hell. This only takes one round, but causes 10d6 to the creature

The Great Nature Spirit

You have made a pact with a spirit of nature, whose aims are the preservation of the natural world

This can include The Green Man, The Horned One, Magna Mater, The Great Pumpkin, Herne the Hunter, and so forth

Expanded Spell List

The Great Nature Spirit lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spell
1st	Detect Poison, Entangle
2nd	Hold Animal, Warp Wood
3rd	Call Lightning, Neutralize Poison
4th	Control Winds, Insect Plague
5th	Control Weather, Fire Storm

Patron Features

1st Level Nature's Blessing

The warlock heals a hit point an hour in natural sunlight.

6th Level Nature's Plenty

The warlock gains a +3 to saving throws against all natural poisons and is immune to the minor effects of plant irritants and insect stings

10th Level Nature is a Harsh Mistress

The warlock becomes immune to disease.

14th Level Run Through the Jungle

Once per day, when the warlock successfully attacks a creature, he may send that creature on a round trip journey through deep jungle. This only takes one round, but causes 10d6 to the creature in scratches and buffets and bites.

The Faerie Queen (or King)

You have made a pact with a powerful faerie, if not literally royalty, as powerful as any.

This can include the traditional rulers: Oberon, Titania, Mab, the Erlking, the Queen of Air and Darkness, or powerful individual fey.

Expanded Spell List

The Faerie Queen lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spell
1st	Feather Fall, Sleep
2nd	Blink, Fascinate
3rd	Spectral Force, Phantom Steed
4th	Advanced Illusion, Maze
5th	Mirage Arcana, Tempus Fugit

Patron Features

1st Level Fey Sight

The warlock is familiar with illusions and can make a saving throw against them even when he's not actively disbelieving one.

6th Level Luck of the Fey

Once per day, the warlock may re-roll any saving throw, ability check, or attack roll

10th Level Faery Dusted

The warlock is immune to any sort of magical sleep or charm

14th Level Trip to Fairyland

Once per day, when the warlock successfully attacks a creature, he may send that creature on a round trip journey to Fairyland. This does no damage, but causes a state of *confusion* in the subject (as per spell) and is returned to his original location 2-12 days later.

The Great Old One

The Old Ones were, the Old Ones are, and the Old Ones shall be. Not in the spaces we know, but between them, they walk serene and primal, undimensioned and to us unseen.

Although the Great Old Ones profess to care naught about humanity, they constantly seek its help to further their ends.

Expanded Spell List

The Great Old One lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spell
1st	Affect Normal Fires, Command
2nd	Feign Death, Hideous Laughter
3rd	Stinking Cloud, Web
4th	Black Tentacles, Shout
5th	Invisible Stalker, Teleport w/o Error

Patron Features

1st Level Forbidden Knowledge

The warlock can *read magic* and *comprehend languages*

6th Level Unnatural Vigor

When the warlock is reduced to below zero hit points (but not outright killed), he regains one hit point per round until it reaches ten hit points

10th Level Beyond the Veils

The warlock is immune to any sort of mind affecting spell or condition

14th Level To the Gates of Time

Once per day, when the warlock successfully attacks a creature, he may send that creature on a round trip back to the creation of the universe. This only takes one round, but causes 10d6 psychic damage to the creature (Also possibly attracts Hounds of Tindalos)

Note: Rat-things are essentially Quasits that are in the shape of a rat with a human head and hands.

The Elemental Fire Prince (or Princess)

The elemental plane of fire is ruled by efreet, powerful and malevolent genies who are all too eager to recruit mortals to serve their fiendish plans.

Tome of the Chain warlocks have a fire mephit as a familiar and gain a jann as companion at 9th level.

Expanded Spell List

The Fire Elemental Prince lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you:

Spell Level	Spell
1st	Affect Normal Fires, Burning Hands
2nd	Flaming Sphere, Pyrotechnics
3rd	Fireball, Flame Arrow
4th	Fire Shield, Wall of Fire
5th	Flame Strike, Fire Seed
6th	Firestorm
7th	Delayed Blast Fireball
8th	Incendiary Cloud
9th	Gate (to Elemental Plane of Fire)

Patron Features

1st Level Firestarter

By concentrating, the warlock may ignite a fire, equivalent to holding a match to it for a few seconds.

6th Level Hot Blooded

The warlock acts as if he is wearing a *ring of warmth*, unaffected by cold weather

10th Level Hot to trot

The warlock has developed an immunity to fire, equivalent to a ring of fire resistance.

14th Level Trip to the City of Brass

Once per day, when the warlock successfully attacks a creature, he may send that creature on a round trip journey to the City of Brass on the Elemental Plane of Fire. This only takes one round, but causes 10d6 to the creature

The Celestial (Very, Very Optional)

Not all those touched by beyond are evil or chaotic. Some, known as saints, are touched by the near divine, or powerful creatures of goodness. This sort of character is not known as a warlock, but as a saint.

Expanded Spell List

The Celestial lets you choose from an expanded list of spells when you learn a saint spell. The following spells are added to the saint spell list for you.

Spell Level	Spell
1st	Cure Light Wounds, Remove Fear
2nd	Create Food & Water, Cure Blindness
3rd	Cure Disease, Water Walk
4th	Exorcise, Sticks to Snakes
5th	Part Water, Raise Dead
6th	Heal
7th	Restoration
8th	Resurrection
9th	Holy Word

Patron Features

1st Level The Color of Souls

The saint may detect evil at will.

6th Level Heaven's Light

The saint may lay on hands, as per a paladin, healing 2 hit points of damage per level.

10th Level Glory of Heaven

The saint is immune to any level or energy draining from undead or the like.

14th Level The Pearly Gates

Once per day, when the warlock successfully attacks a creature, he may send that creature on a round trip back to heaven. This only lasts one round, but produces the effect of a *Holy Word* upon the creature

The First Edition Warlock Advancement Table

Level	Experience Points Required	Hit Dice	Title	Spells Known	Spells Per Day	Max Spell Level	Special
1st	0	1d8	Contender	2	1	1st	Eldritch Blast
2nd	2,000	2d8	Affirmer	3	1	1st	Invocation x2
3rd	4,000	3d8	Claimant	4	2	2nd	Pact Boon
4th	8,000	4d8	Asserter	5	2	2nd	
5th	16,000	5d8	Avower	6	2	3rd	Invocation
6th	35,000	6d8	Cultist	7	3	3rd	Patron Feature
7th	70,000	7d8	Advocate	8	3	4th	Invocation
8th	140,000	8d8	Professor	9	3	4th	
9th	300,000	9d8	Warlock	10	4	5th	Invocation
10th	500,000	+2hp	Warlock	10	4	5th	Patron Feature
11th	700,000	+2hp	Warlock	11	4	5th	Mystic Arcanum 6th
12th	900,000	+2hp	Warlock	11	5	5th	Invocation
13th	1,100,000	+2hp	Warlock	12	5	5th	Mystic Arcanum 7th
14th	1,300,000	+2hp	Warlock	12	5	5th	Patron Feature
15th	1,500,000	+2hp	Master Warlock	13	6	5th	Invocation Mystic Arcanum 8th
16th	1,700,000	+2hp	Master Warlock	13	6	5th	
17th	1,900,000	+2hp	Master Warlock	14	6	5th	Mystic Arcanum 9th
18th	2,100,000	+2hp	Master Warlock	14	7	5th	Invocation
19th	2,300,000	+2hp	Master Warlock	15	7	5th	
20th	2,500,000	+2hp	Arch Warlock	15	7	5th	
21st	2,700,000	+2hp	Arch Warlock	16	8	5th	Invocation
22nd	2,900,000	+2hp	Arch Warlock	16	8	5th	
23rd	3,100,000	+2hp	Arch Warlock	17	8	5th	
24th	3,300,000	+2hp	Arch Warlock	17	9	5th	
25th	3,500,000	+2hp	Grand Warlock	18	9	5th	Invocation

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

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

Charisma Damage Bonus for Eldritch Blast: +1 for 15 Charisma, +2 for 16, +3 for 17, +4 for 18, +5 for 19, +6 for 20

Warlock Spell List

#	1 st Level	2 nd Level	3 rd Level	4 th Level
1	Charm Person	Darkness	Dispel Magic	Banishment
2	Comprehend Languages	Hold Person	Fear	Dimension Door
3	Protection from Evil/Good	Invisibility	Fly	Hallucinatory Terrain
4	Unseen Servant	Mirror Image	Gaseous Form	Magic Mirror
5	Wizard Mark	Ray of Enfeeblement	Hypnotic Pattern	
6		Shatter	Phantasmal Force	
7		Spider Climb	Remove Curse	
8		Suggestion	Tongues	
9				
10				
11				
12				
13				

#	5 th Level	6 th Level	7 th Level	8 th Level	9 th Level
1	Contact Other Plane	Animate Dead	Finger of Death	Feeblemind	Astral Projection
2	Dream	Eyebite	Forcecage	Power Word, Stun	Imprisonment
3	Hold Monster	Flesh to Stone	Plane Shift		Power Word, Kill
4		Mass Suggestion			Shapechange
5		True Seeing			
6					
7					
8					
9					
10					
11					
12					
13					

Note: These spells are largely from the first advanced edition of the game and some appear in the additional rulebook. Other editions may not have these spells or under different names.

The Original Edition Warlock Advancement Table

Level	Experience Points Required	Hit Dice	Title	Spells Known	Spells Per Day	Max Spell Level	Special
1st	0	1d6	Contender	2	1	1st	Eldritch Blast
2nd	2,000	2d6	Affirmer	3	1	1st	Invocation x2
3rd	4,000	3d6	Claimant	4	2	2nd	Pact Boon
4th	8,000	4d6	Asserter	5	2	2nd	
5th	15,000	5d6	Avower	6	2	3rd	Invocation
6th	30,000	6d6	Cultist	7	3	3rd	Patron Feature
7th	50,000	7d6	Advocate	8	3	4th	Invocation
8th	75,000	8d6	Professor	9	3	4th	
9th	100,000	9d6	Warlock	10	4	5th	Invocation
10th	200,000	+2hp	Warlock	10	4	5th	Patron Feature
11th	300,000	+2hp	Warlock	11	4	5th	Mystic Arcanum 6th
12th	400,000	+2hp	Warlock	11	5	5th	Invocation
13th	500,000	+2hp	Warlock	12	5	5th	Mystic Arcanum 7th
14th	600,000	+2hp	Warlock	12	5	5th	Patron Feature
15th	700,000	+2hp	Master Warlock	13	6	5th	Invocation Mystic Arcanum 8th
16th	800,000	+2hp	Master Warlock	13	6	5th	
17th	900,000	+2hp	Master Warlock	14	6	5th	Mystic Arcanum 9th
18th	1,000,000	+2hp	Master Warlock	14	7	5th	Invocation
19th	1,100,000	+2hp	Master Warlock	15	7	5th	
20th	1,200,000	+2hp	Arch Warlock	15	7	5th	
21st	1,300,000	+2hp	Arch Warlock	16	8	5th	Invocation
22nd	1,400,000	+2hp	Arch Warlock	16	8	5th	
23rd	1,500,000	+2hp	Arch Warlock	17	8	5th	
24th	1,600,000	+2hp	Arch Warlock	17	9	5th	
25th	1,700,000	+2hp	Grand Warlock	18	9	5th	Invocation

If using the retro-clone that uses a single saving throw, it should start at 14 and decrease by one per level until 3

Charisma Damage Bonus for Eldritch Blast: +1 for 14 Charisma, +2 for 15-16, +3 for 17, +4 for 18, +5 for 19, +6 for 20

The Basic and Expert Edition Warlock Advancement Table

Level	Experience Points Required	Hit Dice	Title	Spells Known	Spells Per Day	Max Spell Level	Special
1st	0	1d6	Contender	2	1	1st	Eldritch Blast
2nd	2,000	2d6	Affirmer	3	1	1st	Invocation x2
3rd	4,000	3d6	Claimant	4	2	2nd	Pact Boon
4th	8,000	4d6	Asserter	5	2	2nd	
5th	15,000	5d6	Avower	6	2	3rd	Invocation
6th	30,000	6d6	Cultist	7	3	3rd	Patron Feature
7th	60,000	7d6	Advocate	8	3	4th	Invocation
8th	125,000	8d6	Professor	9	3	4th	
9th	250,000	9d6	Warlock	10	4	5th	Invocation
10th	375,000	+1hp	Warlock	10	4	5th	Patron Feature
11th	500,000	+2hp	Warlock	11	4	5th	Mystic Arcanum 6th
12th	625,000	+3hp	Warlock	11	5	5th	Invocation
13th	750,000	+4hp	Warlock	12	5	5th	Mystic Arcanum 7th
14th	875,000	+5hp	Warlock	12	5	5th	Patron Feature
15th	1,000,000	+6hp	Master Warlock	13	6	5th	Invocation Mystic Arcanum 8th
16th	1,125,000	+7hp	Master Warlock	13	6	5th	
17th	1,250,000	+8hp	Master Warlock	14	6	5th	Mystic Arcanum 9th
18th	1,375,000	+9hp	Master Warlock	14	7	5th	Invocation
19th	1,500,000	+10hp	Master Warlock	15	7	5th	
20th	1,625,000	+11hp	Arch Warlock	15	7	5th	Invocation

Charisma Damage Bonus for Eldritch Blast: +1 for 13-15 Charisma, +2 for 16-17, +3 for 18, +4 for 19, +5 for 20

Sample Warlocks

Heap 1st Level Human Warlock (The Faerie Queen)
Str 17 Int 8 Wis 11 Dex 16 Con 16 Cha 13; AL CG
hp 6 +2 = 8; AC 6 (Leather -2 Dex); Attack 1-6+1
(staff +1 strength) or 1-8 (Eldritch Blast)

Spells Per Day: 1

Spells Known: Sleep, Unseen Servant

Invocations: None

Gear: Leather armor, staff, knife

Heap is a very large, very simple young man who works as a stable boy at an inn in a small village along a well traveled road. His mother was a serving girl and his father was unknown and he grew up largely without any adult supervision, save working in the stable.

He's been poorly treated most of his life (even his name is short for "Useless Heap", but a few months ago, just after his 17th birthday, he began dreaming of a very beautiful woman, who noted his kindness to the animals and his habit of putting out milk for the wee folk. She has promised him a better life, or at least the tools to create one for himself. So far though, he's just used his unseen servant spell to help with his work.

Heap will try to attach himself to any adventuring party halfway nice to him. And should he survive to 3rd level, will pick Pact of the Chain with a sprite familiar (or companion, rather).

Ynara, 2nd Level Human Warlock (The Great Nature Spirit)
Str 17 Int 11 Wis 14 Dex 17 Con 17 Cha 13; AL CN
hp 14 + 4 = 18; AC 5 (Leather, -3 Dex); Attack 1-8
(eldritch blast) or 1-6+1 (Club +1 strength)

Spells Per Day: 1

Spells Known: Detect Poison, Comprehend Languages, Entangle

Invocations: Beast Speech, Eldritch Spear

Gear: Leather armor, club, knife

Ynara was lost as a child in the woods. She was raised, or at least taken care of, by wolves, as well was watched over by the spirit of the woods, which shared its power with her.

Her foster mother (a she-wolf) recently died of old age and Ynara's patron has urged her to go out into the world of men, which she finds very confusing.

Nona Oakhurst, 3rd Level Human Pact of the Tome Warlock (Fiend)
Str 12 Int 11 Wis 9 Dex 8 Con 16 Cha 17; AL NE
hp 17+6=23; AC: 7; Attack: 1-8+3 (Eldritch Blast plus Charisma bonus)

Spells Per Day: 2

Spells Known: Burning Hands, Unseen Servant, Shatter, Invisibility

Book of Shadows: Sleep, Create Water, Animal Friendship

Invocations: Agonizing Blast, Armor of Shadows

Nona is a large, bosomy, very attractive girl with dark brown hair and blue eyes. She is a klutz and gets easily frustrated. This was not conducive to her chosen profession, that of being a barmaid.

After being fired and humiliated for what seemed like the dozenth time, Nona swore she'd get even. A mysterious stranger offered her the power to do so and she took it, burning down the tavern.

She doesn't consider herself evil and is subject to fits of remorse after our outbursts of temper.

Rekka 5th level Human Pact of the Blade Warlock (Fiend)
Str 9* Int 10 Wis 8 Dex 17 Con 16 Cha 11; AL CE
hp 30+10 = 40; AC: 4; Attack 1-10+6 (+2 handed sword, +4 strength)

Spells per Day: 2

Spells Known(6): Burning Hands, Command, Hold Person, Spider Climb, Suggestion, Fireball

Invocations: Armor of Shadows, Devil's Sight, *Fiendish Strength (Str 18/76 when holding pact weapon)

Gear: +2 two handed sword (pact weapon)

Rekka is a scrawny young woman in her early 20s. She was one of the few survivors when her village was attacked by bandits. She sworn to sell her soul for revenge and the demon Alastor appeared, granting her power to do so.

Since that day, Rekka ruthlessly preys on bandits. Her favored tactic is to let herself be captured and taken into the bandit's lair. Then she summons her pact blade and lays waste from the inside.

She does free any actual captives (and animals), but shows no mercy to any only actively helping the bandits, and if possible, will torture to death any bandits foolish enough to surrender.

Hiller Cantrel, 6th Level Human Pact of the Tome Warlock (The Great Old one)
Str 7 Int 15 Wis 6 Dex 8 Con 9 Cha 15; CN
hp 24; AC 10; Attack 1-8 (Eldritch Blast)

Spells Per Day: 3

Spells Known: Command, Charm Person, Feign Death, Hideous Laughter, Hold Person, Phantasmal Force, Web

Invocations: Devil's Sight, One with the Shadows, Sign of Ill Omen

The youngest son of a minor noble family, Hiller was always something of a black sheep, not as robust or coordinated as his older siblings and more interested in poetry, literature, and theater than the military.

Always something of an eccentric, his behavior worsened after a fall from a horse. He believes himself to be persecuted and kept from his rightful inheritance, namely the rulership of the world.

His delusions found a strange audience, which in turn led him into a pact with a Great Old One who promised him power to make his delusions a reality.

Hemlock Bones, 9th Level Human Pact of the Chain Warlock (Fiend)
Str 16 Int 17 Wis 10 Dex 16 Con 16 Cha 13; AL LE
hp 56+18(con)+14(familiar) = 88; AC: 5; Attack: 1-8 (Eldritch Blast)

Spells Per Day: 4

Spells Known: Contact Other Plane, Hold Monster, Magic Mirror, Dimension Door, Fly, Tongues, Dispel Magic, Comprehend Languages, Hold Person, Flame Strike

Invocations: Beast Speech, Devil's Sight, Mask of Many Forms, Armor of Shadows, Whispers of the Grave

Dr. Toadstool, Imp; AC 2; HD 2+2; hp 14;
Attack 1-4 (tail); SA Save vs Poison or Die; SD
Magic Weapons to hit, regen 1 hp per round

Addler, Erinyes; AC 2; HD 6+6; hp 37; Attack 2-8

Hemlock Bones (not his actual name, but the one given to him by criminals) was originally a town watchmen frustrated by criminals either eluding capture or bribing either his fellow constables or judges to go free. And even when they were convicted, the sentence rarely seemed to fit the crime.

His frustration was noted by an Erinyes named Adler, who in turn brought the attention of Dispater, who

gave Hemlock power to mete out justice as he sees fit, solving crimes he hears about or those brought to his attention by clients.

The inspiration for half of his name, Hemlock Bones is tall and very gaunt, almost skeletal. He is generally accompanied by his Imp, Dr. Toadstool, except when he goes undercover seeking information.

The other half of the inspiration comes from his preferred method of dealing with criminals, forcing them to drink hemlock tea.

Background Notes:

Back when my first warlock (and first class), *PC1 – The OSR Warlock* was released, the 5th edition SRD was not released and the official 3rd (or 4th for that matter) were never released as open content. So my warlock was based on a 3rd party version of the 3rd edition warlock, with some added inspiration from the warlock from the works of Lawrence-Watt Evans.

However, last year the 5th edition SRD was released, including the warlock class, so I have released a version based on it. As the class description is a bit sketchy and not everything is released, I have endeavored to fill in the gaps the best I could as well as back port it.

Design Notes:

I increased the number of spells per day slightly because old school magic-users had more spells than 5th edition ones did, though the 20th level ability in 5th edition essentially doubles the spells at 8th level. On the flip side, I reduced the 2nd level warlock's spell total from 2 to 1 because he gets invocations, while the 2nd level M-U still only has 2 spells

I originally made an invocation to give Pact of the Blade warlocks the to hit of a fighter, since that proved necessary since they are meant to melee and the cleric to hit wasn't cutting it. However, since it was almost mandatory, I simply folded it into the pact boon.

I changed the patron features of The Fiend because keeping track of temporary hit points constantly was too much work, it's easier to just heal and basically the same result. And similar, changed the resistance to being like a ring of fire resistance, because otherwise it was too much work if it changed constantly.

In terms of the experience tables, I wanted to make it harder than a fighter, but easier than a magic-user.

Credits:

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It's based almost entirely on the Warlock class from the SRD5 (up to The Great Fiend).

The cover art is by the great Virgil Finlay from Fantastic Adventures, now in the public domain and taken from a public domain comic books site that also really dug into who drew what in the issue.

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