

SPITEFUL GLAMOR

Arcane, Implement, Psychic

Standard Action  Ranged 10

CHA vs WILL  One creature

Hit: 1d8 + Charisma modifier psychic damage, or 1d12 + Charisma modifier psychic damage to a target at maximum hit points. Increase damage to 2d8 + Charisma modifier at 21st level, or 2d12 + Charisma modifier to a target at maximum hit points.

The mere sight of you is anathema to your enemy.

Warlock (Dark) Attack 1

FRPG-35

AT-WILL SPELL

DUNGEONS & DRAGONS

KEYWORDS		USED
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS	LEVEL	PAGE

AT-WILL SPELL

DUNGEONS & DRAGONS

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DUNGEONS & DRAGONS

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AT-WILL SPELL

DUNGEONS & DRAGONS

CURSEBITE

Arcane, Implement, Necrotic

Standard Action **Close burst 20**

CHA vs FORT Each creature in burst under your curse

Hit: 2d8 necrotic damage.

Dark Pact: The attack deals extra damage equal to your Intelligence modifier.

The shadowy aura of your curse grows teeth long enough to take a deep bite.

Warlock (Dark) Attack 1

FRPG-35

ENCOUNTER SPELL

DUNGEONS & DRAGONS

FLICKERING VENOM

Arcane, Force, Implement, Poison

Standard Action **Ranged 5**

CHA vs REF One creature

Hit: 2d8 + Charisma modifier force damage, and if you have combat advantage against the target, you also deal poison damage equal to your Intelligence modifier.

Dark Pact: The range is 10 instead of 5.

You deliver a dagger-shaped dose of magical energy that wounds and infects your unsuspecting foe.

Warlock (Dark) Attack 1

FRPG-35

ENCOUNTER SPELL

DUNGEONS & DRAGONS

SPIDER SCUTTLE

Arcane

Free Action **Personal**

ATTACK TARGET

Effect: Until the end of your next turn, you have a climb speed equal to your speed and can move at your normal speed even while prone.

As you casually scale the wall, onlookers catch glimpses of hundreds of shadowy legs and pieces of spider-selves that couldn't possibly match the real you.

Warlock (Dark) Utility 2

FRPG-36

ENCOUNTER SPELL

DUNGEONS & DRAGONS

UPSETTING ONSLAUGHT

Arcane, Implement

Standard Action **Ranged 10**

CHA vs WILL One creature

Hit: 1d8 + Charisma modifier damage, and the target is dazed until the end of its next turn. The target can negate being dazed by using a free action to deal 2d8 damage to itself.

Dark Pact: You can attack the target's Fortitude defense instead of its Will defense.

Your attack leaves your enemy reeling, unable to get its bearings without harming itself further.

Warlock (Dark) Attack 3

FRPG-36

ENCOUNTER SPELL

DUNGEONS & DRAGONS

YOUR DELICIOUS WEAKNESS

Arcane, Implement, Psychic

Standard Action **Ranged 10**

CHA vs REF One creature

Hit: 2d6 + Charisma modifier psychic damage. If the target is vulnerable to any damage types, your attack instead deals damage of that type. If the target has more than one vulnerability, you choose which damage type to deal.

Dark Pact: If the target takes damage of a type it is vulnerable to, it takes extra psychic damage equal to your Intelligence modifier.

The voices whisper of the cold between stars, between lives. You smile, and the spell that surges out against your enemy bites with the teeth of glaciers down into boiling blood.

Warlock (Dark) Attack 3

FRPG-37

ENCOUNTER SPELL

DUNGEONS & DRAGONS

SHADOWSLIP

Arcane, Teleportation

Immediate Reaction **Personal**

ATTACK TARGET

Trigger: An enemy misses you with a melee or a ranged attack.

Effect: Teleport a number of squares equal to your Charisma modifier.

They wanted blood. You give them shadow.

Warlock (Dark) Utility 6

FRPG-37

ENCOUNTER SPELL

DUNGEONS & DRAGONS

DEATHBOON

Arcane, Implement, Necrotic

Standard Action **Ranged 10**

CHA+2 vs REF One creature

Hit: 2d8 + Charisma modifier necrotic damage. If this attack drops the target to 0 hit points or fewer, you deal 1d8 extra damage with an attack you make before the end of your next turn.

Dark Pact: If this attack bloodies the target, you deal 1d8 extra damage with an attack you make before the end of your next turn.

At your bidding, a Shadowfell patron extends a thread through the target's lifeline. If the line snaps, some of the power returns to you. The rest goes to your patron.

Warlock (Dark) Attack 7

FRPG-37

ENCOUNTER SPELL

DUNGEONS & DRAGONS

DEATH'S COMMANDS

Arcane, Charm, Implement, Necrotic

Standard Action **Ranged 10**

CHA vs WILL One creature

Hit: 1d12 + Charisma modifier necrotic damage, and the target is dazed until the end of the target's next turn. If the target is undead, it also cannot move closer to you on its next turn.

Dark Pact: You gain a +1 bonus to attack rolls with this power against undead creatures.

To a living foe, your dark speech foreshadows your enemy's own death rattle. To the undead, your words sound like commands.

Warlock (Dark) Attack 7

FRPG-37

ENCOUNTER SPELL

DUNGEONS & DRAGONS

DARKEST MIRROR

Arcane **KEYWORDS**

Minor Action **RA** **ATTACK** **TARGET** Personal

Effect: Until the end of the encounter, you can see invisible creatures as if they were not invisible. All other creatures, including your allies, are invisible to you. You can end this effect as a minor action.

A dark membrane snaps shut over your eyes. They reflect another world now, filled with shadows and spectral foes.

Warlock (Dark) Utility 10

FRPG-38

ENCOUNTER SPELL

DUNGEONS & DRAGONS

CURSEGRIND

Arcane, Implement, Necrotic **KEYWORDS**

Standard Action **RA** **ATTACK** **TARGET** Close burst 20

CHA vs FORT Each creature in burst under your curse

Hit: 2d10 + Charisma modifier necrotic damage.
Dark Pact: The attack deals extra damage equal to your Intelligence modifier.

You whisper, and the bones of all those you have cursed wrench in time with each haunted syllable.

Warlock (Dark) Attack 13

FRPG-38

ENCOUNTER SPELL

DUNGEONS & DRAGONS

ALL MUST SACRIFICE

Arcane, Implement, Necrotic **KEYWORDS**

Standard Action **RA** **ATTACK** **TARGET** Ranged 20

CHA vs REF One creature

Hit: 2d8 + Charisma modifier necrotic damage. You can choose to deal 1d8 damage to each ally within 3 squares of you to deal 1d8 extra damage with this power for each ally who takes damage.

Dark Pact: You instead deal 1d10 extra damage for each ally who takes damage.

The spell cuts with a jagged black ray—and if your allies donate their pain, it punches deeper.

Warlock (Dark) Attack 13

FRPG-38

ENCOUNTER SPELL

DUNGEONS & DRAGONS

UNHOLY GLEE

Arcane, Implement, Poison **KEYWORDS**

Standard Action **RA** **ATTACK** **TARGET** Ranged 20

CHA vs WILL One creature

Hit: 2d8 + Charisma modifier damage, and ongoing 10 poison damage (save ends). The target can end the ongoing poison damage by using a free action on its turn to deal 4d6 damage to itself.

Dark Pact: You can choose to attack the target's Fortitude defense instead of its Will defense.

Your mystic gesture pushes your foe into inflicting murderous pain on itself.

Warlock (Dark) Attack 17

FRPG-38

ENCOUNTER SPELL

DUNGEONS & DRAGONS

YOUR DELECTABLE PAIN

Arcane, Implement, Psychic **KEYWORDS**

Standard Action **RA** **ATTACK** **TARGET** Ranged 20

CHA vs REF One creature

Hit: 4d8 + Charisma modifier psychic damage. If the target is vulnerable to any damage types, your attack instead deals damage of that type. If the target has more than one vulnerability, you choose which damage type to deal.

Dark Pact: If the target takes damage of a type it is vulnerable to, it takes extra psychic damage equal to your Intelligence modifier.

The weaknesses of your foe are obvious, singing forth from your enemy's soul in tongues only you can hear.

Warlock (Dark) Attack 17

FRPG-39

ENCOUNTER SPELL

DUNGEONS & DRAGONS

DREADTHEFT

Arcane, Implement, Necrotic **KEYWORDS**

Standard Action **RA** **ATTACK** **TARGET** Ranged 20

CHA+2 vs REF One or two creatures

Attack: One attack per target.
Hit: 3d8 + Charisma modifier necrotic damage. If this attack drops a target to 0 hit points or fewer, the power is not expended.

Dark Pact: You gain one type of resistance possessed by the target until the end of your next turn.

A purple ray from your hand rips into your enemies' life forces.

Warlock (Dark) Attack 23

FRPG-39

ENCOUNTER SPELL

DUNGEONS & DRAGONS

BLADES OF VANQUISHED ARMIES

Arcane, Implement, Necrotic **KEYWORDS**

Standard Action **RA** **ATTACK** **TARGET** Close burst 1

CHA vs WILL Each creature in burst

Hit: 2d6 necrotic damage, and the target is weakened until the end of your next turn. In addition, until the end of your next turn, all creatures that hit you with a melee attack take necrotic damage equal to your Intelligence modifier.

Dark Pact: If you hit with this power, until the end of your next turn creatures you hit with a ranged attack take necrotic damage equal to your Intelligence modifier.

Foully animated darkness swirls around you, becoming a bodyguard of shadowy blades crafted in ancient styles long vanished.

Warlock (Dark) Attack 23

FRPG-40

ENCOUNTER SPELL

DUNGEONS & DRAGONS

INEVITABLE UNDERCUT

Arcane, Implement, Psychic **KEYWORDS**

Standard Action **RA** **ATTACK** **TARGET** Ranged 20

CHA vs FORT One creature

Attack: If the target has more hit points than you do when you attack, you gain a +2 power bonus to the attack roll.

Hit: 4d8 + Charisma modifier psychic damage.

Dark Pact: The power bonus to attack rolls against a target that has more hit points than you do is +4.

All strength is doomed to crumble. Your spell's shrieking assault demonstrates the point.

Warlock (Dark) Attack 27

FRPG-40

ENCOUNTER SPELL

DUNGEONS & DRAGONS

GHOSTLY BANE

Arcane, Implement, Necrotic

Standard Action **RANGED** ⚔ Ranged 20
CHA vs FORT **TARGET** One creature

Hit: 2d10 + Charisma modifier necrotic damage, and you become insubstantial until the end of your next turn.

You fade slightly from the world, dragging a tendril of your enemy's soul with you.

Darkwalker Attack 11

FRPG-49

ENCOUNTER SPELL

DUNGEONS & DRAGONS

FADING SPIRAL

Arcane

Free Action **RANGED** ⚔ Personal
ATTACK **TARGET**

Effect: Use this power when you use your Darkspiral Aura. You become insubstantial until the end of your next turn.

As a spiral of dark energy slams into your attacker, you phase out of reality.

Darkwalker Utility 12

FRPG-49

ENCOUNTER SPELL

DUNGEONS & DRAGONS

BLINDING BEACON

Arcane, Implement, Radiant

Standard Action **RANGED** ⚔ Ranged 20
CHA vs REF **TARGET** One creature

Hit: 1d10 + Charisma modifier radiant damage, and the target is blinded until the end of your next turn. While blinded, the target also shines, giving off bright light in a 5-square radius.

Blinding light erupts around your foe, searing your enemy in a flood of wild energy.

Evermeet Warlock Attack 11

FRPG-54

ENCOUNTER SPELL

DUNGEONS & DRAGONS

TEARS OF SELÛNE

Divine, Implement, Psychic

Standard Action **RANGED** ⚔ Ranged 10
INT, WIS, or CHA vs WILL **TARGET** One creature

Hit: While you are bloodied, deal 3d10 + Intelligence, Wisdom, or Charisma modifier psychic damage. If you are not bloodied, the target is instead stunned until the start of its next turn.

You conjure a small orb of luminescent silver light that streaks to your enemy. Its power is unpredictable, but so are the moods of the moon.

Silverstar Attack 11

FRPG-61

ENCOUNTER SPELL

DUNGEONS & DRAGONS

KEYWORDS USED

ACTION	+	⚔	RANGE
VS	←	*	TARGET
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

ENCOUNTER SPELL

DUNGEONS & DRAGONS

KEYWORDS USED

ACTION	+	⚔	RANGE
VS	←	*	TARGET
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

ENCOUNTER SPELL

DUNGEONS & DRAGONS

KEYWORDS USED

ACTION	+	⚔	RANGE
VS	←	*	TARGET
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

ENCOUNTER SPELL

DUNGEONS & DRAGONS

KEYWORDS USED

ACTION	+	⚔	RANGE
VS	←	*	TARGET
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

ENCOUNTER SPELL

DUNGEONS & DRAGONS

CONTAGION

Arcane, Implement, Poison

Standard Action *R* Ranged 10

CHA vs FORT One creature

Hit: Ongoing 10 poison damage (save ends). The first time the target fails a saving throw against this ongoing damage, each enemy within 2 squares of the target takes ongoing 5 poison damage (save ends).

Dark Pact: On a failed saving throw, the ongoing damage instead spreads to each enemy within a number of squares equal to 2 + your Intelligence modifier.

Miss: Ongoing 5 poison damage (save ends). This ongoing damage does not spread.

With a word, lesions and angry boils rise on your foe's flesh. Its blood clouds with putrid juices and boils away through the air, snaking into the eyes and ears of your other enemies.

Warlock (Dark) Attack 1

FRPG-36

DAILY SPELL

DUNGEONS & DRAGONS

YOUR GLORIOUS SACRIFICE

Arcane, Implement, Necrotic, Poison

Standard Action *R* Ranged 10

CHA vs FORT One creature

Effect: Before the attack, you can deal damage to an ally adjacent to you equal to your Charisma modifier. If you do so, you gain a +2 bonus to the attack roll.

Hit: 3d8 + Charisma modifier damage. If you deal damage to an ally as part of this power, the target takes ongoing poison damage equal to your Charisma modifier (save ends).

Dark Pact: The ongoing damage is instead equal to your Intelligence modifier + your Charisma modifier.

Miss: Half damage, and no ongoing damage.

Your true friends understand the sacrifices they need to make for your power.

Warlock (Dark) Attack 1

FRPG-36

DAILY SPELL

DUNGEONS & DRAGONS

FORCEFUL ASSAULT

Arcane, Force, Implement

Standard Action *R* Ranged 10

CHA vs REF One creature

Hit: 3d8 + Charisma modifier force damage, and the target is dazed (save ends).

Miss: Half damage, and no daze.

Dark Pact: The power's range is 15 instead of 10.

You wound your unwary foe with the sheer force of your nature, and on the heels of that assault you deliver a debilitating bolt of energy.

Warlock (Dark) Attack 5

FRPG-37

DAILY SPELL

DUNGEONS & DRAGONS

TWILIGHT OF THE SOUL

Arcane, Implement, Necrotic, Reliable

Standard Action *R* Ranged 10

CHA vs WILL One creature

Hit: 2d6 + Charisma modifier necrotic damage, and ongoing 10 necrotic damage (save ends).

Dark Pact: The target has a -2 penalty to saving throws against the ongoing necrotic damage.

A gray aura withers your foe, quelling not only light but the will to live.

Warlock (Dark) Attack 5

FRPG-37

DAILY SPELL

DUNGEONS & DRAGONS

DEATH'S FOND CARESS

Arcane, Implement, Necrotic, Reliable

Standard Action *R* Ranged 10

CHA vs REF One creature

Hit: 3d10 + Charisma modifier necrotic damage.

Dark Pact: This attack ignores resistance to necrotic damage.

This lazy tendril of corpse-yellow energy seems almost gentle as it caresses your foe, because all beings secretly yearn for death.

Warlock (Dark) Attack 9

FRPG-37

DAILY SPELL

DUNGEONS & DRAGONS

RING OF PAIN

Arcane, Implement, Psychic

Standard Action *R* Ranged 10

CHA vs WILL One enemy

Hit: 2d10 + Charisma modifier psychic damage.

Effect: The target takes ongoing 10 psychic damage (save ends). The first time the target fails a saving throw against this ongoing damage, you choose a second creature within 10 squares of you and deal ongoing 5 psychic damage to it (save ends).

Dark Pact: Add your Intelligence modifier to the ongoing damage.

You slam your fists together and a resonating circle of darkness engulfs your foe, crushing its will until the darkness leaps to a stronger target.

Warlock (Dark) Attack 9

FRPG-38

DAILY SPELL

DUNGEONS & DRAGONS

KIMMERIEL'S SMILE

Arcane, Implement, Psychic

Standard Action *R* Ranged 10

CHA vs WILL One creature

Hit: 3d8 + Charisma modifier psychic damage, and the target is dazed until it hits with an attack.

Miss: Half damage, and the target is not dazed.

Dark Pact: The power's range is 20 instead of 10.

His victims remember only this great assassin's sardonic smile. This smile.

Warlock (Dark) Attack 15

FRPG-38

DAILY SPELL

DUNGEONS & DRAGONS

DARK LADY'S GIFT

Arcane, Implement, Psychic

Standard Action *R* Ranged 10

CHA vs WILL One creature

Hit: 2d10 + Charisma modifier psychic damage.

Effect: The target takes ongoing 5 psychic damage (save ends). Whenever the target fails a saving throw against this ongoing damage, each enemy within 3 squares of the target takes 5 psychic damage.

Dark Pact: Enemies within 5, instead of 3, squares take the psychic damage.

With an evil word, you bless your foe with an ancient shadow's kiss. Your foe looks on in horror as its nearby allies succumb as well.

Warlock (Dark) Attack 15

FRPG-38

DAILY SPELL

DUNGEONS & DRAGONS

RUINOUS RESISTANCE

Arcane

Standard Action **Close burst 5**
You and one ally in burst

Effect: Choose a damage type: acid, cold, fire, lightning, necrotic, psychic, radiant, or thunder. Until the end of the encounter, the targeted ally has vulnerable 5 to that damage type, and you gain resist 15 to it.

You steel yourself against the threat of harm, but your ally feels strangely exposed.

Warlock (Dark) Utility 16 FRPG-38

DAILY SPELL **DUNGEONS & DRAGONS**

EXPLOSIVE CONTAGION

Arcane, Implement, Necrotic, Poison

Standard Action **Ranged 20**
One creature

Hit: 2d10 + Charisma modifier necrotic damage, and ongoing 10 poison damage (save ends). The first time the target fails a saving throw against this ongoing damage, each enemy within 5 squares of the target takes ongoing 5 poison damage (save ends).

Dark Pact: Add your Intelligence modifier to the ongoing damage.

Miss: Half damage, and ongoing 5 poison damage (save ends). This ongoing damage does not spread.

Black and purple or greenish energy erupts from each of your foe's orifices.

Warlock (Dark) Attack 19 FRPG-39

DAILY SPELL **DUNGEONS & DRAGONS**

PASSIONATE BETRAYAL

Arcane, Charm, Implement

Standard Action **Ranged 10**
One bloodied enemy

Hit: The target is dominated (save ends). The target's saving throw takes a -2 penalty for each unbloodied enemy (in other words, its allies) in the encounter, not counting minions. The target immediately makes a saving throw against being dominated if it is the target of an attack by you or your allies.

Dark Pact: All of the target's basic attacks while dominated add your Intelligence modifier as a power bonus to attack rolls.

Miss: The target is dazed (save ends).

Dark promises overwhelm your enemy's sense of self. Those who were your foe's friends are now threats.

Warlock (Dark) Attack 19 FRPG-39

DAILY SPELL **DUNGEONS & DRAGONS**

EXPEDIENT SACRIFICE

Arcane

Minor Action **Melee 1**
One ally

Effect: Until the end of the encounter, the target is slowed, and you gain a +4 bonus to speed.

The sapped essence of your friend's soul speeds you on like quicksilver in the darkness.

Warlock (Dark) Utility 22 FRPG-39

DAILY SPELL **DUNGEONS & DRAGONS**

INVISIBLE DEATH

Arcane, Force, Implement

Standard Action **Ranged 20**
One creature

Hit: 4d8 force damage, and if the target grants combat advantage to you, the target also takes ongoing 10 force damage (save ends).

Dark Pact: Add your Intelligence modifier to the ongoing damage.

Miss: Half damage, and no ongoing damage.

Lethal force applied from a distance spells doom for your adversary.

Warlock (Dark) Attack 25 FRPG-40

DAILY SPELL **DUNGEONS & DRAGONS**

RING OF TORMENT

Arcane, Implement, Necrotic, Psychic

Standard Action **Ranged 20**
One creature

Hit: 4d8 + Charisma modifier necrotic damage, and ongoing 10 psychic damage (save ends). **Aftereffect:** You choose a second creature within 20 squares of you and deal ongoing 5 psychic damage to it (save ends). The first time that creature fails a saving throw against this ongoing damage, you choose a third creature within 20 squares of you and deal ongoing 5 psychic damage to it (save ends).

Miss: Half damage, and ongoing 10 poison damage (save ends). This ongoing damage does not spread.

Dark Pact: Add your Intelligence modifier to the ongoing damage.

Your will compresses a tiny fragment of the hells into a ball of darkness, madness, and torment. Then you share.

Warlock (Dark) Attack 25 FRPG-40

DAILY SPELL **DUNGEONS & DRAGONS**

ONE FINAL SACRIFICE

Arcane, Implement

Standard Action **Ranged 20**
One creature

Hit: 4d8 + Charisma modifier damage.

Miss: Half damage.

Effect: Each ally within 5 squares of you takes 10 damage. For each ally damaged, the target takes 1d8 damage.

Dark Pact: For each ally damaged, the target instead takes 1d12 damage.

You siphon life force from your allies to add pain and suffering to the attack you make against your common foe.

Warlock (Dark) Attack 29 FRPG-40

DAILY SPELL **DUNGEONS & DRAGONS**

SPREAD THE CORROSION

Acid, Arcane, Implement

Standard Action **Melee 1**
One, two, or three creatures*

Effect: Before the attack, you can shift 5 squares.

Targets: One, two, or three creatures you were adjacent to as you shifted.

Attack: One attack per target.

Hit: 4d12 + Charisma modifier acid damage.

Dark Pact: You can use this power to attack a number of creatures equal to three or your Intelligence modifier, whichever is higher.

You dart around the battlefield, leaving sizzling torment in your wake.

Warlock (Dark) Attack 29 FRPG-40

DAILY SPELL **DUNGEONS & DRAGONS**

WRAITHFORM BLAST

Arcane, Implement, Necrotic, Psychic

Standard Action **RANGED** 10
 CHA vs WILL **ATTACK** **TARGET** One creature

Hit: 4d10 + Charisma modifier psychic and necrotic damage, and ongoing 10 psychic and necrotic damage (save ends).

Effect: You become insubstantial and gain phasing. These benefits last until the end of the encounter or until you become bloodied.

You allow yourself to slip deep into the dark, summoning a blast of soul-crushing menace against your foe.

Darkwalker Attack 20 FRPG-49

DAILY SPELL **DUNGEONS & DRAGONS**

FEYLIGHTS

Arcane, Zone

Minor Action **RANGED** 3
 CHA vs FORT, REF, or WILL **ATTACK** **TARGET** Close burst

Effect: You create a zone of bright light until the end of your next turn. All insubstantial creatures lose that quality while in the zone. All effects of concealment (including invisibility) are negated within the zone.

Sustain Minor: The zone lasts until the end of your next turn, but its radius shrinks by 1 square (to a minimum of burst 1).

Sustain Standard: The zone lasts until the end of your next turn, and its radius increases by 1 square.

Spheres of silver flame dance around you, driving back shadows and revealing hidden foes.

Evermeet Warlock Utility 12 FRPG-54

DAILY SPELL **DUNGEONS & DRAGONS**

MOONFLOWER INSPIRATION

Arcane, Healing, Implement

Standard Action **RANGED** 20
 CHA vs FORT, REF, or WILL **ATTACK** **TARGET** Area burst 2 within 20 squares
 Each enemy in burst

Attack: Charisma vs. Fortitude, Reflex, or Will (your choice for each target).

Hit: If your attack was vs. Fortitude, the target is weakened (save ends). If your attack was vs. Reflex, the target is immobilized (save ends). If your attack was vs. Will, the target is dazed (save ends).

Effect: Each ally in the burst regains hit points equal to your Intelligence modifier. Each time an ally ends his or her turn adjacent to an enemy that has not yet saved against this power, he or she regains that number of hit points again.

Shafts of moonlight streak from above, seeping into the minds and bodies of all of those around you. Your allies are healed, and your enemies are tormented.

Evermeet Warlock Attack 20 FRPG-54

DAILY SPELL **DUNGEONS & DRAGONS**

MOONGLOW

Divine

Minor Action **RANGED** Personal
ATTACK **TARGET**

Effect: Until the end of the encounter, darkness within 6 squares of you counts as dim light.

Where you walk in the power of your goddess, darkness yields to silvery splendor.

Silverstar Utility 12 FRPG-61

DAILY SPELL **DUNGEONS & DRAGONS**

MOONFIRE

Divine, Healing, Implement, Radiant

Standard Action **RANGED** 10
 INT, WIS, or CHA vs REF **ATTACK** **TARGET** One creature

Hit: 4d10 + Intelligence, Wisdom, or Charisma modifier radiant damage, and all allies within 5 squares of the target regain hit points equal to one-half your level + your Charisma modifier.

Miss: Half damage, and all bloodied enemies within 5 squares of the target take radiant damage equal to your Charisma modifier.

From overhead a spiraling column of cold, white light descends against your foe. Even as it consumes the wicked, your allies are soothed by its cool glow.

Silverstar Attack 20 FRPG-61

DAILY SPELL **DUNGEONS & DRAGONS**

KEYWORDS USED

ACTION	+	↗	RANGE
VS	←	*	TARGET
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

DAILY SPELL **DUNGEONS & DRAGONS**

KEYWORDS USED

ACTION	+	↗	RANGE
VS	←	*	TARGET
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

DAILY SPELL **DUNGEONS & DRAGONS**

KEYWORDS USED

ACTION	+	↗	RANGE
VS	←	*	TARGET
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

DAILY SPELL **DUNGEONS & DRAGONS**