

TA'UD AZ'RA

Attack Powers

Dire Radiance Warlock Attack 1

At-Will ♦ Arcane, Fear, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: +16 vs. Fortitude

Hit: 1d6+9 radiant damage. If the target moves nearer to you on its next turn, it takes an extra 1d6+6 damage. Crit: 15+3d6 damage.

Eldritch Blast Warlock Attack 1

At-Will ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: +16 vs. Reflex

Hit: 1d10+9 damage. Crit: 19+3d6 damage.

Special: This power counts as a ranged basic attack

Hellish Rebuke Warlock Attack 1

At-Will ♦ Arcane, Fire, Implement

Standard Action Ranged 10

Target: One creature

Attack: +16 vs. Reflex

Hit: 1d6+9 fire damage. If you take damage before the end of your next turn, the target takes an extra 1d6+6 fire damage. Crit: 15+3d6 damage.

Coldfire Vortex Warlock Attack 13

Encounter ♦ Arcane, Implement, Cold or Radiant

Standard Action Ranged 10

Target: One creature

Attack: +16 vs. Fort

Hit: 2d10+9 cold or radiant damage. Make a secondary attack. Crit: 29+3d6 damage.

Miss: You may deal 13 damage to yourself to recover this power.

Secondary Target: Each creature adjacent to the primary target.

Secondary Attack: +16 vs. Reflex

Hit: 1d10+11 cold or radiant damage. Crit: 21+3d6 damage.

Far Realm Phantasm Warlock Attack 7

Encounter ♦ Arcane, Fear, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: +14 vs. Will

Hit: 1d6+7 psychic damage, and the target takes a -2 penalty to Will defense until the end of your next turn. Additionally, the target spends its next standard action making a basic attack against the empty air. Crit: 13+3d6 damage.

Miss: You may deal 7 damage to yourself to recover this power.

Fates Entwined Doomsayer Attack 11

Encounter ♦ Arcane, Fear, Implement, Psychic

Standard Action Ranged 5

Target: One creature

Attack: +14 vs. Will

Hit: 2d8+7 psychic damage. Until the end of your next turn, when you take damage, the target takes half that amount of psychic damage. Crit: 23+3d6 damage

Miss: You may deal 11 damage to yourself to recover this power.

Frigid Darkness Warlock Attack 3

Encounter ♦ Arcane, Cold, Fear, Implement

Standard Action Ranged 10

Target: One creature

Attack: +16 vs. Fortitude

Hit: 2d8+6 cold damage, and the target grants combat advantage to you and your allies until the end of your next turn. Until the end of your next turn, the target also suffers a -2 penalty to AC. Crit: 22+3d6 damage.

Miss: You may deal 3 damage to yourself to recover this power.

Flames of Phlegethos Warlock Attack 1

Daily ♦ Arcane, Fire, Implement

Standard Action Ranged 10

Target: One creature

Attack: +16 vs. Reflex

Hit: 3d10+9 fire damage. Crit: 39+3d6 damage.

Effect: The target takes ongoing 5 fire damage (save ends).

Hunger of Hadar Warlock Attack 5

Daily ♦ Arcane, Implement, Necrotic, Zone

Standard Action Area burst 1 within 10 squares

Attack: +16 vs. Will

Effect: The burst creates a zone of darkness until the end of your next turn, blocking line of sight. Creatures that enter the zone or start their turns there take 2d10 necrotic damage. Crit: 20+3d6 damage.

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

Secondary Target: Each creature within the zone.

Secondary Attack: +16 vs. Fortitude

Hit: 1d6+9 necrotic damage. Crit: 15+3d6 damage.

Summons of Khirad Warlock Attack 9

Daily ♦ Arcane, Implement, Psychic, Teleportation

Standard Action Ranged 10

Attack: +16 vs. Will

Hit: 2d10+9 psychic damage, and you teleport the target to an unoccupied square within 3 squares of you. Crit: 29+3d6 damage.

Sustain Minor: Make a +16 vs. Will attack against the target. On a hit, you teleport the target to an unoccupied square within 3 squares of you. On a miss, the effect ends.

Utility and Item Powers

Ethereal Stride Warlock Utility 2

Encounter ♦ Arcane, Teleportation

Move Personal

Effect: You can teleport 3 squares, and you gain a +2 power bonus to all defenses until the end of your next turn.

Accursed Shroud Doomsayer Utility 12

Daily ♦ Arcane

Standard Action Ranged 5

Target: One creature

Effect: You place your warlock's curse upon the target. In addition, it must reroll any successful attack it makes while affected by your curse and take the new result.

Shielding Shades Warlock Utility 10

Daily ♦ Arcane

Immediate Reaction Personal

Trigger: You are hit by an attack.

Effect: Reduce the attack's damage to 0. If the attack targets other creatures, they take damage as normal.

Shroud of Black Steel Warlock Utility 6

Daily ♦ Arcane, Polymorph

Minor Action Personal

Effect: You change your skin into living steel. You gain a +2 power bonus to AC and Fortitude defense but take a -2 penalty to speed until the end of the encounter. You can end this effect as a minor action.

Antivenom Level 11

Power (Consumable): Minor Action. Gain a +2 bonus to saving throws against poisons from a source of 20th level or lower. The effect lasts until the end of the encounter or for the next 5 minutes.

Bloodthread Cloth +3 Level 15

Property: When you are bloodied, you gain a +2 item bonus to AC and saving throws.

Gloves of Piercing Level 3

Power (Daily): Minor Action. Until the end of the encounter, your attacks ignore any resistance of 10 or lower.

Pact Blade Sickle +2 Level 8

Property: This blade functions as a warlock implement. When a creature you have cursed with your warlock's curse makes a melee attack against you, deal 2 damage to the creature.

Rod of Harvest +3 Level 14

Property: When your pact boon is triggered, you can store its effect in your rod instead of using it immediately. Your rod can only hold one pact boon effect at a time.

Power (Encounter): Minor Reaction. Use the pact boon effect stored in your rod.

Rope of Climbing Level 10

Property: This 100-foot-long rope has 100 hp and can hold up to 2,500 lbs (roughly 10 Medium creatures and their gear).

Power (At-Will): Minor Action. The rope moves up to 10 squares along a horizontal or a vertical surface. As part of the same action, it can tie itself around an object to create a secure point for climbing. It can't tie itself to or otherwise affect a creature.

Anyone holding the rope can activate its power. On command, the rope unties itself as a minor action.

Potion of Vitality Level 15

Power (Consumable ♦ Healing): Minor Action. Drink the potion and spend a healing surge. Instead of the hp you would normally regain, you regain 25 hp and make one saving throw against an effect on you that a save can end.

Winged Boots Level 13

Property: You take no damage from a fall and always land on your feet.

Power (Daily): Move Action. Fly 6 squares. At the end of your turn, you float down to the ground if you are not already there.

Class Features

Doomsayer's Action: When you spend an action point to take an extra action, you also deal 2d6 damage to all enemies currently under your warlock's curse.

Doomsayer's Proclamation: Enemies within 10 squares of you must roll two dice when rolling saving throws against fear effects. They must use the lower of the two rolls.

Fate of the Void: When a foe under your warlock's curse is reduced to 0 hp or fewer, you gain a +2 bonus to any single d20 roll you make during your next turn. If you don't use this bonus by the end of your turn, it is lost.
This bonus is cumulative.

Warlock's Curse: You can place a warlock's curse on the two nearest enemies that you can see. If you hit a cursed enemy with an attack, you deal +2d6 extra damage. You decide whether to apply the extra damage after making the damage roll. You can deal this extra damage once per round. A warlock's curse remains in effect until the end of the encounter or until the cursed enemy is defeated.