

Dark Pact

Warlock Feature



You have forged a pact with the dark beings that lurk in the shadows of the drow civilization. Spells of darkness, poison, madness, and spite fill your mind. You might turn your powers to noble ends, but you always face the temptation to enhance your spells by hurting your friends—just a little.

Spiteful Glamor: You know the *spiteful glamor* at-will spell.

Darkspiral Aura: You have the Darkspiral Aura pact boon. As your cursed enemies fall in battle, your Darkspiral Aura grows in power. You can unleash it on an enemy, blasting its mind and body.

When an enemy under your Warlock's Curse is reduced to 0 hit points or fewer, add 1 to your Darkspiral Aura. Your Darkspiral Aura has a starting value of 0, and it resets to 0 when you take a short rest or an extended rest.

Once per round as a free action when an enemy makes a melee attack or a ranged attack against you, you can use your Darkspiral Aura as an immediate interrupt, dealing 1d6 necrotic and psychic damage to that enemy for each point of your Darkspiral Aura's current value. If this attack deals less than 12 damage, the value of your Darkspiral Aura becomes 0. If this attack deals 12 damage or more, you can cause the enemy to be weakened for its attack (which means the attack deals half damage), and the value of your Darkspiral Aura becomes 1.

At 11th level, the damage you deal increases to 1d8 per point of your Darkspiral Aura's current value, and at 21st level the damage increases to 1d10 per point of your Darkspiral Aura's current value.

Spiteful Glamor

Warlock (Dark) Attack 1



10

The mere sight of you is anathema to your enemy.

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

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier psychic damage, or 1d12 + Charisma modifier psychic damage to a target at maximum hit points.

Increase damage to 2d8 + Charisma modifier at 21st level, or 2d12 + Charisma modifier to a target at maximum hit points.

Cha vs. Will

Dmg (Cha)

Cursebite

Warlock (Dark) Attack 1



20

The shadowy aura of your curse grows teeth long enough to take a deep bite.

Encounter ♦ **Arcane, Implement, Necrotic**

Standard Action Close burst 20

Target: Each creature in burst under your curse

Attack: Charisma vs. Fortitude

Cha vs. Fort

Hit: 2d8 necrotic damage.

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

Dmg ()*

Flickering Venom

Warlock (Dark) Attack 1



You deliver a dagger-shaped dose of magical energy that wounds and infects your unsuspecting foe.

Encounter ♦ Arcane, Force, Implement, Poison

Standard Action Ranged 5

Attack: Charisma vs. Reflex

Hit: 2d8 + Charisma modifier force damage, and if you have combat advantage against the target, you also deal poison damage equal to your Intelligence modifier.

Dark Pact: The range is 10 instead of 5.

Cha vs. Ref

Dmg (Cha)

Dmg (Int)

Contagion

Warlock (Dark) Attack 1



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

Daily ♦ **Arcane, Implement, Poison**

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Fortitude

Hit: Ongoing 10 poison damage (save ends). The first time the target fails a saving throw against this ongoing damage, each enemy within 2 squares of the target takes ongoing 5 poison damage (save ends).

Dark Pact: On a failed saving throw, the ongoing damage instead spreads to each enemy within a number of squares equal to 2 + your Intelligence modifier.

Miss: Ongoing 5 poison damage (save ends). This ongoing damage does not spread.

Cha vs. Fort

Spread

Your Glorious Sacrifice

Warlock (Dark) Attack 1



10

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

Daily ♦ Arcane, Implement, Necrotic, Poison

Standard Action Ranged 10

Target: One creature

Effect: Before the attack, you can deal damage to an ally adjacent to you equal to your Charisma modifier. If you do so, you gain a +2 bonus to the attack roll.

Attack: Charisma vs. Fortitude

Hit: 3d8 + Charisma modifier damage. If you dealt damage to an ally as part of this power, the target takes ongoing poison damage equal to your Charisma modifier (save ends).

Dark Pact: The ongoing damage is instead equal to your Intelligence modifier + your Charisma modifier.

Miss: Half damage, and no ongoing damage.

Cha vs. Fort

Dmg (Cha)

Ongoing

Spider Scuttle

Warlock (Dark) Utility 2



As you casually scale the wall, onlookers catch glimpses of hundreds of shadowy legs and pieces of spider-selves that couldn't possibly match the real you.

Encounter ♦ Arcane

Free Action Personal

Effect: Until the end of your next turn, you have a climb speed equal to your speed and can move at your normal speed even while prone.



Upsetting Onslaught

Warlock (Dark) Attack 3



10

Your attack leaves your enemy reeling, unable to get its bearings without harming itself further.

Encounter ♦ Arcane, Implement
Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier damage, and the target is dazed until the end of its next turn. The target can negate being dazed by using a free action to deal 2d8 damage to itself.

Dark Pact: You can attack the target's Fortitude defense instead of its Will defense.

*Cha vs. Will**

Dmg (Cha)

Your Delicious Weakness

Warlock (Dark) Attack 3



10

The voices whisper of the cold between stars, between lives. You smile, and the spell that surges out against your enemy bites with the teeth of glaciers down into boiling blood.

Encounter ♦ Arcane, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Reflex

Hit: 2d6 + Charisma modifier psychic damage. If the target is vulnerable to any damage types, your attack instead deals damage of that type. If the target has more than one vulnerability, you choose which damage type to deal.

Dark Pact: If the target takes damage of a type it is vulnerable to, it takes extra psychic damage equal to your Intelligence modifier.

Cha vs. Ref

Dmg (Cha)

Dmg (Int)

Forceful Assault

Warlock (Dark) Attack 5



10*

You wound your unwary foe with the sheer force of your nature, and on the heels of that assault you deliver a debilitating bolt of energy.

Daily ♦ Arcane, Force, Implement
Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Reflex

Hit: 3d8 + Charisma modifier force damage, and the target is dazed (save ends).

Miss: Half damage, and no daze.

Dark Pact: The power's range is 15 instead of 10.

Cha vs. Ref

Dmg (Cha)

Twilight of the Soul

Warlock (Dark) Attack 5



A gray aura withers your foe, quelling not only light but the will to live.

Daily ♦ Arcane, Implement, Necrotic, Reliable

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 2d6 + Charisma modifier necrotic damage, and ongoing 10 necrotic damage (save ends).

Dark Pact: The target has a -2 penalty to saving throws against the ongoing necrotic damage.

Cha vs. Will

Dmg (Cha)

Shadowslip

Warlock (Dark) Utility 6



They wanted blood. You give them shadow.

**Encounter ♦ Arcane,
Teleportation**

Immediate Reaction Personal

Trigger: An enemy misses you with a melee or a ranged attack

Effect: Teleport a number of squares equal to your Charisma modifier.

Teleport (Cha)

Death's Commands

Warlock (Dark) Attack 7



To a living foe, your dark speech foreshadows your enemy's own death rattle. To the undead, your words sound like commands.

Encounter ♦ Arcane, Charm, Implement, Necrotic

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Cha vs. Will

Hit: 1d12 + Charisma modifier necrotic damage, and the target is dazed until the end of the target's next turn. If the target is undead, it also cannot move closer to you on its next turn.

Dark Pact: You gain a +1 bonus to attack rolls with this power against undead creatures.

Dmg (Cha)

Death's Fond Caress

Warlock (Dark) Attack 9



This lazy tendril of corpse-yellow energy seems almost gentle as it caresses your foe, because all beings secretly yearn for death.

Daily ♦ Arcane, Implement, Necrotic, Reliable

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Reflex

Hit: 3d10 + Charisma modifier necrotic damage.

Dark Pact: This attack ignores resistance to necrotic damage.

Cha vs. Ref

Dmg (Cha)

Ring of Pain

Warlock (Dark) Attack 9



You slam your fists together and a resonating circle of darkness engulfs your foe, crushing its will until the darkness leaps to a stronger target.

Daily ♦ Arcane, Implement, Psychic

Standard Action Ranged 10

Target: One enemy

Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier psychic damage.

Effect: The target takes ongoing 10 psychic damage (save ends). The first time the target fails a saving throw against this ongoing damage, you choose a second creature within 10 squares of you and deal ongoing 5 psychic damage to it (save ends)

Dark Pact: Add your Intelligence modifier to the ongoing damage.

Cha vs. Will

Dmg (Cha)

Ongoing

Darkest Mirror

Warlock (Dark) Utility 10



A dark membrane snaps shut over your eyes. They reflect another world now, filled with shadows and spectral foes.

Encounter ♦ Arcane

Minor Action Personal

Effect: Until the end of the encounter, you can see invisible creatures as if they were not invisible. All other creatures, including your allies, are invisible to you. You can end this effect as a minor action.



Deathboon

Warlock (Dark) Attack 7



At your bidding, a Shadowfell patron extends a thread through the target's lifeline. If the line snaps, some of the power returns to you. The rest goes to your patron.

Encounter ♦ Arcane, Implement, Necrotic

Standard Action Ranged 10

Target: One creature

Attack: Charisma + 2 vs. Reflex

Hit: 2d8 + Charisma modifier necrotic damage. If this attack drops the target to 0 hit points or fewer, you deal 1d8 extra damage with an attack you make before the end of your next turn.

Dark Pact: If this attack bloodies the target, you deal 1d8 extra damage with an attack you make before the end of your next turn.

Cha vs. Ref

Dmg (Cha)

All Must Sacrifice

Warlock (Dark) Attack 13



The spell cuts with a jagged black ray—and if your allies donate their pain, it punches deeper.

Encounter ♦ **Arcane, Implement, Necrotic**

Standard Action Ranged 20

Target: One creature

Attack: Charisma vs. Reflex

Hit: 2d8 + Charisma modifier necrotic damage. You can choose to deal 1d8 damage to each ally within 3 squares of you to deal 1d8 extra damage with this power for each ally who takes damage.

Dark Pact: You instead deal 1d10 extra damage for each ally who takes damage.

Cha vs. Ref

Dmg (Cha)

Kimmeriel's Smile

Warlock (Dark) Attack 15



10*

His victims remember only this great assassin's sardonic smile. This smile.

Daily ♦ Arcane, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 3d8 + Charisma modifier psychic damage, and the target is dazed until it hits with an attack.

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

Dark Pact: The power's range is 20 instead of 10.

Cha vs. Will

Dmg (Cha)

Dark Lady's Gift

Warlock (Dark) Attack 15



10

With an evil word, you bless your foe with an ancient shadow's kiss. Your foe looks on in horror as its nearby allies succumb as well.

Daily ♦ Arcane, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Cha vs. Will

Hit: 2d10 + Charisma modifier psychic damage.

Effect: The target takes ongoing 5 psychic damage (save ends). Whenever the target fails a saving throw against this ongoing damage, each enemy within 3 squares of the target takes 5 psychic damage.

Dmg (Cha)

Dark Pact: Enemies within 5, instead of 3, squares take the psychic damage.

Ruinous Resistance

Warlock (Dark) Utility 16



5



You steel yourself against the threat of harm, but your ally feels strangely exposed.

Daily ♦ Arcane

Minor Action Close burst 5

Targets: You and one ally in burst

Effect: Choose a damage type: acid, cold, fire, lightning, necrotic, psychic, radiant, or thunder. Until the end of the encounter, the targeted ally has vulnerable 5 to that damage type, and you gain resist 15 to it.



Unholy Glee

Warlock (Dark) Attack 17



20

Your mystic gesture pushes your foe into inflicting murderous pain on itself.

Encounter ♦ Arcane, Implement, Poison

Standard Action Ranged 20

Target: One creature

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier damage, and ongoing 10 poison damage (save ends). The target can end the ongoing poison damage by using a free action on its turn to deal 4d6 damage to itself.

Dark Pact: You can choose to attack the target's Fortitude defense instead of its Will defense.

*Cha vs. Will**

Dmg (Cha)

Your Delectable Pain

Warlock (Dark) Attack 17



20

The weaknesses of your foe are obvious, singing forth from your enemy's soul in tongues only you can hear.

Encounter ♦ Arcane, Implement, Psychic

Standard Action Ranged 20

Target: One creature

Attack: Charisma vs. Reflex

Hit: 4d8 + Charisma modifier psychic damage. If the target is vulnerable to any damage types, your attack instead deals damage of that type. If the target has more than one vulnerability, you choose which damage type to deal.

Dark Pact: If the target takes damage of a type it is vulnerable to, it takes extra psychic damage equal to your Intelligence modifier.

Cha vs. Ref

Dmg (Cha)

Dmg (int)

Explosive Contagion

Warlock (Dark) Attack 19



20

Black and purple or greenish energy erupts from each of your foe's orifices.

Daily ♦ Arcane, Implement, Necrotic, Poison

Standard Action Ranged 20

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2d10 + Charisma modifier necrotic damage, and ongoing 10 poison damage (save ends). The first time the target fails a saving throw against this ongoing damage, each enemy within 5 squares of the target takes ongoing 5 poison damage (save ends).

Dark Pact: Add your Intelligence modifier to the ongoing damage.

Miss: Half damage, and ongoing 5 poison damage (save ends). This ongoing damage does not spread.

Cha vs. Will

Dmg (Cha)

Ongoing

Passionate Betrayal

Warlock (Dark) Attack 19



Dark promises overwhelm your enemy's sense of self. Those who were your foe's friends are now threats.

Daily ♦ Arcane, Charm, Implement

Standard Action Ranged 10

Target: One bloodied enemy

Attack: Charisma vs. Will

Cha vs. Will

Hit: The target is dominated (save ends). The target's saving throw takes a -2 penalty for each unbloodied enemy (in other words, its allies) in the encounter, not counting minions. The target immediately makes a saving throw against being dominated if it is the target of an attack by you or your allies.

+Atk (Int)

Dark Pact: All of the target's basic attacks while dominated add your Intelligence modifier as a power bonus to attack rolls.

Miss: The target is dazed (save ends).

Expedient Sacrifice

Warlock (Dark) Utility 22



The sapped essence of your friend's soul speeds you on like quicksilver in the darkness.

Daily ♦ Arcane

Minor Action Melee 1

Target: One ally

Effect: Until the end of the encounter, the target is slowed, and you gain a +4 bonus to speed.



Dreadtheft

Warlock (Dark) Attack 23



20

A purple ray from your hand rips into your enemies' life forces.

Encounter ♦ **Arcane, Implement, Necrotic**

Standard Action Ranged 20

Targets: One or two creatures

Attack: Charisma + 2 vs. Reflex, one attack per target

Hit: 3d8 + Charisma modifier necrotic damage. If this attack drops a target to 0 hit points or fewer, the power is not expended.

Dark Pact: You gain one type of resistance possessed by the target until the end of your next turn.

Cha vs. Ref

Dmg (Cha)

Blades of Vanquished Armies

Warlock (Dark) Attack 23



1

Foully animated darkness swirls around you, becoming a bodyguard of shadowy blades crafted in ancient styles long vanished.

Encounter ♦ Arcane, Implement, Necrotic

Standard Action Close burst 1

Target: Each creature in burst

Attack: Charisma vs. Will

Cha vs. Will

Hit: 2d6 necrotic damage, and the target is weakened until the end of your next turn. In addition, until the end of your next turn, all creatures that hit you with a melee attack take necrotic damage equal to your Intelligence modifier.

Dark Pact: If you hit with this power, until the end of your next turn creatures you hit with a ranged attack take necrotic damage equal to your Intelligence modifier.

Dmg

Dmg (Int)

Invisible Death

Warlock (Dark) Attack 25



20

Lethal force applied from a distance spells doom for your adversary.

Daily ♦ Arcane, Force, Implement
Standard Action Ranged 20

Target: One creature

Attack: Charisma vs. Reflex

Hit: 4d8 force damage, and if the target grants combat advantage to you, the target also takes ongoing 10 force damage (save ends).

Dark Pact: Add your Intelligence modifier to the ongoing damage.

Miss: Half damage, and no ongoing damage.

Cha vs. Ref

Ongoing

Ring of Torment

Warlock (Dark) Attack 25



20

Your will compresses a tiny fragment of the hells into a ball of darkness, madness, and torment. Then you share.

Daily ♦ Arcane, Implement, Necrotic, Psychic

Standard Action Ranged 20

Target: One creature

Attack: Charisma vs. Will

Hit: 4d8 + Charisma modifier necrotic damage, and ongoing 10 psychic damage (save ends).

Aftereffect: You choose a second creature within 20 squares of you and deal ongoing 5 psychic damage to it (save ends). The first time that creature fails a saving throw against this ongoing damage, you choose a third creature within 20 squares of you and deal ongoing 5 psychic damage to it (save ends).

Miss: Half damage, and ongoing 10 poison damage (save ends). This ongoing damage does not spread.

Dark Pact: Add your Intelligence modifier to the ongoing damage.

Cha vs. Ref

Ongoing

Ongoing

Inevitable Undercut

Warlock (Dark) Attack 27



*All strength is doomed to crumble.
Your spell's shrieking assault
demonstrates the point.*

Encounter ♦ **Arcane, Implement, Psychic**

Standard Action Ranged 20

Target: One creature

Attack: Charisma vs. Fortitude. If the target has more hit points than you do when you attack, you gain a +2 power bonus to the attack roll.

Hit: 4d8 + Charisma modifier psychic damage.

Dark Pact: The power bonus to attack rolls against a target that has more hit points than you do is +4.

Cha vs. Fort

Dmg (Cha)

One Final Sacrifice

Warlock (Dark) Attack 29



You siphon life force from your allies to add pain and suffering to the attack you make against your common foe.

Daily ♦ Arcane, Implement
Standard Action Ranged 20

Target: One creature

Attack: Charisma vs. Reflex

Hit: 4d8 + Charisma modifier damage.

Miss: Half damage.

Effect: Each ally within 5 squares of you takes 10 damage. For each ally damaged, the target takes 1d8 damage.

Dark Pact: For each ally damaged, the target instead takes 1d12 damage.

Cha vs. Ref

Dmg (Cha)

Spread the Corrosion

Warlock (Dark) Attack 29



You dart around the battlefield, leaving sizzling torment in your wake.

Daily ♦ Acid, Arcane, Implement Standard Action Melee 1

Effect: Before the attack, you can shift 5 squares.

Targets: One, two, or three creatures you were adjacent to as you shifted

Attack: Charisma vs. Reflex, one attack per target

Hit: 4d12 + Charisma modifier acid damage.

Dark Pact: You can use this power to attack a number of creatures equal to three or your Intelligence modifier, whichever is higher.

Cha vs. Ref

Dmg (Cha)

Targets