



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
Requirement: You must be using a shield.

STANDARD

MELEE WEAPON

STR VS AC

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.

Cha 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®