

## CLEAVE

### AT-WILL

At-Will • Martial, Weapon  
Standard Action      Melee    weapon

**STANDARD**


**MELEE WEAPON**

**STR VS AC**

**Target:** One creature  
**Attack:** Melee vs. AC  
**Hit:** 1[W] + [Str] damage, and an enemy adjacent to the target takes [Str] damage.

*You hit one enemy, then cleave into another.*

MARTIAL, MELEE  
FIGHTER ATTACK 1



## TIDE OF IRON

### AT-WILL

At-Will • Martial, Weapon  
Standard Action      Melee    weapon

**STANDARD**

**MELEE WEAPON**


**STR VS AC**

**Requirement:** You must be using a shield.

**Target:** One creature  
**Attack:** Melee vs. AC  
**Hit:** 1[W] + [Str] damage, and you push the target 1 square if it is your size, smaller than you, or one size category larger. You can shift into the space that the target occupied.

*After each mighty swing, you bring your shield to bear and use it to push your enemy back.*

MARTIAL, WEAPON  
FIGHTER ATTACK 1



## PASSING ATTACK

### ENCOUNTER

Encounter • Martial, Weapon  
Standard Action      Melee    weapon

**STANDARD**

**MELEE WEAPON**


**STR VS AC**

**Primary Target:** One creature  
**Attack:** Melee vs. AC  
**Hit:** 1[W] + [Str] damage, and you can shift 1 square. Make a secondary attack.

**Secondary Target:** One creature other than the primary target  
**Secondary Attack:** melee +2 vs. AC  
**Hit:** 1[W] + [Str] damage.

*You strike at one foe and allow momentum to carry you forward into a second strike against a second foe.*

MARTIAL, WEAPON  
FIGHTER ATTACK 1



## BRUTE STRIKE

### DAILY

Daily • Martial, Reliable, Weapon  
Standard Action      Melee    weapon

**STANDARD**

**MELEE WEAPON**


**STR VS. AC**

**Target:** One creature  
**Attack:** melee vs. AC  
**Hit:** 3[W] + [Str] damage.

**Reliable:** If you miss with this power, you do not expend its use.

*You shatter armor and bone with a ringing blow.*

MARTIAL, RELIABLE, WEAPON  
FIGHTER ATTACK 1



## ELDRITCH BLAST

### AT-WILL

At-Will • Arcane, Implement  
Standard Action      Ranged    10

**STANDARD**


**RANGED 10**

**CHA VS. REFLEX**

**Target:** One creature  
**Attack:** Cha vs. Reflex  
**Hit:** 1d10 + Cha damage.  
**Special:** This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

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

ARCANE, IMPLEMENT  
WARLOCK ATTACK 1



## EYE BITE

### AT-WILL

At-Will • Arcane, Charm, Psychic, Implement  
Standard Action      Ranged    10

**STANDARD**


**RANGED 10**

**CHA VS. WILL**

**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** 1d6 + [Cha] psychic damage, and you are invisible to the target until the start of your next turn.

*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.*

ARCANE, CHARM, PSYCHIC, IMPL  
WARLOCK ATTACK 1



## WITCHFIRE

### ENCOUNTER

At-Will • Arcane, Fire, Implement  
Standard Action      Ranged    10

**STANDARD**


**RANGED 10**

**CHA VS. REFLEX**

**Target:** One creature  
**Attack:** Cha vs. Reflex  
**Hit:** 2d6 + [Cha] fire damage, and the target takes a [Cha] penalty to attack rolls until the end of your next turn.

*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.*

ARCANE, FIRE, IMPLEMENT  
WARLOCK ATTACK 1



## CURSE OF THE DARK DREAM

### DAILY

At-Will • Arcane, Charm, Psychic, Implement  
Standard Action      Ranged    10

**STANDARD**


**RANGED 10**

**CHA VS. WILL**

**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** 3d8 + [Cha] psychic damage, and you slide the target 3 squares.  
**Sustain Minor:** You slide the target 1 square, whether you hit or miss (*save ends*)

*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.*

ARCANE, CHARM, PSYCHIC, IMPL  
WARLOCK ATTACK 1



## Cleave

Martial, Melee

At-Will • Martial, Weapon  
Standard Action


Melee weapon

**Target:** One creature  
**Attack:** Melee vs. AC  
**Hit:** 1(W) + (Str) damage, and an enemy adjacent to the target takes (Str) damage.

*You hit one enemy, then cleave into another.*

Fighter Attack 1

Quindia Studios



## Tide of Iron

Martial, Weapon

At-Will • Martial, Weapon  
Standard Action


Melee weapon

**Requirement:** You must be using a shield.  
**Target:** One creature  
**Attack:** Melee vs. AC  
**Hit:** 1(W) + (Str) damage, and you push the target 1 square if it is your size, smaller than you, or one size category larger. You can shift into the space that the target occupied.

*After each mighty swing, you bring your shield to bear and use it to push your enemy back.*

Fighter Attack 1

Quindia Studios



## Passing Attack

Martial, Weapon

Encounter • Martial, Weapon  
Standard Action


Melee weapon

**Primary Target:** One creature  
**Attack:** Melee vs. AC  
**Hit:** 1(W) + (Str) damage, and you can shift 1 square. Make a secondary attack.  
**Secondary Target:** One creature other than the primary target  
**Secondary Attack:** melee +2 vs. AC  
**Hit:** 1(W) + (Str) damage.

*You strike at one foe and allow momentum to carry you forward into a second strike against a second foe.*

Fighter Attack 1

Quindia Studios



## Brute Strike

Martial, Reliable, Weapon

Daily • Martial, Reliable, Weapon  
Standard Action

Melee weapon


**Target:** One creature  
**Attack:** melee vs. AC  
**Hit:** 3(W) + (Str) damage.

**Reliable:** If you miss with this power, you do not expend its use.

*You shatter armor and bone with a ringing blow.*

Fighter Attack 1

Quindia Studios



## Eldritch Blast

Arcane, Implement

At-Will • Arcane, Implement  
Standard Action


Ranged 10

**Target:** One creature  
**Attack:** Cha vs. Reflex  
**Hit:** 1d10 + Cha damage.  
**Special:** This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

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

Warlock Attack 1

Quindia Studios



## Eye Bite

Arcane, Charm, Psychic, Impl

At-Will • Arcane, Charm, Psychic, Implement  
Standard Action

Ranged 10

**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** 1d6 + (Cha) psychic damage, and you are invisible to the target until the start of your next turn.

*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.*

Warlock Attack 1

Quindia Studios



## Witchfire

Arcane, Fire, Implement

At-Will • Arcane, Fire, Implement  
Standard Action


Ranged 10

**Target:** One creature  
**Attack:** Cha vs. Reflex  
**Hit:** 2d6 + (Cha) fire damage, and the target takes a (Cha) penalty to attack rolls until the end of your next turn.

*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.*

Warlock Attack 1

Quindia Studios



## Curse of the Dark Dream

Arcane, Charm, Psychic, Impl

At-Will • Arcane, Charm, Psychic, Implement  
Standard Action

Ranged 10

**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** 3d8 + (Cha) psychic damage, and you slide the target 3 squares.  
**Sustain Minor:** You slide the target 1 square, whether you hit or miss (*save ends*)

*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.*

Warlock Attack 1

Quindia Studios

**Cleave**

**At-Will • Martial, Weapon**  
**Standard Action**      **Melee weapon**

**Target:** One creature  
**Attack:** Melee vs. AC  
**Hit:** 1[W] + [Str] damage, and an enemy adjacent to the target takes [Str] damage.

**Str vs. AC**

**Action Std**

**Fighter**  
**Atk 1**

*You hit one enemy, then cleave into another.*

**DUNGEONS & DRAGONS®**

**Tide of Iron**

**At-Will • Martial, Weapon**  
**Standard Action**      **Melee weapon**  
**Requirement:** You must be using a shield.

**Target:** One creature  
**Attack:** Melee vs. AC  
**Hit:** 1[W] + [Str] damage, and you push the target 1 square if it is your size, smaller than you, or one size category larger. You can shift into the space that the target occupied.

**Str vs. AC**

**Action Std**

**Fighter**  
**Atk 1**

*After each mighty swing, you bring your shield to bear and use it to push your enemy back.*

**DUNGEONS & DRAGONS®**

**Passing Attack**

**Encounter • Martial, Weapon**  
**Standard Action**      **Melee weapon**

**Primary Target:** One creature  
**Attack:** Melee vs. AC  
**Hit:** 1[W] + [Str] damage, and you can shift 1 square. Make a secondary attack.

**Secondary Target:** One creature other than the primary target  
**Secondary Attack:** melee +2 vs. AC  
**Hit:** 1[W] + [Str] damage.

**Str vs. AC**

**Action Std**

**Fighter**  
**Atk 1**

*You strike at one foe and allow momentum to carry you forward into a second strike against a second foe.*

**DUNGEONS & DRAGONS®**

**Brute Strike**

**Daily • Martial, Reliable, Weapon**  
**Standard Action**      **Melee weapon**

**Target:** One creature  
**Attack:** melee vs. AC  
**Hit:** 3[W] + [Str] damage.

**Reliable:** If you miss with this power, you do not expend its use.

**Str vs. AC**

**Action Std**

**Fighter**  
**Atk 1**

*You shatter armor and bone with a ringing blow.*

**DUNGEONS & DRAGONS®**

**Eldritch Blast**

**At-Will • Arcane, Implement**  
**Standard Action**      **Ranged 10**

**Target:** One creature  
**Attack:** Cha vs. Reflex  
**Hit:** 1d10 + Cha damage.  
**Special:** This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

**Cha vs. Ref**

**Action Std**

**Warlock**  
**Atk 1**

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

**DUNGEONS & DRAGONS®**

**Eye Bite**

**At-Will • Arcane, Charm, Psychic, Implement**  
**Standard Action**      **Ranged 10**

**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** 1d6 + [Cha] psychic damage, and you are invisible to the target until the start of your next turn.

**Cha vs. Will**

**Action Std**

**Warlock**  
**Atk 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.*

**DUNGEONS & DRAGONS®**

**Witchfire**

**At-Will • Arcane, Fire, Implement**  
**Standard Action**      **Ranged 10**

**Target:** One creature  
**Attack:** Cha vs. Reflex  
**Hit:** 2d6 + [Cha] fire damage, and the target takes a [Cha] penalty to attack rolls until the end of your next turn.

**Cha vs. Ref**

**Action Std**

**Warlock**  
**Atk 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.*

**DUNGEONS & DRAGONS®**

**Curse of the dark Dream**

**At-Will • Arcane, Charm, Psychic, Implement**  
**Standard Action**      **Ranged 10**

**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** 3d8 + [Cha] psychic damage, and you slide the target 3 squares.  
**Sustain Minor:** You slide the target 1 square, whether you hit or miss (save ends)

**Cha vs. Ref**

**Action Std**

**Sustain Minor**

**Warlock**  
**Atk 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.*

**DUNGEONS & DRAGONS®**