

Sacrifice to Caiphon

Heroic Tier Warlock Feat



Prerequisites: Con 13, warlock

Benefit: When you attack with an encounter power that has targets and you miss all targets, then you can deal damage to yourself equal to the level of the power. If you do, you immediately recover the power.



Starfire Womb

Heroic Tier Warlock Feat



Prerequisites: Cha 13, warlock

Benefit: When you deal damage with a power that has the radiant or fear keyword, immediately roll a saving throw to relieve a condition of your choice from which you are suffering.



Shadow's Eclipse

Heroic Tier Warlock Feat



Prerequisites: Int 13, warlock

Benefit: While you have concealment, you also have radiant resistance 5 + one-half your level.

Resist

Twofold Pact

Paragon Tier Tiefling Warlock Feat



Prerequisites: 11th level, tiefling, warlock

Benefit: You gain a second Eldritch Pact. You gain the at-will spell and pact boon of both pacts. You can use only one of your pact boon benefits at a time, however.



Bael Turath Born

Paragon Tier Tiefling Warlock Feat



Prerequisites: 11th level, tiefling, warlock

Benefit: Your fire resistance improves; you now have resist fire 8 + your level.

Resist

Student of the Athanaeum

Epic Tier Warlock Feat



Prerequisites: 21st level, Int 15, warlock

Benefit: Once per day when you use a daily power, you regain the use of that daily power at the end of the encounter.



Glow of Ulban

Warlock (Star) Attack 1



You call upon Ulban, whose blue-white light pierces the mind and interrupts the instinct for self-preservation in those caught in its otherworldly glow.

Encounter ♦ Arcane, Implement, Radiant

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier radiant damage.

Star Pact: If this attack hits, the target takes a -2 penalty to its next saving throw. This penalty to saving throws lasts until the end of combat.

Cha vs. Will

Dmg (Cha)

Prophecy of Zhudun

Warlock (Star) Attack 1



You whisper snatches of prophecy glimpsed in the blank face of dead Zhudun. A vision flashes into your foe's mind that is so horrifying that it loses track of its surroundings.

Daily ♦ Arcane, Fear, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier psychic damage, and the target is dazed (save ends). The target treats all its enemies as if they are concealed until it saves from its dazed condition.

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

Cha vs. Will

Dmg (Cha)

Crown of Stars

Warlock (Star) Attack 1



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

Daily ♦ Arcane, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Reflex

Hit: 2d12 + Charisma modifier radiant damage. If target is bloodied, it is blinded until the end of your next turn.

Sustain Minor: Make a Charisma vs. Will attack against any target in range. On a hit, deal radiant damage equal to your Charisma modifier.

Cha vs. (Ref)

Dmg (Cha)

Sustain

Fevered Certainty of Caiphon

Warlock (Star) Utility 2



You send your thoughts to Caiphon, the Dream Whisperer, whose direction lies beyond the farthest void, which is normally unknowable. Flush with the eldritch vision, a mad certainty floods your body and mind.

Daily ♦ Arcane, Implement
Minor Action Personal

Effect: Until the end of your next turn, you gain a +5 power bonus to all skill checks, but you take a –2 penalty to your Will defense.



Hands of Ibhar

Warlock (Star) Attack 3



Inky black, frigid tendrils emerge as if from your foe's own body. The tendrils curl and wind around their parent so tightly that blood flow and movement are hampered.

Encounter ♦ Arcane, Cold, Implement

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 2d12 + Charisma modifier cold damage, and the target is slowed until the end of your next turn.

Star Pact: If the target has cold resistance, it is reduced by a number of points equal to your level (save ends).

Cha vs. Will

Dmg (Cha)

-Cold Resist

Fury of Gibbeth

Warlock (Star) Attack 5



You revive the memory of ancient Gibbeth the Endless, slain before the primordials' forge fires burned. Though formless, even the imperfect recollection of Gibbeth strikes out with all-too-real limbs of hate before you hastily forget it.

Daily ♦ Arcane, Fear, Force, Implement

Standard Action Ranged 10

Target: One creature

Attack: Intelligence + 2 vs. Reflex

Hit: 3d10 + Intelligence modifier damage, and the target must succeed on an Acrobatics check that has a DC equal to 10 + Charisma modifier + one-half level or fall prone. At the start of its turn, the target must succeed on another Acrobatics check (DC as above) or fall prone again (save ends).

Miss: Half damage, and the target must make an Acrobatics check or fall prone. Cannot be sustained.

Cha vs. Int

Dmg (Cha)

Acrobatics

Red Leeches of Nihal

Warlock (Star) Utility 6



10

Wriggling scarlet worms writhe suddenly across your foe's body before dissolving just as quickly into odious vapor. When their rank odor stings your nostrils, stolen energy shudders through you.

Daily ♦ Arcane, Implement

Immediate Interrupt Ranged 10

Trigger: One target in range spends an action point or a healing surge.

Effect: You gain a number of temporary hit points equal to your second wind value.

Temp HP

Rending Fear of Khirad

Warlock (Star) Utility 6



A pale blue flame springs up from your brow as you incant the apocalypses over which Khirad has burned, thus hoping to frighten your foe into an admission.

Daily ♦ Arcane, Charm, Fear, Implement

Standard Action Close touch

Target: One helpless intelligent enemy

Effect: You demand that the target answer one question. If you share a language, your helpless target provides the answer to the best of its knowledge, without distortion. Each round, ask a new question if your target remains helpless, up to a number of questions equal to 1 + your Charisma modifier.

Questions

Far Realm Phantasm

Warlock (Star) Attack 7



10

You give brief life to the image of the creature you periodically see in visions hungrily whispering your name. Though your breath comes quicker, your target is caught unprepared for the mind-wrenching vision.

Encounter ♦ Arcane, Fear, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage, and the target spends its next standard action making a basic attack against the empty air.

Star Pact: The target takes a -2 penalty to its Will defense until the end of your next turn.

Cha vs. Will

Dmg (Cha)

Influence of Acamar

Warlock (Star) Attack 7



10*

Crackling black energy shrouds your body as you briefly take on the least aspect of Acamar, a dark and distant star. Your closest foe is struck by a stray bolt and is pulled toward you.

Encounter ♦ **Arcane, Implement, Necrotic**

Standard Action Ranged 10

Target: One enemy closest to you

Attack: Charisma vs. Reflex

Hit: 3d8 + Charisma modifier necrotic damage, and you pull the target a number of squares equal to your Charisma modifier.

Star Pact: This spell's range is 20 instead of 10.

Cha vs. Ref

Dmg (Cha)

Pull (Cha)

Brood of Hadar

Warlock (Star) Attack 9



10

You call upon Hadar the Ebon Hunger. Your foe screams, clutches its head, and falls. Flying, fluttering, fanged shadows pour from your foe's open eyes, mouth, and ears, and descend upon one of your foe's allies.

Daily ♦ Arcane, Implement, Necrotic Standard Action Ranged 10

Target: One creature

Attack: Constitution +2 vs. Fortitude

Hit: 3d10 + Constitution modifier necrotic damage. If this damage is enough to drop the target to 0 hit points, make a secondary attack.

Secondary Target: One enemy within 3 squares of the primary target.

Secondary Attack: Charisma vs. Fortitude

Hit: 2d10 + Charisma modifier necrotic damage. If the secondary target is cursed, it takes extra damage normally if hit.

Miss: Half damage, and no secondary attack even if the enemy drops to 0 hit points.

Con vs. Fort

Dmg (Con)

Secondary

Troublesome Aid of Caiphon

Warlock (Star) Utility 10



When an ally grants you the grace of renewed health, you leverage your knowledge of Caiphon's healing lore to gain even greater advantage than was offered—but at what price?

Encounter ♦ Arcane, Implement
Immediate Interrupt Ranged 10

Trigger: One ally in range grants you the use of a healing surge.

Effect: In addition to the normal number of hit points you regain, you regain a number of hit points equal to your healing surge value. However, until the end of the encounter, you die after failing your second, rather than third, death save.



Blaze of Ulban

Warlock (Star) Attack 13



You channel the blue-white fire of Ulban, whose burning glory captivates mortal minds even as it consumes them.

Encounter ♦ Arcane, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Cha vs. Will

Hit: 2d8 + Charisma modifier radiant damage, and slide one enemy within 5 squares of the target 2 squares.

Star Pact: If this attack hits, the target takes a -2 penalty to its next saving throw.

Dmg (Cha)

Visage of Zhudun

Warlock (Star) Attack 15



You manifest an aspect of the blank face of dead Zhudan, creating a zone of horror that hammers at the sanity of those caught within it.

Daily ♦ Arcane, Fear, Implement, Psychic, Zone

Standard Action Area burst 1 within 10 squares

Effect: The burst creates the semblance of a monstrous face until the end of your next turn, blocking line of sight. Creatures that enter the zone or start their turns there take 3d10 psychic damage.

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

Secondary Target: Each creature within the zone

Secondary Attack: Charisma vs. Will

Hit: 1d10 + Charisma modifier psychic damage, and the target is slowed until the end of your next turn.

Cha vs. Will

Dmg (Cha)

Far Realm Glimpse

Warlock (Star) Attack 15



You call up a vision of a space inhabited by vast entities whose vile, miles-long limbs churn an amoebic sea to bloody froth. Your foe screams and scrambles to get away.

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

Standard Action Ranged 10

Target: One creature

Attack: Charisma +2 vs. Fortitude

Hit: 3d8 + Charisma modifier psychic damage and the target is dazed (save ends). A target who does not move its full speed away from you on its next turn takes 2d8 + Charisma modifier damage and is dazed (save ends).

Cha vs. Fort

Dmg (Cha)

Caiphon's Disquieting Liberty

Warlock (Star) Utility 16



You call out to Caiphon, the Dream Whisperer, an entity who is both unimaginably far and worryingly close. Caiphon gives you your liberty, but sips a bit of your life in return.

Encounter ♦ Arcane, Implement
Minor Action Personal

Effect: Choose one of the following conditions that you currently suffer: immobilized, restrained, or slowed. That condition immediately ends. However, you also take 5 damage.



Delban's Eye

Warlock (Star) Attack 17



A slanting shaft of frigid starlight shines down and illuminates your foe, revealing it in a spasm of chill agony. Your foe realizes you've turned the dire attention of a fell entity upon it.

Encounter ♦ **Arcane, Cold, Implement**

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 3d10 + Charisma modifier cold damage, and the target is marked until the end of your next turn. The target loses concealment and total concealment while marked.

Star Pact: All attacks against the target deal an extra 1d6 + Charisma modifier damage while it is marked by the power.

Cha vs. Fort

Dmg (Cha)

+Dmg (Cha)

Dark Side of the Moon

Warlock (Star) Attack 15



10

The moon, waning gibbous, swims into view overhead, but something is wrong. Its craters host eyes larger than seas, and the fracture lines writhe and crawl, revealing themselves as continent-sized tentacles.

Daily ♦ Arcane, Fear, Implement, Psychic

Cha vs. Will

Standard Action Ranged 10

Target: One creature

Attack: Charisma +2 vs. Will

Hit: 4d10 + Charisma modifier psychic damage, and the target is slowed and restricted to making basic attacks until the end of your next turn.

Dmg (Cha)

Miss: Half damage.

Ulban's Shining Cloak

Warlock (Star) Utility 22



The blue-white fire of Ulban sears your flesh with a flash of otherworldly light, but grants you an extra measure of protection against the attacks of distant foes.

Daily ♦ Arcane, Implement, Radiant

Immediate Interrupt Personal

Trigger: You are hit by a ranged attack.

Defense (Int)

Effect: You gain a power bonus to the defense targeted by the attack equal to your Intelligence modifier. If the triggering attack misses you because of this bonus, the target of the attack changes from you to the attacker. The attacker rolls his attack again to determine if he hits himself.

Starless Void

Warlock (Star) Attack 23



10

A shadow from the wintry void between stars falls upon your foe, shrouding it with a layer of celestial frost that hinders its ability to defend itself.

Encounter ♦ **Arcane, Cold, Fear, Implement**

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 4d8 + Constitution modifier cold damage, and the target grants combat advantage to all your allies until the end of your next turn.

Star Pact: If this attack hits, the target takes a penalty to AC equal to your Intelligence modifier until the end of your next turn.

Con vs. Fort

Dmg (Con)

-AC (Int)

Gibbeth's Embrace

Warlock (Star) Attack 25



10

Pressed and desperate, a stray recollection of Gibbeth the Endless occurs to you. You hastily force the memory upon your foe, who is embraced in a clasp of palpable hate.

Daily ♦ Arcane, Fear, Force, Implement

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 5d10 + Intelligence modifier force damage, and ongoing 10 force damage (save ends).

Miss: Half damage, and no ongoing damage.

Int vs. Ref

Dmg (Int)

Envoy of Nihal

Warlock (Star) Attack 27



10

You call beyond the boundaries of matter, space, and perhaps even sanity. Nihal answers by sending a humanoid-shaped hole in reality filled with writhing red worms, which fall upon your foe.

Encounter ♦ Acid, Arcane, Fear, Healing, Implement

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Reflex

Hit: 4d10 + Charisma modifier acid damage. If your target takes damage from this attack, you can spend a healing surge.

Star Pact: Add double your Charisma modifier to the hit points regained from the healing surge.

Cha vs. Ref

Dmg (Cha)

+Heal (Cha)

Caiphon's Abominable Melody

Warlock (Star) Attack 29



10

The atonal song of Caiphon, the Dream Whisperer, pierces the fabric between worlds. Your foe covers its ears, closes its eyes, and begins to shriek. Even so, notes of the horrible tune are still faintly audible above the screaming.

Daily ♦ Arcane, Fear, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Charisma +2 vs. Fortitude

Hit: 6d8 + Charisma modifier psychic damage, and the target is deafened (save ends), blinded (save ends), and slowed (save ends); a separate save is required to relieve each condition. Each round a target begins its round suffering from any one of the conditions you inflicted upon it, it takes another 1d6 + Charisma modifier psychic damage, and you can slide the target a number of spaces up to your Charisma modifier. Until the end of the encounter, any time you take damage roll a d20. If you roll 10 or higher, reduce the damage to 0.

Special: Each round a target is still affected by this spell, the ally (or you) closest to the target hears an echo of abominable melody and takes 1d10 psychic damage.

Cha vs. Fort

Dmg¹² (Cha)

Slide (Cha)

Student of Caiphon

Student of Caiphon Features



"The Dream Whisperer pays more attention to the world than any other of its ilk. It might have a plan and a part to play in the world's final destiny."

Star Bright (11th level): When you spend an action point to take an extra action, if you use your action to make an attack that hits, that hit deals ongoing 5 radiant damage (save ends). Such powers are considered to have the radiant keyword.

Caiphon's Guidance (11th level): You can score critical hits with fear and radiant powers on a roll of 18–20.

Caiphon's Intercession (16th level): You can choose to use Caiphon's Intercession in place of your Fate of the Void pact boon when an enemy under your Warlock's Curse drops to 0 hit points or fewer. One ally of your choice within 10 squares of you can make an immediate melee basic attack against a target you choose; if the attack hits, it deals ongoing 5 radiant damage (save ends) in addition to normal damage. If your ally makes the attack, Caiphon takes its due and deals 5 damage to your ally. If your ally refuses to accept Caiphon's Intercession, you take 5 damage (despite the fact no attack was made); in such an instance, you regain the use of Fate of the Void pact boon for the dropped target.



Star Bright

Student of Caiphon Feature 11



When you spend an action point to take an extra action, if you use your action to make an attack that hits, that hit deals ongoing 5 radiant damage (save ends). Such powers are considered to have the radiant keyword.

Caiphon's Guidance

Student of Caiphon Feature 11



You can score critical hits with fear and radiant powers on a roll of 18–20.



Caiphon's Intercession

Student of Caiphon Feature 16



You can choose to use Caiphon's Intercession in place of your Fate of the Void pact boon when an enemy under your Warlock's Curse drops to 0 hit points or fewer. One ally of your choice within 10 squares of you can make an immediate melee basic attack against a target you choose; if the attack hits, it deals ongoing 5 radiant damage (save ends) in addition to normal damage. If your ally makes the attack, Caiphon takes its due and deals 5 damage to your ally. If your ally refuses to accept Caiphon's Intercession, you take 5 damage (despite the fact no attack was made); in such an instance, you regain the use of Fate of the Void pact boon for the dropped target.



Trust in the Guide Star

Student of Caiphon Attack 11



You squeeze tight your eyes and call upon the Purple Star to grasp your mind and guide your strike true.

Encounter ♦ **Arcane, Implement, Radiant**

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Special: You ignore penalties for cover (but not superior cover), concealment, and total concealment. You can attack an invisible target as if it wasn't invisible.

Hit: 2d10 + Charisma modifier radiant damage.

Cha vs. Will

Dmg (Cha)

Steps on the Purple Stair

Student of Caiphon Utility 12



At Caiphon's bidding, you take a half step into a temporary echo plane where wind shrieks like the screams of tortured lunatics and where indescribable colors squirm across your skin. Something shudders on the horizon, but you step fully back into the world before its identity resolves.

Encounter ♦ Arcane

Minor Action Personal

Effect: You gain invisibility and flying until the start of your next turn. On your next turn you take ongoing 3 psychic damage (save ends).



Caiphon's Hungry Mercy

Student of Caiphon Utility 20



10



Your guide star offers all who heed your sudden rant to "Trust in Caiphon!" a boon of renewed power. Your lord requires only a sip of life from each ally who partakes. So little in return for so much!

Daily ♦ Arcane

Minor Action Close burst 10

Target: You and all allies in range.

Effect: You and each ally in range can spend a healing surge to recover a power. Each player's character choosing to do so rolls 1d6. On a 1–5, that character recovers an encounter power. On a 6, that character recovers a daily power.



Radiant One

Radiant One Features



The world and its echoes are but motes in the eye of a far grander, if more terrifyingly incomprehensible, vista. You are unafraid, nay eager, to risk even madness unending, if only you can learn the underlying truth of existence.

Starborn (21st level): You gain resistance to radiant fire damage equal to 10 + your level. Any time you deal damage to a target who gives you combat advantage, you deal extra radiant fire damage equal to your Intelligence modifier.

Resistance

Starburst (24th level): The first time you are reduced to 0 hit points or fewer each day, you gain the immediate use of a healing surge and deal radiant fire damage of equal value to all enemies within 3 squares of you.

Dmg¹ (Int)

Starry Rift (30th level): Your dawning understanding of reality and the façade-like nature of time and space allow you to take "shortcuts" through time itself. Once per day you can tell the DM that your turn has come up again. Treat this action as if you had chosen to take the delay action (even if you took your last turn normally without delaying).

Damage²

Starborn

Radiant One Feature 21



You gain resistance to radiant fire damage equal to 10 + your level. Any time you deal damage to a target who gives you combat advantage, you deal extra radiant fire damage equal to your Intelligence modifier.

Resistance

Dmg (Int)

Starburst

Radiant One Feature 24



The first time you are reduced to 0 hit points or fewer each day, you gain the immediate use of a healing surge and deal radiant fire damage of equal value to all enemies within 3 squares of you.

Damage

Starry Rift

Radiant One Feature 30



Your dawning understanding of reality and the façade-like nature of time and space allow you to take “shortcuts” through time itself. Once per day you can tell the DM that your turn has come up again. Treat this action as if you had chosen to take the delay action (even if you took your last turn normally without delaying).



Star Flesh

Radiant One Utility 26



With a flare of starfire, you ignite with eye-searing flame. Your foes find it difficult to target you, and your starfire burns away many attacks that would have otherwise found you.

Daily ♦ Arcane, Fire, Implement, Radiant

Standard Action Personal

+Def (Int)

Effect: All spaces within 20 squares of you are lit with bright light. You gain an untyped bonus equal to your Intelligence modifier to all your defenses.

If a ranged, area, or close attack hits you, roll a saving throw. If you succeed, the radiance and fire of your form incinerates the attack, and you are unharmed.

Your *star flesh* lasts until the end of the encounter.