

# THE WITCHALOK

*“Witchaloks? I don’t know anything about any Witchaloks.”*

by Jerry Holkins

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**W**itchaloks are the heirs of a billion-year heritage of baleful sorcery—sorcery substantially more baleful than their magical contemporaries. Necromancers are, by Witchalok standards, insufficiently baleful. Defilers entertain children at Witchalok birthday parties. Liches are commonly used as a punchline in Witchalok stand-up routines. Tiamat is almost bad enough—almost, but not quite.

## WITCHALOK CLASS FEATURES

Witchaloks have the following class features.

### NUT ALLERGY

Witchaloks are deathly allergic to nuts and nut byproducts, such as nut pastes, oils, and other residues. They must always read labels very carefully.

### POLARITUDE

As a Witchalok, the rigors of your mystical trainery have uncorked heretofore-unknown badass techniques. You are a twisting vortex that vomits necrotic energy, even if you were out super late last night and you just woke up. Choose one of the following options.

### SWEET

Whether surfing on an avalanche or jumping off of a motorcycle onto the back of a giant bat, there is something about the way you do what you do that makes people say, “Whoa!” When using any of your Witchalok powers, choose one target you have line of sight to. That target is totally blown away.

## CLASS TRAITS

**Role:** Controller. Leveraging a suite of truly badical eldritch techniques, you char, scourge, and frappe those foolish enough to draw your ire. Depending on your choice of class features and powers, you lean toward either being sweet or totally awesome.

**Power Source:** Arcane. You are a non-stop torrent of excruciation for would-be interlopers. Witchaloks have a saying: “Those who mess with the Black Bull of Gael’Thoth shall be pierced by their darkhorns.”

**Key Abilities:** Charisma, Dexterity, Constitution

**Armor Proficiencies:** Cloth, leather

**Weapon Proficiencies:** Witchalok Blades

**Implements:** Witchalok Blades (see below)

**Bonus to Defense:** +1 Fortitude, +1 Reflex, +1 Will

**Hit Points at 1st Level:** 9 + Constitution score

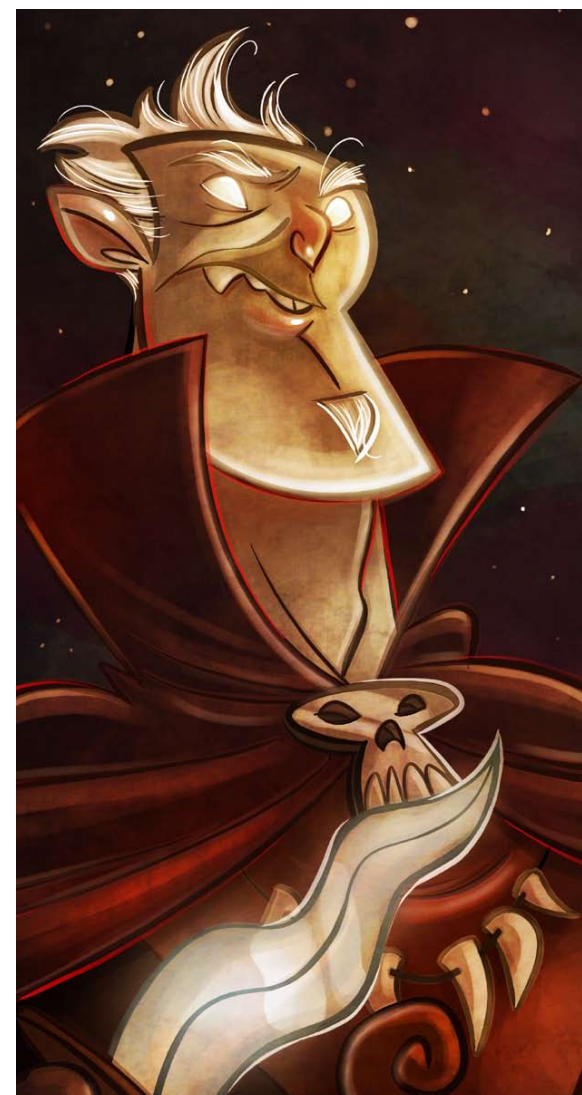
**Hit Points per Level Gained:** 5-3/4

**Healing Surges per Day:** 6 + Constitution modifier

**Trained Skills:** Religion. From the class skills list below, choose three more trained skills at 1st level.

**Class Skills:** Arcana (Int), Diplomacy (Cha), Acrobatics (Dex), History (Int), Insight (Wis), Intimidate (Cha), Streetwise (Cha)

**Class Features:** Nut Allergy, Polaritude, Witcholese, Hermaphoditic Androgynites, Ritual Casting



## WITCHALOCK OVERVIEW

**Characteristics:** Your powers are a heady blend of living bones, reincarnated owls, malign scents, and other things. When you enter the ring, foes often have no idea what's going to happen next, let alone what is happening at this moment—and that's just how you like it. You might compliment them on their capes, which is weird. Then, you'll all sing with a marmot who was never actually real. A short time later, they will be dead.

**Religion:** All Witchaloks revere the Witchalok King to the exclusion of all other powers. Little is known about the Witchalok King, who is known only as King Witchalok. Reports that he either “lays eggs” or is somehow part fish are largely considered apocryphal.

**Races:** Banished over one million years ago, Witchaloks are true denizens of the Shadowdark. In this terrible span of time, the unknowable energies twisted by these fearsome sorcelators shaped them into an entirely new race called witchaloks, with a small “w,” which is a little confusing. The end result is that witchaloks make excellent Witchaloks.

## AWESOME

Some witchaloks are so awesome that people can't even believe it. When people see you get out of a Lamborghini, platinum spinners whirling, ornate robes crisp and pressed, they wonder if they still have time to switch classes. Whenever a target would be pushed by one of your Witchalok powers, that target also wants to hang out sometime maybe, if you aren't too busy.

## WITCHOLESE

All Witchaloks can speak unaccented Witcholese.

## HERMAPHODITIC ANDROGYNITES

All Witchaloks are considered male and female for purposes of effects related to gender.

## RITUAL CASTING

Witchaloks gain Ritual Casting as a bonus feat.

## IMPLEMENTS

Witchaloks rely exclusively on Witchalok Blades to focus their brutal, otherworldly will. Thrumming with malevolent purpose, these blades allow full access to the infinite folds of the Witchweave. Unfortunately, the secrets of their creation are lost to time. Only one pair of Witchalok Blades exists, and all Witchaloks must share them.

## WITCHALOK POWERS

Your Witchalok powers are called sorcelations, and you do them mostly by leering a lot and making grim oaths.

## LEVEL 1 AT-WILL SORCELATIONS

### Death Laser Witchalok Attack 1

*As lasers go, this one is pretty good.*

**At-Will ♦ Arcane, Implement**  
**Standard Action** **Ranged 10**

**Target:** One creature

**Attack:** Charisma vs. Reflex

**Hit:** Target is pushed 2 squares and dies until the end of your next turn.

**Level 21: Aftereffect:** The target dies twice.

### Throw Witchalok Blade Witchalok Attack 1

*You throw your Witchalok Blade.*

**At-Will ♦ Arcane, Implement**  
**Standard Action** **Ranged 5**

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 1d4 + Dexterity modifier damage. The Witchalok Blade does not return to the user; it must be retrieved from the target's square.

**Level 21:** Both blades can be thrown. Damage does not increase.

### On The Bit Witchalok Attack 1

*Using two fingers, you point at your own eyes, then at your opponent's.*

**At-Will ♦ Arcane, Implement**  
**Standard Action** **Ranged 10**

**Target:** One creature

**Attack:** Charisma vs Will

**Hit:** 1d6 + Charisma modifier damage, and the target is placed on the bit.

**Level 21:** The target apologizes without really knowing why.

## LEVEL 1 ENCOUNTER SORCELATIONS

### Howl From The Deepest Dark Witchalok Attack 1

*From the rageflames of the Eternal Infernal, you summon a caustic wail.*

**Encounter ♦ Arcane, Implement**  
**Standard Action** **Close burst 5**

**Target:** Each creature in burst

**Attack:** Charisma vs. Fortitude

**Hit:** Target leaves the area of effect.

**Big Skull**

Witchalok Attack 1

*This skull is really big, and flies all around.***Encounter** ♦ Arcane, Skull**Standard Action** Area burst 20**Target:** One creature in burst**Attack:** Charisma vs. Will**Hit:** Targets scream and wave their arms wildly. On a critical hit, targets are inconvenienced.

## LEVEL 1 DAILY SORCELATIONS

**Slow, Dramatic Clapping**

Witchalok Attack 1

*Secure in your ultimate victory, you take a moment to ironically applaud your foes.***Daily** ♦ Arcane**Immediate Reaction** Close burst 3**Trigger:** An opponent discovers the extent of your evil plot**Target:** The fools who stumbled into your lair**Attack:** Charisma vs. Will**Hit:** 1d12 + Charisma modifier thunder damage.**Effect:** Targets are pushed 2 squares.**Make Wolfoids**

Witchalok Attack 1

*People are okay with the Wolf part. It's that "Oid" bit at the end that makes them nervous.***Daily** ♦ Arcane, Implement**Standard Action** Close burst 3**Effect:** You create a wolfoid, and place it in the area of effect. Targets who begin their turn adjacent to a wolfoid are creeped out.**Reveal Parentage**

Witchalok Attack 1

*With a cruel smile, you leave no doubt: your opponent is three-quarters witchalok, on his or her mother's side.***Daily** ♦ Arcane**Standard Action** Close burst 20**Target:** One creature in burst**Attack:** Charisma vs. Fortitude**Hit:** 2d10 + Charisma modifier psychic damage, and ongoing 5 psychic damage (save ends).

## LEVEL 2 UTILITY SORCELATIONS

**Which Witchalok?**

Witchalok Utility 2

*In a flash, your self-satisfied smirk becomes three.***At-Will** ♦ Arcane, Implement**Minor Action****Effect:** Create two duplicates of yourself, and place them in adjacent squares. Each duplicate is a real person with his or her own hopes and dreams. These duplicates die at the start of your next turn.**Turn Into a Dinosaur**

Witchalok Utility 2

*With a yowl of ineffable primality, you transform into a Tyrannosaurus Rex.***At-Will** ♦ Arcane, Polymorph**Minor Action** (Special)**Effect:** You shed your already awesome body for one that is even more awesome—that of a huge dinosaur. While in this form, you cannot utilize any Witchalok powers or abilities. You cannot deal damage, even by accident. You can resume your original form as a free action.

## LEVEL 3 ENCOUNTER SORCELATIONS

**Unburning Coldfire**

Witchalok Attack 3

*Black flames chill your foe with a dark heat.***Encounter** ♦ Arcane, Implement, Fire, Cold**Standard Action** Ranged 10**Target:** One creature**Attack:** Charisma vs. Fortitude**Hit:** 2d12 + 1d4 - 1d6 + Charisma modifier burnfrost damage.**Daggerblade Of Sorrows**

Witchalok Attack 3

**One Hundred Million Weeping***Witchalok Miserites knew only too well the secrets of crushing melancholy.***Encounter** ♦ Arcane, Implement, Necrotic**Standard Action** Ranged 5**Target:** One creature**Attack:** Dexterity vs. Will**Hit:** 3d8 + Charisma modifier necrotic damage, and the target is sad (save ends).