

# Occultist

## An Alternate Warlock

Sources include the following (in addition to the ACKS rules referenced here):

<http://autarch.co/comment/14305#comment-14305>

<http://autarch.co/forums/house-rules/spell-points-acks>

Player's Option: Spells & Magic (AD&D 2E)

Tome of Magic (AD&D 2E)

I know ACKS already has a warlock class, but that's what I call this internally, and I didn't feel like finding and replacing everything from 'warlock' to 'occultist'. I named the page Occultist to denote that this is not intended to replace the existing warlock class, it's a different spellcasting method entirely.

Warlock

Prime Requisite: Int

Requirements: Int 9

Hit Dice: d4

Maximum Level: 14

Experience	Title	Level	Hit Dice	Special Abilities	Max Spell Points	Magic Throw
0	Medium	1	1d4	Corruption, Spellcasting, Empowerment (Sacrifice, Blood), Focus (Lesser)	1	16+
2500	Occultist	2	2d4	-	2	15+
5000	Spiritualist	3	3d4	Weakness	5	14+
10000	Hexgiver	4	4d4	-	8	13+
20000	Cursebringer	5	5d4	Weakness, Empowerment (Natural), Focus (Greater), Item Creation (Scrolls/Potions)	14	12+
40000	Necromancer	6	6d4	-	20	11+
80000	Incantationist	7	7d4	Weakness	30	10+
160000	Warlock	8	8d4	-	45	9+
310000	Dread Lord	9	9d4	Weakness, Focus (Permanent), Craft (All magic items)	60	8+
460000	Dread Lord (10th level)	10	9d4+1*	-	75	7+
610000	Dread Lord (11th level)	11	9d4+2*	Weakness, Ritual Casting	90	6+
760000	Dread Lord (12th level)	12	9d4+3*	-	90	5+
910000	Dread Lord (13th level)	13	9d4+4*	-	90	4+
1060000	Dread King	14	9d4+5*		90	3+

Because of their devotion to the study of forbidden lore, warlocks receive limited combat training. At first level, warlocks hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws only two points every six levels of experience (i.e., half as fast as fighters). They are unable to use shields, fight with two weapons, or wear any kind of armor. Warlocks may only fight using a dagger, dart, club, or sling.

In exchange for these weaknesses, warlocks can learn and cast powerful spells. A warlock is not directly limited in the number of spells he can cast per day, but he is limited in his number of spells known. A warlock may cast only those spells in his repertoire. He may have a number of spells in his repertoire equal to the number of spells per day listed on the Mage Spell Progression Table (ACKS Core page 20), plus his Intelligence modifier. Warlocks use a different spell list than mages; see Appendix 1, Warlock Spells.

Warlock spells are innately corrupting. Any warlock character has a Corruption score. A warlock's Corruption score starts at zero at character creation. Every time you kill someone from damage with a warlock spell, you gain one Corruption. The first time in each month you cast a warlock spell, you gain one Corruption. Whenever you instantly kill someone with a warlock spell (such as Finger of Death or Death Spell), you gain two Corruption.

As long as your Corruption is below half your Wisdom score, you are untainted. You receive no penalties. You may reduce your Corruption score by 1 by spending a week in meditation and spending 500 GP on incense and ritual cleansing items.

When your Corruption is greater than half your Wisdom score, you become tainted. Your Strength and Constitution scores are reduced by two points each. A tainted character may not reduce his Corruption score without the assistance of an atonement, geas, or similar spell cast by a lawful cleric. In addition, when a character becomes tainted, he must roll 1d10 on the Magical Mutations sub-table (Player's Companion 109).

When your Corruption is greater than your Wisdom score, you are dark. You lose an additional 2 points of Str and Con (for a total of -4 Str/Con). Every time a dark character levels up, you must save vs death; if you fail, you lose an additional point of both Str and Con. In addition, when a character becomes dark, he must roll 2d10 on the Magical Mutation sub-table.

A warlock's powerful arcane spells are not without risk. In order to cast a spell, the warlock must make a magical research throw. Twice the level of the spell is applied as a penalty; the warlock's Int bonus is applied as a bonus. A further bonus or penalty is applied based on the amount of time spent casting the spell:

Time	Modifier
Attack	-2
Full Round	0
1 Minute	+2
1 Turn	+4
1 Hour	+6
1 Day	+8
1 Week	+10

Using precious materials adds a bonus of +1 per 100 gp of precious materials, to a maximum of 200 gp per level of the spell. Use of precious materials cannot be done on a spellcast taking less than one round.

Using special components (such as the heart of a hellhound for a fireball spell) adds a bonus of +1 per 100 GP value of special components (again, to a maximum of 200 GP per level of the spell). Use of special components cannot be done on a spellcast taking less than one round.

The sacrifice of a living creature can be used to grant the warlock a bonus of +1 per HD of the sacrificed creature. Sacrifice cannot be used as a component for a spellcast taking less than one turn. (Note that multiple creatures may be sacrificed. The maximum bonus from sacrifice is equal to four times the level of the spell.)

A warlock may use a focus (described later) to grant himself a bonus when spellcasting.

Regardless of modifiers or target number, an unmodified result of 1-3 on the d20 always fails.

Should a warlock succeed in his throw, his spell is successfully cast. On a failure, the cost for the spell is drawn from his spell points. If he cannot pay the cost in spell points, he loses all of his spell points, then loses 2 HP for each spell point he cannot pay. In addition, one random weakness per spell level triggers, and also, a wild surge occurs. For specific results of a wild surge, see Appendix 2, Wild Surges.

Spell Level	Cost in Spell Points
1	1
2	3
3	6
4	10
5	15
6	21

A warlock's spells are powered by the life energy of living things, usually unwillingly. A warlock character may store up to a maximum number of spell points given on the Warlock table. He is capable of tapping his own life energy without harming himself, and so these spell points will slowly regenerate; a full night's rest will grant the warlock 1 spell point for each level of spell he is capable of casting. (That is 1 spell point at 1st or 2nd level, 2 at 3rd or 4th, 3 at 5th, and so on). As a cursory glance at the table and the cost of spells will tell you, this is not nearly enough to power his spells. A warlock may also gain spell points through sacrifice, blood, areas of natural power (such as ley lines), death (even if not sacrifice), and at the highest levels, may draw them directly out of the bodies of his foes as an attack form.

At first level, a warlock may only gain points through sacrifice and blood. He may sacrifice living creatures in a ceremony requiring no less than 1 turn per creature; the creature must be helpless or willing throughout the entire procedure. He must then make a magical research throw; if he succeeds, he gains spell points equal to twice the hit dice of the sacrificed creature. (0-level humans are considered 1/2 HD.)

He may also bleed living creatures (including himself) for power, requiring only one round. The creature must be helpless or willing for the entire round. The warlock must declare how many spell points in blood he wishes to extract from the creature, then must make a magical research throw. Whether the magical research throw succeeds or fails, the creature takes 1 damage per spell point. If the magical research throw succeeds, the warlock gains the amount of spell points declared, to a maximum of the creature's HD. This damage cannot be healed by any magic weaker than *restore life and limb* past 1 HP (a character who is bled for power may be healed up to 1 following all normal rules, but all subsequent hit points must be restored non-magically or via extremely powerful magic.) (Note that the damage is not capped; if the warlock wishes to try to extract six spell points from a goblin, the goblin will almost certainly die, and the warlock will gain at most a single spell point.) (Side note: This sounds OP when you think that the warlock can just declare a million and do a million damage to the target. But a helpless target can be automatically slain in one round anyway, so anyone can do that.)

A warlock may craft a focus to aid in his magical research throws to cast spells. At first level, he may only craft lesser foci. A lesser focus is a one-use item that costs 100 gp per focus level and takes 1 day per level to create; it may have a maximum focus level equal to the maximum level spell the warlock can cast. (Thus, at first level, that's a max focus level of 1; at 11th level, it's a max of 6). A lesser focus gives a +1 bonus per level of the focus when casting a specific spell defined in the focus. (An example of a lesser focus would be smoke powder, level 2 focus: grants a +2 bonus when casting wall of smoke.) Creating a lesser focus requires a magical research throw using all the rules for creating a scroll. (Note that 100 gp/level is the base cost; if you have a sample, it costs only 50 gp/level.)

At 3rd level and every two levels thereafter (when the warlock learns a new level of spells), he must roll 2d20 + level on the Weakness table, to reflect the corrupting influence of his forbidden lore. (Even those warlocks who have managed to remain untainted, somehow, must roll.)

Roll	Weakness
5-8	Possession
9-12	Instanity (1d20 + 10)
13-16	Mutation (1d6)
17-20	Spell Signature (1d6)
21-24	Possession
25-28	Insanity (2d20 + 20)
29-32	Mutation (1d10)
33-35	Spell Signature (1d10)
36-37	Possession
38-39	Insanity (1d100)
40-41	Mutation (1d10 + 5)
42-43	Spell Signature (1d10 + 5)
44	Possession
45	Insanity (1d100 + 20)
46	Mutation (2d10)
47	Spell Signature (2d10)
48	Possession
49	Insanity (1d100 + 50)
50	Mutation (1d10 + 10)
51	Spell Signature (1d10 + 10)

For specific results of rolls on the Weakness table, see Appendix 3, Weaknesses.

Beginning at 5th level, a warlock may draw spell points out of areas of natural power. The exact power of any area of natural power is up to the Judge, but it will always be expressed in terms of spell points per day. A table with recommendations of scale follows. (Note: Sinkholes of evil rate as 3 spell points/day, blighted sinkholes as 6/day, and forsaken sinkholes as 15/day or 21/day at the Judge's discretion.)

1 spell point/day: Ordinary ley line. Likely found all over the place in the campaign world.

3 spell points/day: Large ley line. Likely found occasionally, much like large rivers.

6 spell points/day: Ordinary node (intersection of 2 or 3 ley lines). Likely found rarely; three to five per continent.

10 spell points/day: Large node (intersection of 4 or more ley lines). Likely found extremely rarely, one to two per continent.

15 spell points/day: Exceptional confluence, usually the influence of another plane or created by exceptionally powerful magic or events. Likely found vanishingly rarely, one or two in the world.

21 spell points/day: World-shattering confluence; natural power of this magnitude is not a consistent thing and is usually the result of an extremely powerful extraplanar being intentionally feeding power into the world. One might exist in the world temporarily for a few years every century, or even less often.

Also at 5th level, a warlock may begin to create greater foci. Greater foci are like lesser foci, but their bonus applies to a category of spells (for example, summoning spells or necromancy spells). A greater focus costs 500 gp per level and takes 1 week per level to create.

Thirdly at 5th level, a warlock may create scrolls and potions as a mage can.

Beginning at 9th level, a warlock may create permanent foci. A permanent lesser focus costs 10,000 GP per level and takes 50 days per level to construct. A permanent greater focus costs 25,000 GP per level and takes 100 days per level to construct. They otherwise follow all rules for creating magic items.

Also at 9th level, a warlock may make permanent magic items such as rings, staffs, wands, and so on.

Beginning at 11th level, a warlock may cast powerful ritual spells of 7th, 8th, and 9th level as a mage can (his own spellcasting rules still apply, but he learns them through research and is limited in rituals known like a mage).

Notes to alter version:

This class is designed for play in a world where it is hunted to extinction by almost everyone who knows of their existence. Even incredibly evil, chaotic, mass murderers will band together with paladins to hunt them down, and the paladin will say "ok, the mass murderer isn't that bad, we'll work together on this". This is the kind of disadvantage that I allowed to leverage the addition of more custom powers. The balanced version of this class, intended for use in a world where they are normal spellcasters (even if usually evil ones) is presented as the default. Below is a summary of the changes to make if they are this kind of ludicrous evil.

-Corruption gives bonuses: A tainted character receives a +1 bonus on his magical research throws to cast warlock spells. A dark character receives a +2 bonus on his magical research throws to cast warlock spells.

Empowerment (Natural) allows you to exceed your spell point cap. A warlock who draws energy from an area of natural power may store more spell points than his normal cap, so long as he remains within the area of natural power, up to a maximum of double his normal cap. If he leaves the area, he will begin to lose spell points over his normal cap, at the rate of 10% per hour.

Add Empowerment (Death) at 7th level and Empowerment (Essence Theft) at 14th level.

Empowerment (Death) - Beginning at 7th level, a warlock may gain power out of the death of living creatures near him. Each time a creature dies within 10' per level of the warlock, he gains 1 spell point per 2 HD of the creature. (Normal maximum spell points apply.)

Empowerment (Essence Theft) - Beginning at 14th level, a warlock may draw power for his spells directly out of his foes while they are still alive. Once per day, a warlock may take a full round to gather power. All living creatures within 60' of the warlock suffer 10d6 damage, and the warlock gains up to 5 spell points per creature injured, to a maximum of the creature's HD.

Spell points continue to be gained past level 11 (20 per level past 11; 110 at 12, 130 at 13, 150 at 14).

## Appendix 1: Warlock Spells

### KEY

Arcane spell

*Divine spell*

### New spell

Reversed form\* (Note that warlocks may only cast the reversed form of any spell marked thusly; for example, they may cast Bestow Curse but not Remove Curse.)

Spells are marked as arcane or divine purely for edification; all spells cast by warlocks are considered arcane spells. Spells are marked as reversed form in order to make finding them in the book easier (or possible); for example, you won't find a spell listing for Bestow Curse, it's under Remove Curse.

First Level Spells	Second Level Spells	Third Level Spells	Fourth Level Spells
<i>Cause Fear*</i>	Alter Self	<i>Bestow Curse*</i>	<i>Animate Dead*</i>
Chameleon	<i>Bane*</i>	<i>Cause Blindness*</i>	Charm Monster
<b>Chill Touch</b>	Continual Darkness*	<i>Cause Disease*</i>	Command Plant
Choking Grip	Deathless Minion	Chimerical Force	Confusion
<i>Command Word</i>	Detect Good*	Command Person	Conjure Ooze
Darkness*	Detect Invisible	Dismember	<i>Control Undead</i>
Detect Magic	Detect Secret Doors	Dispel Magic	Dimension Door
<i>Detect Undead</i>	ESP	Earth's Teeth	Fear
Jump	<b>Ghoul Touch</b>	Enervate	Giant Strength
<b>Minor Life Drain</b>	Inaudibility	Gaseous Form	Growth of Plants
Protection from Good*	Invisibility	Growth	Hallucinatory Terrain
<i>Putrefy Food and Water*</i>	<b>Invoke Prejudice</b>	Haste	Massmorph
Read Languages	Knock	Hold Person	Minor Globe of Invulnerability
Sharpness	Locate Object	Infravision	<i>Poison*</i>
Shield	Mirror Image	Invisibility 10' Radius	Polymorph Other
Sleep	Necromantic Potence	Nondetection	Polymorph Self
Spider Climb	Ogre Power	Protection from Good, Sustained*	Scry
Unseen Servant	Phantasmal Force	Protection from Normal Missiles	Spectral Force
Ventriloquism	Stinking Cloud	Skinchange	Spell Storing
Wall of Smoke	<b>Transform to Lesser Undead</b>	<i>Speak With Dead</i>	Wall of Fire
	Uncanny Gyration	<b>Spirit Armor</b>	Wall of Ice
	Web	Telepathy	Wizard Eye
	Wizard Lock	Water Breathing	
		<b>Drain Life</b>	

Fifth Level Spells	Sixth Level Spells
Adaptation	Anti-Magic Shell
Cloudkill	Control Plants
Cone of Paralysis	Control Weather
Conjure Elemental	Death Spell
Contact Other Plane	Detect Ritual Magic
Curse of Swine	Disintegrate
Feeblemind	Enslave
<i>Finger of Death*</i>	<b>Evard's Black Tentacles</b>
Hold Monster	Flesh to Stone
Magic Jar	Geas
Mass Infravision	Globe of Invulnerability
Panic	Invisible Stalker
Passwall	Oblivion
Phantasmal Killer	Permanent Illusion
Protection from Normal Weapons	Programmed Illusion
Scouring Wind	Projected Image
Telekinesis	Reincarnate
Teleport	Torpor
<b>Transform to Greater Undead</b>	Trollblood
Transform Rock to Mud	Wall of Corpses
X-Ray Vision	
Weakness of Mind*	
<b>Draining Field</b>	

## New Spells

### First Level

#### Chill Touch

Chill Touch deals 1d8 damage per caster level, to a maximum of 5d8 damage, to a target that you successfully touch (requiring an attack throw). At 6th level and 11th level, the spell lasts for an additional touch (for a maximum of three touches at 11th level). You may still only make one touch attempt per round. If you take an action other than attempting to touch a target, the spell ends, even if you have one or more charges remaining.

1d8 damage per level (44), max 5d (x.9), range touch (x.4), attack throw required (x.35), target 1 creature + 1 creature per 5 levels = 11.088

#### Minor Drain Life

Minor Drain Life is a channeled spell targeting one creature within 30 feet of the caster. The target is allowed a saving throw vs death when the spell is cast. If they fail, they take 1d4 damage, and the caster is healed for the damage dealt. The target is entitled to a saving throw vs death at the start of each of the caster's turns; when they succeed, the spell ends. Otherwise, the drain continues, draining 1d4 hp per round until the caster's concentration is broken or the target moves out of range.

heals 1d4 (10), deals 1d4 per level (27), max 1d (x.1), concentration or until target saves (x1.75), one creature (x1), save negates (x.5), range 30 ft (x1.2) = 13.335

## Second Level

### Transform to Lesser Undead

Transform into a corporeal undead creature, gaining your new form's physical characteristics and physical attacks. Lasts 1 turn per level. Note that this spell may not be canceled early; it lasts until dispelled or the duration expires. Your choice of undead to transform into is limited by your caster level.

Legal transforms:

3rd level: skeleton

5th level: zombie, ghoul

7th level: wight

9th level: mummy

11th level: vampire

transform to the form of an undead creature (35), gain new form's physical characteristics (10), gain new form's physical attacks (10), HD limited to caster level (x.75), target 1 creature (x1), range self (x.5), duration 1 turn per level (x.8) = 18.2

### Invoke Prejudice

All creatures in a 60' wide by 30' long cone extending from the caster must make a saving throw vs spell. If they fail, they must make a reaction roll against their former allies; the result of this reaction roll replaces any former attitude they had. Immediate attacks are fairly unlikely, but are possible. The warlock's bonus or penalty to reaction checks is added in reverse (thus, if the warlock has +3 to reaction checks, all the targets of this spell take a -3 on the reaction roll) to all reaction rolls made by this spell. The new attitude will hold for one round per level of the warlock.

### Ghoul Touch

The caster's successful touch acts as a ghoul's touch, paralyzing a target as long as they are not an elf for 2d4 turns. Note that no saving throw is permitted, although the caster does need to make a successful attack throw. Like a ghoul's paralysis, this can be removed by a cure light wounds spell.

target held helpless (15), attack throw required (x.35), duration 1 hour (x6) range touch (x.4) = 12.6

## Third Level

### Spirit Armor

The caster forms a suit of spirit armor out of their life-force, which offers protection equivalent to banded armor (AC 5) and grants a +3 bonus to saves against magical attacks. It is not cumulative with any kind of armor or shield, but stacks with other bonuses. It does not hinder movement or encumbrance, and it does not affect spellcasting. When the spell ends, the caster suffers 2d6 points of damage.

ac 5 vs missiles and melee (5), +3 bonus to saves (20), self only (x.75), duration 1 turn per level (x1.33), deals 2d6 damage to caster (-10) = 20, this is 3rd level anyway because i feel it fits better there

### Drain Life

Drain Life is a channeled spell targeting one creature within 30 feet of the caster. The target is allowed a saving throw vs death when the spell is cast. If they fail, they take 3d8 damage, and the caster is healed for the damage dealt. The target is entitled to a saving throw vs death at the start of each of the caster's turns; when they succeed, the spell ends. Otherwise, the drain continues, draining 3d8 hp per round until the caster's concentration is broken or the target moves out of range.



1d8 damage per level - 44, heals 1d8 per level (approximately 50), max 3d (x.5), concentration or until target saves (x1.75), one creature (x1), save negates (x.5), range 30 ft (x1.2) = 49.35, which is 3rd level with a fireball-esque breakthrough. Since warlocks do not have Fireball on their spell list, this is judged acceptable.

## Fifth Level

### Transform to Greater Undead

Transform into an undead creature, choices determined by caster level. You gain your new form's physical characteristics, physical attacks, and special abilities. Lasts 6 turns + 1 turn per level; note that this spell may not be canceled early, lasting until it is dispelled or the duration expires. Your choice of undead is limited by your caster level.

Legal Transforms

9th level: skeleton, zombie, ghoul, wight, mummy, shadow, wraith

11th level: vampire, spectre

undead transform (35), physical characteristics (10), physical attacks (10), special abilities (20), hd limited (x.75), target 1 creature (x1), range self (x.5), duration 6 turns + 1 turn per level (x1.5) = 42.1875, making it a 5th level spell anyway because undead special abilities are nuts

### Draining Field

Draining Field creates an area around the caster which automatically drains the life from all living beings within range. Each round at the beginning of the caster's turn, each living being within 30' of the caster must save vs Death. Those who succeed suffer no effects that round; those who fail suffer 2d4 damage. The caster is healed for the total damage dealt by this spell.

1d4 damage per level (27), max 2d (x.3), heals 2d4 (approximately 15), Range 0' (x.4), targets all creatures within a 30' radius centered on caster (approximately x4), save for half (x0.75), duration 1 round per level (x4) = 60.48, is fifth level thanks to a breakthrough.

## Sixth Level

### Evard's Black Tentacles

Any creature that enters the area defined by the grasping tentacles takes 2d6 damage and a mortal wound roll. The tentacles may form themselves into a square 20 feet on a side, or a line 40 feet by 10 feet, with the closest part of the area no further than 60 feet away from the caster. The tentacles grow out of the ground and all parts of the area must be touching the ground. The tentacles cannot be attacked or harmed by any physical or magical attack, though a successful dispel magic or dispel evil spell will destroy them.

deals 2d6 damage to creatures that pass through (20), causes mortal wounds roll on creatures that pass (60), not affected by physical and magical effects (x1), must always be in contact with ground (x.75), may be crudely shaped by reducing area (x.8), range 60' (x.8), 500 square feet (x.75), no thickness modifier, may be evoked where objects/creatures are (x2), no save (x1) = 57.6

## Appendix 2: Wild Surges

This table is available as an RTF from wizards.com: <http://www.wizards.com/dnd/files/WildMagicTables.rtf>

It is reproduced here for convenience.

### Wild Surge Table (1d100)

- 01 Wall of force appears in front of caster
- 02 Caster smells like a skunk for spell duration
- 03 Caster shoots forth eight nonpoisonous snakes from fingertips; snakes do not attack
- 04 Caster's clothes itch (-2 penalty to initiative)
- 05 Caster glows as per a light spell
- 06 Spell effect has 60' radius centered on caster
- 07 Next phrase spoken by caster becomes true, lasting for 1 turn
- 08 Caster's hair grows on foot in length
- 09 Caster pivots 180 degrees
- 10 Caster's face is blackened by a small explosion
- 11 Caster develops allergy to his magical items; cannot control sneezing until all magical items are removed (allergy lasts 1d6 turns)
- 12 Caster's head enlarges for 1d3 turns
- 13 Caster reduces (reversed enlarge) for 1d3 turns
- 14 Caster falls madly in love with target until a remove curse is cast
- 15 Spell cannot be canceled at will by the caster
- 16 Caster polymorphs randomly
- 17 Colorful bubbles come out of caster's mouth instead of words (words are released when bubbles pop); spells with verbal components cannot be cast for 1 turn
- 18 Reversed tongues affects all within 60 feet of caster
- 19 Wall of fire encircles the caster
- 20 Caster's feet enlarge, reducing movement to half and adding -4 penalty to initiative rolls for 1d3 turns
- 21 Caster suffers same spell effect as target
- 22 Caster levitates 20 feet for 1d4 turns
- 23 Cause fear within a 60' radius centered on the caster; all in radius except caster must make saving throw
- 24 Caster speaks in a squeaky voice for 1d6 days
- 25 Caster gains X-ray vision for 1d6 rounds
- 26 Caster ages 10 year
- 27 Silence, 15' radius centers on caster
- 28 10' x 10' pit appears immediately in front of the caster, 5 feet deep per level of the caster
- 29 Reverse gravity beneath caster's feet for 1 round
- 30 Colored streamers pour from caster's fingertips
- 31 Spell effect rebounds on caster
- 32 Caster becomes invisible
- 33 Color spray from caster's fingertips
- 34 Stream of butterflies pours from caster's mouth
- 35 Caster leaves monster-shaped footprints instead of his own until a dispel magic is cast
- 36 3–30 gems shoot from the caster's fingertips; each is worth 1d6 x 10 gp
- 37 Music fills the air
- 38 Create food and water
- 39 All normal fires within 60 feet of caster are extinguished
- 40 One magical item within 30 feet of caster (randomly chosen) is permanently drained
- 41 One normal item within 30 feet of caster (randomly chosen) becomes permanently magical
- 42 All magical weapons within 30 feet of caster are increased by +2 for 1 turn
- 43 Smoke trickles from the ears of all creatures within 60 feet of the caster for 1 turn
- 44 Dancing lights
- 45 All creatures within 30 feet of the caster begin to hiccup (-1 to initiative and attack throws)
- 46 All normal doors, secret doors, portcullises, etc. (including those locked or barred) within 60 feet of the caster swing open

47 Caster and target exchange places  
48 Spell affects random target within 60 feet of caster  
49 Spell fails but does not cost any spell points  
50 Monster summoning II  
51 Sudden change in weather (temperature rise, snow, rain, etc.) lasting 1d6 turns  
52 Deafening bang affects everyone within 60 feet; those who can hear must save vs. Spell or be stunned 1d3 rounds  
53 Caster and target exchange voices until a remove curse is cast  
54 Gate opens to a randomly chosen Outer Plane; 50% chance for extraplanar creature to appear  
55 Spell functions, but shrieks like a shrieker  
56 Spell effectiveness (range, duration, area of effect, damage, etc.) decreases by 50%  
57 Spell reversed, if reverse is possible  
58 Spell takes physical form as free-willed elemental and cannot be controlled by caster; elemental remains for the duration of the spell and its touch causes the spell effect (attack throw equal to caster's)  
59 All weapons within 60 feet of the caster glow for 1d4 round  
60 Spell functions; any applicable saving throw is not allowed  
61 Spell appears to fail when cast, but occurs 1–4 rounds later  
62 All magical items within 60 feet of caster glow for 2d8 days  
63 Caster and target switch personalities for 2d10 rounds  
66 Slow spell centered on target  
65 Target deluded  
66 Lightning bolt shoots toward target  
67 Target enlarged  
68 Darkness centered on target  
69 Plant growth centered on target  
70 1,000 lbs. of nonliving matter within 10 feet of target vanishes  
71 Fireball centers on target  
72 Target turns to stone  
73 Spell is cast; material components/foci and spell points are retained  
74 Every living creature within 10 feet of caster receives the benefit of a heal  
75 Target becomes dizzy for 2d4 rounds (–4 AC and attack throws, cannot cast spells)  
76 Wall of fire encircles target  
77 Target levitates 20 feet for 1d3 turns  
78 Target suffers blindness  
79 Target is charmed as per charm monster  
80 Target forgets  
81 Target's feet enlarge, reducing movement to half normal and adding -4 penalty to all initiative rolls for 1d3 turns  
82 Rust monster appears in front of target  
83 Target polymorphs randomly  
84 Target falls madly in love with caster until a remove curse is cast  
85 Target changes sex  
86 Small, black raincloud forms over target  
87 Stinking cloud centers on target  
88 Heavy object (boulder, anvil, safe, etc.) appears over target and falls for 2d20 points of damage  
89 Target begins sneezing and is unable to cast spells for 1d6 rounds  
90 Spell effect has 60' radius centered on target (all within suffer the effect)  
91 Target's clothes itch (-2 penalty to initiative for 1d10 rounds)  
92 Target's race randomly changes until canceled by a dispel magic  
93 Target turns ethereal of 2d4 rounds  
94 Target hastened  
95 All cloth on target crumbles to dust  
96 Target sprouts leaves (no damage caused, can be pruned without harm)  
97 Target sprouts new useless appendage (wings, arm, ear, etc.) which remains until dispel magic is cast  
98 Target changes color (canceled by dispel magic)  
99 Spell has minimum duration of 1 turn (e.g.: a fireball creates a ball of flame that remains for 1 turn, a lightning bolt bounces and continues, possibly rebounding, for 1 turn, etc.)  
100 Spell effectiveness (range, duration, area of effect, damage, etc.) increase 200%

## Appendix 3: Weaknesses

### Weakness Subtables and Rules Thereto

**Mutation and Spell Signature:** Roll the listed die on the appropriate table in ACKS Player's Companion. Weakness-based mutations and spell signatures are relapsing/remitting; each day, they have a 5% chance (1 on a d20) to trigger (in addition to triggering when you cannot pay for a spell). When they trigger, they last for 3d6 days.

**Possession:** Possession has five stages. Each time you roll Possession, increase the stage by 1. Possessions grant a permanent effect, and also do something when they trigger.

**Stage 1 - Enticement.** The character is granted a trait that gives an advantage (for example, they might gain red-glowing eyes that give 30' infravision, or gain the ability to hide in shadows as a thief of their level, or gain talons that deal 1d4 points of damage). In exchange, the character acquires a visible mark, feature, or characteristic that marks him; his footprints might be backwards, his voice might be unnaturally raspy or sepulchral, his face might show an unconcealable mark of his allegiance, or whatever else the Judge decides. The effect is to inflict a -2 penalty to reaction rolls. When triggered, the character believes that he is his patron for 1d4 days.

**Stage 2 - Invitation.** The character gains a noticeable enhancement to his abilities of some kind (examples might include +1 to +3 an ability score, +5 to +15 hit points, or superhuman stamina that allows the character to ignore fatigue or the need to sleep more than 4 hours). In exchange, the character must suffer through periods of weakness where the patron is distance or inaccessible; the character might have the spell point costs of his spells doubled (with a commensurate penalty to his throws to spellcast) during daylight, moonlight, in temples or sacred ground, on ships, etc. The more powerful the character's advantage, the more prevalent the weakness condition should be. In addition, for particularly powerful granted advantages, the character might have a halved Strength, Dexterity, or Constitution (or even more than one) during the periods of weakness. When triggered, the character suffers double their normal penalty for the patron being distance or inaccessible (4x cost for spells/double cast throw penalty, any stats that are normally halved become quartered instead).

**Stage 3 - Touch of Darkness.** The warlock's hitherto subtle transformations become so obvious that there is no hope of concealing them without magical aid. For example, he might sprout great bat-shaped wings that allow him to fly, his body may develop satyr-like goat legs that increase his movement by 50%, his skin may become tough and scaly granting him a natural AC of 3, or his blazing eyes may cause fear (as the spell) in anyone who meet his gaze. However, these obvious developments confer a -6 penalty to reaction rolls. In addition, the character acquires some ghastly habit or dependency that marks him as a creature of darkness. For example, the warlock may have to drink blood once per day, eat only raw meat, or sleep only in graveyards. If the warlock somehow managed to get to this stage without his alignment being Chaotic, it changes to Chaotic. When triggered, the character can think of nothing but satisfying his dependency and will take any action necessary to do so, as many times as possible, for 3d6 days. (A warlock who must drink blood, for example, will go find someone to kill, drink them dry, then repeat, stopping only to eat and sleep.)

**Stage 4 - Embrace.** The warlock gains a supernatural ability or resistance, but also acquires a supernatural vulnerability. Any one \* ability is appropriate for the ability; he might only be able to be struck by magical weapons, or he may gain a breath weapon that deals 1d6 damage per level (usable 3 times per day), or he may become immune to poison, gas, sleep, and charm. The price he pays is a vulnerability such as being able to be turned as an undead of his HD, the inability to stand contact with common materials such as cold iron or garlic, or the inability to set foot on sacred ground. In addition, there is a 1% cumulative chance per day that the patron compels the warlock to perform a service for him, taking 1d6 days. When triggered, the character is transported to the patron's plane to serve it personally for 2d10 days.

**Stage 5 - Creature of Darkness.** The warlock transforms fully into a fiend of his HD with one special ability plus one per point of Int bonus, retaining his spellcasting abilities. The Judge should design the monster and decide whether or not the player may continue to play the character. Nothing bad happens when this weakness is triggered; you've already transformed into a fiend.

**Insanity** - Roll the indicated die on the Random Insanity Chart. Like mutations and spell signatures, in addition to triggering when the warlock fails to pay for a spell, each insanity has a 5% chance of triggering each day. However, a warlock who is currently suffering from any of his insanities does not need to roll for any of them to trigger until he recovers. Some insanities are permanent and do not trigger; if this is the case, the description will clearly state so.

## Random Insanity Chart

01-15 Delirium  
16-20 Disorientation  
21-24 Attraction  
25-37 Phobia  
38-40 Paranoia  
41-46 Alienation  
47-53 Amnesia  
54-61 Hallucinatory insanity  
62-64 Melancholia  
65-69 Dementia praecox  
70-74 Monomania  
75-79 Mania  
80-81 Manic-depressive  
82-89 Hebephrenia  
90-95 Catatonia  
96-103 Delusional insanity  
104-114 Schizophrenia  
115-119 Homicidal mania  
120-124 Psychic translocation  
125+ Pursuit

*Delirium* - The warlock is prone to lapsing into bouts of delirium lasting 1d4 days. During these bouts, he wanders randomly and raves and rants. He is easily frightened and flees most encounters. The character cannot cast spells, and if he is restrained or threatened by combat, he goes catatonic for 1d6 hours.

*Disorientation* - The warlock's surroundings make no sense to him, and he is temporarily unable to recognize places, people, or even his own possessions. He retains command of his normal skills, though he has a -4 penalty to spellcasting throws and a -2 penalty to attack throws. However, he has a difficult time initiating or following through on actions; if told to stay put, he may wander off, or if his comrades flee from a monster he might stay behind, unaware of the danger. The warlock has a 10% cumulative chance per day of recovering from this state.

*Attraction* - The character develops an unhealthy obsession with a particular person, place, or thing, or type of item. This manifests as an uncontrollable desire to be near the subject of the attraction. Good examples might be a particular star in the sky, a mountain, a special site, the sea, an artifact or item, and so on. This desire drives the warlock to stop everything he is doing and travel to the site (or in its direction, in the case of a celestial object). If he is stopped by force, he will become disoriented for 1d6 hours, then resume his trek by any means necessary. The warlock has a 10% cumulative chance of recovery each day.

*Phobia* - A warlock confronted with the subject of his phobia automatically flees the scene with all possible speed for at least 1d3 full turns. If the character cannot escape, he lapses into a catatonic state that lasts 1d6 days. The Judge can assign an appropriate phobia, or roll one on the Phobias Table. A phobia is a permanent insanity, and does not have a random chance of triggering each day. However, if a warlock with a phobia fails to pay for a spell, he hallucinates the subject of his phobia.

*Paranoia* - A warlock afflicted with this form of insanity becomes suspicious of everyone and everything. The paranoia lasts 1d6 months.

*Alienation* - The warlock experiences an acute sense of dislocation or wrongness in his surroundings. He is certain that he belongs somewhere else, though he cannot say where that might be. The alienation lasts 1d6 months.

*Amnesia* - The warlock loses all of his memories, though he retains his spell repertoire and skills. He may not, however, be aware that he is even a spellcaster, much less which spells he knows, until he can find his items and records and the like. The warlock has a 10% noncumulative chance each day of recovering his memories. Unlike other insanities, amnesia can trigger more than once; keep rolling for amnesia to trigger while you are suffering from it. If amnesia triggers again, the warlock loses all of his memories again (thus losing all of those that occurred since amnesia first triggered).

*Hallucinatory insanity* - The warlock begins perceiving sights, sounds, or sensations from the awful, alien realms that parallel the normal world. To others, he appears to simply be seeing or hearing things; unfortunately, these hallucinations have a very tangible reality for the

warlock. For every action he undertakes, there is a 2 in 6 (33%) chance that a hallucination prevents him. (This includes such things as 'walking across the room', 'sitting down', 'making the bed', 'eat dinner', and not just combat actions.) Each month, there is a 10% cumulative chance that the warlock figures out how to banish the apparitions.

*Melancholia* - The insignificance of humanity in the face of the Outer Powers is a terrifying concept, and a warlock afflicted with melancholia suffers fits of brooding and depression as this knowledge sinks into his mind. Each day that melancholia does not trigger, the chance of it triggering the next day increases by 5%. When the melancholia triggers, the chance is reset, and the warlock sinks into a deep depression that completely disables him for 1d3 days. He will have no volition to travel, fight, cast spells, or even look after his own survival.

*Dementia praecox* - This condition is similar to melancholia, but consists of a hopelessness or loss of volition. The warlock simply cannot bring himself to care about what is going on around him, even ignoring direct threats to his life. Each time the warlock attempts an action (as per hallucinatory insanity), there is a 50% chance that he stops caring and gives up before completing the action. Dementia praecox lasts 2d6 months.

*Monomania* - The warlock becomes obsessed with completing a particular long-term goal; it might be, for example, the complete destruction of a particular nation, the secret of the next spell level, or the annihilation root and branch of a bloodline that defied him in the past. As long as the warlock can pursue his goal, he can act normally, but if he is prevented from pursuing his goal he has a 50/50 chance of lapsing into catatonia or entering a manic state. Note that the warlock's single-minded devotion to his goal is not healthy; he ignores sleep, food, and others. Monomania lasts for one goal if triggered randomly and 1d4 linked goals if triggered by an inability to pay for a spell.

*Mania* - Terror of unimaginable depth turns the warlock into a stark, raving madman. Every day, there is a 25% cumulative chance that he will suffer a manic episode lasting 1d6 hours, during which he attempts to attack or destroy anything around him. The warlock's Strength increases to giant levels, causing him to deal double damage with weapons while manic. While he is raging, he can easily turn on and kill people near him, but he is just as likely to go gnaw the bark off a tree. Note that even if the warlock is in control of himself, he cannot cast spells; the struggle to retain control takes all of his concentration. The warlock will regain his stability after 1d10 months.

*Manic-Depressive* - A warlock who rolls this gains both the Mania and Melancholia insanities. (They are two separate conditions and roll to trigger separately.)

*Hebephrenia* - A warlock suffering from hebephrenia withdraws from reality into a childlike state, wandering aimlessly, ignoring most external stimuli and babbling or mumbling to himself constantly. The condition is completely debilitating; the warlock is effectively feeble-minded, unable to participate in normal society or survive without constant care. Hebephrenia lasts until cured by a strength of mind or other appropriate spell. Note that this is not technically a permanent insanity; after being cured, it can be triggered again.

*Catatonia* - The catatonic completely withdraws from reality, ignoring all external stimulus. He cannot move, speak, or act in any way, and may even ignore food placed in his mouth or painful injuries. The catatonic state lasts for 2d10 months.

*Delusional Insanity* - The warlock believes that he is someone or something other than himself. In many cases, he believes that his mind or persona has been placed into the wrong body. The steps he takes to rectify this could range from attempts at suicide to magically crafting himself a new body and transferring his consciousness into it. The warlock may continue to recognize his old companions or may seek out new allies appropriate to his 'true' self. (It is up to the Judge what the warlock believes himself to be.) Delusional insanity is a permanent insanity and does not trigger.

*Schizophrenia* - An entity or power from the warlock's dabbling invades his body, forming a second personality. The details of the personality and its goals are up to the Judge; it may want nothing more than to observe the warlock's reality, or it may desire to end the tyranny of four-dimensional existence (SEMPER FIDELIS LINE SEGMENTUM!). Schizophrenia triggers on a roll of 1-5 on a d20 (25%). When it triggers, the entity is in control for 1d4 days. The entity can always communicate with the warlock, whether or not it is in control (similarly, the warlock can communicate with the entity when it is in control).

*Homicidal mania* - As schizophrenia, but the alternate personality has no interest in anything but destruction and mayhem. When the warlock loses control of his mind, the alternate personality begins stalking and killing its victims, usually starting with those closest to the warlock.

*Psychic translocation* - The warlock's psyche is transferred entirely to an outerplanar creature's body, and the outerplanar creature gets the warlock's body. (From the perspective of the prime material plane, this is probably an improvement, given that any warlock who rolled this high on the table is probably an insane serial killer by now.) The warlock is pretty much screwed and has to try to make his way in the new world. There is a chance that the entity will return the warlock's body of its own accord, but should that not occur, the warlock needs to come

up with a magical way to find his own world, get back there, and get his body back. The Judge is encouraged to be creative and malevolent.

*Pursuit* - There are entities in the dimensions beyond that are so inimical and insatiable that even speaking their names or catching a glimpse of their existence represents a disaster of the worst kind. The warlock who rolls Pursuit as a weakness has attracted the attention of such a creature, and it follows him home. The pursuing entity may be a powerful monster who desires to devour the warlock, or it could be a forgotten abomination that seeks to devour the entire world. Again, the Judge is encouraged to be both creative and malevolent. (To summarize this result in one sentence; You just pissed off Cthulhu and he followed you home.)