

WARLOCK POWER CARDS (Heroic)

DIRE RADIANCE

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 POWER

WARLOCK (STAR)
ATTACK 1

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.

ARCANE, FEAR,
IMPLEMENT, RADIANT

ELDRITCH BLAST

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



AT-WILL POWER

WARLOCK (ALL)
ATTACK 1

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. When a power allows you to make a ranged basic attack, you can use this power.

ARCANE, IMPLEMENT

WARLOCK POWER CARDS (Heroic)

EYEBITE

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 POWER

WARLOCK (FEY)
ATTACK 1

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.

ARCANE, CHARM, IMPLEMENT, PSYCHIC

HELLISH REBUKE

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 POWER

WARLOCK (INFERNAL)
ATTACK 1

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.

ARCANE, FIRE, IMPLEMENT

WARLOCK POWER CARDS (Heroic)

DIABOLIC GRASP

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 POWER

WARLOCK (INFERNAL)
ATTACK 1


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.

ARCANE, IMPLEMENT

DREADFUL WORD

You whisper one word of an unthinkable cosmic secret to your foe. His mind reels in terror.



ENCOUNTER POWER

WARLOCK (STAR)
ATTACK 1

Standard Action Ranged 10

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.

ARCANE, FEAR,
IMPLEMENT, PSYCHIC

WARLOCK POWER CARDS (Heroic)

VAMPIRIC EMBRACE

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



ENCOUNTER POWER

WARLOCK (INFERNAL)
ATTACK 1

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.

ARCANE, IMPLEMENT,
NECROTIC

WITCHFIRE

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 POWER

WARLOCK (FEY)
ATTACK 1

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.

ARCANE, FIRE, IMPLEMENT

WARLOCK POWER CARDS (Heroic)

ARMOR OF AGATHYS

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 POWER

WARLOCK (INFERNAL)
ATTACK 1

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.

ARCANE, COLD

CURSE OF THE DARK DREAM

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 POWER

WARLOCK (FEY)
ATTACK 1

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).

ARCANE, CHARM, IMPLEMENT, PSYCHIC

WARLOCK POWER CARDS (Heroic)

DREAD STAR

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 POWER

WARLOCK (STAR)
ATTACK 1

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).

ARCANE, FEAR, IMPLEMENT, RADIANT

FLAMES OF PHLEGETHOS

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 POWER

WARLOCK (INFERNAL)
ATTACK 1

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).

ARCANE, FIRE, IMPLEMENT

WARLOCK POWER CARDS (Heroic)

BEGUILING TONGUE

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



ENCOUNTER POWER

WARLOCK (FEY)
UTILITY 2

Minor
Action

Personal

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

ARCANE

ETHEREAL STRIDE

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 POWER

WARLOCK (STAR)
UTILITY 2

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.

ARCANE, TELEPORTATION

WARLOCK POWER CARDS (Heroic)

FIENDISH RESILIENCE

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 POWER

WARLOCK (INFERNAL)
UTILITY 2

Minor Action Personal

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

ARCANE

SHADOW VEIL

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



ENCOUNTER POWER

WARLOCK (STAR)
UTILITY 2

Minor Action Personal

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

ARCANE, ILLUSION

WARLOCK POWER CARDS (Heroic)

ELDRITCH RAIN

You fire purple rays of eldritch power at your foes.



ENCOUNTER POWER

WARLOCK (FEY)
ATTACK 3

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.

ARCANE, IMPLEMENT

FIERY BOLT

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



ENCOUNTER POWER

WARLOCK (INFERNAL)
ATTACK 3

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.

ARCANE, FIRE, IMPLEMENT

WARLOCK POWER CARDS (Heroic)

FRIGID DARKNESS

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 POWER

WARLOCK (STAR)
ATTACK 3

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.

ARCANE, COLD, FEAR,
IMPLEMENT

OTHERWIND STRIDE

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 POWER

WARLOCK (FEY)
ATTACK 3

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.

ARCANE, IMPLEMENT,
TELEPORTATION

WARLOCK POWER CARDS (Heroic)

AVERNIAN ERUPTION

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 POWER

WARLOCK (INFERNAL)
ATTACK 5

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).

ARCANE, FIRE, IMPLEMENT

CROWN OF MADNESS

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 POWER

WARLOCK (FEY)
ATTACK 5

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).

ARCANE, CHARM,
IMPLEMENT, PSYCHIC

WARLOCK POWER CARDS (Heroic)

CURSE OF THE BLOODY FANGS

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



DAILY POWER

WARLOCK (FEY)
ATTACK 5

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).

ARCANE, IMPLEMENT

HUNGER OF HADAR

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 POWER

WARLOCK (STAR)
ATTACK 5

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.

ARCANE, IMPLEMENT, NECROTIC, ZONE

WARLOCK POWER CARDS (Heroic)

DARK ONE'S OWN LUCK

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



DAILY POWER

WARLOCK (STAR)
UTILITY 6

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.

ARCANE

FEY SWITCH

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 POWER

WARLOCK (FEY)
UTILITY 6

Move Action Ranged 10

Targets: You and one willing ally
Effect: You and your ally trade spaces.

ARCANE, TELEPORTATION

WARLOCK POWER CARDS (Heroic)

SHROUD OF BLACK STEEL

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 POWER

WARLOCK (INFERNAL)
UTILITY 6


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.

ARCANE, POLYMORPH

SPIDER CLIMB

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



ENCOUNTER POWER

WARLOCK (INFERNAL)
UTILITY 6

Move Action Personal

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

ARCANE

WARLOCK POWER CARDS (Heroic)

HOWL OF DOOM

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 POWER

WARLOCK (INFERNAL)
ATTACK 7

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.

ARCANE, FEAR,
IMPLEMENT, THUNDER

INFERNAL MOON CURSE

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 POWER

WARLOCK (INFERNAL)
ATTACK 7

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.

ARCANE, IMPLEMENT,
POISON

WARLOCK POWER CARDS (Heroic)

MIRE THE MIND

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



ENCOUNTER POWER

WARLOCK (FEY)
ATTACK 7


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.

ARCANE, ILLUSION,
IMPLEMENT, PSYCHIC

SIGN OF ILL OMEN

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 POWER

WARLOCK (STAR)
ATTACK 7

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.

ARCANE, IMPLEMENT

WARLOCK POWER CARDS (Heroic)

CURSE OF THE BLACK FOREST

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 POWER

WARLOCK (FEY)
ATTACK 9

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.

ARCANE, COLD,
IMPLEMENT

IRON SPIKE OF DIS

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 POWER

WARLOCK (INFERNAL)
ATTACK 9

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.

ARCANE, IMPLEMENT

WARLOCK POWER CARDS (Heroic)

SUMMONS OF KHIRAD

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 POWER

WARLOCK (STAR)
ATTACK 9

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.

ARCANE, IMPLEMENT,
PSYCHIC, TELEPORTATION

THIEF OF FIVE FATES

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 POWER

WARLOCK (STAR)
ATTACK 9

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.

ARCANE, IMPLEMENT

WARLOCK POWER CARDS (Heroic)

AMBASSADOR IMP

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



DAILY POWER

WARLOCK (INFERNAL)
UTILITY 10

Standard
Action

Ranged
100 miles

Effect: You whisper a message into the air, and an imp-like 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.

ARCANE, CONJURATION

SHADOW FORM

You fly apart into a swarm of bat-like shadows.



DAILY POWER

WARLOCK (STAR)
UTILITY 10

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.

ARCANE, POLYMORPH

WARLOCK POWER CARDS (Heroic)

SHIELDING SHADES

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



DAILY POWER

WARLOCK (STAR)
UTILITY 10

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.

ARCANE

WARLOCK'S LEAP

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 POWER

WARLOCK (FEY)
UTILITY 10

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.

ARCANE, TELEPORTATION