

Ghost Pact Warlock

"Your ancestors haven't forgotten you... in fact they're waiting for you to join them right now."

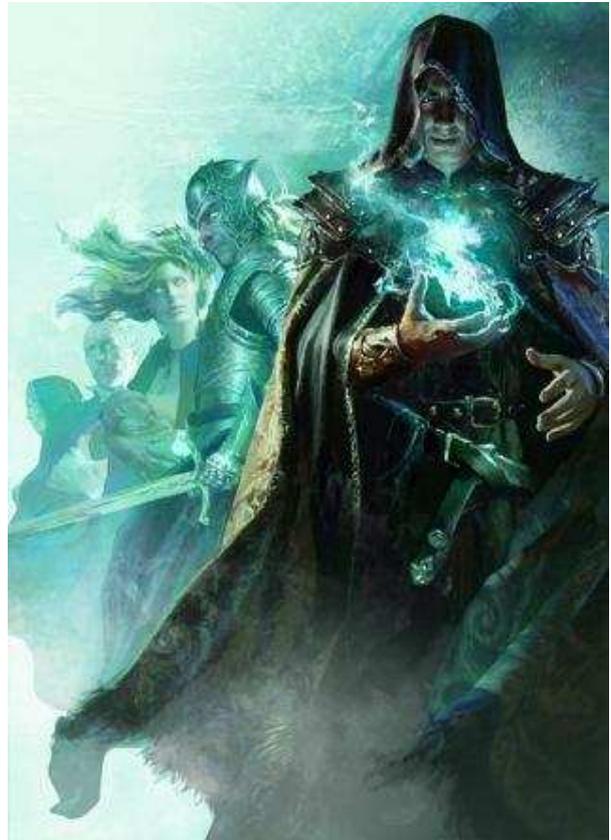
Ghost Pact

You are bound to the spirits of the dead in the Shadowfell. Some are your guardian ancestors; some are tormented ghosts seeking final rest; and others are hungering shades. They give you the power to haunt your foes, gain supernatural insight, and blur the boundary between life and death.

At-Will Power: You know *death sight** or *revenant**.

Ancestral Memory: You have the Ancestral Memory pact boon. Your enemy's fall grants your ancestors a moment of lucidity, and they whisper secrets to you from across the Shadowfell.

When you reduce an enemy under your Warlock's Curse to 0 HP, you may make an immediate Knowledge Check with a +5 bonus (including retrying a Knowledge check you previously failed).



Warlock At-Will Spells

Eldritch Light

Warlock (All) Attack 1

An eerie light surrounds your enemy who panics at the sound of voices whispering to the, lashing out at phantoms.

At-Will ♦ Arcane, Charm, Implement, Psychic

Standard Action, Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage, and target's attacks have a 50% miss chance until the end of your next turn.

Death Sight

Warlock (Ghost) Attack 1

You see the hour of death written upon the soul of your enemies, and your mere gaze unnerves them.

At-Will ♦ Arcane, Fear, Implement, Psychic

Standard Action, Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage, and the target cannot make opportunity attacks till the end of your next turn. If the target is bloodied, also suffer -2 attack until the end of your next turn.

Revenant**Warlock (Ghost) Attack 1**

A vengeful ghost momentarily takes form, lunging at your foe while you abide in the sanctuary of your ancestors' embrace.

At-Will ♦ Arcane, Implement, Necrotic**Standard Action, Ranged 10****Target:** One creature**Attack:** Constitution vs. Reflex**Hit:** 1d6 + Constitution modifier necrotic damage. You are insubstantial to the target until the end of your next turn.

Warlock Level 1 Encounter Spells

Cold Embrace**Warlock (Ghost) Attack 1**

From the Shadowfell, you draw upon the cold hand of death to squeeze your foe's heart, draining them of all passion and emotion.

Encounter ♦ Arcane, Cold, Implement, Necrotic**Standard Action, Ranged 10****Trigger:** One creature**Attack:** Constitution vs. Fortitude**Hit:** 2d6 + Charisma modifier cold and necrotic damage, and the target is slowed and loses all morale bonuses until the end of your next turn.**Aegis of the Ages****Warlock (Ghost) Attack 1**

Ghostly defenders come to your aid, repelling an oncoming attacker with searing light.

Encounter ♦ Arcane, Implement, Radiant**Immediate interrupt, Ranged 10****Trigger:** An enemy makes an attack against you**Effect:** Gain +1 to a defense of your choice against that enemy's attack**Attack:** Constitution vs. Will**Hit:** 1d6 + Charisma modifier radiant damage, and push the target 1 square.**Ghost Pact:** The bonus to your defense is equal to your Charisma modifier instead

Warlock Level 1 Daily Spells

Curse of the Grave**Warlock (Ghost) Attack 1**

Invoking the name of death, you curse your enemy to feel the pressure of the grave while they are yet living.

Daily ♦ Arcane, Charm, Implement, Psychic**Standard Action, Ranged 10****Target:** One creature**Attack:** Charisma vs. Will**Hit:** 3d8 + Charisma modifier psychic damage, and the target is weakened (save ends).

Spirit Swarm

Warlock (Ghost) Attack 1

Ghosts swarm about your enemy, attempting to drag them to their doom.

Daily ♦ Arcane, Implement, Necrotic

Standard Action, Ranged 10

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 3d8 + Charisma modifier necrotic damage, and the target is knocked prone, and you slide them 2 squares.

Warlock Level 2 Utility Spells

Ancestral Guidance

Warlock (Ghost) Utility 2

Your ancestors whisper to you, showing you where to strike your enemy at their weakest.

Encounter ♦ Arcane

Minor Action, Personal

Effect: You learn one vulnerability of your current foe(s). If your foe has no vulnerabilities you instead learn their weakest defense.

Face of Death

Warlock (Ghost) Utility 2

Revealing how you would look if you had died, you momentarily become a shade.

Encounter ♦ Arcane

Minor Action, Personal

Effect: Until the end of your next turn you gain the undead type and are insubstantial. You are immune to poison, do not need to breathe, and you gain Resist (necrotic) 10 and Vulnerable (radiant) 10.

Warlock Level 3 Encounter Spells

Underworld Shades

Warlock (Ghost) Attack 3

Ominous shades erupt from the ground to engage your foes, grappling them and devouring light.

Encounter ♦ Arcane, Implement, Necrotic

Standard Action, Ranged 10

Trigger: Two creatures adjacent to each other

Attack: Constitution vs. Reflex

Hit: 1d8 + Charisma modifier necrotic damage, and target is immobilized until the end of your next turn. Also, any light sources they are using are extinguished for the rest of the encounter.

Ghost Pact: Creatures adjacent to either of the targets take necrotic damage equal to your Charisma modifier.

Warlock Level 5 Daily Spells

Twilight Battlefield Warlock (Ghost) Attack 5

You bring an area of the world closer to the Shadowfell, allowing ghostly warriors to cross the veil and fight once again.

Daily ♦ Arcane, Implement, Necrotic, Zone

Standard Action, Area burst 2 within 10 squares

Effect: The burst creates a zone of phantom warriors – anyone within is treated as being in difficult terrain. Creatures entering the zone or starting their turn there take 2d8 necrotic damage.

Secondary Target: Each creature within the zone that reaches 0 HP

Secondary Attack: Constitution vs. Will

Hit: The target returns as a phantom warrior (MM page 116) fighting for you for the encounter.

Sustain Minor: You may sustain the zone for three rounds or whenever you make a secondary attack (hit or miss).

Warlock Level 6 Utility Spells

Luminous Apparition Warlock (Ghost) Utility 6

An angelic spirit appears over your shoulder, creating a nimbus of blinding light while sheltering you and your allies from harm.

Daily ♦ Arcane

Standard Action, Personal, Aura 5

Effect: While within your aura, you and your allies gain +1 to all defenses. If an enemy attacks any of you, they are blinded after their attack (save ends).

Sustain Minor: You may maintain the aura for up to 5 rounds.

Warlock Level 7 Encounter Spells

Shroud of the Ancestors Warlock (Ghost) Attack 7

Haunting mists envelope you and your allies while your enemies are hounded by displeased ancestors.

Encounter ♦ Arcane, Illusion, Implement, Necrotic

Standard Action, Close blast 3

Target: All enemies in blast

Attack: Constitution vs. Will

Hit: 2d6 + Constitution modifier necrotic damage

Effect: You gain partial concealment. For each enemy hit, one of your allies within the blast also gains partial concealment. The concealment lasts until the end of your next turn.

Ghost Pact: Your ancestors provide you alone with total concealment.

Warlock Level 9 Daily Spells

Fetters of Disobedience

Warlock (Ghost) Daily 9

Ghostly fetters appear around the feet of your foe, who feels the burden of past wrongs.

Daily ♦ Arcane, Implement, Psychic

Standard Action, Ranged 10

Target: One creature

Attack: Constitution vs. Will

Hit: When the target attempts to move toward you or your allies it takes [number of squares moved]d8 + Charisma modifier psychic damage. Likewise, if the target attacks you or your allies it is weakened.

Sustain Minor: Make a Charisma vs. Will attack against the target. On a hit the effect continues. On a miss, the effect ends.

Warlock Level 10 Utility Spells

Spirit Mounting

Warlock (Ghost) Utility 10

You momentarily allow a ghost to possess you, using its power to your benefit. However, you risk losing your free will to the hungry ghost.

Daily ♦ Arcane, Implement

Standard Action, Personal

Effect: Roll 1d6 to determine the ghost's motives, which also determine the powers you receive.

1-2: Burial Gain Darkvision, Terrain Walk (all), immunity to sleep and charm; you also don't need to sleep, eat, or drink. The ghost seeks a proper burial for its corpse.

3-4: Guardian Gain Darkvision, an extra action point, and *spectral shift* power of a tormenting ghost (MM page 117). The ghost seeks to protect a loved one in grave danger.

5-6: Revenge Gain Darkvision and the *terrifying shriek* power of a banshee (MM page 117). The ghost seeks revenge on its murderer.

Special: To end the possession you must make a save. If you fail, the spirit takes control for one round. Once you succeed, the possession ends.