

ARMS OF HADAR

Warlock
Attack 1

You call upon Hadar, the Ebon Hunge, causing black tendrils to erupt from your body and batter nearby creatures, pushing them from you

Encounter ♦ Arcane, Implement, Psychic

Standard Action **Close** burst 2

Target: Each creature in the burst

Attack: Charisma vs. Fortitude

Hit: 2d6 + Charisma modifier damage, and you push the target 2 squares.

Star Pact: 1 + your Intelligence modifier squares.

Miss: You push the target half the distance.

CHAINS OF LEVISTUS

Warlock
Attack 1

Spectral chains of ice leap from your hands and lash around your enemy, pulsing with cold each time the enemy moves

Encounter ♦ Arcane, Cold, Implement

Standard Action **Ranged** 10

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2d8 + Charisma modifier cold damage.

Effect: Each time the target willingly moves before the end of your next turn, it takes cold damage equal to 5 + your implement's enhancement bonus.

Infernal Pact: If the target moves before the end of your next turn, you also gain a +2 power bonus to your first attack roll against it.

CLARION CALL

Warlock
Attack 1

You invoke Yuri the Hunter, and the sound of his bellowing horn blasts your enemies while invigorating you

Encounter ♦ Arcane, Implement, Thunder

Standard Action **Close** blast 3

Target: Each creature in the blast

Attack: Charisma vs. Fortitude

Hit: 3d4 + Charisma modifier thunder damage, and the target is deafened until the end of your next turn.

Vestige Pact: You gain temporary hit points equal to your Intelligence modifier for each target you hit. Temporary hit points gained in this way are cumulative with each other.

CRUEL BOUNTY

Warlock
Attack 1

You create a blazing sigil that flares with unwholesome light, scouring your foe and promising a blessing to any of your allies who bathe in its radiance

Encounter ♦ Arcane, Implement, Radiant

Standard Action **Melee** touch or
 Ranged 5

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2d8 + Charisma modifier radiant damage.

Until the end of your next turn, your allies gain a +1 power bonus to attacks against the target.

Sorcerer-King Pact: If you spend your fell might, the bonus increases to +2 and affects both attack rolls and damage rolls.

CURSEBITE

Warlock
Attack 1

The shadowy auras of your curses grow teeth and star biting

Encounter ♦ Arcane, Necrotic

Standard Action **Close** burst 20

Target: Each creature in the burst under your curse

Effect: Each target takes ongoing necrotic damage equal to 5 + your charisma modifier (save ends). The ongoing damage also ends if the target is no longer under your curse.

Dark Pact: Each target takes a penalty on the saving throw equal to your Dexterity modifier.

DARK FEAST OF WORMS

Warlock
Attack 1

You speak a single, forbidden word, summoning worms that burrow into your enemy's body

Encounter ♦ Arcane, Implement, Necrotic

Standard Action **Ranged** 10

Target: One creature

Attack: Charisma vs. Fortitude

Hit: Charisma modifier + your implement's enhancement bonus necrotic damage, and the target is feasted by worms (save ends).

While being feasted, the target is weakened and takes ongoing necrotic damage equal to 5 + your Charisma modifier + your implement's enhancement bonus.

Aftereffect: The target is still feasted upon (save ends). The target is weakened, and the ongoing necrotic damage reduces by 5. The aftereffect keeps applying as long as the ongoing damage has not been reduced to 0 or less.

Dark Pact: The target takes a penalty on the first saving throw against this power. The penalty equals your Dexterity modifier.

DIABOLIC CLAW

Warlock
Attack 1

You crook your hand into the shape of a claw, and a sulfurous talon of darkness rakes fiercely at your enemy, dragging it along

Encounter ♦ Arcane, Implement

Standard Action **Ranged** 10

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2d8 + Charisma modifier damage.

Critical: If the target is Large or smaller, you knock it prone.

Effect: If the target is Large or smaller, you slide it 2 squares.

Infernal Pact: 1 + your Constitution modifier squares.

DREADFUL WORD

Warlock
Attack 1

You whisper one word of a forbidden tongue to your foe, its mind reeling in terror

Encounter ♦ Arcane, Fear, Implement, Psychic

Standard Action **Ranged** 5

Target: One creature

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier psychic damage, and the target takes a -2 penalty to Will defense until the end of your next turn.

Star Pact: The penalty equals your Intelligence modifier (minimum 2).

Miss: Half the Will penalty.

FLICKERING VENOM

Warlock
Attack 1

You deliver a dagger-shaped dose of magical energy that wounds and infects your unsuspecting foe

Encounter ♦ Arcane, Force, Implement, Poison

Standard Action **Melee touch or Ranged 5/10**

Target: One creature

Attack: Charisma vs. Reflex

Hit: 2d6 + Charisma modifier force and poison damage, or 3d6 + Charisma modifier force and poison damage if you have combat advantage.

Dark Pact: If you have combat advantage, the target also takes ongoing poison damage equal to your Dexterity modifier + your implement's enhancement bonus.

Miss: Charisma modifier + your implement's enhancement bonus force damage if you have combat advantage.

GLOW OF ULBAN

Warlock
Attack 1

You call upon Ulban, whose blue-white light pierces the mind and interrupts the instinct for self preservation in those caught in its otherworldly glow

Encounter ♦ Arcane, Implement, Radiant

Standard Action **Ranged 5**

Target: One creature

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier radiant damage.

Star Pact: The target takes a penalty to the next saving throw it makes before the end of the encounter. The penalty equals your Intelligence modifier (minimum 1).

Effect: The target cannot take actions before the start of its next turn.

GRASP OF IRON

Warlock
Attack 1

A hand of iron appears around your foe and crushes it, popping bonus and grinding flesh

Encounter ♦ Arcane, Implement

Standard Action **Ranged 10**

Primary Target: One creature

Primary Attack: Charisma vs. Fortitude

Hit: 2d10 + Charisma modifier damage, and the target cannot willingly move closer to you until the end of your next turn.

Infernal Pact: Your skin takes on an iron hue. Until the end of your next turn, you gain resist to all damage equal to 2 + your Constitution modifier.

Miss: You take damage equal to your level, and can then make a secondary attack.

Secondary Target: One creature within 5 squares of the primary target

Secondary Attack: Charisma +2 vs. Fortitude

Hit: 1d10 + Charisma modifier damage, and the target cannot willingly move closer to you until the end of your next turn.

Infernal Pact: Your skin takes on an iron hue. Until the end of your next turn, you gain resist to all damage equal to 1 + one-half your Constitution modifier.

HOUND OF DARK OMEN

Warlock
Attack 1

Shadows and mist swirl around the target, coalescing into the form of a snarling hound that emits a dreadful howl before dissipating

Encounter ♦ Arcane, Fear, Implement, Psychic

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier psychic damage.

Effect: You slide the target 2 squares.

Gloom Pact Binder: The target takes psychic damage equal to 2 + your Dexterity modifier + your implement's enhancement bonus if it doesn't move before the end of its next turn.

LIFE BIND

Warlock
Attack 1

You call upon arcane power to wither your foe's flesh and cut its connection to life

Encounter ♦ Arcane, Implement, Necrotic

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2d8 + Charisma modifier necrotic damage, and until the end of your next turn, the target takes a -2 penalty to saving throws.

Vestige Pact: The attack deals extra damage equal to your Intelligence modifier.

Effect: Until the end of your next turn, the target cannot regain hit points and cannot gain temporary hit points.

PANDORUM'S CRY

Warlock
Attack 1

From a distance too far to measure, you evoke an echo of Pandorum's birthing cry: a sound of madness incarnate

Encounter ♦ Arcane, Implement, Psychic

Standard Action **Ranged 5**

Target: One creature

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier psychic damage, and the target is slowed until the end of your next turn.

Star Pact: The target grants combat advantage until the end of your next turn.

SHADOW TENTACLES

Warlock
Attack 1

Darkness flares to produce a sphere of writhing tentacles that grasp at your foes with an icy grip

Encounter ♦ Arcane, Cold, Implement

Standard Action **Area burst 1 within 10 squares**

Target: Each creature in the burst

Attack: Charisma vs. Reflex

Hit: 1d10 + Charisma modifier cold damage.

Effect: Each target is slowed until the end of your next turn.

Star Pact: The power gains the Zone keyword. The burst creates a zone of difficult terrain that lasts until the end of your next turn. You are not affected by this difficult terrain.

SPRITE WAR CALL

Warlock
Attack 1

An army of sprites flickers into existence, loosing a barrage of arrows that stings your enemy and induces lethargy in it

Encounter ♦ Arcane, Implement

Standard Action **Ranged** 5/10

Target: One creature

Attack: Charisma vs. AC

Make three attack rolls, and treat them as a single hit. This power only counts as missing if all attack rolls missed, and each critical increases the number of hits by one.

Hit: All conditions last until the end of your next turn.

- ▶ If one attack roll hit, 1d6 + Charisma modifier damage.
- ▶ If two attack rolls hit, 1d6 + Charisma modifier damage, and the target is slowed.
- ▶ If three attack rolls hit, 2d6 + Charisma modifier damage, and the target is slowed and grants you combat advantage.
- ▶ If four attack rolls hit, 3d6 + Charisma modifier damage, and the target is slowed and grants combat advantage to you and a number of your allies equal to your Dexterity modifier.
- ▶ If five or more attack rolls hit, 4d6 + Charisma modifier damage, and the target is slowed and grants combat advantage.

Fey Pact: If at least one attack roll hits, you count as having one more hit.

UNSEELIE SPRITES

Warlock
Attack 1

You call forth a group of tiny, shadow-winged sprites that swarm around your enemies and lash out at them with poison-tipped spears

Encounter ♦ Arcane, Implement, Poison

Standard Action **Close** blast 4

Target: Each enemy in the blast

Attack: Charisma +2 vs. AC

Hit: 1d6 + Charisma modifier poison damage.

Dark Pact: Increase the damage by your Dexterity modifier.

Miss: Half damage

Effect: Each target takes a -2 penalty to the first saving throw it makes against poison before the end of the encounter.

Fey Pact: Choose one ally in the blast. That ally's next Weapon attack before the end of the encounter gains the Poison keyword. If the attack hits, the target takes ongoing poison damage (save ends) equal to your Dexterity modifier.

VAMPIRIC EMBRACE

Warlock
Attack 1

A ribbon of twisting darkness streams from your hand to your target's heart, feeding on its vital force as you grow stronger

Encounter ♦ Arcane, Implement, Necrotic

Standard Action **Melee** touch or
Ranged 5

Target: One living creature

Attack: Charisma vs. Fortitude

+2 to the attack roll if the target is bloodied

Hit: 2d10 + Charisma modifier necrotic damage, and you gain temporary hit points equal to one-half the damage that the target took.

Effect: If the target has less than 10 hit points, you kill it instantly.

Effect: If the target was not a minion and is now dead, this power gains the Healing keyword, and instead of gaining temporary hit points, you regain the same number of hit points.

WITCHFIRE

Warlock
Attack 1

From the mystic energy of the planes, you draw a brilliant white flame and set it in your enemy's mind and body, agony disrupting its very thoughts

Encounter ♦ Arcane, Fire, Implement

Standard Action **Ranged** 10

Target: One creature

Attack: Charisma vs. Reflex

Hit: 2d6 + Charisma modifier fire damage, and the target takes a -2 penalty to attack rolls and skill checks until the end of your next turn.

Fey Pact: The penalty equals 1 + your Dexterity modifier.

Infernal Pact: Add your Constitution modifier to the damage roll.

Miss: Half damage, and half the attack penalty.