



PACT OF GHOSTS

VENTURE
4TH

a warlock pact for 4e

PACT OF GHOSTS

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When a creature dies, its soul passes beyond the realms of the living into unknown planes. However, either from sheer tenacity, a misapprehension of their true state, or a need to finish some uncompleted business many spirits refuse to make this final journey. Mortals know these itinerant souls as ghosts, shades or fetches. Whatever the term, these beings exist in a half-world between corporeal reality and the cold, invisible realm of the dead.

You have forged a pact with these spirits. You can call upon their special nature to phase through solid objects, drain foes of life energy, and torment the living with mind-blasting sounds and images.

Howling Echoes: You know the *howling echoes* at-will spell.

Dark Descent: You have the *dark descent* pact boon. When an enemy under your Warlock's Curse is reduced to 0 hit points or fewer, the passage of the foe's spirit from the material world draws you with it as well. Your body phases in and out of the ghostly realm. Until the start of your next turn you can choose one attack that hits you to occur just as you phase out of corporeal existence. If you roll a successful saving throw, the attack deals no damage. You must decide to use this ability before damage is rolled.

This benefit can only be used once before the start of your next turn, no matter how many foes under your Warlock's Curse are reduced to 0 hit points or fewer.

LEVEL 1 AT-WILL SPELL

Howling Echoes

Warlock (Ghost) Attack 1

Crying with unearthly pain, the spirits of the dead rise at your command and circle about your foe. Even after the phantoms dissipate, their moans haunt your enemy.

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 must roll twice for the next attack it makes before the end of the encounter, taking the lower result.

Increase the damage to 2d6 + Charisma modifier psychic damage at 21st level, and the target takes a -2 penalty to its lowest die roll.

LEVEL 1 ENCOUNTER SPELL

Night Visions

Warlock (Ghost) Attack 1

A phantasmagoria of horrible images – murder, betrayal, executions – parade themselves before an opponents eyes, drowning him in sorrow and wracking his already fragile mind.

Encounter*Arcane, Fear, Illusion, Implement, Psychic

Standard Action **Ranged 5**

Target: One creature

Attack: Charisma vs. Will

Hit: 2d6 + Charisma modifier psychic damage, and the target takes a -2 penalty to Will defense until the end of your next turn.

Ghost Pact: The target takes a -2 penalty to saving throws against conditions with a Charm or Fear effect (save ends).

LEVEL 1 DAILY SPELL

Fingers of the Grave

Warlock (Ghost) Attack 1

Icy tendrils rise out of the ground and wrap themselves around your foe, sapping its heat.

Daily*Arcane, Cold, Implement

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2d8 + Charisma modifier cold damage, and the target spends its next standard action trying to pry away from the icy fingers that grip it.

Effect: Slide the target 2 squares.

Ghost Pact: If the target has vulnerability to cold, you gain temporary hit points equal to your Intelligence modifier.

LEVEL 2 UTILITY SPELLS

Spirit Whispers

Warlock (Ghost) Utility 2

You tap a ghostly realm where you may ask questions of the spirits residing there. The answers are true, but the contact with the alien realm shakes your strength of mind.

Encounter*Arcane

Minor Action **Personal**

Effect: You gain a +5 power bonus to the next Arcana, Religion or Perception check you make during this encounter.

Ghost Pact: You can add a bonus equal to your 1+ Intelligence modifier to the check, but take a -2 penalty to Will defense (save ends).

The Quiet Dead

Warlock (Ghost) Utility 2

The silence of the grave is yours to command.

Encounter*Arcane, Fear

Minor Action **Personal**

Effect: Until the end of the encounter you gain a power bonus to Stealth checks equal to your Intelligence modifier, and a +2 bonus to one attack roll with a power that has the Fear keyword.

LEVEL 3 ENCOUNTER SPELLS

Dance of the Spirits

Warlock (Ghost) Attack 3

A whirling vortex of ghosts surrounds a foe, their sudden improbability driving him mad. He flees, but his mind is so damaged he strikes out at any creature nearby.

Encounter*Arcane, Charm, Fear, Implement, Psychic

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Will

Hit: 2d6 + Charisma modifier psychic damage, and slide the target 3 squares.

Ghost Pact: After the slide, the target makes a basic melee attack against an adjacent ally.

LEVEL 6 UTILITY SPELLS

Rage at the Living

Warlock (Ghost) Attack 3

Your ghostly servants grant you a bolt of pure hatred to launch at the corporeal living.

Encounter*Arcane, Force, Implement, Necrotic

Standard Action Ranged 10

Target: One creature

Attack: Charisma +2 vs. Fortitude

Hit: 2d8 + Charisma modifier force and necrotic damage.

Ghost Pact: If you hit, place your Warlock's Curse on the target.

Special: Undead and constructs are immune to this power.

LEVEL 5 DAILY SPELLS

Death's Eager Hand

Warlock (Ghost) Attack 5

A ghostly hand emerges from the ground and tries to drag your foe into the land of the dead.

Daily*Arcane, Implement, Necrotic

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2d10 + Charisma modifier necrotic damage, and the target is immobilized until the end of your next turn.

Miss: Half damage, and the target is slowed (save ends).

Sustain Minor: The target is immobilized and takes ongoing 5 necrotic damage (save ends both).

They Run Screaming

Warlock (Ghost) Attack 5

You blast a foe with the horrors of the exiled dead. He runs, screaming.

Daily*Arcane, Fear, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier psychic damage, push the target 3 squares, and the target grants combat advantage until the start of your next turn.

Miss: Half damage, and the target takes a -2 penalty to all defenses until the start of your next turn.

Ghost Pact: The target takes a penalty to Stealth checks equal to 1 + your Intelligence modifier (save ends).

Ghost Walk

Warlock (Ghost) Utility 6

The spirits transport you to their plane. While there you move with them and as them. However, for a moment, you become them.

Encounter*Arcane, Polymorph

Move Action Personal

Effect: On this move action you become insubstantial and can shift your speed, but also gain vulnerable to radiant equal to your Intelligence modifier until the end of your next turn.

Ghost Slip

Warlock (Ghost) Utility 6

You flit through the grasp of a foe as if you were made of gossamer.

Daily*Arcane

Immediate Interrupt Personal

Effect: When you are grabbed, knocked prone or subject to an immobilized, restrained, push, pull or slide effect, ignore the triggering action and slide 1 square.

LEVEL 7 ENCOUNTER SPELLS

Poltergeists

Warlock (Ghost) Attack 7

At your word, the souls of the frustrated dead manifest around a foe and batter him with unseen force.

Encounter*Arcane, Conjuration, Force,

Implement, Zone

Standard Action Close burst 1 within 5 squares

Target: All enemies in burst

Attack: Charisma vs. Fortitude

Hit: 2d8 + Charisma modifier force damage

Ghost Pact: The burst creates a zone that lasts until the start of your next turn. All creatures that start their turn in or enter the zone take 1d6 + Charisma modifier force damage and a -2 penalty to Will defense.

Closer Than You Think

Warlock (Ghost) Attack 7

Foes keep their distance, wary of your affiliation with death. You show them neither distance nor a stalwart constitution is defense against your powers.

Encounter*Arcane, Implement, Necrotic, Teleportation

Standard Action

Ranged 10

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2d8 + Charisma modifier necrotic damage, and teleport the target 3 squares.

Ghost Pact: If the teleport places the target adjacent to your ally, the target grants combat advantage to that ally until the start of your next turn.

LEVEL 9 DAILY SPELLS

Memory is a Bitter Tree

Warlock (Ghost) Attack 9

The revenants of your foe's past victims swarm his vision. They bleed and wail, and demand vengeance. If satisfied, the spirits grant you a favor.

Daily*Arcane, Implement, Illusion, Psychic

Standard Action

Ranged 10

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier psychic damage, and the target is stunned until the end of your next turn.

Effect: The target gains vulnerability to psychic equal to 1 + your Intelligence modifier (save ends).

Ghost Pact: If this power drops the target to 0 hit points, you gain the phasing ability until the end of your next turn.

Your Cold Hand in Mine

Warlock (Ghost) Attack 9

Death may take you, but as your last act, it will also take your foe.

Daily*Arcane, Cold, Implement, Necrotic

Immediate Reaction

Ranged 10

Trigger: You are reduced to 0 hit points or fewer

Special: You may use this power even if you are reduced to zero or fewer hit points.

Target: The enemy who attacked you.

Attack: Charisma +4 vs. Fortitude

Hit: 4d10 + Charisma modifier cold and necrotic damage.

Special: If the target is reduced to zero or fewer hit points, you gain a number of hit points equal to your level.

LEVEL 10 UTILITY SPELLS

Ghost's Touch

Warlock (Ghost) Utility 10

You reach into the nether realms where the spirits wait. There you act against them as if you were one of the exiled dead. If you plunge your entire body into the second world, you are more effective, but the pain is even greater.

Daily*Arcane

Minor Action

Personal

Effect: Until the end of your next turn, your attacks against insubstantial creatures deal full damage, instead of half damage.

Ghost Pact: Until the end of your next turn, gain a bonus to attack rolls against insubstantial creatures equal to your Intelligence modifier. You may choose to double this bonus, but you then take 5 cold damage.

Special: This damage is not subject to any type of resistance.

Death's Frigid Mien

Warlock (Ghost) Utility 10

The shadow of death takes over you. Your face grows ashen and taut, and your hands become skeletal digits. A pall hangs over your presence.

Daily*Arcane, Fear

Minor Action

Personal

Effect: Until the end of your next turn, you gain a power bonus to AC and all defenses equal to 1 + your Intelligence modifier, and you can place your Warlock's Curse on all enemies who start their turn in or enter a square adjacent to you.

Ghost Pact: Spend an action point as a free action. One enemy under your Warlock's curse takes a -4 penalty to Will defense until the end of your next turn.

LEVEL 13 ENCOUNTER SPELLS

Cold Ghouls of Limbo

Warlock (Ghost) Attack 13

The wandering spirits, neither in heaven nor hell, arrive at your summons. They eagerly grasp an opponent, greedily stealing the life-heat they are forever denied.

Encounter*Arcane, Cold, Conjunction, Implement
Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2d8 + Charisma modifier cold damage, and the target is immobilized until the end of your next turn.

Ghost Pact: Sustain standard. Make an attack as above. On a hit the target is restrained (save ends) and takes ongoing 10 cold damage as long as it is restrained.

The Mischievous Ghost

Warlock (Ghost) Attack 13

You summon the invisible spirits that play tricks on the living. For these beings, even death is a joke.

Encounter*Arcane, Implement
Immediate Interrupt Ranged 10

Trigger: The target makes a successful attack.

Target: One creature

Attack: Charisma vs. Will

Hit: The target's attack is resolved against itself.

Ghost Pact: Ignore any resistances the target might have against this attack.

LEVEL 15 DAILY SPELLS

Wail of the Solitary Dead

Warlock (Ghost) Attack 15

You summon one of the solitary dead, a creature so foul even other spirits fear it. The eidolon lets forth with a scream of rage, withering your foe's mind and exhausting his will to live.

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 weakened until the end of your next turn.

Effect: The target gains vulnerable to all damage equal to 1 + your Intelligence modifier (save ends).

The Final Moments

Warlock (Ghost) Attack 15

You summon a ghost to surround a foe and show him the pain and horror of its death. While the effect might be an illusion, your enemy believes it in any case.

Daily*Arcane, Fire, Illusion, Implement
Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier fire damage.

Effect: The target takes ongoing 10 fire damage (save ends).

Ghost Pact: You can raise a ghost that died a different way. Spend an action point to change the damage type to acid, cold or lightning.

LEVEL 16 UTILITY SPELLS

Dark Lady's Kiss

Warlock (Ghost) Utility 16

Your closeness to death garners the favor and jealousy of the queen of the dead. She bestows a gift for the promise of future payment.

Daily*Arcane, Polymorph
Minor Action

Effect: When you spend an action point you gain phasing until the end of your next turn, and temporary hit points equal to your level plus your Charisma modifier. You lose a healing surge and make all death saving throws with a -4 penalty until you take an extended rest.

The Stains

Warlock (Ghost) Utility 16

You draw forth the lurking malevolent energies from an earlier scene of agony and display them for all to see. The land becomes marked with horrible portents.

Daily*Arcane, Area, Fear, Psychic, Zone

Standard Action **Area**

burst 2 within 10 squares

Effect: The burst creates a zone of images of violence, shrill screams and dismembered limbs. The zone is lightly obscured and considered difficult terrain.

Creatures that start their turn in or enter the zone take 2d6 + Charisma modifier psychic damage, and take a -2 penalty to Will defense (save ends).

LEVEL 17 ENCOUNTER SPELLS

Death's Shadowy Pickets

Warlock (Ghost) Attack 17

The realm of death forms a barrier between this world and the next. You draw a foe closer to this dividing line, separating him from the world of the living.

Encounter*Arcane, Implement, Necrotic

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2d10 + Charisma modifier necrotic damage, and the target is slowed until the end of your next turn.

Ghost Pact: Until the end of the encounter, whenever the target takes ongoing damage, add your Intelligence modifier to the damage (save ends).

Darkness Shrouds

Warlock (Ghost) Attack 17

You invoke the ghosts from the land of eternal midnight. They bring their world with them, blinding a foe with the darkness that consumes, and sending inky tendrils towards the eyes of other foes.

Encounter*Arcane, Implement

Standard Action **Ranged 5**

Target: One creature

Attack: Charisma vs. Fortitude

Hit: The target is blinded until the start of your next turn. *Aftereffect:* All creatures have concealment from the target until the start of your next turn.

Ghost Pact: If you hit, on your next turn you can

make an attack against a different target within 3 squares of the original target. If this attack hits, the new target is hit as above. You may repeat this process as long as you hit.

LEVEL 19 DAILY SPELL

The Houses of Silence

Warlock (Ghost) Attack 19

You banish a foe to the realm of the lonely dead. There he experiences the torment and suffering of those who have died without completing their life's mission.

Daily*Arcane, Necrotic, Implement, Teleportation; Cold or Psychic

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier necrotic damage.

Effect: The target is transported to a ghostly realm where it wanders among abandoned, decaying mansions. Roll to determine what house it enters.

1: House of Regret: Target takes 1d10 + Charisma modifier cold damage, and a penalty to attack rolls equal to 1 + your Intelligence modifier (save ends).

2: House of Despair: Target takes 1d10 + Charisma modifier cold damage, and loses its next standard action (save ends).

3: House of Fear: Target takes 1d10 + Charisma modifier psychic damage, and is weakened (save ends).

4: House of Loneliness: Target takes 1d10 + Charisma modifier psychic damage, a penalty to Will defense equal to 1 + your Intelligence modifier (save ends).

At the start of its next turn, the target then reappears to its original space. If that space is occupied, it returns to the nearest unoccupied space (its choice).

LEVEL 22 UTILITY SPELLS

The Walking Dead

Warlock (Ghost) Utility 22

Damage that would kill other creatures only sends you into the shadow realm.

Daily*Arcane, Healing, Polymorph

Immediate Reaction

Personal

Trigger: You are reduced to 0 or fewer hit points.

Effect: You remain conscious and now have temporary hit points equal to your level. Until the end of the encounter, as long as you possess only temporary hit points you are insubstantial and gain the phasing ability.

Ghost Pact: Gain resistance to necrotic damage equal to 1 + your Intelligence modifier.

The Soul Incorruptible

Warlock (Ghost) Utility 22

The body may be transitory, but the spirit lives forever. When suffering a corporeal affliction you step through a doorway into the spirit realm, leaving that condition behind.

Daily*Arcane, Teleportation

Immediate Reaction

Personal

Effect: When placed under a condition a save can end, you teleport 3 squares and remove the condition. You take 2d6 necrotic damage.

Special: This damage is not subject to any type of resistance.

Ghost Pact: Teleport a number of squares equal to 1 + your Intelligence modifier.

LEVEL 23 ENCOUNTER SPELLS

The Beckoning Fair One

Warlock (Ghost) Attack 23

You conjure the image of a ghostly, beautiful creature. The image draws your foes towards it. When they are close, it reveals its true, hideous form.

Encounter*Arcane, Charm, Conjunction, Illusion, Implement, Necrotic, Radiant

Standard Action

Ranged 1 square

within 5 squares

Target: One creature within 5 squares of the target square

Attack: Charisma vs. Will

Hit: Slide the target 3 squares towards the power's origin square. For each square moved, the target takes radiant damage equal to 1 + your Intelligence modifier. If a creature enters or starts its turn in the target square, it takes 2d8 + Charisma modifier necrotic damage, and is dazed (save ends.)

Ghost Pact: Sustain standard. Each time you sustain this power, make an attack as above against the original target or a different creature within range.

Haunted

Warlock (Ghost) Attack 23

Spirits of the dead hover around your foe. His allies notice something wrong, and they strike out at the creature they no longer recognize.

Encounter*Arcane, Charm, Psychic

Standard Action

Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier psychic damage. Until the end of your next turn, all of the target's allies treat it as an opponent for purposes of powers that affect only enemies. If the target takes an action that provokes an opportunity attack, all creatures able to must make an opportunity against the target.

Ghost Pact: Until the end of your next turn creatures that begin their turn in or enter a square adjacent to the target take psychic damage equal to 3 + your Intelligence modifier if you hit with this power.

LEVEL 25 DAILY SPELLS

The Hungry Moon

Warlock (Ghost) Attack 25

A baleful lunar light shines upon a foe. He flees, for all creatures know what ghostly horrors the moon brings.

Daily*Arcane, Cold, Fear, Implement, Psychic, Radiant

Standard Action **Ranged**
10

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 4d10 + Charisma modifier cold and radiant damage, and the target moves its speed in a random direction. (Roll 1d8 to determine the direction). During the move the target will avoid damaging terrain but not opportunity attacks. If the target can not move its full speed it takes 2d8 + Charisma modifier psychic damage.

Miss: Half damage, and the target takes a -2 penalty to all attack rolls (save ends).

Window to the Other World

Warlock (Ghost) Attack 25

You create a portal that lets your foe glimpse the land of the dead. Tendrils of black energy escape this realm to claim those nearby.

Daily*Arcane, Cold, Implement, Necrotic, Teleportation

Standard Action **Ranged 5**

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 6d10 + Charisma modifier necrotic damage, and the target is blinded until the end of your next turn, its vision dominated by a view of the dark realm.

Effect: The dark realm attempts to claim the souls of the living. Roll a die to randomly select one creature (including yourself) within 5 squares of the target. Make an attack as above with a +2 bonus. On a hit the creature is whisked off to the realm of the dead (save ends). If there is no creature within 5 squares of the original target, you are transported to the realm of the dead.

Special: While in the realm of the dead, the creature cannot be targeted, cannot take actions, and takes 20 cold and necrotic damage at the start of its turn. On a save, it returns to the space it was last in. If that space is occupied the target returns to the nearest unoccupied

space of its choice.

Sustain: You can spend an action point to sustain the effect as a standard action.

LEVEL 27 ENCOUNTER SPELLS

Shades of the Heroic Dead

Warlock (Ghost) Attack 27

The glories of the dead are not easily forgotten. You conjure their vestige manifestations and urge them to battle one final time.

Encounter*Arcane, Conjunction, Implement, Radiant

Standard Action **Ranged 5**

Target: One

Attack: Charisma vs. Fortitude

Hit: 2d10 + Charisma modifier radiant damage, and the target is pushed 3 squares.

Ghost Pact: Allies within 5 squares of the target gain a +4 power bonus to hit with their next attack made before the end of the encounter.

Urge of the Soul

Warlock (Ghost) Attack 27

The soul of every creature yearns in some way for release. You invoke spirits that coax the souls of the living into the second world. Unfortunately, this includes your soul as well.

Encounter*Arcane, Implement, Necrotic, Zone Standard Action **Close**

burst 3

Target: All creatures in burst

Attack: Charisma vs. Fortitude

Hit: 3d10 + Charisma modifier necrotic damage. The burst creates a zone of undeath that lasts until the end of your next turn. The zone is centered on you and moves when you move. While the zone is in effect you and all creatures that enter or start their turn in the zone take 10 necrotic damage, and can not spend healing surges.

Ghost Pact: Sustain the zone as a minor action.

LEVEL 29 DAILY SPELL

The Course of Midnight

Warlock (Ghost) Attack 29

The specters of evening run their course through a foe's soul, then use him to spread their foul enervation to nearby creatures.

Daily* Arcane, Implement, Necrotic

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 4d10 + Charisma modifier necrotic damage, and the target takes 20 ongoing necrotic damage (save ends).

Special: Saves to end the ongoing damage take a -4 penalty.

Effect: Each round the target takes ongoing damage, make a Charisma vs. Fortitude attack against one foe within 3 squares of the target. On a hit, the creature takes ongoing necrotic damage equal to 3 + your Charisma modifier (save ends).

Miss: Half damage, and no ongoing damage.

PARAGON PATH

MASTER OF SHROUDS

"The pathways of the spirit world are open to me. I walk the same courses as the ghostly dead."

Prerequisite: Warlock class, ghost pact

You know the runes and chants that allow you to exploit the inherent power of the realm of shadows. You have joined the disincorporate fraternity of ghosts, but instead of an equal, you control them as a master works a puppet.

Ghost Action (11th level): When you use an action point to take a move action, you are considered insubstantial until the start of your next turn.

Second Sight (11th level): Once per day you may spend an action point during one encounter to gain the ability to see invisible creatures until the end of the encounter.

Spirit Vigor (16th level): Temporary hit points you gain stack with each other up to a maximum number equal to your Charisma score.

Your Shade, My Servant

Master of Shrouds (Ghost) Attack 11

A slain enemy becomes your thrall before passing on to the other world.

Encounter* Arcane, Necrotic

Immediate Reaction **Ranged 10**

Trigger: An enemy in range under your Warlock's Curse drops to 0 hit points or fewer.

Effect: Make an attack against one foe within 5 squares of the triggering creature.

Target: One creature

Attack: Charisma vs. Fortitude

Special: Your attack takes no penalties if the target has cover or total cover.

Hit: 2d10 + Charisma modifier necrotic damage.

Malefic Regeneration

Master of Shrouds (Ghost) Utility 12

You imbue yourself with the malignant power of the ghostly dead.

Daily* Arcane, Healing

Minor Action

Personal

Effect: Until the end of the encounter, you gain a number of temporary hit points each round equal to 3 + your Intelligence modifier.

Special: Once per round, if you are hit with an attack that deals necrotic damage, you regain 5 hit points.

The Body Thief

Master of Shrouds (Ghost) Attack 20

Jealous spirits, envious of your foe's tangible existence, assault him, attempting to claim his body even for just a little while. Once they have taken over, your enemy is a puppet for you to use as you wish.

Daily* Arcane, Charm, Implement, Psychic

Standard Action

Ranged 5

Target: One creature

Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier psychic damage, and the target is dominated until the end of your next turn.

Effect: As long as the target is dominated it gains resistance to all damage equal to 5 + your Intelligence modifier.

Sustain: Standard. Make an attack as above. On a hit the target is dominated (save ends).

Miss: Half damage, and the target is stunned until the end of your next turn.



NEW FEATS

THE BOON OF FALSE LIFE IWARLOCKI

Prerequisites: Cha 15, warlock, ghost pact

Benefit: As long as you have temporary hit points you gain a +1 feat bonus to AC and all Defenses.

IMPROVED DARK DESCENT IWARLOCKI

Prerequisites: Cha 15, warlock, ghost pact

You gain a +1 bonus to your saving throw when using your pact boon to avoid taking damage.

UNNATURAL VIGOR IWARLOCKI

Prerequisites: Cha 17, warlock, ghost pact

Benefit: When you spend an action point to use your Second Wind you also gain a number of temporary hit points equal to 1 + your Charisma modifier.

WITHERING TOUCH IWARLOCKI

Prerequisites: Cha 17, warlock, ghost pact

Benefit: When one of your ghost pact powers causes ongoing necrotic damage, the target gains vulnerability to cold equal to 1 + your Intelligence modifier.

NEW MAGIC ITEMS

Ghost Rod

Level 18 +

This rod is almost unbearably cold to the touch.

Lvl 18 +4 85,000gp Lvl 28 +6 2,125,000gp

Lvl 23 +5 425,000gp

Implement (Rod)

Enhancement: Attack and damage rolls

Critical: +1d6 psychic damage per plus

Power (Daily): Minor Action. Until the end of the encounter, when you use a warlock power that has an additional effect if you have the ghost pact, you gain the benefit even if you don't have the ghost pact.

Spirit Doll

Level 15 +

This small wooden puppet looks like a child's toy. It is a power vestige able to store your spirit even if your body is slain.

Wondrous Item 25,000 gp

Power (Daily): Free action. When you are rendered unconscious or dropped to 0 or fewer hit points, you can transfer your soul into the spirit doll as long as it is within 10 squares of you. As long as your spirit is in this doll you can take a full set of actions and use your warlock powers. As a move action you may return to your body if it is still alive.

The doll has 10 hit points, stands two feet tall, and is only strong enough to wield a light weapon. It can not carry anything heavier than 10 pounds. If it is destroyed your soul returns to your body if your body is still alive.

The Book of the Damned

Level 12 +

Said to be written by a mad poet, this tome grants the reader knowledge of the spirit world, and the power to control the souls who reside there.

Wondrous Item 13,000 gp

Property: This book grants a +4 item bonus to monster knowledge checks for creatures with the shadow origin or undead keyword.

Power (Daily): Minor Action. Make a Charisma vs. Will attack against a ghost or a creature with the shadow origin. On a hit the creature is dominated (save ends).

Power (Daily): Minor Action. Add the fear keyword to one attack you make with an arcane power. If you hit, the target takes a -4 to Will defense until the end of the encounter.