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DEVIL'S WORKSHOP



# OBSIDIAN WARLOCK

Requires the use of the Dungeons & Dragons Player's Handbook, Third Edition, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision.

## HISTORY

Many creatures fear the dark. They shy away from it, like cockroaches caught in a sudden flash of light. To most people, the night - and the darkness it cloaks the world in - is associated with uncouth ruffians, evil wizards, and other untrustworthy characters. When night falls, most people lock the door of their home, try to forget the matters of the day, and rest until the sun rises again. For the Obsidian Warlock, the night is a thing of beauty that holds mysteries other mortals fail to fathom. It is through a clearer understanding of the shadow essence that the Obsidian Warlock acquires what he truly desires: Power.

**Adventures:** The Obsidian Warlock goes out on adventures in the hope of mastering his art. For him, the adventuring life is a way to gain knowledge and experience, which in turn allow him to acquire the tremendous power he craves.

**Characteristics:** An Obsidian Warlock is a spellcaster who manipulates the ambient shadows. He is a stealthy character able to shape and blend the darkness around him, making him appear more threatening and allowing him to hide more easily. The Obsidian Warlock also uses his intimate understanding of darkness to influence people's minds, instilling doubt and fear in the hearts of the bravest of foes.

**Alignment:** Though most people assume the Obsidian Warlock is a vile spellcaster who performs atrocious rituals and serves the dark powers, he can be of any alignment. Since many who take on this prestige class hail from the shadowy professions, the Obsidian Warlock often tends towards chaos or neutrality, but a lawful member of this prestige class is encountered from time to time.

**Religion:** The Obsidian Warlock may follow any faith, worship any god, or pay tribute to none. When an Obsidian Warlock pays homage to a deity, it is to a god associated with darkness and the night.

**Background:** The Obsidian Warlock is passionate about the night and strives to uncover its many mysteries. Though he must have some understanding of magic, he can either be an arcane practitioner or a member of a divine order of priests. Most often than not, the Obsidian Warlock was a burglar, bandit, or outlaw at one point in his career, and members of the assassins' and thieves' guilds are often drawn to this prestige class.

**Races:** An Obsidian Warlock can be of any race or culture, but humans, half-elves, and half-orcs are most attracted to this strange occupation.

*written by Richard Farrese*

**Other Classes:** An Obsidian Warlock can work with characters of any profession, but others often misjudge him. Though assassins, blackguards, and evil rogues see the Obsidian Warlock as a potential ally, good-aligned clerics and paladins often assume he is malicious or dishonorable. Though this might be true of an evil-hearted Obsidian Warlock, a good or neutral member of this prestige class often act with kindness and honor, and he has no qualms about associating with members of any class.

**Hit Die:** d4

**Skill Points at Each Level:** 2 + Int modifier

## CLASS REQUIREMENTS

To qualify to become an Obsidian Warlock, a character must fulfill all the following requirements:

**Alignment:** Any

**Race:** Any

**Base Attack Bonus:** +3

**Concentration:** 4 ranks

**Hide:** 4 ranks

**Knowledge (arcana):** 8 ranks

**Spellcraft:** 8 ranks

**Feats:** Stealthy, Still Spell

**Spellcasting:** Ability to cast at least three of the following spells: *Cause Fear*, *Darkness*, *Darkvision*, *Deeper Darkness*, *Eeyebite*, *Fear*, *Scare*, and *Symbol of Fear*.

## CLASS SKILLS

The Obsidian Warlock's class skills (*and the key ability for each*) are Concentration (*Con*), Hide (*Dex*), Intimidate (*Cha*), Knowledge (*arcana*) (*Int*), Move Silently (*Dex*), and Spellcraft (*Int*).

## CLASS FEATURES

All the following are class features of the Obsidian Warlock prestige class:

**Weapon and Armor Proficiency:** An Obsidian Warlock gains no new proficiency in the use of weapons, armor, or shield.

**Spells per Day:** An Obsidian Warlock continues to gain access to more powerful magic while gaining levels in this prestige class. Starting at 2nd level and at every new even-numbered level thereafter, the Obsidian Warlock gains new spells per day as if he had also increased a level in the spellcasting class he belonged to before he added this prestige class. He does not,

however, benefit from any other advantages a character of that class would have gained (*such as improved saves and hit dice*). At 2nd level, he adds 1 level to the level of whatever other spellcasting class he has, and then determines the spells per day accordingly. Every two levels after 2nd (*4th level, 6th level, etc.*), the Obsidian Warlock adds another level to his original spellcasting class to determine the amount of spells he can cast each day.

If a character had more than one spellcasting class before he became an Obsidian Warlock, the player must decide to which class to assign each of these additional levels for the purpose of determining spells per day.

**Darkness (Sp):** An expert at manipulating shadows, the Obsidian Warlock is also a master at creating them. Beginning at 1st level, the Obsidian Warlock may cast *Darkness* (*which is automatically extended - see the Obsidian Warlock's shadow casting ability below*) a certain amount of times each day. At 1st level, he can cast *Darkness* once every day, and one additional time per day every two levels thereafter (*twice at 3rd level, three times at 5th level, etc.*).

**Darkvision (Su):** The 1st level Obsidian Warlock gains darkvision with a 60 feet range. This ability functions as

# OBSIDIAN WARLOCK

LEVEL	BASE ATTACK BONUS	FORT. SAVE	REF. SAVE	WILL SAVE	SPECIAL	SPELLS PER LEVEL
1	+0	+0	+0	+2	Darkness 1/day, darkvision, shadow casting	
2	+1	+0	+0	+3	Energy sponge 1, shadow manipulation	+1 level of existing class
3	+1	+1	+1	+3	Darkness 2/day, emotion control ( <i>Cause fear</i> )	
4	+2	+1	+1	+4	Energy sponge 2	+1 level of existing class
5	+2	+1	+1	+4	Darkness 3/day, shadow sight	
6	+3	+2	+2	+5	Emotion control ( <i>Scare</i> ), energy sponge 3	+1 level of existing class
7	+3	+2	+2	+5	Darkness 4/day, shadow cloud	
8	+4	+2	+2	+6	Energy sponge 4	+1 level of existing class
9	+4	+3	+3	+6	Darkness 5/day, emotion control ( <i>Fear</i> )	
10	+5	+3	+3	+7	Energy sponge 5, shadow blend	+1 level of existing class

*There are only 10 levels to this class*

the racial ability of the same. If the Obsidian Warlock is from a race that already has *darkvision*, the range of the ability augments by 30 feet instead.

**Shadow Casting (Su):** The Obsidian Warlock specializes in shadow magic. All *Darkness* and *Deeper Darkness* spells cast by him are considered extended (as per the *Extend Spell* feat). This ability takes effect automatically, regardless of the fact that the Obsidian Warlock has the *Extend Spell* feat or not, and without any need to use a spell slot one level higher than the actual spell level. If the Obsidian Warlock casts an extended *Darkness* or *Deeper Darkness* spell (using the *Extend Spell* feat and a spell slot one level higher than the actual spell level), the duration of the spell is quadrupled.

Because of his expertise in shadow magic, the Obsidian Warlock also receives a +1 insight bonus for every level he has in this prestige class to any Spellcraft check made to comprehend, identify, or recognize spells associated with shadows and darkness, such as *Darkness*, *Darkvision*, *Deeper Darkness*, *Shades*, *Shadow Conjunction*, *Shadow Evocation*, and the like.

**Energy Sponge (Su):** The Obsidian Warlock's comprehension of the element of darkness allows him to understand the basic fabric of the other elemental types. This understanding enables the Obsidian Warlock to absorb a small portion of the damage dealt to him by any elemental source. At 2nd level, energy sponge absorbs 1 point of damage dealt by acid, cold, electricity, fire, and sonic energy each round. If the Obsidian Warlock is submitted to different energy types in the same round, the damage received by each type is reduced by 1 point. At 4th level and every two levels thereafter (*6th level*, *8th level*, and *10th level*), energy sponge absorbs 1 extra point of each energy type. A 6th level Obsidian Warlock, for instance, would ignore up to 3 points of damage from each of the five energy types every round.

**Shadow Manipulation (Su):** When he attains 2nd level, the Obsidian Warlock's understanding of the nature of shadow sharpens. He can subtly manipulate the ambient shadows, allowing him to appear more threatening and hide more easily, even in full daylight.

At 2nd level, he gains a +1 circumstance bonus to all Hide, Intimidate, and Sleight of Hand checks. This bonus augments by +1 at 4th level and every two levels thereafter (*6th level*, *8th level*, and *10th level*). Shadow manipulation is instinctive and the Obsidian Warlock does not need to concentrate in order to use the ability, which is always in effect.

**Emotion Control (Sp):** By controlling the ambient shadows to slightly alter his facial features, the 3rd level Obsidian Warlock is able to instill doubt in the heart of living enemies. He can now *Cause Fear* in others up to one time per day for every three Obsidian Warlock levels he has (*once at 3rd level*, *twice at 6th*, and *three times at 9th level*). This spell-like ability works as the spell of the same name.

When he attains 6th level, the Obsidian Warlock can use his emotion control ability to *Scare* others. He can *Scare* living enemies, as the spell, once per day at 6th level and twice every day when he attains 10th level.

When he reaches 9th level, the Obsidian Warlock can put *Fear* in the heart of those who would oppose him. He can use this spell-like ability once per day.

**Shadow Sight (Su):** The Obsidian Warlock's intrinsic knowledge of darkness allows him to see through the unnatural shadows he creates. At 5th level, he gains the ability to see through all *Darkness* and *Deeper Darkness* spells he casts, just as if it were natural darkness. He is still unable to see through the magical darkness created by other creatures or spellcasters, however.

**Shadow Cloud (Su):** When he attains 7th level, the Obsidian Warlock's ability to control the surrounding darkness becomes so great that he is now able to generate a subtle cloud of shadows around him. These shadows cloak the Obsidian Warlock's body, making it appear blurred and distorting its outline. While this ability is in effect, the Obsidian Warlock gains concealment (*20% mischance*) as well as an additional +5 circumstance bonus to all Hide checks (*which stacks with the bonus provided by his shadow manipulation ability*). Shadow cloud lasts a number of rounds equal to the Obsidian Warlock's Will save. The Obsidian Warlock may use this ability a number of times per day

equal to either his Intelligence or Charisma modifier, whichever is greater (*minimum of once each day*). Shadow cloud cannot be used in illumination condition of full daylight, but works at any other time. Artificial illumination, even *Light* or *Continual Flame*, does not negate this ability, but a *Daylight* or *True Seeing* spell will.

**Shadow Blend (Su):** At 10th level, the Obsidian Warlock becomes a true master of shadows. In any condition of illumination other than full daylight, the 10th level Obsidian Warlock can blend into the shadows, effectively giving him total concealment. Shadow blend can be used a number of rounds per day equaling the Obsidian Warlock's Will save + either his Intelligence or Charisma modifier (*whichever is greater*). There is no limitation to the amount of times the Obsidian Warlock can blend into shadows and emerge from them again until the maximum number of rounds he can spend each day has been used. Like shadow cloud, natural illumination - even from a *Light* or *Continual Flame* spell - does not negate shadow blend. A *Daylight* spell, however, cancels this ability.

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