

Hellish Rebuke: You know the *hellish rebuke* at-will spell.

Dark One's Blessing: You have the Dark One's Blessing pact boon. You instantly gain vitality from a cursed enemy when that enemy falls.

When an enemy under your Warlock's Curse is reduced to 0 hit points or fewer, you immediately gain temporary hit points equal to your level.

STAR PACT

You have mastered the astrologer's art, learning the secret names of the stars and gazing into the Far Realm beyond, gaining great power thereby. You can call upon powers that madden or terrify your enemies, manipulate chance and fate, or scour your foes with icy banes and curses drawn from beyond the night sky.

Dire Radiance: You know the *dire radiance* at-will spell.

Fate of the Void: You have the Fate of the Void pact boon. Your curse intermingles with the lost vitality of a cursed enemy to reveal a glimpse of the future to you.

When an enemy under your Warlock's Curse is reduced to 0 hit points or fewer, you gain a +1 bonus to any single d20 roll you make during your next turn (attack roll, saving throw, skill check, or ability check). If you don't use this bonus by the end of your turn, it is lost.

This bonus is cumulative; if three cursed enemies drop to 0 hit points or fewer before your next turn, you gain a +3 bonus to a d20 roll during your turn.

PRIME SHOT

If none of your allies are nearer to your target than you are, you receive a +1 bonus to ranged attack rolls against that target.

SHADOW WALK

On your turn, if you move at least 3 squares away from where you started your turn, you gain concealment until the end of your next turn.

WARLOCK'S CURSE

Once per turn as a minor action, you can place a Warlock's Curse on the enemy nearest to you that you can see. A cursed enemy is more vulnerable to your attacks. If you damage a cursed enemy, you deal extra damage. You decide whether to apply the extra damage after making the damage roll. You can deal this extra damage once per round.

A Warlock's Curse remains in effect until the end of the encounter or until the cursed enemy drops to 0 hit points or fewer.

You can place a Warlock's Curse on multiple targets over the course of an encounter; each curse requires the use of a minor action. You can't place a Warlock's Curse on a creature that is already affected by your or another character's Warlock's Curse.

As you advance in level, your extra damage increases.

Level	Warlock's Curse Extra Damage
1st-10th	+1d6
11th-20th	+2d6
21st-30th	+3d6

IMPLEMENTS

Warlocks make use of rods and wands to help channel and direct their arcane powers. A warlock wielding a magic rod or wand can add its enhancement bonus to the attack rolls and the damage rolls of warlock powers, as well as warlock paragon path powers, that have the implement keyword. Without a rod or a wand, a warlock can still use these powers, but he or she doesn't gain the bonus provided by the magic implement.

A *pact blade*, a special magic dagger, can also be used as an implement for warlock powers, as well as warlock paragon powers. These daggers are highly sought after by warlocks.

WARLOCK POWERS

Your powers are also known as spells. Each power is associated with one of the three eldritch pacts, but you aren't limited to choosing powers associated with your pact. In fact, most warlocks choose at least a few powers from outside their pact to give themselves a wider range of options.

Spells of the infernal pact use your Constitution score. The dark energy you wield is inherently harmful to the mortal body, and only through sheer physical resolve and discipline can you wield it safely. Fey pact spells rely on Charisma. Your force of will and your ability to bargain with the fey is key to spells of this type. Star pact spells require you to be physically injured to the rigors of otherworldly energy (Constitution), and also ambitious and driven enough to impose your willpower on the strands of fate (Charisma).

LEVEL 1 AT-WILL SPELLS

Dire Radiance

Warlock (Star) Attack 1

You cause a shaft of brilliant, cold starlight to lance down from above, bathing your foe in excruciating light. The nearer he moves toward you, the brighter and more deadly the light becomes.

At-Will ♦ Arcane, Fear, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 1d6 + Constitution modifier radiant damage. If the target moves nearer to you on its next turn, it takes an extra 1d6 + Constitution modifier damage.

Increase damage and extra damage to 2d6 + Constitution modifier at 21st level.

Eldritch Blast Warlock (All) Attack 1

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

At-Will ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: Charisma or Constitution vs. Reflex

Hit: 1d10 + Charisma or Constitution modifier damage.

Increase damage to 2d10 + Charisma or Constitution modifier at 21st level.

Special: At 1st level, you determine whether you use Charisma or Constitution to attack with this power. Once you make that choice, you can't change it later.

This power counts as a ranged basic attack, you can use this power.

Eyebite Warlock (Fey) Attack 1

You glare at your enemy, and your eyes briefly gleam with brilliant colors. Your foe reels under your mental assault, and you vanish from his 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.

Increase damage to 2d6 + Charisma modifier at 21st level.

Hellish Rebuke Warlock (Infernal) Attack 1

You point your finger, and your foe is scoured in hellish flames stoked by your own anger and pain. If you are injured, the flames burst into life one more time before they fade away.

At-Will ♦ Arcane, Fire, Implement

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Reflex

Hit: 1d6 + Constitution modifier fire damage. If you take damage before the end of your next turn, the target takes an extra 1d6 + Constitution modifier fire damage.

Increase damage and extra damage to 2d6 + Constitution modifier at 21st level.

LEVEL 1 ENCOUNTER SPELLS**Diabolic Grasp** Warlock (Infernal) Attack 1

You crook your hand into the shape of a claw, and a great talon of sulfurous darkness forms around your enemy. It rakes fiercely at him and drags him a short distance before dissipating again.

Encounter ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature of size Large or smaller

Attack: Constitution vs. Fortitude

Hit: 2d8 + Constitution modifier damage, and you slide the target 2 squares.

Infernal Pact: You slide the target a number of squares equal to 1 + your Intelligence modifier.

Dreadful Word Warlock (Star) Attack 1

You whisper one word of an unthinkable cosmic secret to your foe. His mind reels 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 -1 penalty to Will defense until the end of your next turn.

Star Pact: The penalty to Will defense is equal to 1 + your Intelligence modifier.

Vampiric Embrace Warlock (Infernal) Attack 1

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

Encounter ♦ Arcane, Implement, Necrotic

Standard Action Ranged 5

Target: One creature

Attack: Constitution vs. Will

Hit: 2d8 + Constitution modifier necrotic damage, and you gain 5 temporary hit points.

Infernal Pact: You gain temporary hit points equal to 5 + your Intelligence modifier.

Witchfire Warlock (Fey) Attack 1

From the mystic energy of the Feywild, you draw a brilliant white flame and set it in your enemy's mind and body. Rivulets of argent fire stream up into the air from his eyes, mouth, and hands; agony disrupts his 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 until the end of your next turn.

Fey Pact: The penalty to attack rolls is equal to 2 + your Intelligence modifier.

LEVEL 1 DAILY SPELLS**Armor of Agathys** Warlock (Infernal) Attack 1

You surround yourself in a sheath of black ice from a dark and doleful realm. It protects you from attack and radiates fierce cold.

Daily ♦ Arcane, Cold

Standard Action Personal

Effect: You gain temporary hit points equal to 10 + your Intelligence modifier. Until the end of the encounter, an enemy that starts its turn adjacent to you takes 1d6 + Constitution modifier cold damage.

Curse of the Dark Dream Warlock (Fey) Attack 1

You inflict a waking nightmare upon your enemy so that he can no longer tell what is real and what exists only in his mind. Under its influence he staggers about, 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: 3d8 + Charisma modifier psychic damage, and you slide the target 3 squares.

Sustain Minor: You slide the target 1 square, whether you hit or miss (save ends).

Dread Star Warlock (Star) Attack 1

You create a fist-sized orb of painful blue-white radiance that whirls around your enemy, searing him. Fierce rays shoot from it like jabbing daggers of light, fencing him in where he stands.

Daily ♦ Arcane, Fear, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

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

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

Flames of Phlegethos Warlock (Infernal) Attack 1

Rivulets of clinging liquid fire appear and cascade over your target. Anything that is flammable ignites at once and burns long after the streams of magic fire fade away.

Daily ♦ Arcane, Fire, Implement

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Reflex

Hit: 3d10 + Constitution modifier fire damage.

Effect: The target takes ongoing 5 fire damage (save ends).

LEVEL 2 UTILITY SPELLS

Beguiling Tongue Warlock (Fey) Utility 2

You channel the grace and glibness of your fey patrons for a time. Your voice gains great power and eloquence.

Encounter ♦ Arcane

Minor Action Personal

Effect: You gain a +5 power bonus to your next Bluff, Diplomacy, or Intimidate check during this encounter.

Ethereal Stride Warlock (Star) Utility 2

You shift your body out of phase with the world for an instant, teleporting a short distance. When you reappear, you are still somewhat out of phase and difficult to harm or hinder for a short time.

Encounter ♦ Arcane, Teleportation

Move Action Personal

Effect: You can teleport 3 squares, and you gain a +2 power bonus to all defenses until the end of your next turn.

Fiendish Resilience Warlock (Infernal) Utility 2

You call upon your patron entities to protect you with their fell power. Your flesh is infused with mystic strength, lessening the effect of enemy blows.

Daily ♦ Arcane

Minor Action

Personal

Effect: You gain temporary hit points equal to 5 + your Constitution modifier.

Shadow Veil Warlock (Star) Utility 2

You garb yourself in a pall of murky darkness. While it lasts, you are difficult to see or hear.

Encounter ♦ Arcane, Illusion

Minor Action

Personal

Effect: You gain a +5 power bonus to Stealth checks until the end of your next turn.

LEVEL 3 ENCOUNTER SPELLS

Eldritch Rain Warlock (Fey) Attack 3

You fire purple rays of eldritch power at your foes.

Encounter ♦ Arcane, Implement

Standard Action Ranged 10

Targets: One creature, or two creatures no more than 5 squares apart from each other

Attack: Charisma vs. Reflex, one attack per target

Hit: 1d10 + Charisma modifier damage.

Fey Pact: Gain a bonus to each attack's damage roll equal to your Intelligence modifier.

Fiery Bolt Warlock (Infernal) Attack 3

You call up a bolt of golden flame and hurl it at your foe. Anyone standing close to him is burned as well.

Encounter ♦ Arcane, Fire, Implement

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Reflex

Hit: 3d6 + Constitution modifier fire damage, and creatures adjacent to the target take 1d6 + Constitution modifier fire damage.

Infernal Pact: Creatures adjacent to the target take extra fire damage equal to your Intelligence modifier.

Frigid Darkness Warlock (Star) Attack 3

You create a freezing black shadow around your foe, a small taste of the icy darkness in the depths of the night sky. He is unable to see well enough to defend himself while the shadows cling to him.

Encounter ♦ Arcane, Cold, Fear, Implement

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 2d8 + Constitution modifier cold damage, and the target grants combat advantage to all of your enemies until the end of your next turn.

Star Pact: The target takes a penalty to AC equal to your Intelligence modifier.

Otherwind Stride

Warlock (Fey) Attack 3

You call up an unseen maelstrom of fey power that lashes nearby creatures . . . and you step into the vortex and emerge somewhere a short distance away.

Encounter ♦ Arcane, Implement, Teleportation

Standard Action Close burst 1

Target: Each creature in burst

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier damage, and the target is immobilized until the end of your next turn.

Effect: You teleport 5 squares.

Fey Pact: You teleport a number of squares equal to 5 + your Intelligence modifier.

LEVEL 5 DAILY SPELLS**Avernian Eruption**

Warlock (Infernal) Attack 5

Acrid orange fumes hiss up from beneath the ground, and then suddenly ignite in a thundering detonation. Any creature in the area is burned by the searing flames.

Daily ♦ Arcane, Fire, Implement

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Constitution vs. Reflex

Hit: 2d10 + Constitution modifier fire damage.

Effect: The targets take ongoing 5 fire damage (save ends).

Crown of Madness

Warlock (Fey) Attack 5

You cause an illusory, twisted crown to appear around the target's head. Under its psychic assault, your enemy loses the ability to distinguish friend from foe.

Daily ♦ Arcane, Charm, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 2d6 + Charisma modifier psychic damage.

Miss: Half damage.

Sustain Minor: The target makes a melee basic attack against one of its adjacent allies of your choice (save ends).

Curse of the Bloody Fangs

Warlock (Fey) Attack 5

You call up a pack of ferocious, phantasmal beasts from the darkest and most savage depths of the Feywild. Only their slavering fangs appear in this world, snapping and rending in a mad frenzy at the foe you have cursed.

Daily ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. AC

Hit: 2d10 + Charisma modifier damage.

Miss: Half damage.

Sustain Minor: The target and any of your enemies adjacent to it take 1d10 damage (save ends).

Hunger of Hadar

Warlock (Star) Attack 5

You create a zone of complete, impermeable darkness filled with flying, fluttering, fanged shadows. The shadows rend at the very life force of creatures caught within.

Daily ♦ Arcane, Implement, Necrotic, Zone

Standard Action Area burst 1 within 10 squares

Effect: The burst creates a zone of darkness until the end of your next turn, blocking line of sight. Creatures that enter the zone or start their turns there take 2d10 necrotic damage.

Sustain Minor: When you sustain the power, you make a secondary attack.

Secondary Target: Each creature within the zone

Secondary Attack: Constitution vs. Fortitude

Hit: 1d6 + Constitution modifier necrotic damage.

LEVEL 6 UTILITY SPELLS**Dark One's Own Luck**

Warlock (Star) Utility 6

Refusing the result that fate has decreed for you, you invoke stars of uncertainty and try to rewrite what has been written.

Daily ♦ Arcane

Free Action

Personal

Trigger: You make a roll you dislike

Effect: Reroll the attack roll, skill check, ability check, or saving throw, using the higher of the two results.

Fey Switch

Warlock (Fey) Utility 6

You step through the veils of the Feywild to the place where an ally stands and return to the world in that spot. Your ally is instantly whisked back to the place you started from.

Encounter ♦ Arcane, Teleportation

Move Action Ranged 10

Targets: You and one willing ally

Effect: You and your ally trade spaces.

Shroud of Black Steel

Warlock (Infernal) Utility 6

Invoking the power of your dark patrons, you transform your skin into living steel, blackened and hard yet still supple enough to move. Your quickness suffers a bit, but you are much tougher and more resilient.

Daily ♦ Arcane, Polymorph

Minor Action

Personal

Effect: You change your skin into living steel. You gain a +2 power bonus to AC and Fortitude defense but take a -2 penalty to speed until the end of the encounter. You can end this effect as a minor action.

Spider Climb

Warlock (Infernal) Utility 6

You bestow on yourself the ability to cling to almost any surface and climb as easily as an insect.

Encounter ♦ Arcane

Move Action

Personal

Effect: On this move action, you move with a climb speed equal to your speed.

LEVEL 7 ENCOUNTER SPELLS

Howl of Doom Warlock (Infernal) Attack 7

You unleash a devastating shout that cracks stone and pulps flesh. Supernatural terror goes with your mighty blast, and your foes are driven back in fright.

Encounter ♦ Arcane, Fear, Implement, Thunder

Standard Action Close blast 3

Target: Each creature in blast

Attack: Constitution vs. Fortitude

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

Infernal Pact: You push the target a number of squares equal to 1 + your Intelligence modifier.

Infernal Moon Curse Warlock (Infernal) Attack 7

The shimmer of pale, ghostly silver envelops your foe and lifts him up into the air. Its sinister radiance seeps into his body, a strange and deadly poison.

Encounter ♦ Arcane, Implement, Poison

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 2d8 + Constitution modifier poison damage, and the target is held immobilized 5 feet off the ground until the end of your next turn.

Infernal Pact: You gain a bonus to the damage roll equal to your Intelligence modifier.

Mire the Mind Warlock (Fey) Attack 7

You assail your foe's mind with unreal images until he can see nothing else.

Encounter ♦ Arcane, Illusion, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 1d10 + Charisma modifier psychic damage, and you and all of your allies in range are invisible to the target until the end of your next turn.

Fey Pact: You gain a power bonus to Stealth checks equal to your Intelligence modifier until the end of the encounter.

Sign of Ill Omen Warlock (Star) Attack 7

You sketch a glowing rune in the air with your fingertip, invoking misfortune upon your enemy. Lines of eldritch power slash across his body as you draw your sign, and fate itself turns against him for a short time.

Encounter ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 2d6 + Charisma modifier damage, and the target must roll twice for its next attack and use the lower of the two rolls.

Star Pact: When the target rolls twice, it takes a penalty to both rolls equal to your Intelligence modifier.

LEVEL 9 DAILY SPELLS

Curse of the Black Frost Warlock (Fey) Attack 9

You create a fence of sharp frost-needles around your foe. They slowly freeze him, and if he moves or touches them, they grow longer and sharper.

Daily ♦ Arcane, Cold, Implement

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Reflex

Hit: 2d8 + Charisma modifier cold damage.

Effect: If the target moves for any reason, it takes 1d8 cold damage (save ends). If the target saves, you cannot sustain this power.

Sustain Minor: The target takes 2d8 cold damage.

Iron Spike of Dis Warlock (Infernal) Attack 9

You call up a spear of red iron from the infernal regions and hurl it at your foe. Transfixing clothing, armor, flesh, or skin, it nails him to the spot where he stands.

Daily ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Reflex

Hit: 3d10 + Constitution modifier damage, and the target is immobilized (save ends).

Miss: Half damage, and the target is not immobilized.

Summons of Khirad Warlock (Star) Attack 9

A pale blue flame springs up from your brow as you invoke Khirad, a star of dire portent. Your enemy's mind burns with Khirad's flame, and you teleport him where you wish.

Daily ♦ Arcane, Implement, Psychic, Teleportation

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Will

Hit: 2d10 + Constitution modifier psychic damage, and you teleport the target to an unoccupied square within 3 squares of you.

Sustain Minor: Make a Constitution vs. Will attack against the target. On a hit, you teleport the target to an unoccupied square within 3 squares of you. On a miss, the effect ends.

Thief of Five Fates Warlock (Star) Attack 9

You bind your target's fortunes to five ill-omened stars. Under their dire influence, all sorts of mischance and bad luck befall your enemy.

Daily ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: Until the end of your next turn, whenever the target makes a saving throw or an attack roll, you roll a d20 without modifiers. If your result is higher than the target's unmodified die roll, the target's attack misses or the target's saving throw fails.

Sustain Minor: Make a Charisma vs. Will attack against the target. On a hit, the effect continues. On a miss, the effect ends.

LEVEL 10 UTILITY SPELLS

Ambassador Imp Warlock (Infernal) Utility 10

You conjure forth an implike presence from the netherworld and give it a message to deliver to a far-off creature.

Daily ♦ Arcane, Conjunction
Standard Action **Ranged** 100 miles

Effect: You whisper a message into the air, and an implike presence appears next to the creature you wish to speak to and delivers your message. If the creature has a reply, the imp appears adjacent to you at the end of your next turn to utter it. If the creature has no reply or is not within range, the imp appears adjacent to you at the end of your next turn to tell you so. The imp then disappears.

Shadow Form Warlock (Star) Utility 10

You fly apart into a swarm of batlike shadows.

Daily ♦ Arcane, Polymorph
Minor Action **Personal**

Effect: You assume a shadowy form until the end of the encounter or for 5 minutes. In this form you are insubstantial, gain fly 6, and can't take standard actions. Reverting to your normal form is a minor action.

Shielding Shades Warlock (Star) Utility 10

You call up a swirling shield of darkness from some far domain, interposing it between yourself and dire peril.

Daily ♦ Arcane
Immediate Reaction **Personal**

Trigger: You are hit by an attack

Effect: Reduce the attack's damage to 0. If the attack targets other creatures, they take damage as normal.

Warlock's Leap Warlock (Fey) Utility 10

You leap through the mystic veil into the Feywild. An instant later, you return a short distance away and alight without traveling through the intervening air.

Daily ♦ Arcane, Teleportation
Move Action **Personal**

Effect: You teleport 6 squares. You do not need line of sight to the destination, but if you attempt to teleport to a space you can't occupy, you don't move.

LEVEL 13 ENCOUNTER SPELLS

Bewitching Whispers Warlock (Fey) Attack 13

You whisper words of fey power, words that drive mortals to madness.

Encounter ♦ Arcane, Charm, Implement
Standard Action **Ranged** 10

Target: One creature

Attack: Charisma vs. Will

Hit: Until the end of your next turn, the target treats all creatures as enemies for the purpose of opportunity attacks and must take every opportunity attack possible.

Fey Pact: The target gains a power bonus to these attack rolls equal to your Intelligence modifier.

Coldfire Vortex Warlock (Star) Attack 13

You create a spinning vortex of brilliant but frigid energy around your foe. Racing streamers of luminous coldfire lash all creatures nearby.

Encounter ♦ Arcane, Implement; Cold or Radiant
Standard Action **Ranged** 10

Primary Target: One creature

Attack: Constitution vs. Fortitude

Hit: 2d10 + Constitution modifier damage (choose cold or radiant damage). Make a secondary attack.

Secondary Target: Each creature adjacent to the primary target

Secondary Attack: Constitution vs. Reflex

Hit: 1d10 + Constitution modifier damage (choose cold or radiant damage).

Star Pact: You gain a bonus to damage rolls against the secondary targets equal to your Intelligence modifier.

Harrowstorm Warlock (Infernal) Attack 13

You call up a churning cyclone from the nether planes. It surrounds your enemy, battering him with deafening claps of thunder and hurling him a short distance.

Encounter ♦ Arcane, Implement, Thunder
Standard Action **Ranged** 10

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 2d10 + Constitution modifier thunder damage, and you slide the target 5 squares.

Infernal Pact: You slide the target a number of squares equal to 5 + your Intelligence modifier.

Soul Flaying Warlock (Infernal) Attack 13

You sear your enemy's soul with a bolt of emerald energy, which weakens him greatly for a short time.

Encounter ♦ Arcane, Implement, Necrotic
Standard Action **Ranged** 10

Target: One creature

Attack: Constitution vs. Will

Hit: 2d8 + Constitution modifier necrotic damage, and the target is weakened until the end of your next turn.

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

LEVEL 15 DAILY SPELLS

Curse of the Golden Mist Warlock (Fey) Attack 15

You lull your enemy into a waking dream. He sees himself in a realm of eldritch beauty, and perceives the real world as a ghostly shadow of itself.

Daily ♦ Arcane, Charm, Implement
Standard Action **Ranged** 10

Target: One creature

Attack: Charisma vs. Will

Hit: The target loses its next standard action.

Sustain Standard: Make a Charisma vs. Will attack against the target. On a hit, the target loses its next standard action. On a miss, the power ends.

Fireswarm Warlock (Infernal) Attack 15

Fiery scorpions crawl out of cracks in the ground and swarm your enemy, stinging madly and spreading out to engulf other nearby creatures.

Daily ♦ Arcane, Fire, Implement, Poison

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Reflex

Hit: 4d10 + Constitution modifier fire and poison damage.

Sustain Standard: Make a Constitution vs. Fortitude attack against the target. On a hit, the target and each creature adjacent to it takes 2d10 + Constitution modifier fire and poison damage. On a miss, you deal half damage and the power ends.

Tendrils of Thuban Warlock (Star) Attack 15

From the frozen emerald seas under the star Thuban, you call forth dozens of glimmering green tentacles. Reaching down from overhead, they seize your enemies, draining the heat from their bodies and holding them immobile.

Daily ♦ Arcane, Cold, Implement, Zone

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Constitution vs. Fortitude

Hit: 4d10 + Constitution modifier cold damage, and the target is immobilized (save ends).

Effect: The burst creates a zone of tendrils that lasts until the end of your next turn.

Sustain Minor: Make a Constitution vs. Fortitude attack against all targets within the zone. On a hit, the target takes 1d10 + Constitution modifier cold damage and is immobilized (save ends).

Thirsting Maw Warlock (Infernal) Attack 15

With a flick of your wrist, you create a phantasmal eellike creature from your palm and hurl it at your foe. It latches itself to him and begins to drink his blood . . . and you grow stronger.

Daily ♦ Arcane, Implement

Standard Action Ranged 5

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 4d8 + Constitution modifier damage, and you regain hit points equal to half the amount of damage dealt.

Sustain Minor: The target takes 2d8 damage (save ends). Each time the target takes this damage, you regain hit points equal to half the damage.

LEVEL 16 UTILITY SPELLS

Cloak of Shadow Warlock (Infernal) Utility 16

You briefly become a flying shadow, swift and insubstantial.

Encounter ♦ Arcane

Move Action Personal

Effect: Fly a number of squares equal to your speed + 2. If you don't land at the end of this move, you fall. Until the end of your next turn, you are insubstantial, and you cannot affect, attack, or use powers on creatures or objects.

Eye of the Warlock Warlock (Star) Utility 16

You create upon your forehead a mystical third eye and link that eye's perception to the senses of some other creature nearby.

Daily ♦ Arcane

Minor Action Ranged 10

Target: One creature

Effect: You see through the target's eyes. The target is not aware that you are doing so. You have line of sight and line of effect from the target for your attacks. Your warlock powers can originate in the target's square. Each time you use a power through this link, a mystical third eye briefly appears upon the target's brow (save ends).

Infuriating Elusiveness Warlock (Fey) Utility 16

You will yourself across the boundary between worlds, teleporting a short distance. When you appear from the Feywild, you are surrounded by a glamor of invisibility.

Encounter ♦ Arcane, Illusion, Teleportation

Move Action Personal

Effect: You become invisible and then teleport 4 squares. The invisibility lasts until the start of your next turn.

LEVEL 17 ENCOUNTER SPELLS

Strand of Fate Warlock (Star) Attack 17

You call upon a snaking strand of distilled fate that lances toward your foe. If he can't evade it, terrible misfortune ensues.

Encounter ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Reflex

Hit: 1d8 + Charisma modifier damage, and the target gains vulnerability 10 to all attacks until the end of your next turn.

Star Pact: The vulnerability increases to 10 + your Intelligence modifier.

Thirsting Tendrils Warlock (Fey) Attack 17

You lower your hand, and rootlike tendrils shoot from your palm into the ground. An instant later they erupt from the earth beneath your enemy's feet and bore into his flesh, replenishing you with his vital force.

Encounter ♦ Arcane, Healing, Implement

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 3d6 + Charisma modifier damage, and you can spend a healing surge.

Fey Pact: You regain additional hit points equal to twice your Intelligence modifier.

Warlock's Bargain

Warlock (Infernal) Attack 17

You forge a link between your enemy's soul and your own, and then you surrender it to your fiendish patrons. It hurts you, but he suffers more.

Encounter ♦ Arcane, Implement
Standard Action **Ranged 5**

Target: One creature

Attack: Constitution vs. Fortitude

Hit: You take damage equal to your level, and the target takes $3d10 + \text{Constitution modifier}$ damage plus extra damage equal to one-half your level.

Infernal Pact: If you hit, you take damage equal to your level minus your Intelligence modifier.

LEVEL 19 DAILY SPELLS**Delusions of Loyalty**

Warlock (Fey) Attack 19

Your magic causes your enemy to perceive you as a comrade he must defend, even if he is now at odds with his former allies.

Daily ♦ Arcane, Charm, Implement
Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Will

Hit: On its next turn, the target uses its standard action to make a basic attack against the last creature to attack you since your last turn. If no one attacked you since your last turn or if the target is unable to attack, the target loses its standard action.

Sustain Minor: When you sustain this power, you can repeat the attack against the target. If you miss, you can no longer sustain the power.

Minions of Malbolge

Warlock (Infernal) Attack 19

You bring forth fire in the shape of small, infernal imps from Malbolge, sixth of the Nine Hells. They hover close around you and hurl themselves upon any enemy that dares to approach, searing with their fiery touch and driving foes away.

Daily ♦ Arcane, Conjuration, Fire, Implement
Standard Action **Personal**

Effect: You conjure flames in the shape of diabolic imps that appear at your feet. You gain 25 temporary hit points.

Any enemy that enters a square adjacent to you takes $2d10$ fire damage and is pushed 3 squares. This effect applies once per creature per round. It ends when you have no temporary hit points remaining.

Wrath of Acamar

Warlock (Star) Attack 19

You fire a ray of crackling black energy at your enemy. At its touch, he is instantly hurled headlong into the soul-draining depths of Acamar, a dark and distant star.

Daily ♦ Arcane, Implement, Necrotic, Teleportation
Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Reflex

Hit: $4d10 + \text{Charisma modifier}$ necrotic damage, and the target disappears into a starry realm (save ends).

Special: While in the starry realm, the target cannot take actions, cannot be targeted, and takes $1d10$ necrotic damage at the start of its turn. On a save, it returns to the space it was last in. If that space is occupied, the target returns to the nearest unoccupied space of its choice.

LEVEL 22 UTILITY SPELLS**Entropic Ward**

Warlock (Star) Utility 22

Fortune favors you; stars portending uncertainty lean in your favor and frown upon your foes.

Encounter ♦ Arcane

Minor Action

Personal

Effect: Until the end of your next turn, anyone who attacks you must roll two dice and take the lower result. Each time an attack misses due to this effect, you gain a cumulative +1 power bonus to your next attack roll.

Raven's Glamor

Warlock (Fey) Utility 22

You teleport yourself away from imminent danger, but you leave an illusion of yourself behind, distracting and confusing your foes.

Daily ♦ Arcane, Illusion, Teleportation

Move Action

Personal

Effect: You become invisible until the start of your next turn and teleport 20 squares. You leave behind an illusory image of yourself that persists as long as you are invisible. This image stands in place, takes no actions, and uses your defenses if it is attacked. If the illusion is touched or takes any damage, it dissolves into a pile of dead leaves. If you make an attack, you become visible.

Sustain Standard: You remain invisible as long as you don't make an attack.

Wings of the Fiend

Warlock (Infernal) Utility 22

You sprout a large pair of leathery wings from your back.

Daily ♦ Arcane, Polymorph

Minor Action

Personal

Effect: You grow wings and gain a fly speed equal to your speed until the end of the encounter or for 5 minutes.

LEVEL 23 ENCOUNTER SPELLS**Dark Transport**

Warlock (Star) Attack 23

You forge a short-lived dimensional gate that slices through your opponent. If you wish, you can leap through the gate and take his place while banishing him to the spot you were just in.

Encounter ♦ Arcane, Implement, Teleportation

Standard Action

Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: $4d10 + \text{Charisma modifier}$ damage, and you can swap places with the target.

Star Pact: After swapping places with the target, you can teleport a number of squares equal to your Intelligence modifier.

Spiteful Darts Warlock (Infernal) Attack 23

You create scores of large, infernal darts and send them streaking at your enemies. Each dart that finds flesh pushes the creature it injures out of the place where it stands, moving it to another spot of your choosing.

Encounter ♦ Arcane, Implement

Standard Action Close blast 5

Target: Each creature in blast

Attack: Constitution vs. Reflex

Hit: 4d8 + Constitution modifier damage, and you push the target 3 squares.

Infernal Pact: You push each target a number of squares equal to 3 + your Intelligence modifier.

Thorns of Venom Warlock (Fey) Attack 23

Raising your hands, you call up from the ground thick vines studied with long, poisonous thorns that wrap around your foe. He is held fast and pierced by the deadly thorns.

Encounter ♦ Arcane, Implement, Poison

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 3d8 + Charisma modifier poison damage, and the target is immobilized and takes a -2 penalty to AC and Reflex defense until the end of your next turn.

Fey Pact: The penalty to AC and Reflex defense is equal to 1 + your Intelligence modifier.

LEVEL 25 DAILY SPELLS

Curse of the Twin Princes Warlock (Fey) Attack 25

You begin to steal the very semblance of your target. Those around you and your foe can't distinguish between the two of you any longer.

Daily ♦ Arcane, Illusion, Implement, Psychic

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Will

Hit: 4d10 + Charisma modifier psychic damage. Until the end of the encounter, every time you take damage, you make a Charisma vs. Will attack against the target; if the attack hits, you take half damage and the target takes the other half.

Effect: Until the end of the encounter, whenever you are adjacent to the target, the images of you both begin to flow together, such that anyone who attacks one has a 50% chance of accidentally hitting the other instead.

Tartarean Tomb Warlock (Infernal) Attack 25

You create a battering storm of rune-scribed black iron plates around your foe. As they whirl and strike, they quickly assemble into a coffinlike prison of iron and shadow.

Daily ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Reflex

Hit: 5d10 + Constitution modifier damage, and the target is entombed (save ends). An entombed target is immobilized and lacks line of sight and line of effect to any space other than its own. All creatures other than you cannot gain line of sight or line of effect to the target.

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

Thirteen Baleful Stars Warlock (Star) Attack 25

You create thirteen tiny crimson stars that dart and whirl around your enemy, blasting him with countless pinpricks of fire and lashing him with waves of supernatural terror.

Daily ♦ Arcane, Fear, Fire, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Will

Hit: 5d10 + Constitution modifier fire and psychic damage, and the target is stunned until the end of your next turn.

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

LEVEL 27 ENCOUNTER SPELLS

Banish to the Void Warlock (Star) Attack 27

You hurl your foe screaming into the skies, and he disappears to some remote and terrible corner of the cosmos. When he returns, madness overwhelms him.

Encounter ♦ Arcane, Fear, Implement, Teleportation

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Will

Hit: 2d10 + Constitution modifier damage. The target disappears into a starry realm. At the start of its next turn, the target reappears in its original space. If that space is occupied, the target returns to the nearest unoccupied space (its choice). The target attacks the nearest target on its next turn. Until the end of your next turn, all creatures treat the target as an enemy with respect to provoking opportunity attacks, and the target must take every opportunity attack possible.

Star Pact: The target gains a power bonus to attack rolls equal to your Intelligence modifier. This bonus applies only to attack rolls it makes due to this power.

Curse of the Fey King Warlock (Fey) Attack 27

You invoke the power of a mighty fey spirit. A shimmering emerald coil of eldritch power disrupts your foe and steals from him the luck of his next few moments. It's yours if you want it.

Encounter ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 3d10 + Charisma modifier damage. In addition, the first time the target rolls a d20 on its next turn, you can steal that result. The target rerolls, and you use the stolen result for your next d20 roll.

Fey Pact: You gain a bonus to the stolen result equal to your Intelligence modifier.

Hellfire Curse Warlock (Infernal) Attack 27

You level your clenched fist toward your foe and unleash a terrific blast of black flames.

Encounter ♦ Arcane, Fire, Implement

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 5d10 + Constitution modifier fire damage.

Infernal Pact: You gain a bonus to the damage roll equal to your Intelligence modifier.

LEVEL 29 DAILY SPELLS

Curse of the Dark Delirium Warlock (Fey) Attack 29

You trap your enemy's mind with bewildering fey power. He sees what you want him to see, he hears what you want him to hear. Like a sinister puppeteer, you can make him do anything you wish.

Daily ♦ Arcane, Charm, Implement

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Will

Hit: On the target's next turn, you dictate its standard, move, and minor actions. The target cannot use immediate actions. It can't use powers other than a basic attack, and it can't take suicidal actions such as leaping off a cliff or attacking itself.

Miss: If the target is adjacent to one of its allies at the start of its next turn, it must begin its turn by using a standard action to make a melee basic attack against that ally.

Sustain Standard: Repeat the attack against the target as long as the target is within range. On a miss, you can't sustain this power.

Doom of Delban Warlock (Star) Attack 29

A single slanting shaft of frigid starlight strikes your enemy from above and clings to him. Under its unbearable touch, flesh becomes white ice and steel shatters like glass, but you must pay a price to keep Delban's deadly light focused on your foes.

Daily ♦ Arcane, Cold, Fear, Implement

Standard Action **Ranged 10**

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 5d10 + Constitution modifier cold damage.

Miss: Half damage.

Sustain Standard: You can attack the same target or switch to a new target within range. Make an attack (as above) and increase the cold damage by 1d10 each time this power hits. Each time you sustain this power, you take 2d10 damage.

Hurl through Hell Warlock (Infernal) Attack 29

You open a short-lived planar rift to the depths of the Nine Hells. It appears as a fiery crevice beneath your enemy's feet, into which he falls screaming, and disappears. A few moments later, a flaming arch appears in the air over the spot where he was standing and disgorges a broken, mewling piece of charred meat.

Daily ♦ Arcane, Fear, Fire, Implement, Teleportation

Standard Action **Ranged 10**

Target: One creature

Attack: Constitution vs. Will

Hit: 7d10 + Constitution modifier fire damage, and the target disappears into the Nine Hells until the end of your next turn. The target returns to the same square it left, or the nearest unoccupied square, and is prone and stunned.

Sustain Minor: If you spend a minor action to sustain the power, the target's return is delayed until the end of your next turn. You can sustain the power no more than three times.

Miss: Half damage, and the target does not disappear.

PARAGON PATHS

DOOMSAYER

*"I speak for the cold darkness beyond the stars.
I see the myriad ways that doom comes upon you."*

Prerequisite: Warlock class, star pact

You wrap yourself in the fear of the darkness beyond the stars and use it as a shield against your enemies. In addition, you examine the strands of fate to issue proclamations of doom to all who stand against you.

DOOMSAYER PATH FEATURES

Doomsayer's Action (11th level): When you spend an action point to take an extra action, you also deal the extra damage of your Warlock's Curse to all of your enemies currently affected by it.

Doomsayer's Proclamation (11th level): Enemies within 10 squares of you must roll two dice when rolling saving throws against fear effects. They must use the lower of the two rolls.

Doomsayer's Oath (16th level): When you are bloodied, you gain a +2 power bonus to attack rolls when you use a power that has the fear keyword.

DOOMSAYER SPELLS

Fates Entwined Doomsayer (Star) Attack 11

You lodge a painful psychic shard in your enemy's brain that resonates whenever you take damage.

Encounter ♦ Arcane, Fear, Implement, Psychic

Standard Action **Ranged 5**

Target: One creature

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier psychic damage. Until the end of your next turn, when you take damage, the target takes half that amount of psychic damage.

Accursed Shroud Doomsayer (Star) Utility 12

You envelop your enemy in an inky cloak of shadow that writhes and coils around him, twisting her attacks against you.

Daily ♦ Arcane

Standard Action **Ranged 5**

Target: One creature

Effect: You place your Warlock's Curse upon the target. In addition, it must reroll any successful attack it makes while affected by your curse and take the new result.

Long Fall into Darkness Doomsayer (Star) Attack 20

You point a finger at your foe, and a gaping pit opens beneath him. The pit is merely a figment of his imagination, but he plunges into the darkness nonetheless until, at last, he hits the bottom.

Daily ♦ Arcane, Fear, Illusion, Implement, Psychic
Standard Action Ranged 20

Target: One creature

Attack: Charisma vs. Will

Hit: 4d8 + Charisma modifier psychic damage, and the target is stunned until the end of its next turn and knocked prone.

Miss: Half damage, and the target is dazed until the end of its next turn.

FEYTOUCHED

"I have been touched by the power of the fey, and it drove me mad . . . but the power I gained from the madness has rendered me sane."

Prerequisite: Warlock class, fey pact

Your constant visits to the Feywild and your communion with the fey entity that holds your pact have touched you to your very soul and driven you slightly mad. But within this madness, you have found the power to rise to the next level of your existence. The secrets of the Feywild might be maddening, but they provide you with new opportunities to achieve your goals and defeat your enemies. You relish the madness and can control it, but those you unleash it upon can do nothing but crumble in the wake of the unparalleled majesty of the Feywild.

FEYTOUCHED PATH FEATURES

Feytouched Action (11th level): When you spend an action point to take an extra action, you also gain a +4 bonus to attack rolls until the start of your next turn.

Slashing Wake (11th level): When you leave a square by teleporting, enemies adjacent to that square take damage equal to your Intelligence modifier.

Patron's Favor (16th level): Use Patron's Favor in place of your Misty Step when an enemy under your Warlock's Curse drops to 0 hit points or fewer. Roll 1d6. Use the benefit you rolled or any result lower than that on the list below.

- 1 or 2: You use your Misty Step as normal.
- 3: Immediately make a saving throw.
- 4: Teleport 10 squares as a free action.
- 5: You gain +2 speed until the end of your next turn.

6: Roll d8s instead of d6s for your Warlock's Curse extra damage until the end of the encounter.

FEYTOUCHED SPELLS

Will of the Feywild Feytouched (Fey) Attack 11

You bend your enemy's will to your whim. In a blinding flash of golden light, the creature teleports to a location you designate and, in its madness, attacks one of its allies.

Encounter ♦ Arcane, Charm, Implement, Psychic, Teleportation

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier psychic damage. You can teleport the target 5 squares, whereupon it makes a melee basic attack against an adjacent creature of your choice.

Effect: The target is dazed until the end of its next turn.

Twilight Teleport Feytouched (Fey) Utility 12

An enemy falls to your curse, and another creature appears in its place, surrounded by motes of twilight.

Daily ♦ Arcane, Teleportation

Free Action Ranged 20

Trigger: A creature within range and affected by your Warlock's Curse drops to 0 hit points or fewer

Effect: You teleport yourself or another creature into the triggering creature's space.

Whispers of the Fey Feytouched (Fey) Utility 20

The disquieting whispers of fey spirits surround you, filling the minds of nearby enemies with deranged thoughts and provoking them to turn on their allies.

Daily ♦ Arcane, Implement, Psychic

Standard Action Close burst 5

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: The target must make a basic attack against its nearest ally (you choose the target if there are multiple possible targets). If it can't make the attack, the target takes 2d8 + Charisma modifier psychic damage.

Effect: After it makes its attack or takes psychic damage, the target is dazed (save ends).

LIFE-STEALER

"Enemies are all around us, offering their life energy for me to use against them."

Prerequisite: Warlock class, infernal pact

Your pact with infernal powers has given you the ability to steal and utilize the life energy of your enemies. This life energy provides you with a new avenue to power, and you hunger for it as a vampire craves blood.

LIFE-STEALER PATH FEATURES

Infernal Action (11th level): When you spend an action point to take an extra action, if you use your action to make an attack that hits, that hit deals ongoing 5 fire damage (save ends).

Collect Life Spark (11th level): When a creature under your Warlock's Curse drops to 0 hit points or fewer, you take a portion of its life energy by collecting a life spark. As a minor action, you can expend this life spark to gain a benefit based on the creature's origin. At the end of the encounter, any life sparks you have not expended fade away.

Aberrant: You gain a +2 power bonus to all defenses until the end of your next turn.

Immortal: You gain resist 5 to all damage until the end of your next turn.

Elemental: You deal an extra 5 damage to the next target you hit with an attack on your current turn.

Fey: A successful attack you make on your current turn also causes your target to become dazed.

Natural: Regain hit points equal to one-half your level.

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

Sustain Life Spark (16th level): If you have more life sparks at the end of an encounter than you do healing surges, you regain hit points as if you had spent a healing surge.

LIFE-STEALER SPELLS

Soul Scorch

Life-Stealer (Infernal) Attack 11

As black fire immolates your adversary, you release one of your life sparks. Your foe cries out in pain as he feels the life ebb from his body.

Encounter ♦ Arcane, Fire, Implement, Necrotic

Standard Action **Ranged 10**

Target: One creature

Attack: Constitution vs. Will

Hit: 3d8 + Constitution modifier fire and necrotic damage.

Effect: If the target creature has the same origin as a life spark you possess, you can expend that life spark to deal an extra 10 damage to the target.

Life Spark Summons

Life-Stealer (Infernal) Utility 12

You expend one of your life sparks to fashion an effigy of the creature whose spark you've just released.

Daily ♦ Arcane

Minor Action **Ranged 10**

Effect: Expend a life spark you possess. Place the creature from which you received that life spark back in the encounter within the power's range. It has 10 hit points and acts on your next turn with a full set of actions as an independent creature that you control. The creature can do nothing except make basic attacks and move. It drops to 0 hit points again, dies, and fades away at the end of your next turn.

Soulthrift

Life-Stealer (Infernal) Attack 20

You engulf your enemies in crackling purple energy. As they crumple, blazing motes of soul-light rise up from their bodies and fly into your grasp.

Daily ♦ Arcane, Implement, Necrotic

Standard Action **Ranged 5**

Targets: One, two, or three creatures

Attack: Constitution vs. Fortitude, one attack per target

Hit: 3d8 + Constitution modifier necrotic damage, and you gain a life spark from any target that drops to 0 hit points or fewer as a result of this attack.

Miss: Half damage, and no life spark.

