

CHROMATIC BOLT

Warlock
Attack 1

You loose a crackling piece of raw chaos against your foes

At-Will ♦ **Arcane, Implement, Psychic**

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Reflex

Hit: 1d8 + Charisma modifier psychic damage, and one creature within 5 squares of the target takes psychic damage equal to your Constitution modifier + your implement's enhancement bonus.

Level 11: 3 + your Constitution modifier + your implement's enhancement bonus psychic damage.

Level 21: 2d8 + Charisma modifier psychic damage, and 6 + your Constitution modifier + your implement's enhancement bonus psychic damage.

DIRE RADIANCE

Warlock
Attack 1

You cause a shaft of brilliant, cold and excruciating starlight to lance down from above, brighter and deadlier the closer your foe moves to you

At-Will ♦ **Arcane, Fear, Implement, Radiant**

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier psychic damage.

If the target willingly moves nearer to you before the start of your next turn, it takes radiant damage equal to 2 + your Intelligence modifier + your implement's enhancement bonus.

Level 11: 6 + your Intelligence modifier + your implement's enhancement bonus radiant damage.

Level 21: 2d8 + Charisma modifier radiant damage, and 10 + your Intelligence modifier + your implement's enhancement bonus radiant damage.

Effect: The first square of movement the target takes towards you before the start of your next turn costs an additional square.

ECHOING DIRGE

Warlock
Attack 1

Shadows swirl around your foes, drawing forth dark memories that cause them to recoil in fear

At-Will ♦ **Arcane, Fear, Implement, Psychic**

Standard Action **Close** blast 5

Target: One, two or three creatures in the blast

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage.

Level 21: 2d6 + Charisma modifier psychic damage.

Effect: You push the target up to 2 squares.

ELDRITCH BLAST

Warlock
Attack 1

You fire a bolt of dark, crackling eldritch energy at your foe

At-Will ♦ **Arcane, Implement**

Standard Action **Ranged 10/20**

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 1d10 + Charisma modifier damage.

Level 21: 2d10 + Charisma modifier damage.

Special: This power counts as a *ranged basic attack*.

ELDRITCH BOLT

Warlock
Attack 1

With a gesture, you create a shard of shimmering force and send it streaking toward your foe

At-Will ♦ **Arcane, Force, Implement**

Standard Action **Ranged 10/20**

Target: One creature

Attack: Charisma vs. Reflex

Hit: 1d10 + Charisma modifier force damage.

Level 21: 2d10 + Charisma modifier force damage.

Special: This power counts as a *ranged basic attack*.

ELDRITCH STRIKE

Warlock
Attack 1

Forming a crude weapon from eldritch energies, you attack and drive your enemy before you

At-Will ♦ **Arcane, Implement**

Standard Action **Melee** touch

Target: One creature

Attack: Charisma +3 vs. AC

Hit: 1d8 + Charisma modifier damage.

Level 21: 2d8 + Charisma modifier damage.

Effect: You slide the target 1 square.

Special: This power counts as a *melee basic attack*.

EYEBITE

Warlock
Attack 1

You glare at your enemy with eyes gleaming with brilliant colors, and your foe reels under your mental assault that makes you vanish from its sight

At-Will ♦ **Arcane, Charm, Implement, Psychic**

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage, and you are invisible to the target until the start of your next turn.

Level 21: 2d6 + Charisma modifier psychic damage.

Miss: You gain concealment against the target until the start of your next turn.

FASCINATING SHADOWS

Warlock
Attack 1

You create a dizzying array of images out of the shadows, lulling your enemies into drawing closer

At-Will ♦ **Arcane, Implement, Psychic**

Standard Action **Close** blast 5

Target: One, two, or three creatures in the blast

Attack: Charisma vs. Will

Hit: Charisma modifier + your implement's enhancement bonus psychic damage, and you pull the target up to 2 squares.

Level 11: 3 + Charisma modifier + your implement's enhancement bonus psychic damage.

Level 21: 6 + Charisma modifier + your implement's enhancement bonus psychic damage.

Effect: The first time the target attacks you before the end of your next turn, it takes psychic damage equal to your Dexterity modifier + your implement's enhancement bonus.

Level 11: 3 + Dexterity modifier + your implement's enhancement bonus psychic damage.

Level 21: 6 + Dexterity modifier + your implement's enhancement bonus psychic damage.

FREEZING CLAWS

Warlock
Attack 1

A freezing cloud wraps around your foe, turning into icy claws that rend it if it moves

At-Will ♦ **Arcane, cold, Implement**

Standard Action **Ranged** 10

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier cold damage.

Level 21: 2d8 + Charisma modifier cold damage.

Effect: If the target moves during its next turn, it takes cold damage equal to your Constitution modifier + your implement's enhancement bonus.

Level 11: 4 + Constitution modifier + your implement's enhancement modifier cold damage.

Level 21: 8 + Constitution modifier + your implement's enhancement modifier cold damage.

GIFT OF AVERNUS

Warlock
Attack 1

You lash forth with a crackling ray of arcane power, releasing part of your life force to ensure that the hellish bolt sears your foe

At-Will ♦ **Arcane, Implement**

Standard Action **Ranged** 10

Effect: You take damage equal to your level.

Target: One creature

Attack: Charisma vs. Fortitude

You have combat advantage for the attack

Hit: 1d12 + Charisma modifier + your Constitution modifier damage.

Level 11: 1d12 + Charisma modifier + twice your Constitution modifier damage.

Level 21: 2d12 + Charisma modifier + twice your Constitution modifier damage.

Miss: You take damage equal to half your level and reroll the attack without combat advantage. You only do this once each time you use this power.

HAND OF BLIGHT

Warlock
Attack 1

A crackling black sphere gathers around your outspread hand, ready for you to smite a nearby foe with it or fling it at a distant enemy

At-Will ♦ **Arcane, Implement, Necrotic, Psychic**

Standard Action **Melee** touch or
 Ranged 10

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier necrotic and psychic damage.

Until the end of your next turn, the target grants combat advantage to either you or an ally within 5 squares of you.

Level 21: 2d8 + Charisma modifier necrotic and psychic damage.

Miss: The target grants you combat advantage for your first attack against it before the end of your next turn.

HELLISH REBUKE

Warlock
Attack 1

You point your finger, and your foe is scoured in hellish flames stoked by your own anger and even brighter when you are injured

At-Will ♦ **Arcane, Fire, Implement**

Standard Action **Ranged** 10

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier fire damage.

Level 21: 2d8 + Charisma modifier fire damage.

Effect: The first time you take damage before the end of your next turn, the target takes fire damage equal to your Constitution modifier + your implement's enhancement bonus.

Level 11: 4 + Constitution modifier + your implement's enhancement modifier fire damage.

Level 21: 8 + Constitution modifier + your implement's enhancement modifier fire damage.

MIND SHADOWS

Warlock
Attack 1

Reality unravels into darkness around your enemy, breaking its grip on sanity

At-Will ♦ **Arcane, Illusion, Implement, Psychic**

Standard Action **Ranged** 10

Target: One creature

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier psychic damage.

Until the end of your next turn, allies 3 or more squares away from the target are invisible to it.

Level 21: 2d8 + Charisma modifier psychic damage.

Miss: Choose one of your allies. Until the end of your next turn, when the chosen ally is 3 or more squares away from the target, he or she is invisible to it.

SPITEFUL GLAMOR

Warlock
Attack 1

The mere sight of you is anathema to your enemy

At-Will ♦ **Arcane, Implement, Psychic**

Standard Action **Ranged** 10

Target: One creature

Attack: Charisma vs. Will

Hit: 1d10 + Charisma modifier psychic damage.

If the target is bloodied but you are not, the damage increases to 2d10 + Charisma modifier, but the target gains +2 to attack you until the start of your next turn.

Level 11: 3d10 + Charisma modifier psychic damage if the target is bloodied but you are not.

Level 21: 2d10 + Charisma modifier psychic damage, or 4d10 + Charisma modifier psychic damage if the target is bloodied but you are not.

Effect: If you are not bloodied, the target gains combat advantage against you until the start of your next turn.