

Beguiler

Size: Small

Type: Magical Beast

Hit Dice: 1d10 (5hp)

Initiative: +3

Speed: 30 Ft, Climb 10 Ft

Armor Class: 14 (+1 Size, +3 Dex), Touch 14, Flat Footed 11

Base Attack / Grapple: +1 / -5

Attack: Claw +5 Melee (1d3-2)

Full Attack: 2 Claws +5 Melee (1d3-2), Bite +3 Melee, and Short Sword +3 Melee (1d4-2)

Space/Reach: 5ft /5ft

Special Attacks: Rake (1d3-2)

Special Qualities: Darkvision 60, Lowlight vision, True Sight

Saves: Fort +2, Reflex +5, Will +0

Abilities: Str 6, Dex 17, Con 11, Int 12, Wis 10, Cha 11

Skills: Balance +5, Climb +8, Hide +9, Listen +2, Move Silently +5, Spot +2

Feats: Multiattack(b), Weapon Finesse

Level Adjustment: +0 (Cohort)

This plump quadruped is about the size of a small dog. It is somewhat mouselike in appearance, with big glistening black eyes, large ears and a pointed snout

The Beguiler is an intelligent magical beast that has evolved its abilities to avoid its natural predators the ethereal marauders. A Beguiler is roughly a foot tall and about two feet long. Beguilers are normally prized by wizards as familiars. Beguilers are omnivores and prefer to eat water rich cacti normally native to their homes as well as small field mice and the eggs and young of ground nesting birds. Beguilers have the ability to speak their native tongue (Beguiler) as well as common. A Beguiler can be acquired as a familiar to an arcane caster of level seven or above and the improved familiar feat.

Combat: The beguiler possesses a set of retractable claws and a sharp bite attack, While their paws are too small a Beguiler can wield a weapon in its Hairless prehensile tail.

Rake (ex): Attack Bonus +5 Melee, damage (1d3-2)

True Seeing (Su): Beguilers are considered to have sight equivalent to a true seeing spell.

Skills: While dry a Beguiler can alter the hue and pattern of their fur. This allows them a plus 8 racial bonus to climb checks, in addition they also possess a +8 racial bonus on climb checks. A Beguiler can always take 10 on a climb check even if threatened.

Beguiler Character Statistics

Size: Small

Type: Magical Beast

Speed: 30 Ft, Climb 10 Ft

Armor Class: (+1 Size)

Natural Attacks: 2 Claw, Bite

Space/Reach: 5ft /5ft

Special Attacks: Rake (1d3-2)

Special Qualities: Darkvision 60, Lowlight vision, True Sight

Abilities: Str -4, Dex +6, Int +2

Skills: B+8 Climb +8 Hide

Feats: Multiattack(b)

Level Adjustment: +0 (Cohort)



Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Invocations Known
1st	+0	+0	+0	+2	Eldritch Blast 1d6, Invocation (least)	1
2nd	+0	+0	+0	+3	Detect Magic	2
3rd	+1	+1	+1	+3	Damage Reduction 1/Cold Iron, Eldritch Blast 2d6	2
4th	+1	+1	+1	+4	Deceive Item	3
5th	+2	+1	+1	+4	Eldritch Blast 3d5	3

Alignment: Any evil or any chaotic.

Hit Die: d6.

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

Skill Points at 1st Level: (2 + Int modifier) × 4.

Skill Points at Each Additional 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 1–1 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 Chapter 4 of this book.

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 spell whose level is equal to one-half the warlock's class level (round down), with a minimum spell level of 1st and a maximum of 9th when a warlock reaches 18th level or higher.

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 this improves

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.

HIDEOUS BLOW [Level 01]

Least; 1st; Blast Shape

As a standard action, you can make a single melee attack. If you hit, the target is affected as if struck by your *eldritch blast* (including any eldritch essence applied to the blast). This damage is in addition to any weapon damage that you deal with your attack, although you need not deal damage with this attack to trigger the *eldritch blast* effect.

BALEFUL UTTERANCE [Level 02]

Least; 2nd

You speak a single syllable of the Dark Speech (described in *Book of Vile Darkness*), affecting an object or area as if by a *shatter* spell. If a creature is holding or wearing the target of the spell and the target is destroyed, the creature must make a Fortitude save or be dazed for 1 round and deafened for 1 minute by your terrible word. This is a sonic effect.

Shatter [Utterance effect]

Range: Close (25 ft. + 5 ft./2 levels) (DC 12+CHA)

Area or Target: 5-ft.-radius spread; or one solid object or one crystalline creature

Duration: Instantaneous

WEDDED TO HISTORY [General, Level 01]

Born in the distant past, you enjoy a special insight or possess uncanny abilities that distinguish you from those for whom the time of your birth is at best nothing but a few memories passed down through countless generations.

Prerequisite: You can only take this feat at 1st Level.

Effect: You may Choose one other ancient Backgrounds as described in DR354 Pg54

Wanderer

Jaded, unflappable, in the course of your character extraordinary span of years they have encountered everything at least once. Nothing surprises them anymore, and due to decades of dabbling they possess a startling array of talents an skills as well as the rudiments of many languages. Witness of wonders to stir the heart and horrors to shock the ages, her resourcefulness borders upon the mythical.

Effect: you may attempt to use any trained only skill even if you do not have any ranks in it, although you take a -2 penalty on the check. Further more you may try to communicate in any known language, requiring a successful DC 15 intelligence check to get your meaning across.

Saving Throw: Will negates (object); Will negates (object) or Fortitude half; see text

Spell Resistance: Yes (object)

Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature. Used as an area attack, shatter destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered. Alternatively, you can target shatter against a single solid object, regardless of composition, weighing up to 10 pounds per caster level. Targeted against a crystalline creature (of any weight), shatter deals 1d6 points of sonic damage per caster level (maximum 10d6), with a Fortitude save for half damage.

ALL-SEEING EYES [Level 04]

Least; 2nd

You gain a supernaturally precise vision of the world around you. You gain the benefits of *comprehend languages*, albeit for written words only. Additionally, you gain a +6 bonus on Search and Spot checks. *All-seeing eyes* lasts for 24 hours.

PACKRAT [General, Level 01]

Your incessant combing of marketplaces and bazaars sometimes leaves even you surprised by the contents of your backpack

Prerequisites: Appraise Rank 1, Wedded to History, Wanderer Background.

Effect: You may Carry up to a maximum of 10gp/ Level worth of items without recording their exact nature. This allows you to – Assuming you retain access to your gear – Subsequently designate all or part of this amount to immediately add a desired item to your equipment list. You must spend 8 hours shipping in a town to replenish this gear.

Special. You must record an amount of weight occupied by this gear at the time of purchase and adjust your encumbrance accordingly. You may not add an item to your equipment list if its weight exceeds the amount you allocated for this purpose.

WEAPON FINESSE [General, Level 01]

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are always considered light weapons.

Ranks Ab/Mod Totals Take 10

	Ranks	Ab/Mod	Totals	Take 10
Bluff (Cha)	---	0	0	10
Disguise (Cha)	---	0	0	10
Intimidate (Cha)	---	0	0	10
Concentration (Con)	---	1	1	11
Jump (Str)	---	2	2	12
Sense Motive (Wis)	2	1	3	13
Knowledge (the planes) (Int)	---	4	4	14
Knowledge (religion) (Int)	---	4	4	14
Spellcraft (Int)	---	4	4	14
Use Magic Device (Cha).	4	0	4	14
Appriase (Int)	1	4	5	15
Profession (gardener) (Wis)	4	1	5	15
Profession (cook) (Wis)	4	1	5	15
Craft Weaponsmithing (Int)	4	4	8	18
Knowledge (arcana) (Int)	4	4	8	18