

# WARLOCKS

## Warlocks

Warlocks are known primarily as the austere magicians of the Pelorian Coast of Oerik. Poorly understood by other arcane traditions, most warlocks maintain that their magic stems directly from the Invisible God, who granted mortals knowledge of arcane magic.

**Adventurers:** The typical warlock adventures for the opportunity to to improve his abilities and to test himself against the challenges the open road affords.

**Characteristics:** Warlocks work their magic as wizards do, through the study of written spells and incantations. However, they share the sorcerer's flexibility of not needing to memorize exact spells or suffering from spell loss through casting.

**Alignment:** Tending to Law rather than Chaos, warlocks have no particular bent towards either evil or good.

**Religion:** Most favor the gods of magic, if and when they favor a deity at all.

**Background:** Most warlocks learn their skills in the Colleges of Magic common to the Pelorian Coast and it's colonies abroad. More rural warlocks likely studied under a lone master, who imparted his skills in trade for the character's service.

**Races:** Most warlocks are human or uz, though there is no reason other races cannot learn this magical form.

**Other Classes:** Warlocks get along best with monks and psionicists, as both of these classes often find themselves as the misfits of any group they are a part of. Rogues and fighters are the warlock's second choices, and some make friends with sorcerers or bards as well. For whatever reason, wizards, clerics, paladins often find themselves at odds with warlocks for a variety of reasons.

**Role:** Warlocks fill the role of an arcane spellcster, whose strengths are determined by his spell selection.

LVL	BAB	DEF	Fort Save	Ref Save	Will Save	Special	Spells per Day										
							1	2	3	4	5	6	7	8	9		
1	0	3	0	0	2	High Vow, Presence, Intensty, Maintain	1	-	-	-	-	-	-	-	-	-	-
2	1	3	0	0	3		1	-	-	-	-	-	-	-	-	-	-
3	1	3	1	1	3	Lore Mastery, Range	2	1	-	-	-	-	-	-	-	-	-
4	2	3	1	1	4		2	1	-	-	-	-	-	-	-	-	-
5	2	4	1	1	4	Bonus Feat, Multispell	3	2	1	-	-	-	-	-	-	-	-
6	3	4	2	2	5	Vow	3	2	1	-	-	-	-	-	-	-	-
7	3	4	2	2	5	Art	3	3	2	1	-	-	-	-	-	-	-
8	4	5	2	2	6		4	3	2	1	-	-	-	-	-	-	-
9	4	5	3	3	6	Vow, Art	4	3	3	2	1	-	-	-	-	-	-
10	5	6	3	3	7	Bonus Feat	4	4	3	2	1	-	-	-	-	-	-
11	5	7	3	3	7	Art	4	4	3	3	2	1	-	-	-	-	-
12	6/1	8	4	4	8	Vow	5	4	4	3	2	1	-	-	-	-	-
13	6/1	9	4	4	8	Art	5	4	4	3	3	2	1	-	-	-	-
14	7/2	10	4	4	9		5	5	4	4	3	2	1	-	-	-	-
15	7/2	11	5	5	9	Bonus Feat, Vow, Art	5	5	4	4	3	3	2	1	-	-	-
16	8/3	12	5	5	10		5	5	5	4	4	3	2	1	-	-	-
17	8/3	12	5	5	10	Art	6	5	5	4	4	3	3	2	1	-	-
18	9/4	13	6	6	11	Vow	6	5	5	5	4	4	3	2	1	-	-
19	9/4	13	6	6	11		6	6	5	5	4	4	3	3	2	-	-
20	10/5	13	6	6	12	Bonus Feat	6	6	5	5	5	4	4	3	2	-	-

## Game Information

**Abilities:** Intelligence and Dexterity are most important for warlocks, followed by Constitution.

**Alignment:** Any

**Hit Die:** d4

**Class Skills:** Ceremony (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

**Skill points at 1st level:** (2+ Int modifier) x 4.

**Skill points at each additional level:** 2 + Int modifier.

**Class Features:** All of the following are class features off the warlock:

**Weapon & Armor Proficiencies:** Warlocks are proficient with all simple weapons. They are not proficient with any type of armor or shields. Armor of any type interferes with a warlock's arcane gestures, which can cause his spells to fail (if those spells have somatic components).

**Spells:** A warlock casts arcane spells from the warlock class spell lists, memorizing them like a wizard does, but casting them in a fashion more akin to a sorcerer. Warlocks can alter their spells using class features known as Arts, or by the more traditional metamagic feats, which add to the casting time in a fashion similar to that of Bards or Sorcerers.

**Spellbooks:** Warlocks maintain and study from spellbooks much as wizards do, but they do not lose memory of a spell until they study a replacement. A spell must appear in the warlock's spellbook in order for him to memorize it.

A warlock begins play with a spellbook containing four common warlock spells. Each time he goes up in level, he gains two common warlock spells, and if his level increase results in his being able to cast another level of spell, (i.e. he gains access to 2nd or 3rd or 4th etc. level spells) he may instead select three common spells, two rare spells, or a single exotic spell to add to his spellbook.

Warlocks may choose to teach one another any spell they have recorded in their spellbooks, or transfer spells from spellbooks they acquire in their travels.

## Class Information

Though virtually unknown outside the southwestern portions of the continent of Oerik on Liga, the Path of the Warlock has nearly eclipsed that of the more traditional wizard or sorcerer in those lands where it is practiced. To further confuse matters, warlocks refer to their own arcane tradition as Sorcery, and to its more advanced practitioners as Wizards, giving those unschooled in the variety of arcane traditions even more headaches when trying to pigeonhole the practitioners of this Art.

All of the traditional arcane feats are efficacious with the Path of the Warlock, though the Path has several unique class features that resemble feats, these features cannot be employed with other arcane forms if the warlock has levels in those classes (though most will avoid this sort of multiclassing for reasons which will become apparent.

## LEARNING & MEMORIZING SPELLS

Warlocks learn and memorize their spells as wizards do, keeping a grimoire and studying from it to acquire their spells. However, like a sorcerer, they do not lose the memory of a spell once cast, retaining it until it is replaced by memorizing a new spell in its place.

When scribing a spell onto a scroll, a warlock may choose to either 'seal' the spell into its desired form, or leave it 'open', so that the caster may manipulate it as they desire. In either case, the spell may be scribed at any level up to the highest level the warlock may cast.

## CASTING AND MAINTAINING THE PATH

Unless manipulated with traditional metamagic Feats, a warlock's spells are cast as a standard action (that provokes an attack of opportunity), even when manipulated by Arts (see below). A warlock may alter the specifics of his spells using any Art he knows, determined at the moment of casting.

When cast with the Art of Maintain, a warlock may carry the spell suspended in his Presence. These spells, when visible (through Detect Magic or other spells/spell-like abilities) seem to float in the warlock's aura, surrounding him like a shroud. A warlock cannot have more total levels of spells in effect at any given time than his Presence.

## PRESENCE

A warlock can have a number of Arts in effect equal to his Presence, including any spells he is casting at the moment.

A warlock can drop a spell being maintained at will, as a Free Action. The spell's effects will linger until the end of the round in which it is dropped.

[Example: Cybex has a Presence of 15. He maintains a Castback 2 on himself, and on his dog (4). In addition, he maintains a Boost INT 3 and a Resist Damage 5 on himself for a total of 12 levels. When he is in combat, he cannot cast any spell larger than 3 total levels, and if that 3-level spell requires maintenance, he cannot cast another after that.]

## RESISTING / DISPELLING SPELLS

A warlock's spells are always considered to have a DC equal to the level of the spell (unless modified with the Art of Force (see below). Like any other type of spell, the saving throw is normally equal to the caster's level + his INT modifier +1d20.

When a spell is described like "Damage Boost 6" the number after the spell's name always refers to Intensity.

## SPELL COMPONENTS

The Path of the Warlock's arcane spells do not normally require material components. However, if the warlock has a component which is very appropriate to the spell he is casting at hand, the GM, at his discretion, can give him a bonus of up to +5 for the purposes of the spell's DC for saving throws.

[Example: Subadim casts Evoke Fire with a glowing ember as a component, and receives a +1 bonus. If he'd used a red dragon's scale, he might receive a +2 bonus. For a phoenix feather or salamander's heart, a bonus of +3 would apply.]

## OTHER KINDS OF MAGIC AND THE PATH

Other types of magic interfere with a warlock's spellcraft. When a warlock casts a non-Path arcane spell, it counts against his Presence (divine magic, whatever it's source, counts for double). His Presence remains encumbered with these magics until they expire, and he cannot cancel them until they do so naturally, nor can he choose to maintain them past that point. While non-Path magics count against the warlock's Presence, they are not limited by it, nor do spells that are cast on the warlock by an outside agency.

[Example: Cybex is a War8/Brd4. His Presence is 10, and he is Maintaining a Fly 4 and a Boost DEX 3 on himself, leaving 3 Presence available. If he were to cast a 2nd level Bard spell, his available Presence would drop to 1, and if he were a Cleric instead of a Bard, and cast a 2nd level divine spell, his Presence would drop to -1, and he would be forced to drop one of his currently maintained arcane spells if the divine spell had any duration other than Instant.

If Cybex were a War4/Clr9 with the same Presence, he could still cast a 5th level divine spell, but could not maintain any arcane spells while doing so, because the divine spell would be encumbered with 10 Presence worth of spell energy.

In the same vein, if Cybex's Presence were only 8 in the above example, he'd still be able to cast the divine spell, but the -2 available Presence imposed during the duration of that spell would preclude casting or maintaining any Path spells whatsoever.]

When mixed types of magic affect the warlock, similar spells do NOT add together. Instead, they "overlap". For instance, if a warlock is maintaining Boost DEX 6 and Cat's Grace is cast upon him, only the Boost DEX has effect, as it's bonus is greater than that granted by Cat's Grace.

Because of the wide variety of possible combinations, the gamemaster is the final judge of whether or not a particular spell pairing "overlaps".

## SPELL PRECEDENCE

Spells are layered from the inside out in the order in which they were cast. For instance, if you cast Resist Magic 6, Castback 6, and Resist Damage 6 on yourself, in that order, an enemy throwing an Evoke Fire 3 would first need to overcome the Resist Damage. It would roll its damage at that time. If the caster rolled a 14 for his damage, it would first be compared against the Resist Damage that granted the target an effective DR of 6. Next, it would have to check against the Castback 6, trying to penetrate the target's effective SR of 1d20+6. If it made it past the Castback, it would then check against the Resist Magic's effective SR of 1d20+6. If it made it's check, the

reduced damage of 8 points (14 vs DR 6 = 8) would be applied to the target.

# ARTS

The Arts of the Path are used in casting warlock spells. Remember that the user cannot have more levels of Arts in a given spell than the level at which he is attempting to cast it.

[Example: Subadim is a 12th level warlock, and wishes to cast an Evoke Fire at an oncoming euroz. If he chose to cast it as a 6th level spell, it could have either 6 levels of Intensity, or 4 levels of Intensity and 2 levels of Range, or any combination of Arts adding up to 6.]

Eight Arts are normally recognized: Accuracy, Combine, Force, Intensity, Maintain, Multispell, Range, and Reinforce. The arts of Intensity, Maintain, Multispell, and Range are considered to be the "basic" arts. The other arts, those of Banish, Permanence, etc., are considered "secondary" arts. Sometimes the distinction is important. Other Arts are known; often these are closely guarded secrets of the school that created them.

## ART BOOSTING

A warlock can boost the levels of Art he can cast his spells by two means.

**Ceremony:** Each additional standard/move action spent invoking Ceremony increases the user's Art levels by his INT modifier. No spell may have its number of Art levels more than doubled by this activity.

[Example: Subadim (still 12th level, INT 16) elects to use Ceremony to blast an oncoming red dragon with Evoke Lightning. Using both his standard action and his move action for this round, he rolls a successful use of his Ceremony skill, increasing his available Art levels to 9. The use of Ceremony precludes casting a spell defensively.]

**"Burn" Casting:** By overextending himself, a warlock can improve the number of Art levels he can use with a spell by imperiling himself in the process. For each d6 of damage the warlock is willing to endure, he may add 1 Art level to his casting of a spell. This damage cannot be Resisted or neutralized by any spells currently affecting the warlock, and, like the use of Ceremony, precludes casting defensively.

## Accuracy

This Art improves the accuracy of certain attack spells, by allowing the caster to better "target" the spell. Each level of Accuracy in a spell gives the caster a +1 bonus to his Touch or Ranged Touch attack DC.

[Example, if an Intensity 1, Range 2 Accuracy 5 Evoke Lightning were cast by a 15th level caster, his BAB would be +12 instead of his normal +7.]

## Banish

This Art turns a normal spell into an "anti-spell", effectively allowing the warlock to cancel all of or part of another spell. For each level of Banish, 1 point of the

defending spell is canceled. To use this Art, you must actually know the spell you wish to dispel, and must cast it with sufficient Range to reach your target., and as much Banish as you wish to use. Banish can be Multispelled to affect a number of defending spells.

[Example: Rokar the Rock uses Damage Resist Banish 2 on a foe's Damage Resist Intensity 6. The foe's spell is reduced to Damage Resist Intensity 4.]

When a spell is Banished, the owner notices at once, and will even awaken if he sleeps. The Banish need not match it's level vs. the Intensity of the spell it is canceling.

Resist Magic and Castback are the only spells that will defend against Banish.

### Combine

This skill lets the user combine multiple spells within his Art, casting them all at the same time as effectively one spell. Each level of Combine lets the caster add one spell to the mix (note: this means you can't use less than 2 levels of Combine; 1 level of Combine only gives you 1 spell, which is worthless).

[Example: Thraxon of the Eye Combines Diminish STR, Diminish Size, and Shapechange Ogre, planning to turn a ogre into a toad. He uses Intensity 4, and must use Combine 3 (because 3 spells are involved). The total cost is 7 spell levels, and the target ends up with -8 to his STR, goes from Medium to Diminutive in size, and sufficient Shapechange Intensity to affect the ogre. If Thraxon wanted to Hold the spell, he'd need 4 levels of Hold, but that would make this an 11th level spell, and would certainly require an Epic Feat...

When Thraxon casts the spell, he only makes one check to see if all the spells overcome the target.]

For the purposes of dispelling, Combined spells are considered to be ONE spell. If a warlock is maintaining a Combined Resist Damage/Castback/Resist Spirits Intensity 6 Combine 3 on himself, successfully dispelling his Resist Damage knocks down the other two spells in the mix as well.

### Condition

This Art allows the caster to add conditions to a spell. Each condition adds a variable amount of Art level.

There are three classes or kinds of conditions.

**Area-Effect Conditions:** The spell affects an area rather than a specific target; the size of the area is 5' diameter sphere per level of Condition applied.

[Example: An Evoke Fire 4 Condition AE:2 would affect everyone within a 10' diameter sphere, rather than a single target.]

**Target Conditions:** These conditions are used to define exactly what will not be affected by the Conditions on a spell.

[Example: Subadim casts Resist Magic 6 Condition 1, with the condition that healing spells are not resisted from any source.]

**User Conditions:** Normally, spells affect anyone in their area of effect. By the use of this Condition, the caster can bar one specific person or group of people from being

affected by his spell. Any number of people can be included in the group so long as the group is clearly identified. It could be so large as to exclude everyone except the caster.

[Example: An Evoke Fire 4 Condition AE:3 Condition U:1 (Dogs) would affect everyone inside a 15' diameter sphere, except any dogs located in that are of effect.]

### Force

Only usable when the warlock is casting an attack spell that requires a saving throw of the target. For each level of Force, the caster's chance of overcoming the target's SR or spell save DC is increased by 1.

### Intensity \*

The effects of Intensity vary with the particular spell in question. Most targeted/damaging spells use the following table:

<b>Level of Caster</b>	<b>Intensity Yield</b>
01-04	1d4+1
05-08	1d6
09-12	2d6
13-16	2d6+2
17-20	2d8+2

As the warlock rises in level, the amount of damage he can do per Intensity rises according to the table above.

[Example: Desslock the Wise is a 12th level warlock, and casts Evoke Fire 4 Range 2 at an oncoming opponent. If the the target would take 8d6 damage unless they made a Reflex save for half damage.]

### Maintain \*

This skill is used to stabilize a spell so that it can be supported by the caster's Presence, and not be tied to the 10 minute duration of normal warlock spells. If a caster wishes to Maintain a spell, he must use levels of Maintain equal to the highest other art used in the spell.

### Minimize

This Art costs levels to use like all the rest, but it is a bargain, because it actually reduces the effective size of the spell in question for purposes of calculating how much Presence it consumes. Each level of Minimize reduces the effective levels of manipulation by one, to a maximum reduction of half of the manipulation total of the other Arts used. This does not reduce the spell's effective level for purposes of dispelling or maintaining or impacting on defensive spells.

Example: Trevalin decides to cast Resist Damage on himself. Using his Ceremony skill, he can boost his maximum spell level to 8 instead of his usual maximum of 4, allowing him to use 8 levels of manipulation. Since he wants to Maintain this spell as well, he elects to use

Intensity 3, Maintain 3, Minimize 2, which will cost 8 levels but consume only 4 points of Presence.

### Multispell \*

This skill lets the user target multiple opponents with a single spell. Each level of Multispell lets the user have one target who is struck by the spell (note: this means you can't use less than 2 MPs in Multispell -- a 1 MP Multispell only gives you 1 target, which is worthless).

[Example: Cybex of the Glowing Orb casts a multispelled Palsy at a trio of bandits. He uses Intensity 4 and Range 2, far enough to hit 'em all. He uses 3 levels of Multispell, to cast a total of 3 Palsies. This will require a 9th level spell slot, however. Each target makes an individual saving throw.]

### Permanence

This skill lets a temporal spell become permanent, so that it no longer counts against the warlock's Presence. To do this, the levels in Permanence must be equal to the highest other Art used in the spell. In addition, the caster must dedicate a number of Vitality points equal to the total Art levels in the spell. The spell can still be dispelled, but the Vitality points dedicated to maintaining the spell cannot be healed or otherwise recovered until the spell effect ends.

[Example: Cybex decides to boost his Strength. He can cast spells up to 8th level, so he uses Permanence 4, to match the Intensity 4, then dedicates 8 Vitality points to the spell. Now his strength is at +4 and will remain there until the spell is dispelled, no longer taking up any Presence. However, Cybex's normal Vitality of 48 is temporarily only 40 until he drops or otherwise releases the spell.]

### Range \*

Without the use of Range, a ranged spell can be cast up to 10m away. Each level of Range doubles this. A spell can be maintained via Presence at any range -- this skill is only used when a spell is first cast. Of course, the caster must be able to see or otherwise pinpoint the target no matter how far away it is. For this reason, ranges past 9-10 are rarely useful.

Range Table			
Range	Distance	Range	Distance
0	10 m	8	2.56 km
1	20 m	9	5.12 km
<b>2</b>	<b>40 m</b>	<b>10</b>	<b>10.24 km</b>
3	80 m	11	20.48 km
4	160 m	12	40.96 km
<b>5</b>	<b>320 m</b>	<b>13</b>	<b>81.92 km</b>
6	640 m	14	163.84 km
7	1.28 km	15	327.68 km

### Reinforce

Renders a temporal spell more resistant to dispelling. Each level in Reinforce gives the spell +2 bonus vs. attempts at dispelling.

### Reversal

This Art allows the caster to reverse the effects of those spells that have a reversed form, without the necessity of learning the reversed form separately. The levels of Reversal must equal the highest other Art used in the spell.

### Time

This art affects the spell it is cast on by delaying the time it takes effect. The spell is cast normally. If it successfully overcomes any resistance rolls, countermagic, etc., it then does not "go off" until a certain time later, depending on the number of Time levels used. When the spell is cast, the user states exactly when the spell will take effect, at any time up to or including the delay he has ensorcelled. For instance, with 3 levels of Time, he could name any delay up to an hour.

When the spell finally takes effect, it bypasses all countermagic and resistance rolls and directly affects the target, no other rolls necessary.

Time Table			
Levels	Delay	Levels	Delay
1	1 round	6	1 season
2	1 minute	7	1 year
<b>3</b>	<b>1 hour</b>	<b>8</b>	<b>1 decade</b>
4	1 day	9	1 century
5	1 week	10	eternity

## VOWS

Most warlocks create and increase Presence by means of Vows: oaths that the warlock will do, or refrain from doing, specific deeds. If a warlock breaks a Vow, he loses all Presence he'd gained from it, and may not take that Vow again. This fact is taken by some as evidence that the Path of the Warlock is governed by their gods, deities of Magic.

### TAKING VOWS

At every level at which the warlock gains a new spell level, he may assume a new Vow and reap the Presence that it grants. At 1st level, he gains access to the High Vow of his sect, which sets up a mental discipline for him to follow throughout life.

At 3rd level, he gains access to the Vow of Lore Mastery. At each new juncture after this, he may take another Vow as he chooses, so long as he meets the

prerequisites for that Vow.

## THE HIGH VOW

This Vow is gained at first level, and continues to grow with the warlock throughout his career. Initially, it is equal to the warlock's level plus his Intelligence Modifier, minus his level in any other arcane or divine spellcasting class.

If the warlock's score would be equal to 0 or less, he automatically gets 1 point for the High Vow. Few warlocks will bother with training an individual whose potential for this path is lower than 1.

## LORE MASTERY

This is a fine Vow which permits the user to increase his Presence by mastering Knowledge skills. For each Knowledge skill the warlock maintains his maximum possible skill ranks in, he gains 2 Presence for this Vow.

## Other Vows

After each Vow's name is a number -- this is the amount by which the Vow increases the warlock's Presence. These vows may only be taken after a warlock has met the prerequisites.

### ABJURE ALCOHOL (1)

The wizard swears that he will never again drink alcoholic beverages.

### ABJURE ARMS (2)

Never use a weapon of any type.

Some sects have the lesser **Vow of Abjure Knightly Arms** (1), which permits them to use any simple weapons. If such a warlock later takes Abjure Arms, the lesser vow is subsumed (and he only gets 2 total Presence).

### ABJURE CEREMONY (4)

The warlock must not use Ceremony to increase the chance of casting spells.

### ABJURE DAY (or Night) (3)

May never cast spells during daylight hours.

### CELIBACY (1, or 2 if you have never engaged in coitus)

This includes sex of any type, including homosexual or cross-species

### DEVOTION (1)

Must attend a selected temple at least 1 day a week, preventing long distance travel. This vow may be repeated, for the same or different temples, but must be a different day each time, of course.

### HUMILITY (3)

The warlock must act with deference toward his fellow creatures at all times. He may only initiate actions in response to the actions of others; i.e. not speak until spoken to, may only attack if first attacked, etc. This is not pacifism - if someone assaults him first, he can freely respond in kind.

## LOCATION (varies)

This Vow cannot be broken, but the amount of Presence it provides to the caster varies with his geographic position:

In your own home/tower/domicile: +5

If you can see your home, but are not in it: +2 (this applies to magical means of "seeing" your home, too)

If you are in the same town/region: +1

If you are in the same nation: +0

If you are outside your nation's borders: -1

If you have left your world or it's plane of existence: -5

It is possible to have multiple locations, but each must be owned exclusively by the warlock in question.

## NEVER KILL A (SAPIENT SPECIES) (1, or 2 if you have never ever done so; add +2 for Blood Mages)

This Vow does not mean that the warlock cannot let a human (or olve, dwur, hobniz, etc.) die by inaction, or that he cannot order someone else to kill him.

## NEVER TAKE A WOMAN BUT BY FORCE (2)

For males only. This Vow conflicts with Celibacy.

## RITUALS (2)

Must spend an additional melee round in preparation before casting any spell.

Certain sects have the enhanced vow of **Great Rituals**, which requires them to spend an hour in preparation before casting a spell. This gives Presence equal to the High Vow.

## SACRIFICE EYE (5)

Tear out one of your own eyes, which cannot be regrown. (Cut visual Perception skills by half, reduce DEX by 2). Taking this Vow a second time gives you an additional 7 Presence. (Visual Perception skills at 0, DEX reduced by 1/2).

## SACRIFICE HAND (5)

Cut off one of your hands which cannot be regrown. (DEX lowered by 2). Taking this Vow a second time gives you an additional 10 Presence. (DEX lowered by 5).

## SACRIFICE LEG (5)

Cut off one of your legs at the knee, which cannot be regrown. (DEX reduced by 1/3 rd, rounded down. Taking this Vow a second time gives you an additional 10 Presence. (DEX reduced by 2/3 rds, Movement reduced to 1, or whatever magical means of transport used allows.

## SELF-ABNEGATION (4)

Never cast or maintain a spell on yourself.

## SELF-EXALTATION (6)

Never cast or maintain a spell on any target save one's own person. This includes inanimate objects.

## SHUN HARM (3)

You may cast no attack spells. Generally only taken by

healers. Unavailable to followers of Weejas.

### **SHUN HOLY GROUND (2)**

Never enter the holy ground of any cult. If you are taken there against your will, the Vow is still broken. Unavailable to Theist warlocks.

### **SHUN [ELEMENT] (2)**

You may not cast any spells that control, evoke, or otherwise affect the selected element. For example, if a warlock selected Shun Sky, he could not learn or cast Glow. However, a warlock with this vow may learn a Resist spell vs. the chosen element. Unavailable to sects that possess ties to the rune in question, though it's opposite may be taken for double the Presence.

### **SHUN TAP (1, or 2 if you have never cast Tap):**

If you are currently maintaining a Tap spell, you must drop it upon taking this Vow. Unavailable to Theist sects which permit Tap.

### **SILENCE (3)**

Never communicate verbally. You may use Telepathy, hand signals or the written word to communicate. This does not prohibit spellcasting.

### **TEND FAMILIAR (1)**

You take this Vow simply by taking a familiar. If your familiar dies, the Vow is canceled, but by taking another Familiar (or resurrecting the old one), you can accept this Vow a second time.

### **VEGETARIANISM (2)**

Never eat animal meat.

Certain sects have the lesser Vow of **Partial Vegetarianism**, which forbids eating the flesh of warm-blooded animals (only), for 1 added to Presence. If such a cultist later takes full Vegetarianism, the lesser Vow is subsumed into the greater.