

Warlock Bonus Feats

The following feats are modified versions of the third edition warlock's Eldritch Essence and Blast Shape Invocations. The warlock gains these as bonus feats as he advances in levels.

Blast Shape Feats

Eldritch Chain
Eldritch Cone
Eldritch Doom
Eldritch Spear
Hideous Blow

Eldritch Essence Feats

Beshadowed Blast
Bewitching Blast
Brimstone Blast
Frightful Blast
Hellrime Blast
Noxious Blast
Repelling Blast
Sickening Blast
Vitriolic Blast

Feat Descriptions

BESHADOWED BLAST [ELDRITCH ESSENCE]

Your eldritch blast gains the ability to blind your opponent.

Prerequisite: Eldritch Blast class feature, access to lesser invocations

Benefit: You can change your eldritch blast into a beshadowed blast. Any living creature struck by a beshadowed blast must succeed on a Fortitude save or be blinded for 1 round.

BEWITCHING BLAST [ELDRITCH ESSENCE]

Your eldritch blast befuddles the mind of your target.

Prerequisite: Eldritch Blast class feature, access to greater invocations

Benefit: You can change your eldritch blast into a bewitching blast. Any creature struck by a bewitching blast must succeed on a Will save or be confused for 1 round in addition to the normal damage from the blast. This is a mind-influencing effect.

BRIMSTONE BLAST [ELDRITCH ESSENCE]

Your eldritch blast inflicts fire damage and can ignite your foes.

Prerequisite: Eldritch Blast class feature, access to lesser invocations

Benefit: You can change your eldritch blast into a brimstone blast. A brimstone blast deals fire damage. Any creature struck by a brimstone blast must succeed on a Reflex save or catch on fire, taking 2d6 points of fire damage per round until it takes a full-round action to extinguish the flames or the duration expires. The fire damage persists for 1 round per five class levels you have. For example, a 15th-level warlock deals 2d6 points of fire damage for 3 rounds after the initial brimstone blast attack. A creature burning in this way never takes more than 2d6 points of fire damage in a round, even if it has been hit by more than one brimstone blast.

ELDRITCH CHAIN [BLAST SHAPE]

Your eldritch blast can leap from target to target.

Prerequisite: Eldritch Blast class feature, access to lesser invocations

Benefit: You can improve your eldritch blast by turning it into an arc of energy that "jumps" from the first target to others. An eldritch chain can jump to one or more secondary targets within 30 feet of the first target, allowing you to make additional ranged touch attacks and deal damage to the secondary targets if you hit.

You can "jump" the chain to one secondary target per five caster levels, so you can strike two additional targets at 10th level, three additional targets at 15th level, and four additional targets at 20th level. Each new target must be within 30 feet of the previous one, and you can't target the same creature more than once with the eldritch chain. If you miss any target in the chain, the eldritch chain attack ends there.

Each target struck after the first takes half the damage dealt to the first target. This reduction in damage to secondary targets applies to any effect that increases the damage of your eldritch blast (such as vitriolic blast).

ELDRITCH CONE [BLAST SHAPE]

Your eldritch blast takes the shape of a 30-foot cone.

Prerequisite: Eldritch Blast class feature, access to great invocations

Benefit: You can invoke your eldritch blast as a 30-foot cone. The eldritch cone deals the normal eldritch blast damage to all targets within the area. This is not a ray attack, so it requires no ranged touch attack. Any creature in the area of the cone can attempt a Reflex save for half damage.

ELDRITCH DOOM [BLAST SHAPE]

Your eldritch blast affects all enemies within twenty feet of you.

Prerequisite: Eldritch Blast class feature, access to dark invocations

Benefit: You can invoke your eldritch blast as the dreaded eldritch doom. This causes bolts of mystical power to lash out and savage nearby targets. An eldritch doom deals eldritch blast damage to any number of targets designated by you and within 20 feet. This is not a ray attack, so it requires no ranged touch attack. Each target can attempt a Reflex save for half damage.

ELDRITCH SPEAR [BLAST SHAPE]

The range of your eldritch blast increases considerably.

Prerequisite: Eldritch Blast class feature, access to least invocations

Benefit: This blast shape invocation extends your eldritch blast attacks to great distances. Eldritch spear increases the range of an eldritch blast attack to 250 feet with no range increment.

FRIGHTFUL BLAST [ELDRITCH ESSENCE]

Your eldritch blast instills your foes with fear.

Prerequisite: Eldritch Blast class feature, access to least invocations

Benefit: You can change your eldritch blast into a frightful blast. Any creature struck by a frightful blast must succeed on a Will save or become shaken for 1 minute. A shaken creature struck by a frightful blast is not affected by the shaken aspect of the blast but takes damage normally. Creatures with immunity to mind-affecting spells and abilities, or fear effects, cannot be shaken by a frightful blast.

HELLRIME BLAST [ELDRITCH ESSENCE]

Your eldritch blast deals cold damage and weakens opponents.

Prerequisite: Eldritch Blast class feature, access to lesser invocations

Benefit: You can change your eldritch blast into a hellrime blast. A hellrime blast deals cold damage. Any creature struck by the attack must make a Fortitude save or take a -4 penalty to Dexterity for 10 minutes. The Dexterity penalties from multiple hellrime blasts do not stack.

HIDEOUS BLOW [ELDRITCH ESSENCE]

You can channel your eldritch blast through a mêlée attack..

Prerequisite: Eldritch Blast class feature, access to least invocations

Benefit: As a standard action, you can make a single mêlée 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.

NOXIOUS BLAST [ELDRITCH ESSENCE]

Your eldritch blast nauseates opponents..

Prerequisite: Eldritch Blast class feature, access to greater invocations, Sickening Blast

Benefit: You can change your eldritch blast into a noxious blast. Any creature struck by a noxious blast must make a Fortitude save or be nauseated for 1 minute.

REPELLING BLAST [ELDRITCH ESSENCE]

Your eldritch blast pushes back your foes..

Prerequisite: Eldritch Blast class feature, access to greater invocations

Benefit: You can change your eldritch blast into a repelling blast. Any Medium or smaller creature struck by a repelling blast must make a Reflex save or be hurled 1d6 × 5 feet directly away from you and knocked prone by the energy of the attack. If the creature strikes a solid object, it stops prematurely, taking 1d6 points of damage per 10 feet hurled, and it is still knocked prone.

SICKENING BLAST [ELDRITCH ESSENCE]

Your eldritch blast also sickens your target.

Prerequisite: Eldritch Blast class feature, access to least invocations

Benefit: You can change your eldritch blast into a sickening blast. Any living creature struck by a sickening blast must make a Fortitude save or become sickened for 1 minute. A sickened creature struck by a second sickening blast is not affected by the sickening aspect of the blast but still takes damage normally.

UTTERDARK BLAST [ELDRITCH ESSENCE]

Your eldritch blast gains the ability to energy drain your enemies.

Prerequisite: Eldritch Blast class feature, access to dark invocations

Benefit: You can change your eldritch blast into an utterdark blast. An utterdark blast deals necrotic damage, which heals undead creatures instead of damaging them. Any creature struck by the attack must make a Fortitude save or gain two negative levels. The negative levels fade after 1 hour. If a target ever has as many negative levels as Hit Dice, it dies. The negative levels imposed by multiple Utterdark blasts do stack.

VITRIOLIC BLAST [ELDRITCH ESSENCE]

Your eldritch blast deals acid damage and continues to devour your foe over time.

Prerequisite: Eldritch Blast class feature, access to greater invocations

Benefit: You can change your eldritch blast into a vitriolic blast. A vitriolic blast deals acid damage. Creatures struck by a vitriolic blast automatically take an extra 2d6 points of acid damage on following rounds. Unless somehow neutralised, the acid damage persists for 1 round per three class levels you have. For example, a 15th-level warlock deals 2d6 points of acid damage per round for 5 rounds after the initial vitriolic blast attack.