

ASSASSIN'S BANE

Warlock
Utility 2

The ground blackens as coruscating energy swirls around you, hindering your foes' movements and revealing any hidden enemies

Daily ♦ **Arcane, Zone**

Minor Action **Close** burst 3

Effect: The burst becomes a zone of coruscating energy until the end of your next turn.

Enemies within the zone cannot shift or teleport, and don't benefit from invisibility, concealment, or total concealment.

Sustain Minor: The zone persists until the end of your next turn.

BEGUILING TONGUE

Warlock
Utility 2

You channel the grace and glibness of your fey patrons for a time, your voice gaining great power and eloquence

Encounter ♦ **Arcane, Charm**

Minor Action **Personal**

Effect: You are considered trained in the next Bluff, Diplomacy, or Intimidate check you make during this encounter.

If you are already trained in the skill, you instead gain a +3 power bonus to the check.

CAIPHON'S LEAP

Warlock
Utility 2

You call upon Caiphon the Dream Whisperer, and with his aid you move out of harm's way

Encounter ♦ **Arcane, Teleportation**

Immediate Interrupt **Personal**

Trigger: An enemy under your curse hits you with a melee attack

Effect: You reduce the damage from the triggering attack by one-half your level + your Intelligence modifier.

After the triggering attack has been resolved, you teleport up to 3 squares. If you took damage, increase the number of squares teleported by your Intelligence modifier.

CHARM OF HEARTS

Warlock
Utility 2

Your enemies might not love you, but thanks to this charm crafted by the Prince of Hearts, they do not attack you when you give them the opportunity

Daily ♦ **Arcane, Charm**

Minor Action **Personal**

Effect: Until the end of your next turn, your actions do not trigger *opportunity actions* or other actions, though their results might. For example, enemies cannot trigger actions based on your attacking them, but could trigger actions from becoming bloodied.

In addition, you gain a +2 power bonus to all defenses.

Sustain Minor: The effect persists until the end of your next turn.

DEVIL'S TRADE

Warlock
Utility 2

You call on infernal powers to gain temporary relief at the cost of increased suffering

Encounter ♦ **Arcane**

Minor Action **Personal**

Effect: You end one effect currently affecting you.

In addition, you gain vulnerable 5 to all damage until the end of your next turn.

Level 11: Vulnerable 10.

Level 21: Vulnerable 15.

Special: If an effect prevents you from taking actions, you can still use this power on your turn to end that effect.

ETHEREAL STRIDE

Warlock
Utility 2

You shift your body out of phase with the world for an instant, teleporting a short distance and remaining somewhat out of phase for a short time, difficult to harm or hinder

Encounter ♦ **Arcane, Teleportation**

Move Action **Personal**

Effect: You teleport up to 3 squares.

In addition, until the end of your next turn, you gain a +2 power bonus to all defenses and ignore difficult terrain.

EYES OF THE SPIDER QUEEN

Warlock
Utility 2

A cluster of dull black eyes appears on your forehead, giving you enhanced sight in darkness and a limited power to see the unseen

Daily ♦ **Arcane, Polymorph**

Minor Action **Personal**

Effect: Until the end of the encounter, you gain darkvision.

In addition, you can see invisible objects and creatures that are adjacent to you.

Special: If you use this power outside of combat, it lasts for 1 hour or the end of the next encounter, whichever is shorter, instead.

FELL RESILIENCE

Warlock
Utility 2

You call upon your patron to protect you with their fell power, your flesh becoming infused with mystic strength that lessens the effect of enemy blows

Daily ♦ **Arcane**

Free Reaction **Personal**

Trigger: A creature under your *warlock's curse* is reduced to 0 hit points or fewer

Effect: You gain temporary hit points equal to 3 + your Charisma modifier.

Infernal Pact: These temporary hit points stack with your *dark one's blessing*.

FEVERED CERTAINTY OF CAIPHON

Warlock
Utility 2

You send your thoughts to Caiphon the Dream Whisperer, whose reply from beyond the farthest void floods your body and mind with mad certainty

Daily ♦ **Arcane**

Minor Action **Personal**

Effect: Until the end of your next turn, you gain a +5 power bonus to all skill and ability checks.

You also take a -2 penalty to Will defense and have vulnerable 5 to psychic damage.

FEY BARGAIN

Warlock
Utility 2

You gain a chance of good luck now in exchange for assured bad luck later

Encounter ♦ **Arcane**

Nonaction Interrupt **Personal**

Trigger: You miss an attack roll with a Warlock power

Effect: You reroll the triggering attack roll, using the second result even if it is worse.

You automatically fail your first saving throw before the end of the encounter.

RUINOUS PHRASE

Warlock
Utility 2

The words that leave your lips resonate within an object, causing it to shatter

Encounter ♦ **Arcane**

Standard Action **Ranged** 10

Target: One Medium size or smaller construct or unattended object

Level 11: Large size or smaller

Level 21: Huge size or smaller

Effect: The target takes damage equal to your level + 5, or twice that if it is an unattended non-magical object.

If the target has vulnerable to thunder damage, that vulnerable applies to this damage.

Infernal Pact: Add your Constitution modifier to the damage.

SHADE TWIN

Warlock
Utility 2

Darkness swirls around you and when it passes, you have taken on the guise of another creature

Daily ♦ **Arcane, Illusion, Psychic**

Minor Action **Close** burst 10

Target: One creature in the burst

Effect: You adopt the target's appearance until the end of your next turn, though creatures that observe you using this power are aware that you have done so. If the target did not observe you, it is not aware of the effects of this power.

You gain a +5 power bonus to Bluff checks related to mimicking the target.

Effect: While you have adopted the target's appearance, whenever you take damage, the target takes psychic damage equal to half the damage you take. If the target was not aware of this power's effects before taking this damage, it becomes aware of it.

Whenever the target takes damage from this effect, it is allowed a saving throw. On a success, the effect immediately ends.

Sustain Minor: The effect persists until the end of your next turn. If you sustain this power for more than 5 minutes, you lose one healing surge at the start of each hour.

If you have no healing surges left, you instead lose hit points equal to one-half your Bloodied value. This hit points loss cannot be reduced or prevented.

This hit points loss does not cause psychic damage to the target of the power.

SHADOW BLEND

Warlock
Utility 2

You draw forth shadow from the nearby darkness to conceal you from your foes

At-Will ♦ **Arcane**

Free reaction **Personal**

Prerequisite: You must have the Shadow Walk feature

Trigger: You start your turn within 2 squares of dim light or darkness

Effect: Your Shadow Walk activates without you having to move.

SHADOW VEIL

Warlock
Utility 2

You garb yourself in a pall of murky darkness that renders you difficult to see or hear

Encounter ♦ **Arcane, Illusion**

Minor Action **Personal**

Effect: You are considered trained in Stealth until the end of your next turn.

If you are already trained in Stealth, you instead gain a +3 power bonus to checks with it.

Shadow Walk: If your Shadow Walk activates while this power is in effect, you gain total concealment instead of partial concealment.

SPECTRAL FADE

Warlock
Utility 2

You become misty and transparent, fading from your enemies' view for a moment

Encounter ♦

Minor Action **Personal**

Effect: You become invisible until the end of your next turn.

SPIDER SCUTTLE

Warlock
Utility 2

Shadowy spider legs sprout from your body, allowing you to scuttle across the ground and easily scale a nearby surface

Encounter ♦

Minor Action **Personal**

Effect: Until the end of your next turn, you gain a climb speed equal to your speed.

In addition, you do not need your hands free to climb and can also crawl at this speed.

Sustain Minor: The climb speed is reduced by 1. If it is not reduced to 0, the effect persist until the end of your next turn.

STONY ROOTS

Warlock
Utility 2

You draw elemental earth through your body to ensure that nothing can dislodge you from your position

Daily ♦ **Arcane**

Minor Action **Personal**

Effect: Until the end of the encounter, you can ignore forced movement.

In addition, you can make a saving throw when an effect would knock you prone. On a successful save, you don't fall prone.

WRATHFUL ASPECT

Warlock
Utility 2

Your eyes glow with power, and a cloak of red fire swirls around you as you channel the wrath and fury of your pact

Encounter ♦ Arcane, Fear, Fire

Minor Action

Personal

Effect: Until the end of your next turn, you are considered trained in Intimidate.

If you are already trained, you instead gain a +3 power bonus to Intimidate checks.

In addition, any creature that hits you with a melee attack takes fire damage equal to 2 + your Charisma modifier.

Level 11: 6 + your Charisma modifier fire damage.

Level 21: 10 + your Charisma modifier fire damage.