

# WARLOCK

## By HuiYin

Hit Die: d4 + 4

Skill points at first level: (4 + Int modifier) x 4

Skill points at each additional level: 4 + Int modifier

### Skill groups

Warlocks gain access to the Mysticism, and Social skill groups.

Class Level	Base Att Bonus	Base Def Bonus	Special abilities	Eldritch Blast	Invocations know	Masteries			
						Social	Projectile	Lore	Other
1	0	0	Invocation (least)	1d6	1	1	2	-	-
2	1	1	Detect magic	1d6	2	1	2	-	-
3	2	2	Damage reduction 1/cold iron	2d6	2	2	3	1	-
4	3	3		2d6	3	2	3	1	-
5	3	3		3d6	3	3	4	2	1
6	4	4	New invocation (lesser)	3d6	4	3	4	2	1
7	5	5	Damage reduction 2/cold iron	4d6	4	4	5	3	2
8	6	6	Fiedish resilience 1	4d6	5	4	5	3	2
9	6	6	Arcane Pact	5d6	5	5	6	4	3
10	7	7	Energy resistance 5	5d6	6	5	6	4	3
11	8	8	Damage reduction 3/cold iron, new invocation (greater)	6d6	7	6	7	5	4
12	9	9		6d6	7	6	7	5	4
13	9	9	Fiedish resilience 2	6d6	8	7	8	6	5
14	10	10		7d6	8	7	8	6	5
15	11	11	Damage reduction 4/cold iron	7d6	9	8	9	7	6
16	12	12	New invocation (dark)	7d6	10	8	9	7	6
17	12	12		8d6	10	9	10	8	7
18	13	13	Fiedish resilience 5	8d6	11	9	10	8	7
19	14	14	Damage reduction 5/cold iron	8d6	11	9	10	8	7
20	15	15	Energy resistance 10	9d6	12	9	10	8	7

### Feat Masteries

- Lore (8 ) , Projectile (10) special (only for Eldritch Blast, in a manner similar to the Berserker's armor limits), Social (9)
- Warlocks continue to have access to the Spell Penetration, Ability Focus, and Extra Invocation feats, although they lack any other metamagic abilities.

### Class Abilities

- Drop Imbue Item at 12, Gain Arcane Pact as Arcanist at 9
- *Fell Flight* becomes a *Greater Invocation*: unlimited flight in a low magic world is quite strong, even with Archers around.

### **Eldritch Blast / Feat Interaction**

- Note that there is no benefit to using either Rapid Shot or Many Shot with an Eldritch Blast
- Sneak attacks and criticals are possible with Eldritch Blast, as per rules in Complete Arcane p 85-6 on weapon-like spells
- Point Blank Shot 2 works as normal, denying the attacks of opportunity for Eldritch Blast even though it is an invocation and not a missile weapon

### **Notes:**

- Overall, warlocks will actually be a bit more powerful in arcane matters in IH than they were in DnD 3.5, since the additional feats will allow for more use of the Extra Invocation feat. This is fine as far as I am concerned; characters in IH are supposed to be stronger than their DnD counterparts would be without items.
- As it stands, Warlocks are exceptionally adept at social matters - while their Social feats aren't quite as topped out as a thief, nor are their skill maxes as high, with beguiling influence they have a net +4 superiority over thieves in basic social skills. Combining this with, say, *Infernal Glower* and *Overwhelming Presence* makes a very powerful fear based character, adding +10 onto intimidation rolls.
- On the other hand, the general improvement of saving throws means that many of the save or die effects (*charm*, *word of changing*) are vastly weaker than in DnD - word of change, for example, is only available at 16th level and up and will likely have a DC of 22 at that point - almost laughable to an equivalent level character, and in particular quite weak against an archer's save or die effects at comparable levels.