

ARTIFICER

To some, magic can almost be technology. Spellcasters specialize in certain forms of that technology, while artificers tinker with its fundamental workings. Artificers understand magic on a different level from spellcasters, and do not cast spells as wizards and clerics do. They have an amazing facility with magic items and constructs, and in many ways, they keep the magical world running. Artificers are perhaps the ultimate magical dabblers. They can use just about any spell from a wand or scroll, empower ordinary items with temporary magical power, repair damage constructs, alter the function of existing magic items, and craft magic items constructs. They have a limited

list of their own spell-like infusions that they can apply to objects, and they can also work with any spells on other classes' spell lists. Their magic is arcane but they are not bound by that classification: Their trade is magic in its most abstract (they might say purest) form.

Role: In a typical adventuring party, artificers have a range of roles revolving around magic items. They bring an unparalleled flexibility to both using and creating such items. In a party that doesn't include a druid, for example, an artificer can use (or scribe) a scroll of *Barkskin* or wield a *staff of the woodlands*. Though they can fight reasonably well, few artificers are inclined to engage in front-rank melee combat.

Table 1-1 The Artificer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Infusions per Day						
						Craft Reserve	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+0	+2	Artificer knowledge, Artisan bonus, Disable Trap, Item Creation, Scribe scroll	20	2	-	-	-	-	-
2nd	+1	+0	+0	+3	Brew Potion	40	3	-	-	-	-	-
3rd	+2	+1	+1	+3	Craft Wondrous Item	60	3	1	-	-	-	-
4th	+3	+1	+1	+4	Craft Homunculus	80	3	2	-	-	-	-
5th	+3	+1	+1	+4	Craft Magic Arms and Armor	100	3	3	1	-	-	-
6th	+4	+2	+2	+5	Craft Wand	200	3	3	2	-	-	-
7th	+5	+2	+2	+5	Metamagic Spell Trigger	400	3	3	2	-	-	-
8th	+6/+1	+2	+2	+6	Forge Ring	800	3	3	3	1	-	-
9th	+6/+1	+3	+3	+6	Retain Essence	1,000	3	3	3	2	-	-
10th	+7/+2	+3	+3	+7	Craft Rod	1,500	3	3	3	2	-	-
11th	+8/+3	+3	+3	+7	Metamagic Spell Completion	3,000	3	3	3	2	1	-
12th	+9/+4	+4	+4	+8	Craft Staff,	4,500	3	3	3	2	2	-
13th	+9/+4	+4	+4	+8	Skill Mastery	6,000	3	3	3	3	2	-
14th	+10/+5	+4	+4	+9	Rapid Infusion	9,000	4	3	3	3	3	1
15th	+11/+6/+1	+5	+5	+9	Craft Construct	12,000	4	4	3	3	3	2
16th	+12/+7/+2	+5	+5	+10	Extraordinary Craftsman	15,000	4	4	4	3	3	2
17th	+12/+7/+2	+5	+5	+10		20,000	4	4	4	4	3	3
18th	+13/+8/+3	+6	+6	+11	Extra Rings	30,000	4	4	4	4	4	3
19th	+14/+9/+4	+6	+6	+11		40,000	4	4	4	4	4	4
20th	+15/+10/+5	+6	+6	+12	Legendary Craftsman	50,000	4	4	4	4	4	4

GAME RULE INFORMATION

Artificers have the following game statistics.

Abilities: Intelligence is important because his ability to create new items, as well as his infusions, is based on intelligence. Charisma is nearly equally important, as it allows him to use many of the magical items he creates. Dexterity and constitution are tertiary abilities that aid the artificer in combat.

Alignment: Any

Hit Dice: d8

Class Skills

The artificer's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Disable Device (Int), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points each Level: 4 + Int Modifier.

Class Features

All of the following are class features of the Artificer.

Weapon and Armor Proficiency: Artificers are proficient with all simple weapons, with light and medium armor, and with shields (except tower shields). An artificer can cast infusions while wearing armor and using a shield without incurring the normal arcane spell failure chance. A multiclass

artificer still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Craft Reserve: Artificers are adept at figuring out the underpinning of magic items, allowing them to cut corners on production and still make quality magical items. They begin with a pool of craft points they can spend on item creation to offset the gold piece cost of item creation. Each point can be used instead of a gold piece at a one to one ratio, up to half the material cost to create the item.

For example, a 2nd level artificer would need to spend 25 gp to make a *potion of cure light wounds*. He could either spend the whole 25 gp as normal or spend 12 craft points and only 13 gp. He cannot spend more than 12 craft points to make the item, even if he has his full reserve of points.

The table shows how many craft points an artificer gets at each level. This is not cumulative; points not spent when the PC gains a level are lost.

Infusions: An artificer is not a spellcaster, but he does have the ability to imbue items with magical infusions. Infusions are considered arcane; they are drawn from the artificer infusion list. They function just like spells and follow all the rules for spells. For example, an infusion can be dispelled, it will not function in an *antimagic* area, and an artificer must make a Concentration check if injured while imbuing an item with an infusion.

An artificer can imbue an item with any infusion from the list without preparing the infusion ahead of time. Unlike a sorcerer or bard, he does not select a subset of the available infusion as his known infusions; he has access to every infusion on the list that is of a level he can use.

It is possible for an artificer to learn infusion ahead of time. These might include ancient infusions he finds in ancient ruins of secret infusions known only to the members of certain guilds or organizations. When he encounters such an infusion, an artificer can attempt to learn it by making a Spellcraft check (DC 20 + spell level). If this check succeeds, he adds the infusion to his list. If not, he can try again when he gains another rank in Spellcraft, assuming he still has access to the new infusion.

To imbue an item with an infusion, an artificer must have an Intelligence score equal to at least 10 + the infusion level (Int 11 for 1st-level infusions, Int 12 for 2nd level infusions, and so forth). The save DC is Intelligence-based.

Like spellcasters, an artificer can use only a certain number of infusions of a particular level per day. His base daily infusion allotment is given on the accompanying table. In addition, he receives extra infusions per day if he has a sufficiently high Intelligence score (see Table: in chapter one the basics).

An artificer's infusions can only be imbued into an item or construct. He cannot, for example, simply imbue an ally with *Bull's Strength*. He must instead imbue that ability into an item his ally is wearing. The item then functions as a *Belt of Giant Strength* for the duration of the infusion. He can, however, imbue *Bull's Strength* directly on a construct or a character with the living construct subtype, and infusions such as *Repair Light Damage* and *Iron Construct* function only when imbued on such characters.

Many infusions have long casting times, often 1 minute or more. An artificer can spend 1 action point to imbue any infusion in 1 round (like a spell that takes 1 round to cast).

Like a spellcaster, an artificer can apply metamagic feats to his infusions. Like a sorcerer, an artificer can apply a metamagic feat to an infusion spontaneously, but doing this requires extra time.

An artificer cannot automatically use a spell trigger or spell completion item if the equivalent spell appears on his infusion list. For example, an artificer must still employ the Use Magic Device skill to use a *Wand of Light*, even though *Light* appears on his infusion list.

Each day, an artificer must focus his mind on his mind on his infusions. He needs 8 hours of rest, after which he spends 15 minute concentrating. During this period, the artificer readies his mind to hold his daily allotment of infusions. Without such a period of time to refresh himself, the character does not regain the infusion slots he used up the day before. Any infusions used within the last 8 hours count against the artificer's daily limit.

Artificer Knowledge: An artificer can use special artificer knowledge check to determine if an item is magical. This acts as a *detect magic* spell, but the artificer must hold and examine the objects for 1 round. While handling the item, he can make a spellcraft check to determine the item's properties.

Artisan Bonus: An artificer gains a +2 bonus on Use Magic Device checks to activate an item of a kind for which he has the prerequisite item creation feat.

Disable Trap: An artificer can use Perception and Disable Device to find and disarm magic traps, as a rogue can.

Item Creation (Ex): An artificer can create a magic item even if he does not have access to the prerequisites for the item. The artificer must make a successful Spellcraft check (DC 5 + caster level) as normal to finish the item, and he must add +5 to the DC for every prerequisite he does not

meet (infusions do not count for purposes of spell requirements). However, he adds ½ his artificer level to spellcraft checks when creating magic items. Magic items created by an artificer are considered arcane.

For purposes of meeting item prerequisites, an artificer's effective caster level equals his artificer level +2. If the item duplicates a spell effect, however, it uses the artificer's actual level as its caster level. Costs are always determined using the item's minimum caster level or the artificer's actual level (if it is higher). Thus, a 3rd-level artificer can make a scroll of *Fireball*, since the minimum cast level for *Fireball* is 5th. He pays the normal cost for making such a scroll with a caster level of 5th: 5 x 3 x 12.5=187 gp and 5 sp. But the scroll's actual caster level is only 3rd, and it produces a weak *Fireball* that deals only 3d6 points of damage.

Bonus Feat: An artificer gains every item creation feat as a bonus feat or near the level at which it becomes available to spellcasters. He gets Scribe Scroll as a bonus feat at 1st level, Brew Potion at 2nd level, Craft Wondrous Item at 3rd level, Craft Magic Arms and Armor at 5th level, Craft Wand at 6th level, Forge Ring at 8th level, Craft Rod at 10th level, Craft Staff at 12th level and Craft Construct at 15th level.

Craft Homunculus (Ex): At 4th level, an artificer can create a homunculus as if he had the Craft Construct feat. He must emulate the spell requirements (*Arcane Eye*, *Mending*, and *Mirror Image*) as normal for making a magic item, and he must pay all the usual cost in gp and time (though he can spend points from his craft reserve). An artificer can also upgrade an existing homunculus that he owns, adding 1 Hit Die at a cost of 2,000 gp.

If an artificer gives his homunculus more than 6 Hit Dice, it becomes a Small creature and advances as described in the *Monster Manual* (+4 Str, -2 Dex, damage increases to 1d6). The homunculus also gains 10 extra hit points for being a Small construct.

An artificer homunculus can have as many Hit Dice as his master's Hit dice minus 2. No matter how many Hit dice it has, a homunculus never grows larger than Small.

An artificer can check, even if stress and distractions would normally prevent him use this ability to construct other types of homunculi (such as the ones found on pages 284–287 of the *Eberron Campaign Setting*). The same rules apply.

Metamagic Spell Trigger: At 7th level, an artificer gains the ability to apply a metamagic feat he knows to a spell trigger item (generally a wand). He must have the appropriate item creation feat for the spell trigger item he is using. Using this ability expends additional charges from the item equal to the number of effective spell levels the metamagic feat would add to a spell.

For example, an artificer can quicken a spell cast from a wand by spending 5 charges (4 additional charges), empower the spell by spending 3 charges, or trigger it silently by spending 2 charges. The Still Spell feat confers no benefit when applied to a spell trigger item.

An artificer cannot use this ability when using a spell trigger item that does not have charges, such as *Prayer Beads*.

Retain Essence: At 9th level, an artificer gains the ability to salvage the essence from a magic item and use it to create another magic item. The artificer must spend a day with the item, and he must also have the appropriate item creation feat for the item he is salvaging. After one day, the item is destroyed and the artificer gains ¼ its current gp value to his craft reserve, up to his maximum craft points per level.

Metamagic Spell Completion (Su): At 11th level, an artificer gains the ability to apply a metamagic feat he knows to a spell completion item (generally a scroll). He must have

the appropriate item creation feat for the spell completion item he is using. The DC for the Use Magic Device check is equal to 20 + (3 x the modified level of the spell). For example, applying the *Empower Spell* feat to a scroll of *Cone of Cold*, creating a 7th-level effect, has a DC of 20 + (3 x 7), or 41. An artificer can use this ability a number of times per day equal to 3 + his Int. modifier.

Skill Mastery: At 13th level, an artificer can take 10 when making a Spellcraft or Use Magic Device from doing so. This ability circumvents the normal rule that a character may not take 10 on a Use Magic Device check.

Rapid Infusion: At 14th level, an artificer can cast an infusion with a casting time of one minute or longer as a full-round action without spending an action point. He can do this a number of times equal to 3 + his Int modifier.

Extraordinary Craftsman: An artificer of 16th level becomes a master of finding tricks and techniques to speed up his creations. Any time needed to create a magic item is cut by 25%.

Extra Rings: At 18th level, an artificer gains the extra-rings feat, allowing him to wear four rings at once.

Legendary Craftsman: At 20th level, the artificer is a master of true master of his craft. The raw materials needed to create a magical item cost 25% than they would normally.

ARTIFICER INFUSION LIST

1st Level: *Armor Enhancement, Lesser**, *Energy Alteration**, *Enhancement Alteration**, *Identify*, *Inflict Light Damage**, *Light*, *Magic Stone*, *Magic Vestment*, *Magic Weapon*, *Repair Light Damage**, *Resistance Item**, *Shield of Faith*, *Skill Enhancement**, *Spell Storing Item**, *Weapon Augmentation*, *Personal**

2nd Level: *Align Weapon*, *Armor Enhancement**, *Bear's Endurance*, *Bull's Strength*, *Cat's Grace*, *Chill Metal*, *Eagle's Splendor*, *Fox's Cunning*, *Heat Metal*, *Inflict Moderate Damage**, *Owl's Wisdom*, *Repair Moderate*

*Damage**, *Toughen Construct**, *Weapon Augmentation*, *Lesser**

3rd Level: *Armor Enhancement, Greater**, *Construct Energy Ward**, *Inflict Serious Damage**, *Magic Weapon, Greater*, *Metamagic Item**, *Power Surge**, *Repair Serious Damage**, *Stone Construct**, *Suppress Requirement**

4th Level: *Construct Energy Ward, Greater**, *Globe of Invulnerability, Lesser*, *Inflict Critical Damage**, *Item Alteration**, *Iron Construct**, *Minor Creation*, *Repair Critical Damage**, *Rusting Grasp*, *Shield of Faith*, *Mass**, *Weapon Augmentation**

5th Level: *Disrupting Weapon*, *Fabricate*, *Major Creation*, *Wall of Force*, *Wall of Stone*

6th Level: *Blade Barrier*, *Disable Construct**, *Globe of Invulnerability*, *Hardening**, *Move Earth*, *Total Repair**, *Wall of Iron*, *Weapon Augmentation*, *Greater**

INVOKER

There are some who draw on power not from the gods, but from the powerful beings of light and darkness. They feel a kinship with the angels of Heaven or the devils of Hell, and seek to emulate them in word and deed in the world. By devoting themselves to such powers, they gain divine power similar to a cleric of the gods, but shaped very much by the celestial or fiendish patrons the invoker cavorts with. They cast divine spells with amazing ease, but their sphere of knowledge is much more limited. Additionally, they are adept at summoning allies, and as they grow in power they become more and more like their outsider allies. Armed with the power of angels and demons, invokers seek to further their patron's goals to better, or destroy, the world.

Role: The Invoker serves as a group's backup healer and defensive specialist. She can hold her own in a fight, especially if she chooses to specialize in powers that aid her in combat.

Table 1-2 The Invoker

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day								
						1	2	3	4	5	6	7	8	9
1	+0	+2	+0	+2	Augment summoning, bonus language	3	-	-	-	-	-	-	-	-
2	+1	+3	+0	+3	Channel energy 1d6	4	-	-	-	-	-	-	-	-
3	+2	+3	+1	+3	Blessing of the divine	5	-	-	-	-	-	-	-	-
4	+3	+4	+1	+4	Channel energy 2d6	6	3	-	-	-	-	-	-	-
5	+3	+4	+1	+4	Energy resistance (1 st type)	6	4	-	-	-	-	-	-	-
6	+4	+5	+2	+5	Channel energy 3d6	6	5	3	-	-	-	-	-	-
7	+5	+5	+2	+5	Extended summoning	6	6	4	-	-	-	-	-	-
8	+6/+1	+6	+2	+6	Channel energy 4d6	6	6	5	3	-	-	-	-	-
9	+6/+1	+6	+3	+6	Channel divinity	6	6	6	4	-	-	-	-	-
10	+7/+2	+7	+3	+7	Channel energy 5d6, energy resistance (2 nd type)	6	6	6	5	3	-	-	-	-
11	+8/+3	+7	+3	+7	Rapid summoning	6	6	6	6	4	-	-	-	-
12	+9/+4	+8	+4	+8	Channel energy 6d6	6	6	6	6	5	3	-	-	-
13	+9/+4	+8	+4	+8	Improved blessing of the divine	6	6	6	6	6	4	-	-	-
14	+10/+5	+9	+4	+9	Channel energy 7d6	6	6	6	6	6	5	3	-	-
15	+11/+6/+1	+9	+5	+9	Energy resistance (3 rd type)	6	6	6	6	6	6	4	-	-
16	+12/+7/+2	+10	+5	+10	Channel energy 8d6	6	6	6	6	6	6	5	3	-
17	+12/+7/+2	+10	+5	+10	Wings	6	6	6	6	6	6	6	4	-
18	+13/+8/+3	+11	+6	+11	Channel energy 9d6	6	6	6	6	6	6	6	5	3
19	+14/+9/+4	+11	+6	+11	Damage reduction	6	6	6	6	6	6	6	6	4
20	+15/+10/+5	+12	+6	+12	Apotheosis, channel energy 10d6	6	6	6	6	6	6	6	6	6

GAME RULE INFORMATION

Invokers have the following game statistics.

Abilities: Charisma determines how many spells the Invoker can cast per day and hard the Invoker's spells are to resist (see Spells, below). In addition to using Charisma, an

Invoker also benefits from high Dexterity, Strength, and Constitution scores.

Alignment: Any.

Hit Die: d8.

Class Skills

The Invoker's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Fly (Dex), Heal (Wis), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Level: 2 + Int modifier.

Class Features

All of the following are class features of the Invoker.

Weapon and Armor Proficiency: Invokers are proficient with all simple weapons, with light and medium armor, and with shields (except tower shields).

Spells: An Invoker casts divine spells (the same type of spells available to clerics), which are drawn from the cleric spell list. She can cast any spell she knows without preparing it ahead of time the way a cleric must.

To cast a spell, an Invoker must have a Charisma score of 10 + the spell's level (Cha 10 for 0-level spells, Cha 11 for 1st-level spells, and so forth). The Difficulty Class for a saving throw against an Invoker's spell is 10 + the spell's level + the Invoker's Charisma modifier.

Like other spellcasters, an Invoker can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 1-1: The Invoker. In addition, she receives bonus spells per day if she has a high Charisma score (see Table 1-1, page 8 of the *Player's Handbook*). Unlike that of a cleric, a Invoker's selection of spells is limited. An Invoker begins play knowing four 0-level spells and three 1st-level spells of her choice. At each new Invoker level, she gains one or more new spells, as indicated on Table 1-2: Invoker Spells Known. (Unlike spells per day, the number of spells a Invoker knows is not affected by her Charisma score; the numbers on Table 1-2 are fixed.)

Upon reaching 4th level, and at every even-numbered Invoker level after that (6th, 8th, and so on), a Invoker can choose to learn a new spell in place of one she already knows. In effect, the Invoker "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level Invoker spell the character can cast. A Invoker may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Unlike a cleric, an Invoker need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level.

Orisons: Invokers learn a number of orisons, or 0-level spells, as noted on Table: Invoker Spells Known under "Spells Known." These spells are cast like any other spell, but they do not consume any slots and may be used again.

Augment Summoning: An invoker is adept at summoning planar allies to aid her in battle. At first level, she gains the augment summoning feat as a bonus feat.

Bonus Language: An invoker gains a bonus language, depending on her alignment. Good-aligned invokers gain celestial, evil-aligned invokers gain either abyssal or infernal (your choice). Invokers who are neither good nor evil may choose from any of the three languages.

Channel Energy (Su): Regardless of alignment, any invoker can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good invoker channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil invoker channels negative energy and can choose to deal damage to living creatures or to heal undead

creatures. A neutral invoker must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed.

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the invoker. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two invoker levels beyond 2nd (2d6 at 4th, 3d6 at 6th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + ½ the invoker's level + the invoker's Charisma modifier. Creatures healed by channeled energy cannot exceed their maximum hit point total—all excess healing is lost. An invoker may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. An invoker can choose whether or not to include herself in this effect. An invoker must be able to present her holy symbol to use this ability.

Blessing of the Divine: Beginning at 3rd level, whenever you cast an invoker spell, you can choose any one ally affected by that spell (including yourself) to gain temporary hit points equal to three times the spell's level. These temporary hit points last for up to 1 minute per level of the spell. If the spell would also grant temporary hit points, use only the larger value and its duration.

If you use this ability on a creature that is still under the effect of a previous use, the new temporary hit points overlap (do not stack with) the temporary hit points the creature had remaining.

Energy Resistance (Ex): At 5th level, an Invoker chooses an energy type and gains resistance 10 against that type. At 10th level and 15th level, the character gains resistance 10 against two other energy types of her choosing.

Extend Summoning (Ex): At 7th level, an invoker who casts a Summon Monster spell to summon a good-aligned or evil-aligned outsider doubles the duration of the spell as if extended by the Extend Spell feat. If the summoned creature is not good or evil aligned, the spells duration is normal.

Channel Divinity (Su): At 9th level, your unarmed attacks, natural attacks, and any melee weapon you are holding count as good-aligned (if you are good) or evil-aligned (if you are evil) for purposes of bypassing damage reduction. An Invoker who is neither good nor evil may choose either type, but once the choice is made it cannot be reversed.

Rapid Summoning (Ex): At 11th level, if an invoker casts a Summon Monster spell to summon a good-aligned or evil-aligned outsider, the casting time is reduced to a standard action. If the summoned creature is not good or evil aligned, the casting time is a full-round, as normal.

Improved Blessing of the Divine (Su): Beginning at 13th level, your Blessing of the Divine affects any number of allies that are affected by the spell.

Wings (Ex): At 17th level, an Invoker gains wings and can fly at a speed of 60 feet (good maneuverability).

A good-aligned Invoker grows feathered wings, and an evil-aligned Invoker gains bat-like wings. An Invoker who is neither good nor evil may choose either type of wings.

Damage Reduction (Su): A 19th level Invoker gains damage reduction. If the character is lawful-aligned, the damage reduction is 10/Chaotic. If the character is chaotic-aligned, the damage reduction is 10/Lawful. An Invoker who is neither lawful nor chaotic may choose either type of damage reduction, but once the choice is made it cannot be reversed.

Apotheosis: At 20th level, an invoker reaches the pinnacle of divine perfection. She becomes an outsider and becomes immune to poison, disease, hunger, thirst, and physical effects of aging (though she still dies when she reaches her natural life span). She also gains darkvision up to 60 feet (or an additional 60 feet if she already had darkvision). Unlike

other outsiders, she may be raised from the dead as if she were still a member of her previous creature type.

Table 1-3 Invoker Spells Known

Level	0	1	2	3	4	5	6	7	8	9
1	4	3	-	-	-	-	-	-	-	-
2	5	3	-	-	-	-	-	-	-	-
3	5	4	-	-	-	-	-	-	-	-
4	6	4	3	-	-	-	-	-	-	-
5	6	5	3	-	-	-	-	-	-	-
6	7	5	4	3	-	-	-	-	-	-
7	7	6	4	3	-	-	-	-	-	-
8	8	6	5	4	3	-	-	-	-	-
9	8	6	5	4	3	-	-	-	-	-
10	9	6	6	5	4	3	-	-	-	-
11	9	6	6	5	4	3	-	-	-	-
12	9	6	6	6	5	4	3	-	-	-
13	9	6	6	6	5	4	3	-	-	-
14	9	6	6	6	6	5	4	3	-	-
15	9	6	6	6	6	5	4	3	-	-
16	9	6	6	6	6	6	5	4	3	-
17	9	6	6	6	6	6	5	4	3	-
18	9	6	6	6	6	6	6	5	4	3

Table 1-4 The Warlord

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Aura's Known	
						Minor	Major
1	+1	+2	+0	+2	Skill focus (diplomacy), minor aura	1	0
2	+2	+3	+0	+3	Major aura +1	1	1
3	+3	+3	+1	+3	Adrenaline rush 1/day	2	1
4	+4	+4	+1	+4	Grant move action 1/day	2	1
5	+5	+4	+1	+4	Bonus feat	3	2
6	+6/+1	+5	+2	+5	Adrenaline rush 2/day	3	2
7	+7/+2	+5	+2	+5	Major aura +2	4	2
8	+8/+3	+6	+2	+6	Grant move action 2/day	4	2
9	+9/+4	+6	+3	+6	Adrenaline rush 3/day	5	3
10	+10/+5	+7	+3	+7	Bonus feat	5	3
11	+11/+6/+1	+7	+3	+7	Rise up	5	3
12	+12/+7/+2	+8	+4	+8	Adrenaline rush 4/day , Grant move action 3/day	6	3
13	+13/+8/+3	+8	+4	+8		6	3
14	+14/+9/+4	+9	+4	+9	Major aura +3	6	4
15	+15/+10/+5	+9	+5	+9	Adrenaline rush 5/day, bonus feat	7	4
16	+16/+11/+6/+1	+10	+5	+10	Grant move action 4/day	7	4
17	+17/+12/+7/+2	+10	+5	+10		7	4
18	+18/+13/+8/+3	+11	+6	+11	Adrenaline rush 6/day	7	4
19	+19/+14/+9/+4	+11	+6	+11	Major aura +4	8	4
20	+20/+15/+10/+5	+12	+6	+12	Bonus feat, grant move action 5/day	8	5

GAME RULE INFORMATION

Warlords have the following game statistics.

Abilities: Charisma is especially important for Warlords because it improves their standing with those they lead, as well as permitting them to magnify the efforts of the group. Constitution is important for a Warlord's staying power. Intelligence is important for the many skills required by Warlords to complete their commissions.

Alignment: Any.

Hit Die: d10.

Class Skills

The Warlord's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Perception (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

19	9	6	6	6	6	6	6	5	4	3
20	9	6	6	6	6	6	6	6	5	4

WARLORD

Sometimes it is not enough to be a conquering warrior, a champion of all that's right, an experienced sellsword, or an elite foot soldier. Sometimes the circumstances require a solid commander of soldiers and situations. Sometimes the circumstances demand a warlord. Warlords inspire trust in those they lead. They earn that trust by slogging through harsh landscapes, dangerous battlefields, and haunted catacombs along with those under their command. With a look, they can see where to best deploy their resources or come up with a sneaky ruse to fool their enemies. A warlord has a tactician's mind, a cartographer's overview of the disputed landscape (or dungeon warren), and a way with words that can inspire battle-hardened fighters to give it their all when melee breaks out.

Role: In most adventuring parties, the warlord serves as the lead tactician, while his comrades support him with spells, ranged attacks, and other effects. However, once a plan is in motion, most Warlords enter the melee to assure victory.

Class Features

All of the following are class features of the Warlord.

Weapon and Armor Proficiency: Warlords are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Auras (Ex): The warlord exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The Warlord may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action. The aura remains in effect until the warlord uses a free action to dismiss it or activates another aura of the same kind (major or minor). A warlord can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the warlord takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A warlord

sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best.

Unless otherwise noted, a warlord's aura affects all allies within 60 feet (including himself) who can hear the Warlord. An ally must have an Intelligence score of 3 or higher and be able to understand the Warlord's language to gain the bonus. A warlord's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

A warlord begins play knowing one minor aura of his choice. As his warlord level increases, he gains access to new auras, as indicated on Table 1–4: The Warlord. All bonuses granted by a warlord's auras are circumstance bonuses that do not stack with each other.

Minor Aura: A minor aura lets allies add the warlord's Charisma bonus (if any) to certain rolls.

Accurate Strike: Bonus on rolls made to confirm critical hits.

Art of War: Bonus on disarm, trip, bull rush, and sunder attempts.

Demand Fortitude: Bonus on Fortitude saves.

Determined Caster: Bonus on rolls to overcome spell resistance.

Force of Will: Bonus on Will saves.

Master of Opportunity: Bonus to Armor Class against attacks of opportunity.

Master of Tactics: Bonus on damage rolls when flanking.

Motivate Charisma: Bonus on Charisma checks and Charisma-based skill checks.

Motivate Constitution: Bonus on Constitution checks and Constitution-based skill checks.

Motivate Dexterity: Bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks.

Motivate Intelligence: Bonus on Intelligence checks and Intelligence-based skill checks.

Motivate Strength: Bonus on Strength checks and Strength-based skill checks.

Motivate Wisdom: Bonus on Wisdom checks and Wisdom-based skill checks.

Over the Top: Bonus on damage rolls when charging.

Watchful Eye: Bonus on Reflex saves.

Major Aura: Beginning at 2nd level, a warlord can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th, and 19th level.

Hardy Soldiers: The warlord's allies gain damage reduction equal to the amount of bonus the aura provides. For example, if the Warlord is 10th level, everyone affected gains DR 2/–.

Motivate Ardor: Bonus on damage rolls.

Motivate Attack: Bonus on melee attack rolls.

Motivate Care: Bonus to Armor Class.

Motivate Urgency: Allies' base land speed is increased by a number of feet equal to 5 × the amount of bonus the aura provides. For example, the allies of a 10th-level Warlord (+2 major aura) add 10 feet to their base land speed.

Resilient Troops: Bonus on all saves.

Steady Hand: Bonus on ranged attack rolls.

Skill Focus (Diplomacy): Because a Warlord has a way with people, he gains this feat as a bonus feat. If the Warlord already has the feat, he can choose a different one.

Adrenaline Rush (Ex): Starting at 3rd level, you can exhort your allies to discover a reservoir of energy they didn't think they had. Once per day, as a standard action, you can grant temporary hit points equal to your warlord level to any or all

of your allies within 30 feet (but not to yourself). If the ally's current hit point total is no more than half his full normal hit points, the number of temporary hit points granted to that character is doubled (to twice your warlord level).

This ability only affects allies with an Intelligence score of 3 or higher who can hear you and understand your language. The temporary hit points last for up to 1 minute per warlord level.

At 6th level, you can use this ability twice per day. You can use it three times per day at 9th level, four times per day at 12th level, five times per day at 15th level, and six times per day at 18th level.

If you use this ability on a creature that is still under the effect of a previous use, the new temporary hit points overlap (do not stack with) the temporary hit points the creature had remaining.

Grant Move Action (Ex): Starting at 4th level, a warlord can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the Warlord's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the warlord's may get an extra move action from the Warlord, followed directly by a full round worth of actions on the ally's turn.)

At 8th level, a warlord gains the ability to grant an extra move action to his allies twice per day. The frequency increases to three times per day at 12th level, four times per day at 16th level, and five times per day at 20th level.

A character can take only one extra move action per round. (In other words, two warlords can't use this ability on the same ally in the same round.) If an ally chooses not to take the extra move action, it is lost.

Bonus Feat: A warlord gains a bonus combat feat at 5th, 10th, 15th, and 20th level. He must meet the prerequisites for each feat.

Rise Up (Ex): At 11th level, a warlord can raise fallen foes up to fight again. If an ally has fallen below 0 hp, the warlord can use a standard action to grant the ally within 30 ft hp equal to his warlord level. This has no effect on a creature that has died due to falling below the death threshold. These hp fade after one minute and the character will fall back below 0 hp if he is not given some form of healing before that. He can use this power a number of times equal to his charisma modifier per day.

SWASHBUCKLER

The swashbuckler embodies the concepts of daring and panache. Favoring agility and wit over brute force, the swashbuckler excels both in combat situations and social interactions, making her a versatile character indeed. The swashbuckler combines skill and finesse with sheer combat prowess. Though swashbucklers can't dish out quite as much damage as a typical fighter or barbarian, they tend to be more agile and mobile than most melee combatants. When she can pick her battles carefully, a swashbuckler becomes a very deadly opponent (not to mention hard to pin down). Swashbucklers also hold their own in social situations, unlike most fighters.

Role: The swashbuckler is an able melee combatant, particularly when paired with a fighter or rogue. She can also make a fine party leader or spokesperson, thanks to her access to Charisma-based skills.

Table 1-5 The Swashbuckler

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Weapon Finesse
2	+2	+3	+0	+0	Grace +1
3	+3	+3	+1	+1	Insightful strike
4	+4	+4	+1	+1	Bonus feat, dodge bonus +1
5	+5	+4	+1	+1	Uncanny Dodge
6	+6/+1	+5	+2	+2	Improved flanking
7	+7/+2	+5	+2	+2	Acrobatic charge
8	+8/+3	+6	+2	+2	Dodge bonus +2
9	+9/+4	+6	+3	+3	Bonus feat, improved uncanny dodge
10	+10/+5	+7	+3	+3	Grace +2
11	+11/+6/+1	+7	+3	+3	Lucky
12	+12/+7/+2	+8	+4	+4	Dodge bonus +3
13	+13/+8/+3	+8	+4	+4	Acrobatic skill mastery, bonus feat
14	+14/+9/+4	+9	+4	+4	Weakening critical
15	+15/+10/+5	+9	+5	+5	Dodge bonus +4
16	+16/+11/+6/+1	+10	+5	+5	Bonus feat
17	+17/+12/+7/+2	+10	+5	+5	Slippery mind
18	+18/+13/+8/+3	+11	+6	+6	Dodge bonus +5, grace +3
19	+19/+14/+9/+4	+11	+6	+6	Wounding critical
20	+20/+15/+10/+5	+12	+6	+6	Bonus feat, to the pain

GAME RULE INFORMATION

Swashbucklers have the following game statistics.

Abilities: The lightly armored swashbuckler depends on a high Dexterity for her Armor Class, as well as for many class skills. High Intelligence and Charisma scores are also hallmarks of a successful swashbuckler. Strength is not as important for a swashbuckler as it is for other melee combatants.

Alignment: Any.

Hit Die: d10.

Class Skills

The swashbuckler's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Swim (Str)..

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the swashbuckler.

Weapon and Armor Proficiency: Swashbucklers are proficient with all simple and martial weapons, and with light armor. Some of the swashbuckler's class features, as noted below, rely on her being no more than lightly armored and unencumbered.

Weapon Finesse (Ex): A swashbuckler gains Weapon Finesse as a bonus feat at 1st level even if she does not qualify for the feat.

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves and to initiative checks at 2nd level. This bonus increases to +2 at 10th level and to +3 at 18th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. Targets immune to sneak attacks or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Bonus Feat: A swashbuckler gains a bonus combat feat at 4th level and every 4 levels after that (8th, 12th, 16th, or 20th). He must meet the prerequisites for each bonus feat.

Dodge Bonus (Ex): At 4th level, a swashbuckler receives a +1 dodge bonus to Armor Class. This bonus increases to +2 at 8th level, +3 at 12th, +4 at 15th, and +5 at 18th levels. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex): Starting at 5th level, a swashbuckler can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, even if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A swashbuckler with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against her.

If a swashbuckler already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Acrobatic Charge (Ex): A swashbuckler of 7th level or higher can charge in situations where others cannot. She may charge over difficult terrain that normally slows movement or allies blocking her path. This ability enables her to run down steep stairs, leap down from a balcony, or to tumble over tables to get to her target. Depending on the circumstance, she may still need to make appropriate checks (Jump or Tumble checks, in particular) to successfully move over the terrain.

Improved Uncanny Dodge (Ex): A swashbuckler of 9th level or higher can no longer be flanked.

This defense denies a rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target has swashbuckler levels.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Improved Flanking (Ex): A swashbuckler of 6th level or higher who is flanking an opponent gains a +4 bonus on attacks instead of a +2 bonus on attacks. (Other characters flanking with the swashbuckler don't gain this increased bonus.)

Lucky (Ex): Many swashbucklers live by the credo "Better lucky than good." Once per day, a swashbuckler of 11th level

or higher may reroll any failed attack roll, skill check, ability check, or saving throw. The character must take the result of the reroll, even if it's worse than the original roll.

Acrobatic Skill Mastery (Ex): At 13th level, a swashbuckler becomes so certain in the use of her acrobatic skills that she can use them reliably even under adverse conditions. When making an Acrobatics check, a swashbuckler may take 10 even if stress and distractions would normally prevent her from doing so.

Weakening Critical (Ex): A swashbuckler of 14th level or higher who scores a critical hit against a creature also deals 2 points of Strength damage to the creature. Creatures immune to critical hits are immune to this effect.

Slippery Mind (Ex): When a swashbuckler reaches 17th level, her mind becomes more difficult to control. If the swashbuckler fails her save against an enchantment spell or effect, she can attempt the save again 1 round later at the same DC (assuming she is still alive). She gets only this one extra chance to succeed at a certain saving throw.

Wounding Critical (Ex): A swashbuckler of 19th level or higher who scores a critical hit against a creature also deals 2 points of Constitution damage to the creature. (This damage is in addition to the Strength damage dealt by the swashbuckler's weakening critical class feature.) Creatures immune to critical hits are immune to this effect.

To the Pain (Ex): A swashbuckler at 20th level is a master fencer and combatant. Once her foe has been weakened, she can attempt to strike at the heart of a creature, killing it in one stroke. As a full-round action, the swashbuckler makes a single attack against a foe below ½ its current hp at her highest attack bonus. The foe must then make a fortitude save (DC 10 + ½ the swashbuckler's level + her Int mod) or be slain. She may only attempt this attack once per day. Any foe immune to critical hits is immune to this attack.

WARLOCK

Born of a supernatural bloodline, a warlock seeks to master the perilous magic that suffuses his soul. Unlike sorcerers or wizards, 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. Many warlocks are champions of dark and chaotic powers. Long ago, they (or in some cases, their ancestors) forged grim pacts with dangerous extraplanar powers, trading portions of their souls in exchange for supernatural power. While many warlocks have turned away from evil, seeking to undo the wrongs of their former colleagues, they are still chained by the old pacts through which they acquired their powers. The demand to further the designs of their dark patrons, or to resist them, drives most warlocks to seek the opportunities for power, wealth, and great deeds (for good or ill) offered by adventuring.

Warlocks are not half-fiends or tieflings by default (although many creatures of those kinds become some of the most powerful and terrifying representatives of the class). The mark that the supernatural powers leave on their servants is often a mark in the soul, not the flesh. In fact, many warlocks are created by nonevil powers—wild or fey forces that can be every bit as dangerous as demons or devils. Whatever their origin, warlocks are widely feared and misunderstood. Most are wanderers who rarely stay in one place for long.

Role: A warlock serves much the same role in an adventuring party as a sorcerer or wizard would. He is much more limited in his abilities compared to the spell selection of spellcasters, and he must rely on his *eldritch blast* in place of the spell power of an arcane caster. Like a bard, he often fits best in a party that already has another spellcaster or two, since his unique abilities provide him with little magic to use for his companions' benefit.

Table 1-6 The Warlock

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Invocations Known
1	+0	+0	+0	+2	<i>Eldritch blast</i> 1d6, invocation (least)	1
2	+1	+0	+0	+3	<i>Detect magic</i>	2
3	+2	+1	+1	+3	Damage reduction 1/cold iron, <i>eldritch blast</i> 2d6	2
4	+3	+1	+1	+4	Deceive item	3
5	+3	+1	+1	+4	<i>Eldritch blast</i> 3d6	3
6	+4	+2	+2	+5	New invocation (least or lesser)	4
7	+5	+2	+2	+5	Damage reduction 2/cold iron, <i>eldritch blast</i> 4d6	4
8	+6/+1	+2	+2	+6	Fiendish resilience 1	5
9	+6/+1	+3	+3	+6	<i>Eldritch blast</i> 5d6	5
10	+7/+2	+3	+3	+7	Energy resistance 5	6
11	+8/+3	+3	+3	+7	Damage reduction 3/cold iron, <i>eldritch blast</i> 6d6, new invocation (least, lesser, or greater)	7
12	+9/+4	+4	+4	+8	Imbue item	7
13	+9/+4	+4	+4	+8	Fiendish resilience 2	8
14	+10/+5	+4	+4	+9	<i>Eldritch blast</i> 7d6	8
15	+11/+6/+1	+5	+5	+9	Damage reduction 4/cold iron	9
16	+12/+7/+2	+5	+5	+10	New invocation (least, lesser, greater, or dark)	10
17	+12/+7/+2	+5	+5	+10	<i>Eldritch blast</i> 8d6	10
18	+13/+8/+3	+6	+6	+11	Fiendish resilience 5	11
19	+14/+9/+4	+6	+6	+11	Damage reduction 5/cold iron, <i>eldritch blast</i> 9d6	11
20	+15/+10/+5	+6	+6	+12	Darkness incarnate, energy resistance 10	12

GAME RULE INFORMATION

Warlocks have the following game statistics.

Abilities: A high Charisma score makes a warlock's invocations harder to resist. High Dexterity is very valuable to a warlock, allowing him to better aim his eldritch blasts, and a good Constitution score is also useful.

Alignment: Any evil or any chaotic.

Hit Die: d8.

Class Skills

The warlock's class skills (and the key ability for each skill) are Acrobatic (Dex), Bluff (Cha), Craft (Int), Disguise (Cha), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the warlock.

Weapon and Armor Proficiency: Warlocks are proficient with all simple weapons. They are proficient with light armor but not with shields. Because the somatic components required for warlock invocations are relatively simple, a warlock can use any of his invocations while wearing light armor without incurring the normal arcane spell failure chance. However, like arcane spellcasters, a warlock wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure (all invocations, including *eldritch blast*, have a somatic component). A multiclass warlock still incurs the normal arcane spell failure chance for arcane spells received from levels in other classes.

Invocations: A warlock does not prepare or cast spells as other wielders of arcane magic do. Instead, he possesses a repertoire of attacks, defenses, and abilities known as invocations that require him to focus the wild energy that suffuses his soul. A warlock can use any invocation he knows at will, with the following qualifications:

A warlock's invocations are spell-like abilities; using an invocation is therefore a standard action that provokes attacks of opportunity. An invocation can be disrupted, just as a spell can be ruined during casting. A warlock is entitled to a Concentration check to successfully use an invocation if he is hit by an attack while invoking, just as a spellcaster would be. A warlock can choose to use an invocation defensively, by making a successful Concentration check, to avoid provoking attacks of opportunity. A warlock's invocations are subject to spell resistance unless an invocation's description specifically states otherwise. A warlock's caster level with his invocations is equal to his warlock level.

The save DC for an invocation (if it allows a save) is 10 + equivalent spell level + the warlock's Charisma modifier. Since spell-like abilities are not actually spells, a warlock cannot benefit from the Spell Focus feat. He can, however, benefit from the Ability Focus feat (see page 303 of the *Monster Manual*), as well as from feats that emulate metamagic effects for spell-like abilities, such as Quicken Spell-Like Ability and Empower Spell-Like Ability (see pages 303 and 304 of the *Monster Manual*).

The four grades of invocations, in order of their relative power, are least, lesser, greater, and dark. A warlock begins with knowledge of one invocation, which must be of the lowest grade (least). As a warlock gains levels, he learns new invocations, as summarized on Table 1–7 and described below. A list of available invocations can be found following this class description, and a complete description of each invocation can be found in *Compete Arcane*.

At any level when a warlock learns a new invocation, he can also replace an invocation he already knows with another invocation of the same or a lower grade. At 6th level, a warlock can replace a least invocation he knows with a different least invocation (in addition to learning a new invocation, which could be either least or lesser). At 11th level, a warlock can replace a least or lesser invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, or greater). At 16th level, a warlock can replace a least, lesser, or greater invocation he knows with

another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, greater, or dark).

Finally, unlike other spell-like abilities, invocations are subject to arcane spell failure chance as described under Weapon and Armor Proficiency above. Warlocks can qualify for some prestige classes usually intended for spellcasters; see Warlocks and Prestige Classes, page 18, for details.

Eldritch Blast (Sp): The first ability a warlock learns is *eldritch blast*. 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 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* is the equivalent of a 1st level spell.

An *eldritch blast* is subject to spell resistance, although the Spell Penetration feat and other effects that improve caster level checks to overcome spell resistance also apply to *eldritch blast*. An *eldritch blast* deals half damage to objects. Metamagic feats cannot improve a warlock's *eldritch blast* (because it is a spell-like ability, not a spell). However, the feat Ability Focus (*eldritch blast*) increases the DC for all saving throws (if any) associated with a warlock's *eldritch blast* by 2. See page 303 of the *Monster Manual*.

Detect Magic (Sp): Beginning at 2nd level, a warlock can use *detect magic* as the spell at will. His caster level equals his class level.

Damage Reduction (Su): Fortified by the supernatural power flowing in his body, a warlock becomes resistant to physical attacks at 3rd level and above, gaining damage reduction 1/cold iron. At 7th level and every four levels thereafter, a warlock's damage reduction improves as shown on Table 1–7.

Deceive Item (Ex): At 4th level and higher, a warlock has the ability to more easily commandeer magic items made for the use of other characters. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Fiendish Resilience (Su): Beginning at 8th level, a warlock knows the trick of fiendish resilience. Once per day, as a free action, he can enter a state that lasts for 2 minutes. While in this state, the warlock gains fast healing 1.

At 13th level, a warlock's fiendish resilience improves. When in his fiendish resilience state, he gains fast healing 2 instead. At 18th level, a warlock's fiendish resilience improves to fast healing 5.

Energy Resistance (Su): At 10th level and higher, a warlock has resistance 5 against any two of the following energy types: acid, cold, electricity, fire, and sonic. Once the types are chosen, this energy resistance cannot be changed. At 20th level, a warlock gains resistance 10 against the two selected types of energy.

Imbue Item (Su): A warlock of 12th level or higher can use his supernatural power to create magic items, even if he does not know the spells required to make an item (although he must know the appropriate item creation feat). He can substitute a Use Magic Device check in place of a Spellcraft check. If the check succeeds, the warlock can create the item as if he had cast the required spells.

Darkness Incarnate (Su): At 20th level, the warlock gains full control of the power that spawned him. He becomes a form of living fiend, and takes on fiendish traits. He gains immunity to poison and disease, and his *eldritch blast* deals extra damage equal to his charisma modifier.

WARLOCK INVOCATIONS

Warlocks choose the invocations they learn as they gain levels, much like bards or sorcerers choose which spells to learn. However, a warlock's arcane repertoire is even more limited than that of a sorcerer, and his invocations are spell-like abilities, not spells.

In addition to its grade (least, lesser, greater, or dark), every invocation has a spell level equivalent, which is used in the calculation of save DCs and for other purposes. A least invocation has a level equivalent of 1st or 2nd; a lesser, 3rd or 4th; a greater, 5th or 6th; and a dark invocation has a level equivalent of 6th or higher (maximum 9th). The level equivalent for each invocation is given in its description in *Complete Arcane*.

A warlock can dismiss any invocation as a standard action, just as a wizard can dismiss a spell.

ELDRITCH ESSENCE INVOCATIONS

Some of a warlock's invocations, such as *frightful blast*, modify the damage or other effects of the warlock's *eldritch blast*. These are called eldritch essence invocations. Unless noted otherwise, *eldritch blasts* modified by eldritch essence invocations deal damage normally in addition to imparting the effects described in the invocation description.

A warlock can apply only one eldritch essence invocation to a single *eldritch blast*, choosing from any of the eldritch essence invocations that he knows. When a warlock applies an eldritch essence invocation to his *eldritch blast*, the spell level equivalent of the modified blast is equal to the spell level of the eldritch essence invocation. 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*).

A warlock can apply an eldritch essence invocation and a blast shape invocation (see below) to the same blast. When a warlock uses both kinds of invocations to alter an *eldritch blast*, the spell level equivalent is equal to the spell level, the level of the eldritch essence invocation, or the level of the blast shape invocation, whichever is higher.

Least Eldritch Essence Invocations

Frightful Blast: Target must make Will save or become shaken.

Sickening Blast: Target must make Fortitude save or become sickened.

Lesser Eldritch Essence Invocations

Beshadowed Blast: Target must make Fortitude save or become blind for 1 round.

Brimstone Blast: Blast deals fire damage and target must make Reflex save or catch fire.

Hellrime Blast: Blast deals cold damage and target must make Fortitude save or take –2 penalty to Dexterity.

Greater Eldritch Essence Invocations

Bewitching Blast: Target must make Will save or be *confused* for 1 round.

Noxious Blast: Target must make Fortitude save or be nauseated.

Repelling Blast: Target must make Reflex save or be knocked back.

Vitriolic Blast: Blast ignores spell resistance and deals acid damage for several rounds.

Dark Eldritch Essence Invocation

Utterdark Blast: Target must make Fortitude save or gain two negative levels.

BLAST SHAPE INVOCATIONS

Some of a warlock's invocations, such as *eldritch spear*, modify the range, target(s), or area of a warlock's *eldritch blast*. These are called blast shape invocations. Unless noted otherwise, *eldritch blasts* subject to blast shape invocations deal damage normally in addition to imparting the effects described in the invocation description. A warlock can apply only one blast shape at a time to an *eldritch blast*, and he can choose from any of the blast shape invocations that he knows. A warlock need not apply a blast shape invocation to his *eldritch blast*.

When a warlock applies a blast shape invocation to his *eldritch blast*, the spell-level equivalent is equal to the spell level or of the blast shape invocation.

A warlock can apply a blast shape invocation and an eldritch essence invocation (see Eldritch Essence Invocations above) to the same blast. When a warlock uses an eldritch essence and a blast shape to alter an *eldritch blast*, the spell-level equivalent is equal to the spell level of the eldritch essence invocation, or the blast shape invocation, whichever is higher.

Least Blast Shape Invocations

Eldritch Spear: Blast range increases to 250 feet.

Hideous Blow: Melee attack channels *eldritch blast*.

Lesser Blast Shape Invocation

Eldritch Chain: Blast jumps from initial target to secondary targets.

Greater Blast Shape Invocation

Eldritch Cone: Blast takes the shape of a cone.

Dark Blast Shape Invocation

Eldritch Doom: Blast affects all enemies within 20 feet.

OTHER INVOCATIONS

In addition to the potent blast shape and eldritch essence invocations, warlocks learn a number of others that enable them to perform many tricks and attacks. These invocations are briefly described below, and their full descriptions can be found in Chapter 4: Spells and Invocations of *Complete Arcane*.

Least Invocations

Baleful Utterance: Speak word of the Dark Speech and shatter objects as the *shatter* spell.

Beguiling Influence: Gain bonus on Bluff, Diplomacy, and Intimidate checks.

Breath of the Night: Create a *fog cloud* as the spell.

Dark One's Own Luck: Gain a luck bonus on one type of saves.

Darkness: Use *darkness* as the spell.

Devil's Sight: See normally in darkness and magical darkness.

Earthen Grasp: Use *earthen grasp* as the spell.

Entropic Warding: Deflect incoming ranged attacks, leave no trail, and prevent being tracked by scent.

Leaps and Bounds: Gain bonus on Acrobatics checks.

Miasmatic Cloud: Create a cloud of mist that grants concealment and fatigues those who enter.

See the Unseen: Gain *see invisibility* as the spell and darkvision.

Spiderwalk: Gain *spider climb* as the spell and you are immune to webs.

Summon Swarm: Use *summon swarm* as the spell.

Lesser Invocations

Charm: Cause a single creature to regard you as a friend.

Curse of Despair: Curse one creature as the *bestow curse* spell, or hinder their attacks.

The Dead Walk: Create undead as the *animate dead* spell.

Fell Flight: Gain a fly speed with good maneuverability.

Flee the Scene: Use short-range *dimension door* as the spell, and leave behind a *major image*.

Hungry Darkness: Create shadows filled with a swarm of bats.

Stony Grasp: Use *stony grasp* as the spell.

Voidsense: Gain blindsense 30 feet.

Voracious Dispel: Use *dispel magic* as the spell, causing damage to creatures whose effects are dispelled.

Walk Unseen: Use *invisibility* (self only) as the spell.

Wall of Gloom: Use *wall of gloom* as the spell.

Greater Invocations

Chilling Tentacles: Use *black tentacles* as the spell, and deal extra cold damage to creatures in the area.

Devour Magic: Use targeted *greater dispel magic* with a touch and gain temporary hit points based on the level of spells successfully dispelled.

Enervating Shadow: Gain total concealment in dark areas and impose a Strength penalty on adjacent living creatures.

Tenacious Plague: Use *insect plague* as the spell, but the summoned locust swarm deals damage as a magic weapon.

Wall of Perilous Flame: Create a *wall of fire* as the spell, but half the damage from the wall results from supernatural power.

Warlock's Call: Use *sending* as the spell, but risk damage from recipient.

Dark Invocations

Dark Discorporation: Become a swarm of batlike shadows, gaining many benefits of the swarm subtype.

Dark Foresight: Use *foresight* as the spell, and communicate telepathically with a close target of the effect.

Path of Shadow: Use *shadow walk* as the spell and speed up natural healing.

Retributive Invisibility: Use *greater invisibility* as the spell (self only) that deals damage in a burst if dispelled.

Word of Changing: Use *baleful polymorph* as the spell, but the effect could become permanent.

Class	Starting Gold	Starting Age
Invoker	4d6 x 10 (140 gp)	Simple
Warlord	4d6 x 10 (140 gp)	Complex
Swashbuckler	5d6 x 10 (175 gp)	Moderate
Warlock	3d6 x 10 (105 gp)	Simple