

## ARMOR OF AGATHYS

Warlock  
Attack 1

*You surround yourself in a sheath of black ice from a dark and doleful realm, creating protection that radiates a fierce cold*

**Daily** ◆ Arcane, Aura, Cold, Implement

**Minor** Action **Personal**

**Effect:** You gain temporary hit points equal to 10 + your Charisma modifier + your implement's enhancement bonus.

Until the end of the encounter, whenever you have temporary hit points from a warlock power, you have the following aura:

### CHILL AURA

**Aura 1** ◆ Arcane, Cold, Implement

**Effect:** Creatures that end their turn in the aura take cold damage equal to your Charisma modifier + your Implement's enhancement bonus.

## ARMOR OF WINTER'S GRASP

Warlock  
Attack 1 1

*You create a vicious, icy wind that scythes through your enemies before settling on you as a shell of frozen air*

**Daily** ◆ Arcane, Cold, Implement

**Standard** Action **Close** burst 1

**Target:** Each creature in the burst

**Attack:** Charisma vs. Fortitude

**Hit:** 2d6 + Charisma modifier cold damage, and the target is slowed (save ends).

**Miss:** Half damage.

**Effect:** Until the end of the encounter, you gain a +2 power bonus to AC and Fortitude.

## ASHEN SCOURGE

Warlock  
Attack 1

*You lash at your foe with a whip of fire, dragging it close and leaving behind a residue of necrotic ash that withers your foe's flesh*

**Daily** ◆ Arcane, Fire, Implement, Necrotic

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

**Target:** One creature

**Attack:** Charisma vs. Reflex

**Hit:** 2d8 + Charisma modifier fire damage, and the target is covered in necrotic ash (save ends).

While covered, the target grants combat advantage and takes ongoing 5 necrotic damage.

**Miss:** Half damage, and the target grants combat advantage until the end of its next turn.

**Effect:** You pull the target up to 2 squares, or 3 squares if the attack was a critical.

## CONTAGION

Warlock  
Attack 1

*With a word, lesions and angry boils rise on our foe's flesh, its blood clouds with putrid juices and boils away through the air, snaking into the eyes and ears of your other enemies*

**Daily** ◆ Arcane, Implement, Poison

**Standard** Action **Ranged** 10

**Target:** One creature

**Attack:** Charisma vs. Fortitude

**Hit:** The initial damage of the boils is 6 + your Charisma modifier + your implement's enhancement bonus.

**Miss:** Halve the initial damage.

**Effect:** The target is covered in boils (save ends). If the target is under your curse, it takes a -2 penalty to the saving throws.

While covered, the target takes ongoing poison damage equal to the initial value.

**Failed Save:** If the ongoing damage is 5 or more, each enemy within 2 squares of the target takes ongoing 5 poison damage (save ends).

**Dark Pact:** Each enemy within a number of squares equal to your Dexterity modifier.

**Successful Save:** The ongoing damage is reduced by 5 points, and the effect persists.

## CROWN OF STARS

Warlock  
Attack 1

*Flaring points of star-bright light encircle your head, and with each gesture, a painful point of blue-white light leaps away in a halo of choking smoke toward a foe*

**Daily** ◆ Arcane, Radiant

**Standard** Action **Personal**

**Effect:** You are adorned with a crown of stars until the end of the encounter.

While adorned, you shine a pale light that brightly illuminates squares within 3 squares of you, and dimly illuminates a further 3 squares. Ranged attacks against you beyond the brightly illuminated area suffer a -2 penalty.

Once per round, you can use the following attack:

### CHOKING STARLIGHT ATTACK

**At-Will** ◆ Arcane, Implement, Radiant

**Minor** Action **Ranged** 10

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** 1d6 + Charisma modifier radiant damage, and the target cannot take opportunity actions or immediate actions until the start of its next turn.

## CURSE OF THE DARK DREAM

Warlock  
Attack 1

*You inflict a waking nightmare upon your enemy so that it can no longer tell what is real and what exists only in its mind, causing it to stagger about under the dream's influence and trying to avoid falling from imaginary heights or stepping on unreal serpents*

**Daily** ◆ Arcane, Charm, Implement, Psychic

**Standard** Action **Ranged** 10

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** 3d6 + Charisma modifier psychic damage, and you slide the target 3 squares.

**Miss:** Half damage, and you slide the target 1 square.

**Effect:** The target is subject to the dark dream (save ends).

While subject to the dream, the target is dazed and you can use a minor action once per round to slide the target 2 squares.

## DECREE OF KHIRAD

Warlock  
Attack 1

*A pale blue flame appears above your brow as you utter a condemnation that makes foes mistake allies for enemies*

**Daily** ◆ Arcane, Charm, Implement, Psychic

**Standard** Action      **Close** blast 3

**Target:** Each enemy in the blast

**Effect:** You slide each target 2 squares.

**Attack:** Charisma vs. Will

**Hit:** The target makes a *basic attack* as a free reaction against a creature of your choice.

If the target misses with the attack, it takes 1d6 + Charisma modifier psychic damage.

**Miss:** 1d6 + Charisma modifier psychic damage.

## DREAD STAR

Warlock  
Attack 1

*You create a fist-sized orb of painful blue-white radiance that whirls around your enemy, searing it with fierce rays that jab like daggers of light, fencing it in where it stands*

**Daily** ◆ Arcane, Fear, Implement, Radiant

**Standard** Action      **Ranged** 10

**Target:** One creature

**Effect:** The target takes a -2 penalty to Will defense (save ends).

**Attack:** Charisma vs. Will

**Hit:** 3d6 + Charisma modifier damage, and the target is immobilized until the end of your next turn.

**Miss:** Half damage, and the target is slowed until the end of your next turn.

## FLAMES OF PHLEGETHOS

Warlock  
Attack 1

*Rivulets of clinging liquid fire appear and cascade over your target, igniting anything flammable at once and burning long after the streams of magical fire fade away*

**Daily** ◆ Arcane, Fire, Implement

**Standard** Action      **Ranged** 7/15

**Target:** One creature

**Attack:** Charisma vs. Reflex

**Hit:** 3d6 + Charisma modifier fire damage.

**Miss:** Half damage.

**Effect:** The target takes ongoing 10 fire damage (save ends).

**Infernal Pact:** The target takes a -2 penalty to saves against this ongoing damage.

*Aftereffect:* Ongoing 5 fire damage (save ends).

## FORTUNE'S REVERSAL

Warlock  
Attack 1

*With a single word of power, you reverse a creature's luck, turning fortune and happiness into misfortune and sorrow*

**Daily** ◆ Arcane, Implement, Psychic

**Immediate** Reaction      **Ranged** 10

**Trigger:** An enemy within range scores a critical hit or succeeds on a saving throw

**Target:** The triggering enemy

**Attack:** Charisma vs. Will

**Hit:** 2d6 + Charisma modifier psychic damage, and the target's fortune is cursed (save ends).

While cursed, the target takes a -2 penalty to saving throws and ongoing 5 psychic damage. The target cannot save against this power before it has taken the ongoing psychic damage at least once.

**Dark Pact:** The target also takes a -2 penalty to attack rolls while cursed.

**Fey Pact:** The target takes a -3 penalty to all saving throws instead.

**Miss:** Half damage, and ongoing 5 psychic damage (save ends). The target cannot save against this ongoing damage before it has taken it at least once.

## HATEFUL SHADE

Warlock  
Attack 1

*With a gesture, you wrap your enemy with a dark shroud that threatens to choke the life out of it*

**Daily** ◆ Arcane, Conjuration, Force, Implement

**Standard** Action      **Ranged** 10

**Target:** One creature

**Effect:** You conjure a shade in the target's space, and the shade automatically grabs the target (escape DC 19). While grabbed, the target takes ongoing 5 force damage.

**Attack:** Charisma vs. Fortitude

**Hit:** 3d6 + Charisma modifier force damage.

**Miss:** Half damage.

## HELLFIRE BLAST

Warlock  
Attack 1

*Waves of flame roll forth from your extended hand, blasting your foes*

**Daily** ◆ Arcane, Fire, Implement

**Standard** Action      **Close** blast 4

**Target:** Each creature in the blast

**Attack:** Charisma vs. Reflex

**Hit:** 3d6 + Charisma modifier fire damage.

**Infernal Pact:** If the target was not under your *warlock's curse*, you place your curse on it after it has taken the damage.

**Miss:** Half damage.

## MALICIOUS SHADOW

Warlock  
Attack 1

*Your attack tears a shroud of shadow from your foe, leaving it to hover over the battlefield and hinder your enemies' movements*

**Daily** ♦ **Arcane, Cold, Conjuration, Implement, Necrotic**

**Standard Action** **Ranged 5**

**Target:** One creature

**Attack:** Charisma vs. Reflex

**Hit:** 3d6 + Charisma modifier cold and necrotic damage.

**Miss:** Half damage.

**Effect:** You conjure a malicious shadow in an unoccupied square adjacent to the target. The shadow occupies its square and lasts until the end of your next turn.

While adjacent to the shadow, enemies grant combat advantage to you. While the shadow persists, you can use a move action to move it a number of squares equal to your Dexterity modifier, and can use the *grasping malice* attack, using the shadow as the point of origin.

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

### GRASPING MALICE ATTACK

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

**Immediate Interrupt** **Melee 1**

**Trigger:** An enemy leaves a square adjacent to the shadow on its turn

**Target:** The triggering enemy

**Attack:** Charisma vs. Reflex

**Hit:** Charisma modifier + your implement's enhancement bonus cold and necrotic damage, and the target is immobilized until the end of its next turn.

## MISTS OF MADNESS

Warlock  
Attack 1

*A thick mist rises around you, holding within it intoxicating fey magic that overwhelms your enemies' senses, driving those foes to lash out at each other*

**Daily** ♦ **Arcane, Charm, Implement, Psychic**

**Standard Action** **Close** burst 1

**Target:** Each creature in the burst

**Attack:** Charisma vs. Will

**Hit:** 1d6 + Charisma modifier psychic damage, and the target makes a *melee basic attack* as a free reaction against a creature of your choice.

**Effect:** You gain concealment until the start of your next turn.

**Special:** If you miss every target, this power is not expended.

## PROPHECY OF ZHUDUN

Warlock  
Attack 1

*You whisper snatches of prophecy glimpsed in the blank face of dead Zhudun, causing in your foe's mind a vision so horrifying that it loses track of its surroundings*

**Daily** ♦ **Arcane, Fear, Implement, Psychic**

**Standard Action**

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** 2d8 + Charisma modifier psychic damage, and the target is experiencing horrifying visions (save ends).

While experiencing the visions, the target is dazed and treats all enemies as concealed, or completely concealed if they were already concealed.

**Miss:** Half damage, and the target cannot take actions before the start of its next turn.

## STAR SHACKLES

Warlock  
Attack 1

*Invisible force lifts your foes from the ground and squeezes the life from them*

**Daily** ♦ **Arcane, Force, Implement**

**Standard Action** **Close** burst 2

**Target:** Each enemy in the burst

**Attack:** Charisma vs. Fortitude

**Hit:** 1d6 + Charisma modifier force damage, and the target is grabbed (escape DC 17) until the end of your next turn.

**Miss:** The target is slowed until the end of its next turn.

**Sustain Standard:** Those grabbed by this power take 1d6 + Charisma modifier force damage, and remain grabbed until the end of your next turn.

On a turn that you have sustained the power, you can use the following action, using one of the grabbed targets as the origin square:

### SPREADING SHACKLES

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

**Minor Action** **Melee 2**

**Target:** One creature not currently grabbed by this power

**Attack:** Charisma vs. Reflex

**Hit:** 1d6 + Charisma modifier force damage, and the target is grabbed (escape DC 17) until the end of your next turn.

## THE LASH'S BITE

Warlock  
Attack 1

*By focusing your will, you rip vital energy from your enemy and cause i to ache deeply at the resulting loss.*

**Daily** ♦ **Arcane, Implement, Psychic**

**Standard Action** **Ranged 10**

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** 3d8 + Charisma modifier psychic damage, and the target loses all immunities and resistances (save ends).

**Infernal Pact:** The target takes a -2 penalty to its saving throws against this effect.

**Miss:** By choosing to take psychic damage equal to 5 + one-half your level, you do not expend this power and also gain a +4 bonus to the attack roll with this power against the same target before the end of your next turn.

You cannot reduce the damage you take from this in any way.

## TYRANNY OF FLAME

Warlock  
Attack 1

*Burned by the fires of the Nine Hells, your enemy grovels, begging for mercy*

**Daily** ♦ **Arcane, Fire, Implement**

**Standard Action** **Ranged 5/10**

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** 3d6 + Charisma modifier fire damage. The target is knocked prone and is unable to stand up (save ends).

**Infernal Pact:** The target itakes a -2 penalty to the saving throw.

**Miss:** Half damage, and the target is knocked prone.

WEB OF SHADOWS

Warlock  
Attack 1

*Strands of darkness shroud the battlefield around your foes, forming a dense web of black tendrils that can hold any creature fast*

**Daily**      ♦ **Arcane, Implement, Necrotic, Zone**

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

**Target:** Each enemy in the burst

**Attack:** Charisma vs. Reflex

**Hit:** 2d6 + Charisma modifier necrotic damage, and the target is immobilized (save ends).

**Miss:** Half damage, and the target is slowed (save ends).

**Effect:** The burst creates a zone that lasts until the end of the encounter and affects all creatures other than you.

Affected creatures treat the zone as difficult terrain, and take a -2 penalty to Reflex while within the zone.

YAN-C-BIN'S BREATH

Warlock  
Attack 1

*You exhale a cloud of roiling green vapor that eats away at anything it touches*

**Daily**      ♦ **Acid, Arcane, Implement, Zone**

**Standard** Action      **Close** blast 4

**Target:** Each creature in the blast

**Attack:** Charisma vs. Fortitude

**Hit:** 2d6 + Charisma modifier acid damage, and ongoing 5 acid damage (save ends).

**Miss:** Half damage.

**Effect:** The blast creates a zone that lasts until the end of your next turn and affects all creatures other than you.

Affected creatures treat the zone as difficult terrain, and also take acid damage equal to your Charisma modifier + your implement's enhancement bonus when they end their turn in the zone.

**Sustain Minor:** Roll a d6. On an odd result, reduce the zone's size by 1 square of your choice. On an even result, increase the zone's size by 1 square.

If the zone occupies 0 squares, it ends. Otherwise, the zone persists until the end of your next turn.

YOUR GLORIOUS SACRIFICE

Warlock  
Attack 1

*Your true friends understand the sacrifices they need to make for your power*

**Daily**      ♦ **Arcane, Implement, Necrotic, Poison**

**Standard** Action      **Ranged** 10

**Effect:** You can deal damage to an adjacent ally equal to your Charisma modifier. This damage cannot be reduced in any way.

**Target:** One creature

**Attack:** Charisma vs. Fortitude

If you dealt damage to an ally, you gain a +2 bonus to the attack roll.

**Hit:** 3d8 + Charisma modifier necrotic damage.

If you dealt damage to an ally, the target takes ongoing poison damage equal to your Charisma modifier + your implement's enhancement bonus (save ends).

**Dark Pact:** The ongoing poison damage equals your Charisma modifier + your Dexterity modifier + your implement's enhancement bonus.

**Miss:** Half damage.

**Special:** Each time the target would make a saving throw against the ongoing damage, you can deal damage to an ally adjacent to you as a free interrupt. If you do, the target does not get to attempt the saving throw.

The damage equals your Charisma modifier and cannot be reduced in any way.