

**July Update:** Changes to the June review are highlighted in [blue](#).

# WARLOCK

**“The darkness holds no terror for me, demon! I curse you now under the Sign of Ill Omen!”**

## Class Traits

**Role:** Striker. Your attack powers are highly damaging and often weaken or hamper the target in some way. You can elude attacks by flying, teleporting, or turning invisible.

**Power Source:** Arcane. You gain your magical power from a pact you forge with a powerful, supernatural force or an unnamed entity.

**Key Abilities:** Charisma, Constitution, Intelligence

**Armor Proficiencies:** Cloth, leather

**Weapon Proficiencies:** Simple melee, simple ranged

**Implements:** Rods, wands

**Bonus to Defense:** +1 Reflex, +1 Will

**Hit Points at 1st Level:** 12 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 6 + Constitution modifier

**Trained Skills:** From the class skills list below, choose four trained skills at 1st level.

**Class Skills:** Arcana (Int), Bluff (Cha), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int), Streetwise (Cha), Thievery (Dex)

**Build Options:** Deceptive warlock, scourge warlock

**Class Features:** *Eldritch blast*, Eldritch Pact, Prime Shot, Shadow Walk, Warlock’s Curse

Warlocks channel arcane might wrested from primeval entities. They commune with infernal intelligences and fey spirits, scour enemies with potent blasts of eldritch power, and bedevil foes with hexing curses. Armed with esoteric secrets and dangerous lore, warlocks are clever and resourceful foes.

However you came to your arcane knowledge, you need not accept the poor reputation warlocks sometimes endure. You could be a libram-toting scholar captivated by ominous lore, a foot-loose wanderer searching for elusive ultimate truths, a

devil-touched hunter using infernal spells to eliminate evil, or even a black-clad mercenary who uses sinister trappings to discourage prying strangers and unwanted attention. On the other hand, you could be a true diabolist using your gifts to tyrannize the weak—some warlocks unfortunately are exactly that.

The pacts are complete. The rites have concluded. The signs are drawn in blood, and the seals are broken. Your destiny beckons.

## WARLOCK OVERVIEW

**Characteristics:** You have excellent short-ranged attack ability, and your powers confuse or weaken your opponent. You can shift easily from ranged attacks to melee attacks. However, you are not very resilient and rely on powers of evasion and concealment to avoid attack.

**Religion:** Warlocks favor deities of cleverness, arcane power, or secrets. These include Corellon, Ioun, and Sehanine. Evil warlocks often revere Asmodeus or Vecna.

**Races:** Tieflings are natural warlocks and are drawn to this path. Halflings, half-elves, and humans make formidable warlocks as well.

## CREATING A WARLOCK

The two basic builds of warlock are the deceptive warlock and the scourge warlock. Warlocks rely on Charisma, Constitution, and Intelligence. No warlock powers or class features depend on Strength, Dexterity, or Wisdom.

## Deceptive Warlock

You prefer spells that deal a little less damage, but that inflict a variety of penalties and negative conditions on your foe. You’d rather fight at range and avoid getting caught in close-up battles. Most of your attack powers depend on Charisma, so that should be your best score. Many of your powers receive a bonus if you have a good Intelligence score, so that should be your second-best score. Constitution should be your third choice since you might want to choose some Constitution-based powers. You need it for a good Fortitude defense anyway.

Deceptive warlocks should choose the fey pact or the star pact (see “Class Features”).

**Suggested Feat:** Improved Misty Step (Human feat: Human Perseverance)

**Suggested Skills:** Arcana, Bluff, Insight, Thievery

**Suggested At-Will Powers:** *eldritch blast*, *eyebite*

**Suggested Encounter Power:** *witchfire*

**Suggested Daily Power:** *curse of the dark dream*

# Scourge Warlock

No subtlety here—you want to deal damage. You're tougher than the deceptive warlock, and you've got powers to help you attack and defend in melee, as well as excellent ranged attacks. Your best attack powers depend on Constitution—make that your best ability score. Choose Intelligence second because it provides special bonuses to many of your powers and improves your Reflex defense and AC, too. Charisma is clearly your third choice.

Scourge warlocks should choose the infernal pact or the star pact (see “Class Features”).

**Suggested Feat:** Improved Dark One's Blessing (Human feat: Action Surge)

**Suggested Skills:** Arcana, History, Intimidate, Streetwise

**Suggested At-Will Powers:** *eldritch blast*, *hellish rebuke*

**Suggested Encounter Power:** *vampiric embrace*

**Suggested Daily Power:** *flames of Phlegethos*

## WARLOCK CLASS FEATURES

You have the following class features.

### Eldritch Blast

All warlocks know the *eldritch blast* at-will power. This power can be used as a basic attack. You gain this power as well as another at-will power as determined by your Eldritch Pact.

### Eldritch Pact

You have forged a pact with mysterious entities that grant you your arcane powers. Choose one of the following pacts: fey pact, infernal pact, or star pact. The pact you choose determines the following warlock abilities:

**At-Will Spells:** Your pact determines one of the at-will spells you know.

**Pact Boon:** Each pact includes a pact boon. The pact boon is a granted power you can use to further hex your enemies.

The pact you take also provides bonuses to certain warlock powers. Individual powers detail the effects (if any) your Eldritch Pact selection has on them.

### Fey Pact

You have forged a bargain with ancient, amoral powers of the Feywild. Some are primitive earth spirits, grim and menacing; some are capricious wood, sky, or water spirits; and others are incarnations of seasons or natural forces who roam the

faerie realm like wild gods. They bestow magic that ranges from feral and savage to wondrous and enchanting.

**Eyebite:** You know the *eyebite* spell.

**Misty Step:** You have the Misty Step pact boon. You instantly transform into silver mist that streams a short distance and reforms, allowing you to flee or maneuver to set up a deadly attack.

When an enemy under your Warlock's Curse is reduced to 0 hit points or fewer, you can immediately teleport 3 squares as a free action.

### Infernal Pact

Long ago a forgotten race of devils created a secret path to power and taught it to the tieflings of old to weaken their fealty to Asmodeus. In his wrath, Asmodeus destroyed the scheming devils and struck their very names from the memory of all beings—but you dare to study their perilous secrets anyway.

**Hellish Rebuke:** You know the *hellish rebuke* 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* 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 **before the end of 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 hit a cursed enemy with an attack, you deal extra damage. You decide whether to apply the extra damage after making the damage roll. You can deal this extra damage only once per turn.

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 inured 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:** Charisma or Constitution vs. Fortitude

**Hit:** 1d6 + Charisma or Constitution modifier radiant damage. **The first time** the target moves closer to you on its next turn, it takes an extra 1d6 + Charisma or Constitution modifier damage.

**Level 21:** 2d6 + Charisma or Constitution modifier damage.

### 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.

**Level 21:** 2d10 + Charisma or Constitution modifier damage.

**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. When a power allows you to make 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.

**Level 21:** 2d6 + Charisma modifier damage.

**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. **The first time** you take damage before the end of your next turn, the target takes 1d6 + Constitution modifier fire damage.  
**Level 21:** 2d6 + Constitution modifier damage and extra damage.

**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 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:** The distance of the slide equals 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:** Add your Intelligence modifier to the temporary hit points.

## 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:** 3d10 + Charisma modifier psychic damage, and you slide the target 3 squares

**Miss:** Half damage..

**Effect:** The target is subjected to the dark dream (save ends). Until this effect ends, you can slide the target 1 square as a minor action once per round, starting on your next turn.

**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.

**Miss:** Half damage, and the target is slowed 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:** 2d8 + 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. Any one 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 you and your allies until the end of your next turn.

**Star Pact:** The target takes a penalty to AC equal to your Intelligence modifier until the end of your next turn.

### 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:** Add your Intelligence modifier to the distance of the teleportation.

## 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:** 2d10 + Charisma modifier psychic damage, and the target must use a free action to make a melee basic attack against one of its adjacent allies of your choice.

**Miss:** Half damage.

**Effect:** The target is subjected to madness (save ends).

Until the effect ends, you can use a minor action once per round, starting on your next turn, to cause the target to make a melee basic attack as a free action against one of its adjacent allies of your choice.

### 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. Reflex

**Hit:** 3d10 + Charisma modifier damage.

**Miss:** Half damage.

**Effect:** The target is subjected to bloody fangs (save ends).

Until the effect ends, you can use a minor action once per round, starting on your next turn, to deal 1d10 damage to the target and each of your enemies adjacent to it.

### 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 or start their turns in the zone take 2d10 necrotic damage (a creature can take this damage only once per turn).

**Sustain Minor:** The zone persists until the end of your next turn, and 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

**Target:** 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

**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:** The distance of the push equals 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:** 3d8 + Charisma modifier cold damage.

**Effect:** The first time the target moves on each of its turns it takes 1d8 cold damage (save ends). Until the effect ends, you can use a minor action once per round, starting on your next turn, to deal 10 cold damage to the target.

### 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 slowed (save ends).

### 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:** 3d8 + Constitution modifier psychic damage, and you teleport the target to an unoccupied square within 3 squares of you.

**Effect:** Until the end of the encounter, once per round as a minor action, starting on your next turn, you can make a Constitution vs. Will attack against the target if it is within range but not necessarily within line of sight. 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, Psychic

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** 2d6 + Charisma modifier psychic damage, and the target is subjected to the curse of five fates. Until the effect ends, the target takes a -4 penalty to attack rolls and saving throws, and gains vulnerable 5 to all damage. The effect ends after five instances of the target making an attack roll, making a saving throw, or taking damage.

**Miss:** Half damage. In addition, the target is subjected to the curse of five fates, but it ends after two instances.

## 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 and damaged by an attack

**Effect:** The damage against you drops to 0..

### 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, Psychic

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** 2d8 + Charisma modifier psychic damage. Until the end of your next turn, the target treats all creatures as enemies for the purpose of making opportunity attacks and must make every opportunity attack possible.

**Fey Pact:** The target gains a power bonus to the opportunity 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:** 3d8 + Constitution modifier damage (choose cold or radiant damage).

**Effect:** 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 primary and 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, Psychic

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** 2d6 + Charisma modifier psychic damage, and the target doesn't get a standard action on its turns (save ends).

**Miss:** Half damage, and the target doesn't get a standard action on its next turn.



**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.

**Miss:** Half damage.

**Effect:** Until the end of the encounter, you can take a standard action once per round to make a Constitution vs. Fortitude attack against the target. On a hit, the target and each creature adjacent to it take 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:** 3d10 + 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.

**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, Healing, 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.

**Miss:** Half damage, and you regain hit points equal to half the amount of damage dealt.

**Effect:** The target is subjected to the maw (save ends). Until the effect ends, starting on your next turn you can use a minor action once per round to deal 10 damage to the target, and you regain hit points equal to half that 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:** 3d8 + 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 + Constitution modifier damage plus extra damage equal to one-half your level.

**Infernal Pact:** Subtract your Intelligence modifier from the damage you take.

## 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, Psychic

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** 2d10 + Charisma modifier psychic damage, and the target is subjected to delusions (save ends). Until the effect ends, the target's first action on each of its turns must be a standard action used to charge or make a basic attack against the last enemy of yours 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.

**Miss:** The power is not expended.

**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 enemy per round. It ends when you **end your turn** with no temporary hit points.

**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

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Charisma vs. Reflex

**Hit:** 4d10 + Charisma modifier necrotic damage, and the target disappears into a starry realm (save ends). Until this effect ends, 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.

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

## 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 end 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 Move:** The invisibility persists until the end of your next turn or until you attack, and you teleport up to 5 squares.

**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 + 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:** Add your Intelligence modifier to the distance of the push.

### Thorns of Venom **Warlock (Fey) Attack 23**

Raising your hands, you call up from the ground thick vines studded 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.

**Miss:** Half damage. Until the end of your next turn, 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 hits 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  
**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Constitution vs. Will

**Hit:** 3d8 + Constitution modifier damage. The target is removed from play until the start of its next turn. It then reappears in the space it left or in the nearest unoccupied space (its choice) and makes a melee basic attack as a free action against the nearest creature. Until the end of your next turn, the target treats all creatures as enemies with respect to them provoking opportunity attacks, and the target must make every opportunity attack possible.

### 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:** 4d10 + 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, Psychic  
**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** 3d10 + Charisma modifier psychic damage. On the target's next turn, you dictate its standard, move, and minor 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. Until the end of your next turn, the target cannot use immediate actions or opportunity actions.

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

**Miss:** Half damage. At the start of the target's next turn, it must use a standard action to make a melee basic attack against its nearest ally.

### 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 (including the initial hit). 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  
**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Constitution vs. Will

**Hit:** 4d10 + 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 space it left, or the nearest unoccupied space, and is prone and stunned (save ends).

**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.

# WARLOCK 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. Doing so does not prevent you from dealing your Warlock’s Curse damage another time this turn.

**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):** While you are bloodied, you gain a +2 power bonus to the attack rolls of powers that have 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 or Constitution vs. Will

**Hit:** 2d8 + Charisma or Constitution 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 DarknessDoomsayer (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 or Constitution vs. Will

**Hit:** 4d8 + Charisma or Constitution 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):** Once per turn, 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: Until the end of the encounter, an enemy takes 1d6 extra damage whenever it takes your Warlock’s Curse damage.

## 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 as a free action against an adjacent creature of your choice.

### 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 in range into the triggering creature's space.

### Whispers of the Fey **Feytouched (Fey) Attack 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, Charm, Implement, Psychic

**Standard Action** Close burst 5

**Target:** Each enemy in burst

**Attack:** Charisma vs. Will

**Hit:** The target must make a basic attack as a free action 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. 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, each target that is 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 until the end of your next turn.

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

**Shadow:** You become invisible until the end of your next turn or until immediately after you make an attack.

**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. If the target creature has the same origin as a life spark you possess, you can expend a single life spark matching that origin 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:** 4d8 + 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, even if the target isn't cursed by you.

**Miss:** Half damage, and no life spark.

## Addendum: Warlock Updates in Brief (*Player's Handbook*)

**Warlock's Curse:** Curse damage can now be dealt once per turn.

**Fate of the Void (Star Pact):** The bonus to a single d20 roll must now be used before the end of your next turn.

**Dire Radiance:** This power now uses Charisma or Constitution.

**Hellish Rebuke:** This power's language has been clarified.

**Curse of the Dark Dream:** This power's damage has been increased, it now deals half damage on a miss, and its Sustain entry is now an Effect.

**Dread Star:** This power now deals half damage on a miss.

**Eldritch Rain:** This power's damage has been increased.

**Crown of Madness:** This power's damage has been increased, the Hit entry has an additional effect, and the Sustain entry is now an Effect.

**Curse of the Bloody Fangs:** This power now attacks Reflex, its damage has been increased, and its Sustain entry is now an Effect:

**Hunger of Hadar:** Previous changes deleted. This power's zone can now damage an enemy only once per turn.

**Shroud of Black Steel:** Cut the polymorph keyword.

**Curse of the Black Frost:** This power's damage has been increased, and its Sustain entry is now an Effect.

**Iron Spike of Dis:** This power now slows on a miss.

**Summons of Khirad:** This power's damage has been increased, and its Sustain entry is now an Effect.

**Thief of Five Fates:** This power has been redesigned. It now deals half damage on a miss, and its mechanics have been clarified.

**Bewitching Whispers:** This power now deals damage.

**Coldfire Vortex:** This power's damage has been increased, and its secondary attack is now an Effect.

**Curse of the Golden Mist:** This power now deals

damage and has a Miss entry. The Hit entry's language has been clarified.

**Fireswarm:** This power now deals damage on a miss. The Sustain entry is now an Effect, with clarified language.

**Tendrils of Thuban:** This power's damage has been reduced.

**Thirsting Maw:** The Sustain entry is now an Effect, with clarified language. This power now deals damage and heals on a miss.

**Thirsting Tendrils:** This power's damage has been increased.

**Delusions of Loyalty:** The Sustain entry has been converted into a save ends effect in the Hit entry. On a miss, this power is no longer expended.

**Minions of Malbolge:** The conjured flames now deal damage only to enemies. This power's effect ends when you end your turn with no temporary hit points.

**Wrath of Acamar:** The Special and Hit entries have been combined. This power now has a Miss entry.

**Raven's Glamor:** The invisibility lasts until the end of the warlock's next turn, the Sustain now requires a move action, and the language has been clarified.

**Curse of the Twin Princes:** This power now has a Miss entry.

**Banish to the Void:** This power's damage has been increased.

**Curse of the Fey King:** This power's damage has been increased.

**Curse of the Dark Delirium:** This power now deals damage.

**Doom of Delban:** Clarifies that the initial hit starts the damage increase.

**Hurl Through Hell:** Damage has been reduced, and the teleportation keyword has been cut.

**Doomsayer's Action (paragon path feature):** No longer counts against once per turn Warlock's Curse damage limit.

**Fates Entwined (Doomsayer power):** This power now uses Charisma or Constitution.

**Long Fall into Darkness (Doomsayer power):** This power now uses Charisma or Constitution.

**Patron's Favor, roll of 6 (paragon path feature):** Now deals extra damage instead of increasing die category.

**Will of the Feywild:** Removed Effect entry.

**Twilight Teleport:** Clarifies that all creatures affected by the power must be in range.

**Whispers of the Fey:** Combined Effect and Hit entries, language tightened.

**Collect Life Spark (shadow) (paragon path feature):** Invisibility now breaks on attack.

**Soul Scorch:** Combined Effect and Hit entries, language tightened.

**Soulthrift:** This power's damage has been increased, and its language has been tightened.