

Warlock

Born of a supernatural bloodline, a warlock seeks to master the perilous magic that suffuses his soul. Unlike black mages, who approach arcane magic through the medium of spells, a warlock invokes powerful magic through nothing more than an effort of will. By harnessing his innate magical gift through fearsome determination and force of will, a warlock can perform feats of supernatural stealth, beguile the weak-minded, or scour his foes with blasts of eldritch power.

The warlock is an archetype of the necromancer class.

Armor Proficiency: Warlocks are proficient with light armor, but not shields.

This ability modifies the necromancer's starting armor proficiencies.

Limit Break (Su): At 1st level, the warlock receives the Limit Break (Empowered Blasts).

Empowered Blasts (Su): This Limit Break empowers the warlock's *eldritch blast* with extreme power. For a duration of 1 round + 1 round per four necromancer levels after 1st, the warlock's *eldritch blasts* deal maximum damage and his critical threat range of his *eldritch blasts* increases by 1 + 1 per four necromancer levels after 1st. This limit break requires only a swift action.

This ability replaces the Limit Break (Grasp of the Dead).

Martial Prowess: A warlock's base attack bonus increases by one step (from 1/2 BAB to 3/4 BAB). Also increases warlock's hit dice from d6 to d8.

This ability replaces bone commander and bolster.

Eldritch Blast (Su): At 1st level, a warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and, sometimes, impart other debilitating effects. An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d8 points of shadow damage at 1st level and increases by 1d8 for every three levels thereafter. The warlock also adds his Charisma modifier to his *eldritch blast* damage. A warlock can apply one blast shape invocation and one eldritch essence invocation (until 6th level) to the same blast. An *eldritch blast* counts as a weapon-like ability for the purpose of applying feats. An *eldritch blast* deals half damage to objects.

This ability replaces cantrips, spells, and MP Pool. Warlocks do not gain any spells or spellcasting ability, do not have a caster level, and do not count as having a necromancer spell list for spell trigger or spell completion magic items.

Invocations (Su): At 2nd level, and every two levels thereafter, a warlock learns to modify his *eldritch blast*. Unless otherwise noted, a warlock cannot select an individual invocation more than once. Some invocations can only be chosen if the warlock has met certain prerequisites first. Some invocations that are marked with an asterisk (*) modify the range, target(s), or area of a warlock's *eldritch blast*. These are called blast shape invocations. Blast shape invocations do not stack, only one can be applied to an individual blast. Some invocations that are marked with two asterisks (**) modify the damage or other effects of the warlock's *eldritch blast*. These are called eldritch essence invocations. Eldritch essence invocations do not stack, only one can be applied to an individual blast until 6th level. A warlock can apply one blast shape invocation and one eldritch essence to an individual blast. If a warlock targets a creature with an eldritch essence blast that has immunity to the invocation's effect, it still takes the damage from the blast normally (provided it isn't also immune to the *eldritch blast*). The DC of any saving throw called for by an invocation is equal to 10 + half the necromancer's level + the warlock's Charisma modifier.

*Beshadowed Blast** (Su)*: This eldritch essence invocation allows the warlock to change his *eldritch blast* into a *beshadowed blast*. Any living creature struck by a *beshadowed blast* must succeed on a Fortitude save or be blinded for 1 round per necromancer level.

*Bewitching Blast** (Su)*: This eldritch essence invocation allows the warlock to change his *eldritch blast* into a *bewitching blast*. Any creature struck by a *bewitching blast* must succeed on a Will save or be *confused* for 1 round per necromancer level in addition to the normal damage from the blast. This is a mind influencing effect. **Prerequisite**: A warlock must be at least 10th level before selecting this invocation.

*Binding Blast** (Su)*: This eldritch essence invocation allows the warlock to change his *eldritch blast* into a *binding blast*. Any creature struck by a *binding blast* must succeed on a Will save or be stunned for 1 round. This is a mind-affecting effect. **Prerequisite**: A warlock must be at least 10th level before selecting this invocation.

*Bleeding Blast** (Su)*: This eldritch essence invocation allows the warlock to change his *eldritch blast* into a *bleeding blast*. This blast causes living opponents to bleed. This attack causes the target to take 1 additional point of damage each round for each die of the warlock's *eldritch blast* (e.g., 4d6 equals 4 points of bleed). Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess.

*Brimstone Blast** (Su)*: This eldritch essence invocation allows the warlock to change his *eldritch blast* into a *brimstone blast*. 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 until it takes a full-round action to extinguish the flames or the duration expires. The fire damage persists for 1 round per necromancer level. A creature burning in this way never takes more than 2d6 points of fire damage in a round, even if it has been hit by more than one *brimstone blast*. **Prerequisite**: A warlock must be at least 6th level before selecting this invocation.

*Deteriorating Blast** (Su)*: This eldritch essence invocation allows the warlock to change his *eldritch blast* into a *deteriorating blast*. Any creature struck by a *deteriorating blast* must succeed on a Fortitude save or have its damage reduction lowered by 5 for 1 round per necromancer level. If the target has more than one type of damage reduction, this effect applies to all of them. Multiple uses of this essence don't stack; instead, the new duration replaces the old one. **Prerequisite**: A warlock must be at least 10th level before selecting this invocation.

Eldritch Chain (Su)*: This blast shape invocation allows the warlock to improve his *eldritch blast* by turning it into an arc of energy that "jumps" from the first target to others. An *eldritch chain* can jump to one secondary target per five necromancer levels within 30 feet of the previous one, allowing the warlock to make additional ranged touch attacks and deal damage to the secondary targets if he hits. The warlock can't target the same creature more than once with the *eldritch chain*. If he misses any target in the chain, the *eldritch chain* attack ends there. Each target struck after the first takes half the damage dealt to the first target. This reduction in damage to secondary targets applies to any effect that increases the damage of his *eldritch blast* (such as *vitriolic blast*). **Prerequisite**: A warlock must be at least 12th level before selecting this invocation.

Eldritch Cone (Su)*: This blast shape invocation allows the warlock to invoke his *eldritch blast* as a 30-foot cone. The *eldritch cone* deals the normal *eldritch blast* damage to all targets within the area. This is not a ray attack, so it requires no ranged touch attack. Any creature in the area of the cone can attempt a Reflex save for half damage. **Prerequisite**: A warlock must be at least 10th level before selecting this invocation.

Eldritch Doom (Su)*: This blast shape invocation allows the warlock to invoke his *eldritch blast* as the dreaded *eldritch doom*. This causes bolts of mystical power to lash out and savage nearby targets. An *eldritch doom* deals *eldritch blast* damage to any number of targets designated by the warlock and within 20 feet. This is

not a ray attack, so it requires no ranged touch attack. Each target can attempt a Reflex save for half damage.

Prerequisite: A warlock must be at least 10th level before selecting this invocation.

*Eldritch Explosion** (Su): This blast shape invocation allows the warlock to invoke his *eldritch blast* as a 20-ft.-radius burst anywhere within 60 feet. The *eldritch explosion* deals the normal *eldritch blast* damage to all targets within the area. This is not a ray attack, so it requires no ranged touch attack. Any creature in the area of the cone can attempt a Reflex save for half damage. **Prerequisite:** A warlock must be at least 6th level before selecting this invocation.

*Eldritch Glaive** (Su): This blast shape invocation allows the warlock's *eldritch blast* to take on physical substance, appearing similar to a glaive. As a full-round action, the warlock can make a single melee touch attack as if wielding a reach weapon. If he hits, the target is affected as if struck by the warlock's *eldritch blast* (including any eldritch essence invocation applied to the blast). Unlike *hideous blow*, the warlock cannot combine his *eldritch glaive* with damage from a held weapon. Furthermore, until the start of his next turn, the warlock also threaten nearby squares as if wielding a reach weapon, and he can make attacks of opportunity with his *eldritch glaive*. These are melee touch attacks. If the warlock has the extra eldritch blast class feature, he can (as part of the full-round action) make as many attacks with his *eldritch glaive* as the class feature allows. **Prerequisite:** A warlock must be at least 4th level before selecting this invocation.

*Eldritch Line** (Su): This blast shape invocation allows the warlock to invoke his *eldritch blast* as a 60-foot line. An *eldritch line* deals the normal *eldritch blast* damage to all targets within the area. This is not a ray attack, so it requires no ranged touch attack. Any creature in the line can attempt a Reflex save for half damage. **Prerequisite:** A warlock must be at least 6th level before selecting this invocation.

*Eldritch Spear** (Su): This blast shape invocation extends the warlock's *eldritch blast* attacks to great distances. *Eldritch spear* increases the range of an *eldritch blast* attack to 250 feet with no range increment. **Prerequisite:** A warlock must be at least 4th level before selecting this invocation.

*Frightful Blast*** (Su): This eldritch essence invocation allows the warlock to change his *eldritch blast* into a *frightful blast*. Any creature struck by a *frightful blast* must succeed on a Will save or become shaken for 1 round per necromancer level. A shaken creature struck by a *frightful blast* is not affected by the shaken aspect of the blast but takes damage normally. Creatures with immunity to mind-affecting spells and abilities or fear effects cannot be shaken by a *frightful blast*. **Prerequisite:** A warlock must be at least 4th level before selecting this invocation.

*Hammer Blast*** (Su): This eldritch essence invocation allows the warlock to change his *eldritch blast* into a *hammer blast*. A *hammer blast* deals normal damage to objects, rather than half. **Prerequisite:** A warlock must be at least 4th level before selecting this invocation.

*Hellrime Blast*** (Su): This eldritch essence invocation allows the warlock to change his *eldritch blast* into a *hellrime blast*. A *hellrime blast* deals ice damage. Any creature struck by the attack must make a Fortitude save or take a -4 penalty to Dexterity for 1 round per necromancer level. The Dexterity penalties from multiple *hellrime blasts* do not stack. **Prerequisite:** A warlock must be at least 6th level before selecting this invocation.

*Hideous Blow** (Su): This blast shape invocation allows the warlock to channel his *eldritch blast* through his weapon. As a standard action, the warlock can make a single melee attack. If he hits, the target is affected as if struck by his *eldritch blast* (including any eldritch essence applied to the blast). This damage is in addition to any weapon damage that the warlock deals with his attack, although he needs not deal damage with this attack to trigger the *eldritch blast* effect.

*Hindering Blast** (Su):* This eldritch essence invocation allows the warlock to change his *eldritch blast* into a *hindering blast*. Any living creature struck by a *hindering blast* must succeed on a Will save or be *slowed* for 1 round per necromancer level in addition to the normal damage from the blast. Multiple *slow* effects don't stack. **Prerequisite:** A warlock must be at least 6th level before selecting this invocation.

*Noxious Blast** (Su):* This eldritch essence invocation allows the warlock to change his *eldritch blast* into a *noxious blast*. Any creature struck by a *noxious blast* must make a Fortitude save or be nauseated for 1 round per necromancer level. **Prerequisite:** A warlock must be at least 12th level before selecting this invocation.

*Repelling Blast** (Su):* This eldritch essence invocation allows the warlock to change his *eldritch blast* into a *repelling blast*. Any Medium or smaller creature struck by a *repelling blast* must make a Reflex save or be hurled 1d6×5 feet (1d6 squares) directly away from the warlock and knocked prone by the energy of the attack. If the creature strikes a solid object, it stops prematurely, taking 1d6 points of damage per 10 feet hurled, and it is still knocked prone. Movement from this blast does not provoke attacks of opportunity. **Prerequisite:** A warlock must be at least 6th level before selecting this invocation.

*Sickening Blast** (Su):* This eldritch essence invocation allows the warlock to change his *eldritch blast* into a *sickening blast*. Any living creature struck by a *sickening blast* must make a Fortitude save or become sickened for 1 round per necromancer level. A sickened creature struck by a second *sickening blast* is not affected by the sickening aspect of the blast but still takes damage normally. **Prerequisite:** A warlock must be at least 4th level before selecting this invocation.

*Spirit Blast** (Su):* This eldritch essence invocation allows the warlock to change his *eldritch blast* into a *spirit blast*. The blast deals holy damage to undead instead and an extra 1 point of damage per die to undead. The *spirit blast* also affects incorporeal creatures normally. **Prerequisite:** A warlock must be at least 10th level before selecting this invocation.

*Utterdark Blast** (Su):* This eldritch essence invocation allows the warlock to change his *eldritch blast* into an *utterdark blast*. Any creature struck by the attack must make a Fortitude save or gain two negative levels. The negative levels fade after 1 hour. If a target ever has as many negative levels as Hit Dice, it dies. **Prerequisite:** A warlock must be at least 16th level before selecting this invocation.

*Vitriolic Blast** (Su):* This eldritch essence invocation allows the warlock to change his *eldritch blast* into a *vitriolic blast*. A *vitriolic blast* deals earth damage, and it is formed from conjured acid. Creatures struck by a *vitriolic blast* automatically take an extra 2d6 points of earth damage on following rounds. This earth damage persists for 1 round per necromancer level. **Prerequisite:** A warlock must be at least 10th level before selecting this invocation.

These abilities replace necromancy talents.

Damage Reduction (Su): Fortified by the supernatural power flowing in his body, a warlock becomes resistant to physical attacks at 2nd level and above, gaining damage reduction 1/cold iron. At 6th level and every four levels thereafter, a warlock's damage reduction improves by 1.

This ability replaces undead body.

Eldritch Pool (Su): At 3rd level, the warlock gains a reservoir of mystical eldritch energy that he can draw upon to fuel his dark secrets and enhance his own. This eldritch pool has a number of points equal to half his necromancer level (minimum 1) + his Charisma modifier. The pool refreshes once per day when the warlock rests for a full 8 hours. The warlock can, as a swift action, expend 1 point from his eldritch pool to unleash a more devastating attack, adding his necromancer level to one damage roll.

This ability replaces lifetap.

Dark Secrets (Su): A warlock does not cast spells as other wielders of arcane magic do. Instead, he possesses a repertoire of attacks, defenses, and abilities known as dark secrets that require him to focus the wild energy that suffuses his soul. Starting at 3rd level, a warlock gains one dark secret. He gains an additional dark secret for every two levels of necromancer attained after 3rd level. A warlock cannot select a particular dark secret more than once. A warlock's caster level with his dark secrets is equal to his necromancer level. The save DC for a dark secret (if it allows a save) is 10 + half of the necromancer's level + his Charisma modifier.

All-Seeing Eyes (Su): At a cost of 1 point from his eldritch pool, the warlock gains a supernaturally precise vision of the world around him. He gains the benefits of *comprehend languages*, albeit for written words only. Additionally, he gains a +6 bonus on Perception checks. All-seeing eyes lasts for a duration of 1 round per necromancer level per necromancer level.

Baleful Utterance (Su): At a cost of 1 point from his eldritch pool, the warlock speaks a single syllable of the Dark Speech, affecting an object. If a creature is holding or wearing the item, it gains the broken condition, the creature must make a Fortitude save or be dazed for 1 round and deafened for 1 round per necromancer level by the warlock's terrible word. This is a sonic effect.

Beguiling Influence (Su): At a cost of 1 point from his eldritch pool, the warlock can invoke this ability to beguile and bewitch his foes. He gains a +6 bonus on Bluff, Diplomacy, and Intimidate checks for a duration of 1 round per necromancer level per necromancer level.

Breath of the Night (Su): At a cost of 1 point from his eldritch pool, a misty cloud of fog spreads in a 20-foot radius around the warlock when he uses this dark secret. The fog does not block line of sight, but all creatures in the fog have concealment. A moderate wind or any fire larger than a torch immediately disperses the fog. The fog disperses on its own after 1 round per necromancer level.

Charm (Su): At a cost of 2 points from his eldritch pool, the warlock can beguile a creature within 60 feet. The creature must succeed on a Will save or instantly come to regard the warlock as its comrade. This is a language-dependent ability. Other than these differences, this ability works as the *charm* spell. The warlock can never have more than one target charmed at a time with this ability. If a second creature is charmed, he loses his hold on the first creature. **Prerequisite:** A warlock must be at least 7th level before selecting this dark secret.

Chilling Tentacles (Su): At a cost of 3 points from his eldritch pool, this dark secret allows the warlock to conjure forth a field of soul-chilling black tentacles that ooze from the ground, groping for victims. This dark secret has a range of 100 feet and when invoked, each creature within a 20-ft.-radius is the target of a combat maneuver check made to grapple each round at the beginning of the warlock's turn, including the round that this ability was used. Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' CMB, the tentacles use the warlock's caster level as their base attack bonus and receive a +4 bonus due to their Strength and a +1 size bonus. Roll only once for the entire ability's effect each round and apply the result to all creatures in the area of effect. If the tentacles succeed in grappling a foe, that foe takes 2d6 points of ice damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The tentacles receive a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that the tentacles succeeds on a grapple check, it deals an additional 2d6 points of ice damage. The CMD of black tentacles, for the purposes of escaping the grapple, is equal to 10 + its CMB. The tentacles created by this ability cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the tentacles last.

Prerequisite: A warlock must be at least 13th level before selecting this dark secret.

Cold Comfort (Su): At a cost of 2 points from his eldritch pool, the warlock's unnatural aura renders him partly immune to the ravages of the environment. He remains cool in hot weather and warm in cold weather, as the spell *endure elements*. Additionally, he radiates a small aura of warmth or cold; allies within 30 feet of him also benefit from this effect. This dark secret lasts for a duration of 1 round per necromancer level per necromancer level. **Prerequisite:** A warlock must be at least 7th level before selecting this dark secret.

Dark Discorporation (Su): At a cost of 4 points from his eldritch pool, one with the powers of darkness, the warlock learns to abandon his body. When he uses this ability, he becomes a swarm of diminutive, bat-like shadows that fills two 10-foot squares (or eight contiguous 5-foot squares, shapeable as he desires). The duration lasts for a 1 round per necromancer level. In this swarm-like form, the warlock gains the following characteristics and traits. **Prerequisite:** A warlock must be at least 17th level before selecting this dark secret.

- **Abilities:** The warlock's Strength score drops to 1, but his Dexterity score increases by 6.
- **Armor Class:** The warlock loses any natural armor or armor bonuses to Armor Class. He gains a +4 size bonus to AC, and a deflection bonus to AC equal to his Charisma modifier.
- **Movement:** The warlock gains a fly speed of 40 feet with perfect maneuverability. He can pass through openings a diminutive creature could pass through.
- **Swarm Traits:** The warlock is not subject to critical hits or flanking, and he is immune to weapon damage. He cannot be tripped, grappled, or bull rushed, and he cannot grapple an opponent. He is immune to any spell or effect that targets a specific number of creatures, except for mind-affecting spells and abilities. He takes half again as much damage (+50%) from spells or effects that affect an area. Unlike other swarms of diminutive creatures, the warlock is not vulnerable to wind effects. If reduced to 0 hit points or less, or rendered unconscious by nonlethal damage, he instantly returns to his normal form in a square of his choice that was formerly covered by the swarm.
- **Swarm Attack:** The warlock gains a swarm attack that deals 4d6 points of damage to any creature whose space he occupies at the end of his turn. His swarm attack strikes as a magic weapon of his alignment.
- **Distraction:** Any living creature vulnerable to the warlock's swarm attack that begins its turn in a square occupied by his swarm must make a Fortitude save or be nauseated for 1 round. Spellcasting or concentrating on spells within the area of his swarm requires a Concentration check (DC 20 + spell level).
- **Possessions:** All of the warlock's worn or carried equipment and items become nonfunctional, absorbed into his new form. He can take only move actions (so he cannot use other dark secrets) while under the effect of dark discorporation.

Dark Foresight (Su): At a cost of 4 points from his eldritch pool, the warlock can use *foresight* as the spell with this dark secret. If he is within 100 feet of and have line of sight to the target of the ability, he can communicate telepathically with the target. **Prerequisite:** A warlock must be at least 17th level before selecting this dark secret.

Darkness (Su): At a cost of 1 point from his eldritch pool, the warlock can use *darkness* as the spell.

Dark One's Own Luck (Su): At a cost of 1 point from his eldritch pool, the warlock is favored by the dark powers if he has this dark secret. He gains a luck bonus equal to his Charisma bonus (if any) on Fortitude saves, Reflex saves, or Will saves (his choice each time he uses this ability) for a duration of 1 round per necromancer level per necromancer level. He can't apply this ability to two different save types at the same time. This bonus can never exceed his necromancer level.

Devil's Sight (Su): At a cost of 1 point from his eldritch pool, the warlock gains the visual acuity of a devil for a duration of 1 round per necromancer level per necromancer level. He can see normally in darkness and magical darkness out to 30 feet.

Devour Magic (Su): At a cost of 3 points from his eldritch pool, this dark secret allows the warlock to deliver a targeted greater dispel with his touch. He gains 5 temporary hit points for each spell level dispelled by this touch. These temporary hit points fade after 1 round per necromancer level and do not stack with other temporary hit points. If the warlock devours a new spell, he can replace the old temporary hit points with the ones gained from the more recent spell, thus resetting the duration. He cannot devour his own dark secret. **Prerequisite:** A warlock must be at least 13th level before selecting this dark secret.

Enervating Shadow (Su): At a cost of 3 points from his eldritch pool, the dark powers cloak the warlock and shield him from harm while draining vitality from nearby foes. This dark secret grants him total concealment in any area that isn't brightly lit (it will not work in daylight or in the radius of a spell with the light descriptor). In addition, any living creature adjacent to the warlock with this ability active must make a Fortitude save at the beginning of its turn or take a -4 penalty to Strength for 5 rounds. Once a creature is affected by enervating shadow, it cannot be affected again by his enervating shadow for a duration of 1 round per necromancer level per necromancer level. The duration of this ability is 5 rounds, and it can be countered or dispelled by any light spell or effect of equal or higher level. **Prerequisite:** A warlock must be at least 13th level before selecting this dark secret.

Entropic Warding (Su): At a cost of 1 point from his eldritch pool, when this dark secret is activated, chaotic energies swirl about the warlock, deflecting incoming arrows, rays, and other ranged attacks (as *wind shield*). He leaves no trail (as *pass without trace*) and cannot be tracked by scent. (He can still be detected normally by scent, just not tracked.) This lasts for a duration of 1 round per necromancer level.

Fell Flight (Su): At a cost of 2 points from his eldritch pool, when the warlock uses this dark secret, the powers of darkness bear him aloft as he sprouts a streaming, wing-like cape of shadows. He can fly at a speed equal to his land speed with good maneuverability for a duration of 1 round per necromancer level per necromancer level. **Prerequisite:** A warlock must be at least 7th level before selecting this dark secret.

Flee the Scene (Su): At a cost of 2 points from his eldritch pool, the warlock can use *dimension door* as a spell-like ability, although the range is limited to short (25 ft. + 5 ft./2 levels). When he uses this ability, he leaves behind a *major image* of himself in his place that lasts for 1 round. The image reacts appropriately to attacks as if he was concentrating on it. **Prerequisite:** A warlock must be at least 7th level before selecting this dark secret.

Hungry Darkness (Su): At a cost of 2 points from his eldritch pool, the warlock can create an area of shadow (as the *darkness* spell) that is filled with bats (as the bat swarm, except the swarm fills every square occupied by the *darkness*). The hungry darkness is stationary. The warlock is immune to the attacks of his own hungry darkness, but he is still subject to the effect of the *darkness*. The hungry darkness remains as long as he concentrates on it (like concentrating on a spell), plus 2 rounds thereafter. If the bat swarm is destroyed, the darkness disappears as well. **Prerequisite:** A warlock must be at least 5th level before selecting this dark secret.

Leaps and Bounds (Su): At a cost of 1 point from his eldritch pool, the warlock invokes this ability to gain amazing athleticism. He gains a +6 bonus on Acrobatics, Climb, and Swim checks for a duration of 1 round per necromancer level per necromancer level.

Mask of Flesh (Su): At a cost of 2 points from his eldritch pool, the warlock makes a touch attack against a living creature of his size category. If he succeeds, his physical appearance (including garb) changes to match his, as *disguise self*. In addition, when the warlock uses this dark secret, he can choose to bestow a 1d6 penalty to the touched creature's Charisma score. This penalty can't reduce the creature's Charisma below 1. A successful Will save by the target negates both effects. A creature that successfully saves can't be affected by the warlock's mask of flesh for a duration of 1 round per necromancer level per necromancer level. Both

effects last for 1 round per necromancer level per necromancer level; if the warlock dismisses the dark secret, both effects end. **Prerequisite:** A warlock must be at least 7th level before selecting this dark secret.

Miasmic Cloud (Su): At a cost of 2 points from his eldritch pool, a misty cloud of fog spreads in a 10-foot radius from the warlock when he uses this dark secret. The fog does not block line of sight, but all creatures in the fog have concealment. Any creature (other than the warlock) that enters the fog must make a 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 round per necromancer level. **Prerequisite:** A warlock must be at least 7th level before selecting this dark secret.

Otherworldly Whispers (Su): At a cost of 1 point from his eldritch pool, the warlock hears whispers in his ears, revealing secrets of the multiverse. He gains a +6 bonus on Knowledge (arcana), Knowledge (religion), and Knowledge (the planes) checks for a duration of 1 round per necromancer level per necromancer level.

Path of Shadow (Su): At a cost of 4 points from his eldritch pool, this dark secret allows the warlock to use *shadow walk* as the spell. Each hour that he spends shadow walking with this ability, he regains hit points as if he had rested for a full day. **Prerequisite:** A warlock must be at least 17th level before selecting this dark secret.

Relentless Dispelling (Su): At a cost of 2 points from his eldritch pool, the warlock can use the targeted version of *dispel*, as the spell. The round after he uses this dark secret, the target of the effect is subjected to another targeted *dispel* at the start of the warlock's turn (with no additional action required on his part). **Prerequisite:** A warlock must be at least 7th level before selecting this dark secret.

Retributive Invisibility (Su): At a cost of 4 points from his eldritch pool, the warlock can use *greater vanish* as the spell, but he can target only himself with the dark secret. If his retributive invisibility is dispelled, a shock wave releases from his body in a 20-ft.-radius burst. This shock wave deals 4d6 points of non-elemental damage to all creatures in the area and stuns them for 1 round (a Fortitude save halves the damage and negates the stunning effect). **Prerequisite:** A warlock must be at least 17th level before selecting this dark secret.

See the Unseen (Su): At a cost of 1 point from his eldritch pool, when the warlock uses this dark secret, he can activate great powers of vision, allowing him to see invisible creatures and objects (as *see invisibility*). He also gains darkvision out to 60 feet for a duration of 1 round per necromancer level per necromancer level.

Serpent's Tongue (Su): At a cost of 1 point from his eldritch pool, the warlock's tongue transforms into that of a serpent, and he gains the scent ability. Additionally, he gains a +5 bonus on saves against poison. This dark secret lasts for a duration of 1 round per necromancer level per necromancer level.

Spiderwalk (Su): At a cost of 1 point from his eldritch pool, the warlock can grant himself the ability to *wall climb* (as the spell) for a duration of 1 round per necromancer level per necromancer level. While this dark secret is in effect, he is unaffected by webs (either mundane or magical).

Swimming the Styx (Su): At a cost of 1 point from his eldritch pool, by channeling the fiendish and infamous river, the warlock becomes an aquatic creature. His hands and feet become slightly webbed, granting him a swim speed equal to his base land speed (and all other benefits derived from a swim speed, including a +8 racial bonus on Swim checks). He gains the ability to breathe water as well as air. This dark secret lasts for a duration of 1 round per necromancer level per necromancer level.

Voidsense (Su): At a cost of 2 points from his eldritch pool, the warlock can sharpen his hearing and sight when he uses this dark secret, gaining blindsense out to 30 feet for a duration of 1 round per necromancer level per necromancer level. **Prerequisite:** A warlock must be at least 7th level before selecting this dark secret.

Voracious Dispelling (Su): At a cost of 2 points from his eldritch pool, the warlock can use *dispel* as the spell. Any creature with an active spell effect dispelled by this dark secret takes 1 point of damage per level of the spell effect (no save). **Prerequisite:** A warlock must be at least 7th level before selecting this dark secret.

Walk Unseen (Su): At a cost of 2 points from his eldritch pool, the warlock gains the ability to fade from view. He can use *vanish* (self only), except the duration is 1 round per necromancer level per necromancer level. **Prerequisite:** A warlock must be at least 7th level before selecting this dark secret.

Wall of Perilous Flame (Su): At a cost of 3 points from his eldritch pool, the warlock can conjure a *wall of fire* as the spell with this dark secret. Half the wall's fire damage results from supernatural power and is therefore not subject to being reduced by resistance to fire. If a creature is reduced to 0 hit points or lower by a wall of perilous flame, its remains are completely consumed 1 round later. **Prerequisite:** A warlock must be at least 13th level before selecting this dark secret.

Witchwood Step (Su): At a cost of 2 points from his eldritch pool, the warlock's footsteps become supernaturally sure and supportive. His movement is unaffected by undergrowth or rubble of any kind, and he is immune to being entangled. The warlock can even walk on water, as the *water walk* spell. This dark secret lasts for a duration of 1 round per necromancer level per necromancer level. **Prerequisite:** A warlock must be at least 7th level before selecting this dark secret.

These abilities replace secrets of the dead, clear mind, undead mastery, master of undeath, destruction retribution, deathly abeyance, and final guide.

Fiendish Resilience (Su): Beginning at 4th level, the warlock knows the trick of fiendish resilience. As a swift action, he can enter a regenerative state that lasts for a number of rounds equal to his Charisma modifier (if any). While in this state, the warlock gains fast healing 2. This increases by 2 for every four levels thereafter. The warlock can use this ability a number of times per day equal to 3 + his Charisma modifier.

This ability replaces unholy fortitude, unlife healer, and unholy protection.

Fear Immunity (Ex): At 5th level, a warlock becomes immune to all fear effects, magical or otherwise, and can not be intimidated.

This ability replaces fear aura.

Additional Eldritch Essence Invocations (Su): At 6th level, the warlock is able to apply a 2nd eldritch essence invocation to his eldritch blast. Any invocations that transforms his eldritch blast into multiple elemental types are applied equally. (If the warlock has hellrime blast and brimstone blast, it deals half ice and half fire.)

At 12th level, the warlock is able to apply a 3rd eldritch essence invocation.

This ability replaces secrets of the dead and master of undeath.

Extra Eldritch Blast (Su): At 7th level, as a full-round action, the warlock is able to fire off an additional eldritch blast at a -5 penalty. At 14th level, he can fire off a third eldritch blast at a -10 penalty. The warlock cannot use any blast shape invocations with the additional eldritch blasts.

This ability replaces cheat death.

Fiendish Resistance (Su): At 9th level, a warlock gains Spell Resistance equal to 10 + his necromancer level.

This ability replaces miasma.

Fiendish Body (Su): At 20th level, the warlock's body embraces the unspeakable power of his fiendish lineage. He gains immunity to earth, death effects, and poison. His damage reduction increases to 10/cold iron and he gains resistance to ice 10, lightning 10, and fire 10.

This ability replaces lich transformation.