



# PACT of the DRAGON LORDS

**VENTURE**  
**4<sup>TH</sup>**

a warlock pact for 4e

# PACT OF THE DRAGON LORDS

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The draconic race awoke soon after the universe's creation. Only primordials and the gods predate them. The greatest, most ancient of wyrms have passed on to the higher planes, but their essences remain, powerful life-energies that can guide and influence other beings who know how to call upon them.

## PACT OF THE DRAGON LORDS

You have forged a pact with the primal dragons. While you have a special connection to one dragon, you can call upon others as well. With a dragon pact you can blast your enemies with deadly elements, invoke the strength and power of a rampaging dragon, and tap the race's ancient knowledge.

**Searing Fury:** You know the *searing fury* at-will spell.

**Glare of the Dragon:** You have the *glare of the dragon* pact boon. The death of an enemy imbues you with the frightening presence of your patron wyrm.

When an enemy under your Warlock's Curse is reduced to 0 hit points or fewer, foes within 5 squares of you take a -1 penalty to melee and ranged attacks (but not area attacks) against you until the start of your next turn.

This penalty is cumulative; if three cursed enemies drop to 0 hit points or fewer all foes take a -3 penalty to attacks against you until the start of your next turn.

## CLASS FEATURES

The warlock with the dragon pact gains *The Object of Your Wrath* class feature.

### **The Object of Your Wrath** Warlock (Dragon) Feature

*Dragons are predators of the first order. They select a creature and strike unerringly until that foe is slain. When you invoke the primal dragons you gain the same power.*

**Encounter\*Arcane**

**Minor Action**

**Ranged 10**

**Target:** One creature

**Effect:** Select the closest enemy you can see or have located with a successful Perception check. You gain a bonus to hit that foe equal to one-half your Intelligence modifier (minimum 1). This benefit lasts until the end of the encounter or until the target drops to 0 hit points or fewer.

**Special:** If you have placed your Warlock's Curse on a creature, the curse is immediately lifted when you use *the object of your wrath* power. You can not curse an enemy while *the object of your wrath* is in effect, unless otherwise indicated in a warlock power's description.

## LEVEL 1 AT-WILL SPELL

### **Searing Fury** Warlock (Dragon) Attack 1

*You let forth with a titanic exhale and overwhelm your foes in the element of your patron lord.*

**At-Will\*** Acid, Cold, Fire, Lightning, or Poison;  
Arcane, Implement

**Standard Action** Close blast 3

**Target:** Each creature in blast

**Attack:** Charisma or Constitution vs. Reflex

**Hit:** 1d6 + Charisma or Constitution modifier damage. Increase damage to 2d6 + Charisma or Constitution modifier at 21<sup>st</sup> level.

**Special:** When you gain this power choose one of the following damage types: acid, cold, fire, lightning or poison. This power now has that keyword and deals that type of damage. Once made, this choice can not be altered.

## LEVEL 1 ENCOUNTER SPELL

### **Claws of the Wyrms** Warlock (Dragon) Attack 1

*The image of a dragon surrounds you. You lash out with claws, tearing into foes as if you were the real thing.*

**Encounter\*** Arcane, Implement

**Standard Action** Close touch

**Target:** One creature, two attacks

**Attack:** Constitution vs. AC

**Hit:** 1d8 + Constitution modifier damage.

**Dragon Pact:** If you hit with both attacks, you deal an extra 1d6 points of damage of the same damage type as your at-will *searing fury*.

### **Feast of the Hatchlings** Warlock (Dragon) Attack 1

*A thousand tiny mouths swarm your foes, each taking a small bite of flesh.*

**Encounter\*** Arcane, Area, Implement

**Standard Action** Area burst 1 within 5 squares

**Target:** Each creature in area

**Attack:** Charisma vs. Reflex

**Hit:** 2d6 + Charisma modifier damage

**Dragon Pact:** The attack deals extra damage equal to your Intelligence modifier of the same damage type as your at-will *searing fury*.

## LEVEL 1 DAILY SPELL

### **The Shock of the Blue** Warlock (Dragon) Attack 1

*Electricity leaps from your fingertips, jolting a foe backwards and sending dazzling sparks into nearby enemies.*

**Daily\*** Arcane, Implement, Lightning

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Charisma vs. Reflex

**Hit:** 2d10 + Charisma damage, and the target is pushed 2 squares.

**Effect:** Creatures adjacent to the target after the push take lightning damage equal to your Intelligence modifier.

**Miss:** Half damage, and the target is not pushed.

## LEVEL 2 UTILITY SPELLS

### **Aspect of the Patron Wyrms**

Warlock (Dragon) Utility 2

*You channel the toughness and racial trait of your sponsor.*

**Encounter\*** Arcane

**Minor Action** Personal

**Effect:** You gain a +2 power bonus to AC and Fortitude defense until the end of your next turn.

**Dragon Pact:** Choose the effect of this power based on your *searing fury*'s damage type. The effect lasts until the end of the encounter.

**Acid:** +4 power bonus to Athletics checks when swimming.

**Cold:** +4 power bonus to Acrobatics checks when climbing.

**Fire:** +4 power bonus to Perception checks when listening.

**Lightning:** +4 power bonus to Bluff checks when creating a diversion to hide.

**Poison:** +4 power bonus to Stealth checks in wilderness areas

## Draconic Mien

Warlock (Dragon) Utility 2

*Your eyes glow with elemental power and you exude an aura of fearsome dread.*

**Encounter\*Arcane**

**Minor Action**

**Personal**

**Effect:** You gain a +5 power bonus to one Bluff, Diplomacy or Intimidate check you make before the end of the encounter.

## Eyes and Ears of the Predator

Warlock (Dragon) Utility 2

*You take on the acute senses of your patrons.*

**Encounter\*Arcane**

**Minor Action**

**Personal**

**Effect:** You gain a +5 power bonus to one Insight or Perception check you make before the end of the encounter.

**Dragon Pact:** Gain low-light vision for five minutes.

## Knowledge of the Ages

Warlock (Dragon) Utility 2

*Dragons live for thousands of years. In that time they acquire great amounts of lore. You can tap this knowledge.*

**Encounter\*Arcane**

**Minor Action**

**Personal**

**Effect:** You gain a +5 power bonus to one Arcana, History or Religion check you make before the end of the encounter.

## LEVEL 3 ENCOUNTER SPELL

### Ray of the Copper Dragon

Warlock (Dragon) Attack 3

*The metallic dragon grants you a bit of power, and some of his deviousness, distracting your enemy from the battle at hand.*

**Encounter\*Acid, Arcane, Implement**

**Standard Action**

**Ranged**

10

**Target:** One creature

**Attack:** Charisma vs. Reflex

**Hit:** 2d6 + Charisma modifier acid damage, and the target takes a -3 penalty to speed until the end of your next turn.

**Dragon Pact:** One ally gains combat advantage against the target until the end of your next turn.

### Whirling Tempest of Dragon Flight

Warlock (Dragon) Attack 3

*Massive wings sprout from your back. They churn the air around you, buffeting your enemies and blinding them with driven dust.*

**Encounter\*Arcane, Implement, Polymorph**

**Standard Action**

**Close**

burst 3

**Target:** Each creature in burst

**Attack:** Charisma vs. Reflex

**Hit:** 2d6 + Charisma modifier damage, and you gain concealment until the start of your next turn.

**Dragon Pact:** You gain a +2 bonus to Reflex defense until the start of your next turn.



## LEVEL 5 DAILY SPELLS

### Charge of the Beast

Warlock (Dragon) Attack 5

*With a mighty roar you rush a foe. Your attack has the power of a dragon, and it smashes your enemy across the battlefield.*

**Daily\*Arcane, Fear, Implement**

**Standard Action** **Close**  
touch

**Requirement:** You must move at least one square before making this attack.

**Target:** One creature

**Attack:** Constitution vs. AC

**Hit:** 2d8 + Constitution modifier damage, and the target is pushed 2 squares.

**Effect:** The target takes a penalty to all attacks against you equal to 1 + your Intelligence modifier until the end of your next turn.

**Dragon Pact:** Gain a bonus on the attack roll equal to 1 + your Intelligence modifier.

**Special:** When charging, you may use this power in place of a melee basic attack.

### Poison Spittle

Warlock (Dragon) Attack 5

*For an instant green tusks curl around your head as you spray a foe with caustic poison.*

**Daily\*Arcane, Implement, Poison**  
**Standard Action** **Ranged**  
10

**Target:** One creature

**Attack:** Charisma vs. Reflex

**Hit:** 2d10 + Charisma modifier poison damage.

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

**Dragon Pact:** Creatures adjacent to the target take ongoing poison damage equal to your Intelligence modifier (save ends).

## LEVEL 6 UTILITY SPELLS

### Call of the War Dragon

Warlock (Dragon) Utility 6

*Some dragons attuned to battle and warfare can bolster themselves before combat. With a shout in ancient draconic, you gain a similar benefit.*

**Daily\*Arcane**

**Minor Action** **Personal**

**Effect:** You gain temporary hit points equal to your Constitution modifier. Until the end of the encounter you gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls.

**Dragon Pact:** Your *glare of the dragon* pact boon is triggered.

### Stealth of the Wyrmling

Warlock (Dragon) Utility 6

*Before the dragon becomes the dread beast of legend, it starts life as a cunning predator. Your patron lends you the same power.*

**Daily\*Arcane**

**Minor Action** **Personal**

**Effect:** Until the end of the encounter, you gain a +4 power bonus to Stealth checks, and you deal an extra +1d6 of damage to enemies against whom you have combat advantage.

### The Patron's Flesh

Warlock (Dragon) Utility 6

*Your dragon lord grants you resistance to his element.*

**Encounter\*Arcane**

**Minor Action** **Personal**

**Effect:** Until the end of the encounter, you gain resistance to the same damage type as your *searing fury* power equal to 1 + your Intelligence modifier.

**Dragon Pact:** You may use this power as an immediate interrupt.

### Water Breathing

Warlock (Dragon) Utility 6

*The black dragon lets you share his power of water breathing.*

**Daily\*Arcane**

**Minor Action** **Personal**

**Effect:** You gain a swim speed equal to your speed and you can breathe underwater for 5 minutes.

## LEVEL 7 ENCOUNTER SPELLS

### Bloodied Breath

Warlock (Dragon) Attack 7

*Like all dragons, a serious injury only means death to your foes.*

**Encounter\***Arcane, Implement

**Special:** The damage type and keyword of this power is the same as your at-will *searing fury*. If you do not have the dragon pact, the attack deals fire damage and has that keyword.

**Immediate Reaction** **Ranged 10**

**Special:** This power does not provoke opportunity attacks.

**Trigger:** You are bloodied by an attack.

**Effect:** You make a breath weapon attack.

**Target:** The enemy who bloodied you.

**Attack:** Charisma +2 or Constitution +2 vs. Reflex

**Hit:** 2d8 + Charisma or Constitution modifier damage.

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

### Tail Strike

Warlock (Dragon) Attack 17

*Fast as a serpent, a dragon's tail strikes out at a foe.*

**Encounter\***Arcane, Implement

**Standard Action** **Ranged**  
5

**Target:** One creature

**Attack:** Charisma vs. Reflex

**Hit:** 2d8 + Charisma modifier damage, and the target is pushed 2 squares.

**Dragon Pact:** If an enemy moves into a flanking position against you, this power may be used as an immediate interrupt. Use of this power does provoke opportunity attacks.

## LEVEL 9 DAILY SPELLS

### Blasting Wings

Warlock (Dragon) Attack 9

*Great wings emerge from your shoulders, batter your enemies, then power you across the battlefield.*

**Daily\***Arcane, Implement, Polymorph

**Standard Action** **Close**  
touch

**Target:** One creature

**Attack:** Constitution vs. AC, two attacks

**Hit:** 2d8 + Constitution modifier damage per hit.

**Effect:** You shift 2 squares, ignoring difficult and hindering terrain.

**Dragon Pact:** Shift a number of squares equal to 1 + your Intelligence modifier.

### White Dragon's Chill

Warlock (Dragon) Attack 9

*You cause the freezing cold of the white dragon to seep into the bones of an enemy.*

**Daily\***Arcane, Cold, Implement

**Standard Action** **Ranged**  
10

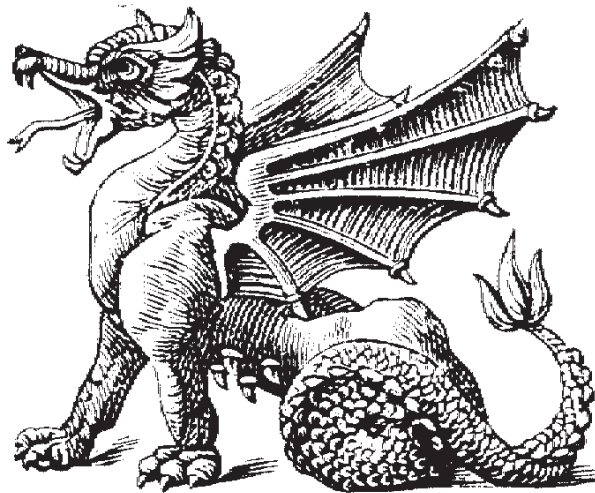
**Target:** One creature

**Attack:** Charisma vs. Fortitude

**Hit:** 3d6 + Charisma modifier cold damage.

**Effect:** The target is slowed until end of your next turn. *Aftereffect:* The target takes a -2 penalty to Fortitude defense (save ends).

**Special:** If your at-will *searing fury* deals cold damage, the target takes ongoing 5 cold damage (save ends), whether you hit or miss.



## LEVEL 10 UTILITY SPELLS

### A Dragon's Tricks

Warlock (Dragon) Utility 10

*Dragons are also known for their cunning. They let you in on a few secrets of their own.*

**Encounter\*Arcane**

**Minor Action**

**Personal**

**Effect:** You gain a +5 power bonus to Bluff and Thievery checks for five minutes. Until the end of the encounter, if you have combat advantage against an adjacent enemy, you can use a ranged attack power against that foe without provoking opportunity attacks.

### Draconic Might

Warlock (Dragon) Utility 10

*The power and strength of the dragon becomes yours.*

**Daily\*Arcane**

**Minor Action**

**Personal**

**Effect:** You gain temporary hit points equal to your level. Until the end of your next turn you gain a power bonus to AC and Fortitude and Will defense equal to your Intelligence modifier.

**Dragon Pact:** Gain resistance to the energy type of your *searing fury* equal to 2 + your Intelligence modifier until the end of your next turn.

### Drake's Vitality

Warlock (Dragon) Utility 10

*Dragons are exceptionally hard to kill.*

**Daily\*Arcane, Healing**

**Immediate Reaction**

**Personal**

**Trigger:** You are bloodied

**Effect:** Gain regeneration equal to 2 + your Intelligence modifier until you are no longer bloodied.

**Dragon Pact:** If reduced to 0 or fewer hit points while this power is in effect you gain a bonus to death saving throws equal to your Intelligence modifier.

### Wyrms Flight

Warlock (Dragon) Utility 10

*Wings sprout from your back, enabling you to fly.*

**Daily\*Arcane, Polymorph**

**Move Action**

**Personal**

**Effect:** On this move action you gain a fly (hover) speed equal to your speed. This effect lasts until the end of the encounter.

**Sustain Move:** You can sustain this power for five minutes.

## LEVEL 13 ENCOUNTER SPELLS

### Rampage of the Scaled Brute

Warlock (Dragon) Attack 13

*The full might and terror of your patron flows through you. Like a second skin, a just-visible dragon materializes around you. With sweeps and hooks of your arms, you control the image the way you would a puppet, smashing and breaking your enemies.*

**Encounter\*Arcane, Implement**

**Standard Action**

**Close**

blast 1

**Target:** Each enemy in blast

**Attack:** Constitution vs. AC

**Hit:** 2d6 + Constitution modifier damage, and slide the target 1 square.

**Dragon Pact:** Slide the target a number of squares equal to your Intelligence modifier.

### Dominating Stare

Warlock (Dragon) Attack 13

*Your eyes burn like hideous green lamps, compelling your foe to move against his will.*

**Encounter\*Arcane, Charm, Gaze, Implement, Psychic**

**Standard Action**

**Ranged**

10

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** 3d10 + Charisma modifier psychic damage, and slide the target 3 squares.

**Dragon Pact:** If you score a critical with this attack, the target is also dominated (save ends).

## LEVEL 15 DAILY SPELL

### Strafing Fire of the Ground Burner

Warlock (Dragon) Attack 15

You unleash a line of fire that immolates all foes in its path.

**Daily\*** Arcane, Fire, Implement, Zone

**Standard Action**

**Close**

This attack creates a zone of fire 1 square wide and 10 squares long extending in a straight line from your square.

**Target:** Each creature in the zone.

**Attack:** Charisma vs. Reflex

**Hit:** 2d8 + Charisma modifier fire damage.

**Effect:** This power creates a zone of fire lasts until the end of your next turn. Creatures that move into or start their turn in the zone take 1d8 + Charisma modifier fire damage. Creatures that move into or start their turn in a square adjacent to the zone take 1 + your Intelligence modifier fire damage. The zone does not block line of sight.

**Special:** If your at-will *searing fury* deals fire damage, you can sustain the zone as a minor Action.

## LEVEL 16 UTILITY SPELLS

### Change Shape

Warlock (Dragon) Utility 16

Like all dragons you can disguise yourself as one of the lesser creatures.

**Daily\*** Arcane, Polymorph

**Minor Action**

**Personal**

**Effect:** You can take on the size and shape of any Medium size humanoid. You retain your statistics and abilities, and your possessions do not change and are not absorbed into your new form. You are not able to imitate unique individuals, although your new shape may establish an identity of its own. The new form lasts for five minutes.

**Dragon Pact:** You can sustain this power as a minor action.

### Night Eyes of the Black Dragon

Warlock (Dragon) Utility 16

Your eyes become dark, bottomless pools.

**Encounter\*** Arcane

**Minor Action**

**Personal**

**Effect:** You gain darkvision and +5 power bonus to Stealth checks for five minutes.

### Wurm's Resolve

Warlock (Dragon) Utility 16

The dragon's belief in its inherent superiority allows it to shake off effects that would kill other creatures.

**Daily\*** Arcane

**Immediate Interrupt**

**Personal**

**Effect:** If placed under a condition which can be ended with a saving throw, make a saving throw against that condition with a +5 power bonus.

## LEVEL 17 ENCOUNTER SPELLS

### Energy Lob

Warlock (Dragon) Attack 17

You spit a globe of concentrated energy which explodes on impact.

**Encounter\*** Arcane, Area, Implement

**Special:** The damage type and keyword of this power is the same as your at-will *searing fury*. If you do not have the dragon pact, the attack deals fire damage and has that keyword.

**Standard Action** **Burst** 1 within 10 squares

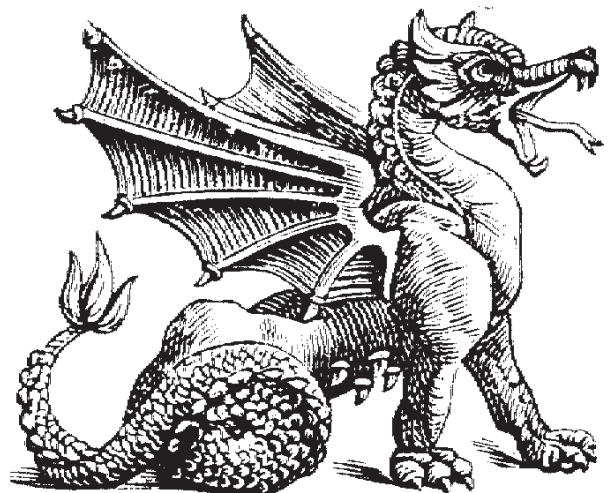
**Target:** Each creature in burst

**Attack:** Charisma vs. Reflex

**Damage:** 1d12 + Charisma modifier + Intelligence modifier damage.

**Special:** If the target has vulnerability to the damage type of this power, on a hit it takes ongoing damage of that type equal to your Intelligence modifier (save ends).

**Dragon Pact:** Spend an action point to change this power's keyword and damage type to acid, cold, fire, lightning or poison.





## Sweeping Tail

Warlock (Dragon) Attack 17

*You conjure the spiked and armored tail of a dragon. It knocks your enemies off their feet and batters them into the ground.*

**Encounter\*Arcane, Conjuration, Implement, Zone**  
**Standard Action** **Ranged 5**

**Target:** One creature

**Attack:** Charisma vs. AC

**Hit:** 2d6 + Charisma modifier damage, and the target is pushed two squares and knocked prone.

**Dragon Pact:** Until the start of your next turn the power creates a burst area zone of 5 squares centered on you. All enemies treat the zone as difficult terrain, and take damage equal to your Intelligence modifier if they start their turn in or enter the zone.

## LEVEL 19 DAILY SPELLS

### Arc Lightning

Warlock (Dragon) Attack 19

*A line of electricity shoots from your mouth, jumping from one foe to the next.*

**Daily\*Arcane, Implement, Lightning**  
**Standard Action** **Ranged**

10

**Primary Target:** One creature

**Primary Attack:** Charisma vs. Reflex

**Hit:** 2d10 + Charisma modifier lightning damage.

**Effect:** Make a secondary attack.

**Secondary Target:** A number of creatures equal to your Intelligence modifier within 5 squares of the original target.

**Secondary Attack:** Charisma vs. Reflex, one per target

**Hit:** 1d10 + Charisma modifier damage.

**Special:** If your at-will *searing fury* deals lightning damage, add your Intelligence modifier to all damage rolls for this power.

### The Jaws That Snatch

Warlock (Dragon) Attack 19

*Your mouth opens into a giant maw of razor teeth and fetid breath.*

**Daily\*Arcane, Implement, Polymorph**

**Special:** The damage type and keyword of this power is the same as your at-will *searing fury*. If you do not have the dragon pact, the attack deals fire damage and has that keyword.

**Standard Action** **Close touch**

**Target:** One creature

**Attack:** Constitution vs. AC

**Hit:** 4d6 + Constitution modifier damage.

**Effect:** Choose an additional effect based on the damage type of your at-will *searing fury* power.

**Acid:** The target takes a penalty to AC equal to 1 + your Intelligence modifier (save ends).

**Cold:** Subtract 1 + your Intelligence modifier from the target's number in the initiative order (save ends). This does not allow the target to act twice in one turn.

**Fire:** The target takes a -4 penalty to attacks (save ends).

**Lightning:** The target takes a penalty to Will defense equal to 1 + your Intelligence modifier (save ends).

**Poison:** When the target uses a healing power to heal itself, subtract from the total hit points it gains a number equal to 5 + your Intelligence modifier (save ends).

**Miss:** Half damage, and the effect lasts until the end of your next turn.

## The Green Mist

Warlock (Dragon) Attack 19

*You spew the choking poison of the green dragon.*

**Daily\*Arcane, Implement, Poison**

**Standard Action**

**Close blast 3**

**Target:** Each creature in blast

**Attack:** Charisma v Fortitude

**Hit:** 2d10 + Charisma modifier poison damage.

**Effect:** The target is weakened until the end of your next turn.

**Dragon Pact:** This power creates a zone that remains in place until the end of your next turn. All creatures that enter or start their turn in the zone take 1d6 + Charisma modifier poison damage and are weakened (save ends). The zone is considered a lightly obscured area.

**Special:** If your at-will *searing fury* power deals poison damage, you may sustain the zone with a minor action.

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

## LEVEL 22 UTILITY SPELLS

### Armor of the Patron Lord

Warlock (Dragon) Utility 22

*Scales cover your body and spikes grow from your shoulders, elbows and knees. You tread with a heavy gait as if your body had suddenly grown hundreds of times more massive.*

**Daily\*Arcane, Polymorph**

**Minor Action**

**Personal**

**Effect:** You gain the following until the end of your next turn: a power bonus to AC equal to 2 + your Intelligence modifier; a +2 power bonus to attack rolls and a +4 power bonus to damage rolls; the ability to make a melee attack with a clawed hand that deals 2d8 + Charisma modifier damage on a hit; and if you are subject to a power's pull, push or slide, you can choose to be moved 1 square less.

**Dragon Pact:** Gain an additional effect based the damage type of your *searing fury*.

**Acid:** Your claw attacks deal ongoing 5 acid damage (save ends).

**Cold:** Once per round, one enemy that hits you with a melee attack is slowed (save ends).

**Fire:** Enemies take a -4 penalty to attacks against

you with melee and ranged attacks, but not area attacks (save ends).

**Lightning:** Foes who hit you with melee attacks take lightning damage equal to your Intelligence modifier.

**Poison:** Once per round, one enemy that hits you with a melee attack is weakened (save ends).

**Sustain Minor:** The effect persists until the end of the encounter

### Cloud of Acid

Warlock (Dragon) Utility 22

*You hiss, and your foes roar in agony as a thick fog burns their skin and sears their eyes.*

**Daily\*Acid, Arcane, Zone**

**Standard Action**

**Close burst 2**

**Effect:** This power creates a zone of acidic darkness that remains in place until the end of your next turn. The zone blocks line of sight for all creatures except you. Any creature entirely within the area (except you) is blinded, and any creature that enters or starts its turn in the zone takes 2d6 + Charisma modifier acid damage.

**Special:** If your *searing fury* deals acid damage, any creature affected by the zone takes ongoing 5 acid damage (save ends) once it moves outside the zone or after the zone dissipates.

## LEVEL 23 ENCOUNTER SPELL

### Guardian of the Horde

Warlock (Dragon) Attack 23

*After its death, a powerful dragon leaves behind a curse to thwart treasure robbers. With a flash of crackling energy you unleash a similar affliction upon nearby foes.*

**Encounter\*Arcane, Implement**

**Special:** The damage type and keyword of this power is the same as your at-will *searing fury*. If you do not have the dragon pact, the attack deals fire damage and has that keyword.

**Standard Action**

**Close burst 3**

**Target:** Each creature in burst

**Attack:** Charisma vs. Will

**Hit:** 1d8 + Charisma modifier damage, and place your Warlock's Curse on the target.

**Dragon Pact:** Until the end of your next turn you gain a +2 bonus to hit all targets you placed under your Warlock's Curse with this power.

## LEVEL 25 DAILY SPELLS

### Ray of Jolting Stupor

Warlock (Dragon) Attack 25

*You invoke a metallic dragon. It shows you how to combine the elements with other magical effects.*

**Daily\*Arcane, Implement, Lightning, Sleep**

**Standard Action** **Ranged 10**

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** 4d10 + Charisma modifier lightning damage, and the target falls unconscious until the end of your next turn. *Aftereffect:* The target is dazed (save ends).

**Dragon Pact:** The target takes a penalty to saving throws to end these conditions equal to your Intelligence modifier.

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

### Weight of the Beast

Warlock (Dragon) Attack 25

*The mass of your benefactor is yours. A sudden, massive force crushes an enemy as if the full weight of a dragon lay upon them.*

**Daily\*Arcane, Force, Implement**

**Standard Action** **Ranged 5**

**Target:** One creature

**Attack:** Charisma vs. Fortitude

**Hit:** 4d10 + Charisma modifier force damage, and the target is knocked prone, and restrained until the end of your next turn.

**Sustain Standard:** The target is restrained and takes ongoing 15 force damage (save ends both).

**Miss:** Half damage, and the target is knocked prone.

## LEVEL 27 ENCOUNTER SPELL

### Scouring Elements

Warlock (Dragon) Attack 27

*You launch a bolt of elemental energy at a foe. The substance burns and burns and burns.*

**Encounter\*Arcane, Implement**

**Special:** The damage type and keyword of this power is the same as your at-will *searing fury*. If you do not have the dragon pact, the attack deals fire damage and has that keyword.

**Standard Action** **Ranged 10**

**Target:** One creature

**Attack:** Charisma vs. Fortitude

**Damage:** 1d10 + Charisma modifier damage, and the target takes 20 ongoing damage (save ends).

*Aftereffect:* The target takes ongoing 15 damage (save ends). *Aftereffect:* The target takes ongoing 10 damage (save ends). *Aftereffect:* The target takes ongoing 5 damage (save ends).

**Dragon Pact:** On a hit, creatures adjacent to the target take damage of the same type equal to 1+ your Intelligence modifier.

## LEVEL 29 DAILY SPELLS

### Rime of the Arctic King

Warlock (Dragon) Attack 29

*With a blast of icy air, you halt your opponent in place. Afterwards, his frozen flesh shatters at the slightest touch.*

**Daily\*Arcane, Cold, Implement**

**Standard Action** **Ranged 10**

**Target:** One creature

**Attack:** Charisma vs. Fortitude

**Hit:** 5d10 + Charisma modifier cold damage, and the target is stunned until the end of your next turn.

*Aftereffect:* The target is slowed and takes ongoing 10 cold damage (save ends both).

**Effect:** The target gains vulnerability 5 + your Intelligence modifier to all attacks with the weapon keyword (save ends).

**Dragon Pact:** The target takes a -4 penalty to saves to end this effect.

**Miss:** Half damage, and the target is slowed until the start of your next turn.

### Immolation of the Red Dragon

Warlock (Dragon) Attack 29

*You emit the blazing red fire of the mightiest dragons. Your foes are drenched in flame and burn for a long time.*

**Daily\*Arcane, Fire, Implement, Zone**

**Standard Action** **Close**  
blast 5

**Target:** Each creature in blast

**Attack:** Charisma vs. Reflex

**Hit:** 4d10 + Charisma modifier fire damage, and the target takes ongoing 20 fire damage until the end of your next turn. *Aftereffect:* The target takes ongoing 10 fire damage (save ends). *Secondary Attack:* Make a Charisma vs. Fortitude attack. On a hit the target loses all fire resistance until the end of the encounter.

**Effect:** The blast creates a zone of fire that lasts until the end of your next turn. Creatures that move into or start their turn in the zone take 2d10 + Charisma modifier fire damage.

**Sustain Minor:** The zone persists.

**Dragon Pact:** You gain a +4 bonus to hit with the secondary attack.

**Miss:** Half damage, no aftereffect or secondary attack, and you can not sustain this power.

## PARAGON PATH

### DRAGON DISCIPLE

*“The dragon has made its home in my body. I am destruction incarnate. When I approach, the world trembles.”*

The path of the dragon has flooded your body with the might of the ancient wyrms. No longer are you simply a humanoid. Your flesh has become tough and scaly, and dragon blood flows in your veins. You might not be dragonborn, but you are dragon-kind.

**Dragon Action (11<sup>th</sup> level):** You can spend an action point as an immediate interrupt to negate one attack that has a charm, fear or sleep effect. You are still limited to spending one action point per encounter.

**Dragon Scales (11<sup>th</sup> level):** You gain a +2 bonus to AC.

**Wurm’s Endurance (16<sup>th</sup>):** You gain two extra healing surges, and a +4 bonus to death saves.

### Snatch and Fling

Dragon Disciple Attack 11

*With the power of a gargantuan beast you crush your foe in your arms, lift him off the ground and send him flying through the air.*

**Daily\* Arcane, Implement**

**Standard Action**

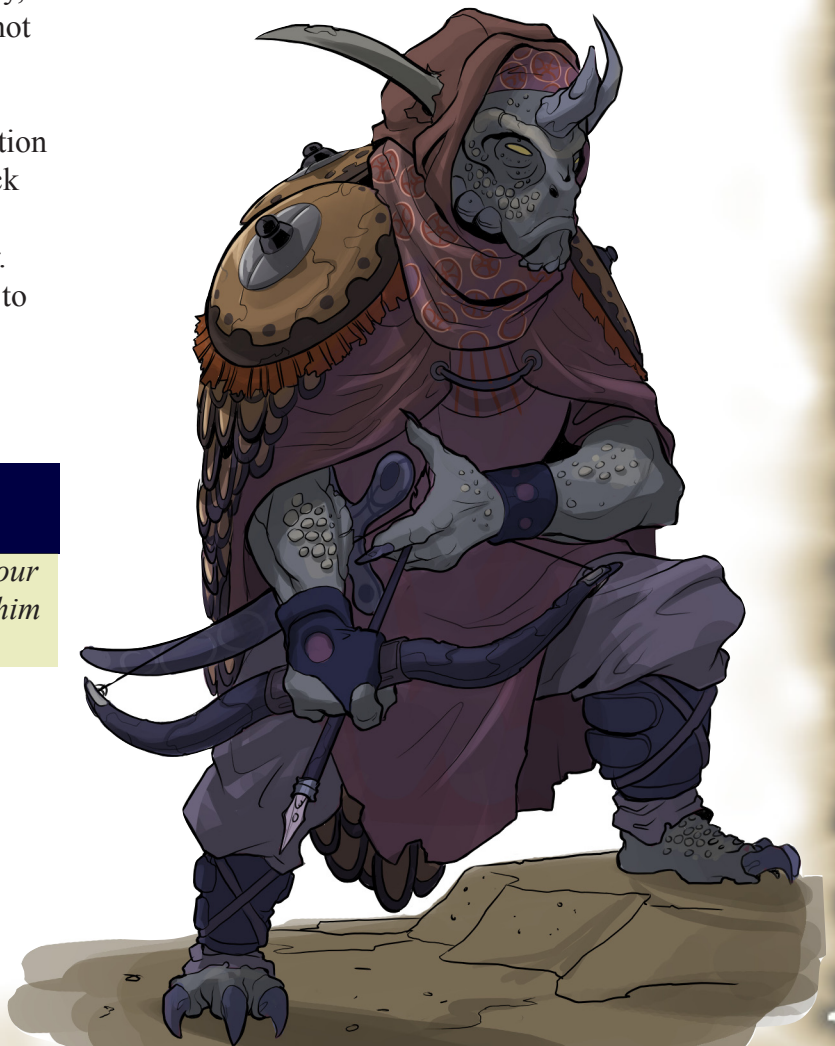
**Close touch**

**Attack:** Constitution vs. Reflex

**Special:** You can use this power as a minor action if you have already grabbed a creature. Doing so requires no attack roll.

**Hit:** 2d8 + Constitution modifier damage, and the target is restrained until the start of your next turn.

**Effect:** If you hit, you may slide the target 2 squares as a move action. If you do, it is knocked prone and dazed until the end of your next turn (save ends) but no longer restrained.



## Swooping Attack

Dragon Disciple Utility 12

*Leathery wings power you across the battlefield so quickly your foes have no time to react.*

**Daily\*Arcane, Polymorph**

**Move Action**

**Personal**

**Effect:** On this move action you gain a fly speed equal to your speed, and you may make a melee attack at any point during the move without provoking an opportunity attack from the target.

## Titanic Blow

Dragon Disciple Attack 20

*Your hand becomes a massive dragon's claw, sweeping away enemies who dare to stand before you.*

**Daily\*Arcane, Implement, Polymorph**

**Standard Action**

**Close touch**

**Target:** One creature, or two adjacent creatures

**Attack:** Constitution vs. Fortitude, one per target.

**Hit:** 4d6 + Constitution modifier damage, and the target is pushed 2 squares and knocked prone.

**Effect:** Make a secondary attack as above. On a hit the target is stunned (save ends). If you score a critical hit with the secondary attack change the effect to: The target is knocked unconscious until the end of your next turn. *Aftereffect:* The target is stunned (save ends).

**Miss:** Half damage, and the target is pushed one square.

## DRAGON SHAMAN

*"Raw elemental power infuses my flesh. Wild dragon magic -- mastered by only a few among the lesser races -- is mine to control."*

Your soul buzzes with the elemental and mystical power of the scaled race. Attuned to arcane energies, dragons are the focus through which you channel incredible eldritch might.

**Aura of the Beast (11<sup>th</sup> level):** As long as you have unspent action points, whenever your *glare of the dragon* pact boon is triggered, foes within 5 squares of you take psychic damage equal to 1 + your Intelligence modifier.

**Dragon's Knowledge (11<sup>th</sup> level):** Gain a +2 bonus to Arcana, History, Nature or Religion checks. Choose one. Once made, the choice can not be altered.

**Shaman's Action (11<sup>th</sup> level):** When you spend an action point to take an extra action, one enemy within 10 squares of you gains vulnerability to the damage type of your at-will *searing fury* equal to 3 + your Intelligence modifier until the end of your next turn.

**Dragon Totem (16<sup>th</sup> level):** Choose one of the skills below based on the damage type of your at-will *searing fury* spell. You are now considered trained in that skill. If you are already trained in that skill you instead gain a +3 bonus to the skill.

**Acid:** Athletics or Thievery.

**Cold:** Acrobatics or Diplomacy.

**Fire:** Perception or Intimidate.

**Lightning:** Bluff or Endurance.

**Poison:** Heal or Stealth.

## Breath of the Patron

Dragon Shaman Attack 11

*Your special connection to a dragon has powered your breath weapon beyond what is granted a typical warlock.*

**Encounter\*Arcane, Implement**

**Special:** The damage type and keyword of this power is the same as your at-will *searing fury*.

**Standard Action**

**Close blast 3**

**Special:** Spend an action point to turn this attack into a close burst 3 or a ranged 10 attack.

**Target:** Each enemy in blast

**Attack:** Charisma vs. Reflex

**Hit:** 2d8 + Charisma modifier.

**Special:** On a hit, add one condition below based on the power's damage type and keyword.

**Acid:** The target is blinded (save ends).

*Aftereffect:* All creatures have concealment from the target (save ends).

**Cold:** The target is stunned (save ends).

*Aftereffect:* The target is slowed (save ends).

**Fire:** The target takes ongoing 15 fire damage (save ends). *Aftereffect:* The target takes a -2 penalty to AC (save ends).

**Lightning:** The target takes ongoing 10 lightning damage (save ends). *Aftereffect:* The target is dazed (save ends).

**Poison:** The target is weakened (save ends).

*Aftereffect:* The target takes a -4 penalty to attack and damage rolls (save ends).

## Imbue with Dragon Power

Dragon Shaman Utility 12

*Once you have mastered the element of your dragon, you can transfer it to other attacks and even the weapons of allies.*

Encounter\*Arcane

Minor Action

Ranged 5

**Effect:** Until the end of your next turn, you or one ally in range adds your Warlock's Curse damage to all damage rolls. This extra damage is the same type as your at-will *searing fury*.

**Special:** Spend an action point to change the damage type to acid, cold, fire, lightning or poison.

## NEW FEATS

### ELEMENTAL CRITICAL IWARLOCKI

**Prerequisites:** Warlock, dragon pact

**Benefit:** When you score a critical hit with a warlock attack power, roll damage as normal, but add your Warlock's Curse damage, dealing the same damage type as your at-will *searing fury*.

### ELEMENTAL CURSE IWARLOCKI

**Prerequisites:** Warlock, dragon pact

**Benefit:** Your Warlock's Curse deals same damage type as your at-will *searing fury* spell.

## Earth Shaker

Dragon Shaman Attack 20

*With a stomp of your foot the earth explodes as if a mighty creature had smashed into the ground. Creatures around you are tossed about like dolls.*

Daily\*Arcane, Area, Implement

**Standard Action** Area burst 2 within 10 squares

**Target:** Each creature in burst

**Attack:** Charisma vs. Reflex

**Hit:** 4d10 + Charisma modifier damage.

**Effect:** All creatures in the burst area must make an Acrobatics check (DC = 10 + one-half your level + your Charisma modifier) or be knocked prone.

Those knocked prone take damage equal to 1 + your Charisma modifier. Any creature failing the check by 5 or more takes damage equal to 3 + your Charisma modifier and is dazed until the start of your next turn.

**Special:** Spend an action point and add 5 to the DC of the Acrobatics check. If you score a critical hit with this power add 10 to the DC of the Acrobatics check.

**Miss:** Half damage, and subtract 10 from the Acrobatics DC check.

### FLESH OF THE DRAGON IWARLOCKI

**Prerequisites:** Warlock, Intelligence 17, dragon pact

**Benefit:** As long as your highest level daily warlock attack spell is a dragon pact spell, and you have not used that spell, you have resistance to the damage type of your at-will *searing fury* equal to 3 + your Intelligence modifier.

### IMPROVED GLARE OF THE DRAGON IWARLOCKI

**Prerequisites:** Cha 15, warlock, dragon pact

**Benefit:** Your *glare of the dragon* imposes an additional -1 penalty to attacks against you.

# NEW MAGIC ITEMS

## Dragon Rod

Level 18 +

*Whenever you wield this rod to channel your warlock powers, a distant roar sounds in your ears.*

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 fire 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 dragon pact, you gain the benefit even if you don't have the dragon pact.

## Ring of Dragons

Level 18

*These rings were fashioned by the ancient dragon lords as symbols of their power and allegiances.*

**Item Slot:** Ring 85,000 gp

**Property:** Gain a +5 item bonus on Bluff, Diplomacy and Intimidate checks when dealing with dragons.

**Power (Daily\*Charm):** Standard Action. Make an attack: Ranged 10; +21 vs. Will against a dragon, dragonborn or kobold; on a hit the target is dominated (save ends).

If you have reached at least one milestone today, the target takes a -4 penalty to end the dominated condition.

## Tome of the Dragon (Draconomicon)

Level 12

*Compiled by the world's mightiest sages, the Tome of the Dragon contains information both mundane and eldritch regarding the ancient race of wyrms and scalykind.*

**Wondrous Item** 13,000 gp

**Property:** This book grants a +5 item bonus to monster knowledge checks for dragons and reptiles.

**Power (Daily):** Free Action. Make a monster knowledge check with a +15 item bonus. Use the check as your attack roll against a dragon, dragonborn, or reptile. If you hit, you deal an extra + 2d12 of damage and ignore any resistances the target might have.

## Tooth Wand

Level 3 +

*These wands, made from the teeth of dragons, are carved with images of dragons on the hunt.*

Lvl 3 +1 680gp Lvl 18 +4 85,000 gp  
Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp  
Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp

### Implement (Wand)

**Enhancement:** Attack and damage rolls

**Critical:** +1d8 damage per plus

**Property:** Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that is a close blast.

**Power (Daily\*Arcane, Implement):** Minor Action. Turn a wizard or warlock ranged attack power into a close blast 3 attack.

