

Wayne Robert's

O5E WARLOCK

a modern class in an older style

DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

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WARLOCK

Requirements: Minimum CHA 9

Prime requisite: CHA

Hit Dice: 1d6

Maximum level: 14

Armor: Leather, chainmail, no shields

Weapons: One-handed melee weapons

Languages: Alignment, Common

Warlocks are adventurers who made dark pacts with an otherworldly patron to gain eldritch powers and martial prowess.

Pact Magic

A warlock's spells are treated as divine for most purposes, though warlocks do not suffer penalties for reversing spells based on their alignment.

Patron disfavor: Warlocks must abide by the bargains they made with their patron. Warlocks who dishonor their pacts or fall from favor with their patron may incur penalties. A warlock who breaks their pact and abandons their patron loses all class abilities. The referee may allow the character to perform a quest of atonement to regain their patron's favor and their abilities.

Spell casting: Once a warlock proves their trustworthiness (from 2nd level), the character may commune with their patron through their familiar to receive spells. The power and number of spells available to a warlock are determined by the character's experience level.

Spell list: The list of spells available to warlocks is determined by their patron.

Using magic items: As spell casters, warlocks can use magic scrolls of spells on their spell list. They can also use items that may only be used by divine spell casters (e.g. some magic staves).

Eldritch Blasts

Warlocks tap into the magical link with their patrons to channel powerful bursts of energy. Starting at 1st level, warlocks with at least one free hand can fire a number of magical eldritch blasts per day equal to their level plus their CHA score as a missile weapon attack (5' – 20' / 21' – 30' / 31' - 40'). Eldritch blasts deal 1d6 damage. If a warlock ever learns the spell *magic missile*, the damage of each missile they create with that spell increases to 1d8+1.

Familiar Spirit

A warlock's patron sends a semi-corporeal familiar spirit to assist them. The referee controls the familiar and determines its alignment. Usually taking the form of a mundane animal like a cat, frog, or bird, familiars have the statistics of a pixie, but cannot attack. While touching, a warlock and their familiar can speak telepathically with each other. A familiar can understand but not speak Common. If slain, it vanishes and reappears 1d4 days later near the warlock. Until the familiar reappears, the warlock cannot regain spells.

Pact weapon: By performing a 1 hour ritual, a warlock can bind their familiar into a melee weapon for one day (or convert it back). While bound, a familiar loses all of its other abilities. The pact weapon is treated as a +1 weapon.

Warlock Level Progression

				Saving Throws					Spells				
Level	XP	HD	THACO	D	W	P	B	S	1	2	3	4	5
1	0	1d6	19 [0]	11	12	14	16	15	-	-	-	-	-
2	2,750	2d6	19 [0]	11	12	14	16	15	1	-	-	-	-
3	5,500	3d6	19 [0]	11	12	14	16	15	2	-	-	-	-
4	12,000	4d6	19 [0]	11	12	14	16	15	2	1	-	-	-
5	24,000	5d6	17 [+2]	9	10	12	14	12	2	2	-	-	-
6	45,000	6d6	17 [+2]	9	10	12	14	12	2	2	1	1	-
7	95,000	7d6	17 [+2]	9	10	12	14	12	2	2	2	1	1
8	175,000	8d6	17 [+2]	9	10	12	14	12	3	3	2	2	1
9	350,000	9d6	14 [+5]	6	7	9	11	9	3	3	3	2	2
10	500,000	9d6+1*	14 [+5]	6	7	9	11	9	4	4	3	3	2
11	650,000	9d6+2*	14 [+5]	6	7	9	11	9	4	4	4	3	3
12	800,000	9d6+3*	14 [+5]	6	7	9	11	9	5	5	4	4	3
13	950,000	9d6+4*	12 [+7]	3	5	7	8	7	5	5	5	4	4
14	1,100,000	9d6+5*	12 [+7]	3	5	7	8	7	6	5	5	5	4

*Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves

After Reaching 11th Level

A warlock may establish a stronghold, often a great tower. 1d6 apprentices of levels 1-3 will then arrive to form a coven devoted to the warlock's patron.

Otherworldly Patron

A warlock's choice of patron determines their spell list and grants them a number of other abilities (see the next page). A warlock's choice of patron cannot be later changed.

WARLOCK PATRONS

The Archfiend

This patron is a godlike devil or demon who seeks and grants power.

Spell list: As magic-user and cleric, plus *fear* and *demi-shadow monsters* at appropriate levels. Cleric spells may only be cast as their reversed versions.

Infernal blessings: At 1st level, a warlock gains a +2 bonus on saves against divine magic not originating from their patron and takes only half damage from fire.

Soul drinker: At 6th level, the warlock regains hit points equal to 1d4 + their warlock level when they kill a hostile living creature. Hit points in excess of the warlock's normal hit point total disappear after 1 Turn.

The Whisperer

This patron is a cryptic entity who weaves fate and whispers secrets.

Spell list: As illusionist, plus *detect magic*, *shield*, *ESP*, *locate object*, *clairvoyance*, and *remove curse (curse)* at appropriate levels.

Book of Shadows: At 1st level, the warlock may learn arcane spells from any spellcaster's spell book. After copying them into their own spell book, they may treat them as being on their spell list while memorizing their own spells. A warlock's own spell book follows the normal rules for spell books.

Hexcraft: At 6th level, the warlock learns how to place a malevolent curse on others. The warlock curses one creature they can see within 30' for 1 Turn. The curse only ends if the target or the warlock dies, the warlock ends it, or *remove curse* is cast on the target. A warlock may only have one such curse active at one time. Until the curse ends, the warlock gains a bonus on all damage rolls against the cursed target equal to their warlock level and the target's attacks have a -4 penalty to hit the warlock.

The Faerie Regent

This patron is an ancient fey lord or lady, influencing the mortal realm from afar.

Spell list: As both druid and illusionist, plus *charm person*, *sleep*, *ventriloquism*, *knock*, *hold person*, *infravision*, and *charm monster* at appropriate levels.

Fey glamour: At 1st level, the warlock gains a +4 bonus on saves against charms and illusions, while targets of their own charms and illusions suffer a -2 penalty on saves against them.

Counter charm: At 6th level, if the warlock is subjected to a charm, the character can turn the charm back on their foe. If the warlock expends 1 available spell slot of any level, the charmer must **save versus spells** or be charmed by the warlock for 1 Turn.

The Primordial

This patron is a protean elemental entity with influence over primal forces.

Spell list: As druid, plus *light (darkness)*, *resist cold*, *wall of fog*, *fire ball*, *fly*, *lightning bolt*, *wall of fire*, *wall of ice*, *cloudkill*, and *conjure elemental* at appropriate levels.

Protean resistance: At 1st level, the warlock takes only half damage from cold, fire, and electricity from any source.

Elemental mastery: At 6th level, the warlock can transmute any spell they cast into an elemental spell, giving it qualities of air, earth, fire, or water instead of its normal qualities. This can alter the type of damage a spell does or create other effects, at the referee's discretion. For example, a *lightning bolt* converted into an earth spell might deal blunt damage, knock targets prone, or perhaps create a fissure in the ground. An elemental air *fire ball*, however, might deal cold or lightning damage or even cause a momentary vacuum.

05E WARLOCK

Warlocks have haunted our stories for centuries and have become a staple of fantasy roleplaying games over the last decade or so. Spell casters who gain magical power by forging bonds with dark and mysterious entities, warlocks fill a niche not fully covered by existing magical classes in older editions. Warlocks in the modern imagination combine martial prowess with eldritch power, walking the line between mage and a warrior, while remaining beholden to their patron's dark desires.

While players can re flavor existing classes to align with this archetype, there is something *not quite* satisfactory to some with that approach. Thus, this booklet was born.

The **05E Warlock** takes the essence of modern versions of the warlock archetype and distills it down into a form that can be used in *Old-School Essentials* or any other early edition or retroclone of the world's most popular roleplaying game.

Inside you will find a full 14-level class and 4 otherworldly patrons you can choose from to give your warlock unique abilities and evocative spell lists: The Archfiend, The Faerie Regent, The Primordial, and The Whisperer.