



PACT OF THE ANGELIC CHOIRS

VENTURE
4TH

a new warlock pact for 4e

PACT OF THE ANGELIC CHOIRS

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Pact of the Angelic Choirs is the latest in a series of new warlock pacts for 4E from Adamant Entertainment.

Warlocks treat not only with the maddening fey or strange, outré powers from the void, but with astral creatures of light and strength. Known to mortals as angels, most assume these creatures are messengers and servants of benevolent deities. While this might be true, angels are not the creations of the gods. Sentient creatures with individual goals, beliefs and desires, angels grant their powers to anyone willing to do what they demand in exchange. In this way angels are like the other primeval entities a warlock might tap.

PACT OF THE ANGELIC CHOIRS

You have discovered the ancient thaumaturgies and rituals used to invoke the creatures that roam the Astral Sea. While this means you sometimes channel life-giving power, you also blast your enemies with searing light and the awesome might of the heavens.

Radiant Fire: You know the *radiant fire* at-will power.

Fiery Rapture: You have the Fiery Rapture pact boon. When an enemy under your Warlock's Curse is reduced to 0 hit points or fewer, your patrons imbue you with the revelatory light of the Astral Sea. Your body glows, illuminating everything within 5 squares of you. Until the end of your next turn, creatures with concealment or total concealment (but not invisible creatures) within that area no longer have concealment.

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CLASS FEATURES

Warlocks with the Pact of the Angelic Choirs gain the *True Name* and *Menacing Transport* class features.

TRUE NAME

The supernal language – the original tongue of angels and gods -- contains the True Name of every creature in existence. A True Name is part of a being's very essence. Knowing a creature's True Name grants the wielder power over that creature.

True Name

Warlock (Angelic) Feature

You call upon your patrons to reveal the True Name of your foe. With it, your adversary is more vulnerable to your attacks.

At-Will*Arcane

Minor Action

Range Special: the closest enemy to you that you can see

Target: One creature

Effect: Against your attacks, the target takes a penalty to AC, Fortitude, Reflex and Will defense equal to 1 + one-half your Intelligence modifier. This penalty 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 True Name power. You can not curse an enemy while the True Name power is in effect, unless otherwise indicated in a warlock power's description.

MENACING TRANSPORT

Instead of the standard class feature Shadow Walk, a warlock with the Pact of the Angelic Choirs gains Menacing Transport. Your passage creates an aura of awe and dread. Whenever you move 3 or more squares opponents suffer a -2 penalty to melee or ranged attacks (but not area attacks) against you until the start of your next turn.

LEVEL 1 AT-WILL SPELL

Radiant Fire Warlock (Angelic) Attack 1

A globe of fire launches from your palm to strike a foe. The flame burns.

At-Will *Arcane, Implement, Radiant
Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Reflex

Hit: 1d6 + Charisma modifier radiant damage

Effect: The fire lingers. On your next turn make a Charisma vs. Fortitude attack against the same target with a +4 bonus. On a hit the target takes radiant damage equal to your Intelligence modifier.

Increase damage to 2d6 + Charisma modifier at 21st level, and the target takes 2 + your Intelligence modifier radiant damage on your next turn.

LEVEL 1 ENCOUNTER SPELL

Terrible Beauty Warlock (Angelic) Attack 1

You shine with the frightening glory of an astral creature. The image sears and dazes your foe while bolstering an ally.

Encounter*Arcane, Implement, Radiant
Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2d8 + Charisma modifier radiant damage and the target is dazed until the end of your next turn.

Angelic Pact: An ally within 5 squares gains a number of temporary hit points equal to 1+ your Intelligence modifier.

LEVEL 1 DAILY SPELL

Awe of the Heavens Warlock (Angelic) Attack 1

You embody the vast gulf that is the seat of creation. Your adversary can do nothing but cower in the face of your might.

Daily*Arcane, Fear, Implement, Psychic
Standard Action Ranged 10

Attack: Charisma vs. Willpower

Hit: 3d6 + Charisma psychic damage and the target is knocked prone.

Sustain Minor: The target takes a -2 penalty to attack rolls, whether you hit or miss (save ends).

LEVEL 2 UTILITY SPELLS

Heavenly Glow Warlock (Angelic) Utility 2

The power that is the angelic host becomes your own to use as you see fit.

Encounter*Arcane

Minor Action Personal

Effect: You gain a +5 power bonus to your next Diplomacy, Heal or Intimidate check during this encounter.

Inspiring Light Warlock (Angelic) Utility 2

You ask your patrons for a flash of knowledge.

Encounter*Arcane

Minor Action Personal

Effect: You gain a +5 power bonus to your next Insight, Nature or Religion check during this encounter.

Warding Presence Warlock (Angelic) Utility 2

With a fingertip you weave glowing runes of protection in the air around you.

Daily* Arcane

Standard Action Personal

Effect: Until the end of the encounter you add 1 + your Intelligence modifier to AC, Fortitude, Reflex and Willpower defense.

Angelic Pact: You gain resistance to acid, fire, lightning, and radiant damage equal to 1 + your Intelligence modifier until the end of your next turn.

LEVEL 3 ENCOUNTER SPELLS

Burning Bright Warlock (Angelic) Attack 3

Flame arcs from your fingertips and wrap an enemy in dancing fire. The foe shines like a beacon in the dark, vulnerable to all around.

Encounter*Arcane, Fire, Implement

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Reflex

Hit: 3d6 + Charisma modifier fire damage, and all of your allies gain combat advantage against the target until the start of your next turn.

Miss: Half damage, and no combat advantage.

Angelic Pact: Target takes ongoing 5 fire damage (save ends).

Righteous Sword of Azareal Warlock (Angelic) Attack 3

You invoke Azareal, angel of righteous action. At your command a fiery tulwar leaps into existence and slashes at your foe.

Encounter*Arcane, Fear, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. AC

Hit: 2d6 + Charisma modifier radiant damage

Special: If the target has already damaged you in this encounter, add your Intelligence modifier to the damage on a hit, and you score a critical on a 19-20.

Angelic Pact: On a hit, push the target 1 square. If you score a critical, the target takes a -2 penalty to attack rolls until the end of your next turn.

LEVEL 5 DAILY SPELL

Lion of Heaven Warlock (Angelic) Attack 5

You emit a mighty roar that blasts enemies backwards.

Daily*Arcane, Implement, Thunder

Standard Action Close Burst 2

Target: All creatures in burst

Attack: Charisma vs. Willpower

Hit: 3d10 + Charisma modifier thunder damage and the target is pushed 1 square.

Angelic Lord Pact: The target is pushed a number of squares equal to 1 + your Intelligence modifier.

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

LEVEL 6 UTILITY SPELLS

Blessed Accomplishment Warlock (Angelic) Utility 6

You invoke your patron's aid for yourself or one ally.

Daily*Arcane

Minor Action Range 5

Target: You or one ally in range

Effect: The target gains a bonus one d20 roll equal to 1 + your Charisma modifier. This bonus must be used within five minutes or by the end of the encounter.

Supernal Speech Warlock (Angelic) Utility 6

Your patrons translate your speech into the tongue Astral Sea, the first language of the universe.

Daily*Arcane

Free Action Personal

Effect: All intelligent creatures can understand you no matter what language you speak. This effect lasts until the end of the encounter or for five minutes.

The Word is the Real Warlock (Angelic) Utility 6

Supernal words are the things they represent. You can use them to shape reality.

Daily*Arcane

Minor Action Personal

Effect: Change the damage type of one warlock attack power to another.

LEVEL 7 ENCOUNTER SPELL

Voice of Conscience Warlock (Angelic) Attack 7

You speak of a foe's past misdeeds. Even evil creatures are so shocked by their depravity their minds are sent reeling.

Encounter*Arcane, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

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

Angelic Pact: As a minor action on your next turn make a Charisma vs. Will attack with a +2 bonus against the original target. If you hit, you deal psychic damage to the target equal to your 1+ Intelligence modifier.

Special: Creatures with an Intelligence score of 3 or lower are immune to this power.

LEVEL 9 DAILY SPELL

Pillar of Fire

Warlock (Angelic) Attack 9

You assume the shape of 15' column of swirling flame.

Daily* Arcane, Fire, Polymorph

Standard Action

Personal

Effect: You become an insubstantial column of fire that radiates light in a radius of 10 squares. Enemies who start their turn or enter a square adjacent to you take 1d8 + Charisma modifier fire damage.

Sustain Minor: You can sustain this power for 5 minutes.

LEVEL 10 UTILITY SPELLS

Aura of Cerviel

Warlock (Angelic) Utility 10

You call upon the power of Cerviel, angel of valor in combat against superior odds. His power grants you strength when hard pressed by your foes.

Daily* Arcane

Immediate Reaction

Range Personal

Trigger: You or an ally is bloodied.

Effect: You gain temporary hit points equal to your level and one action point. You must spend the action point before the end of the encounter or it is lost.

Pillar of Smoke

Warlock (Angelic) Utility 10

You turn into a billowing cloud of smoke.

Daily* Arcane, Polymorph

Standard Action

Personal

Effect: You become insubstantial and gain a fly (hover) speed equal to your speed. You can enter and move through a porous obstacle that would otherwise prevent movement (such as a door or a cracked window).

Sustain Minor: You can sustain this power for 5 minutes.

LEVEL 13 ENCOUNTER SPELLS

The Bull of Heaven

Warlock (Angelic) Attack 13

With a thrust of your palm, a glowing bull's head charges your foe, knocking him backwards and trampling him to the earth.

Encounter* Arcane, Implement

Standard Action

Ranged 10

Attack: Charisma vs. AC

Hit: 2d8 + Charisma modifier damage, and the target is pushed two squares and knocked prone. Make a secondary attack against the target.

Secondary Attack: Charisma vs. Reflex

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

Angelic Pact: The bonus to hit for the secondary attack is equal to your Intelligence modifier.

Words of Power

Warlock (Angelic) Attack 13

The primal speech of the Astral Sea conveys unimaginable power. You can alter reality with just a single syllable.

Encounter* Arcane, Thunder, Implement

Standard Action

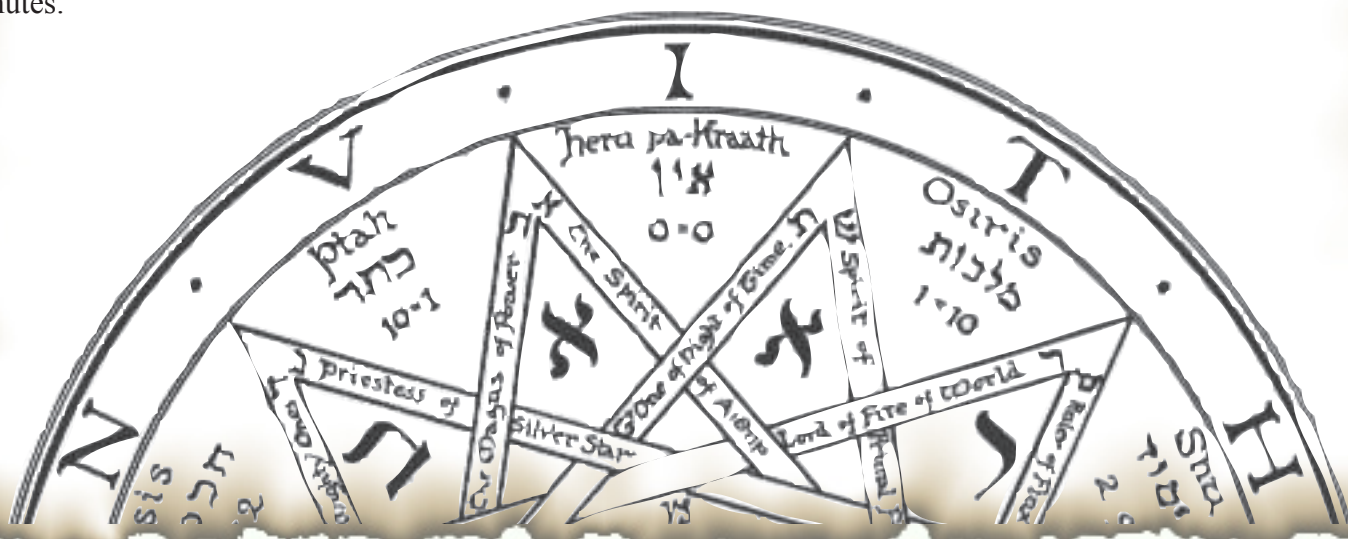
Ranged 10

Attack: Charisma vs. AC

Hit: 1d10 + Charisma modifier thunder damage and the target is pushed two squares.

Effect: Choose a word from the following list: attack, damage, save, or check. Each time the target rolls a die associated with one of these words, you subtract 1d10 from the target's total roll (save ends).

Angelic Pact: As a free action, place your True Name power on the target even if it is already on another creature.



LEVEL 15 DAILY SPELLS

Lightning and Thunder Warlock (Angelic) Attack 15

The power of the sky is yours to command. You call lightning onto a foe, then blast him with the resulting thunder.

Daily *Arcane, Implement, Lightning, Thunder
Standard Action Area burst 1 within 10 squares

Target: Each creature in burst.

Attack: Charisma vs. Fortitude

Hit: 3d10 + Charisma modifier lightning and thunder damage, and the target is deafened (save ends).

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

Plague Bearer Warlock (Angelic) Attack 15

Angels are not only messengers, but harbingers of death.

Daily*Arcane, Necrotic, Implement
Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 3d10 + Charisma modifier necrotic damage, and the target is weakened until the end of your next turn.

Effect: Place your Warlock's Curse on each enemy within 2 squares of the target (save ends).

Twice as Bright (Warlock) Angelic Attack 15

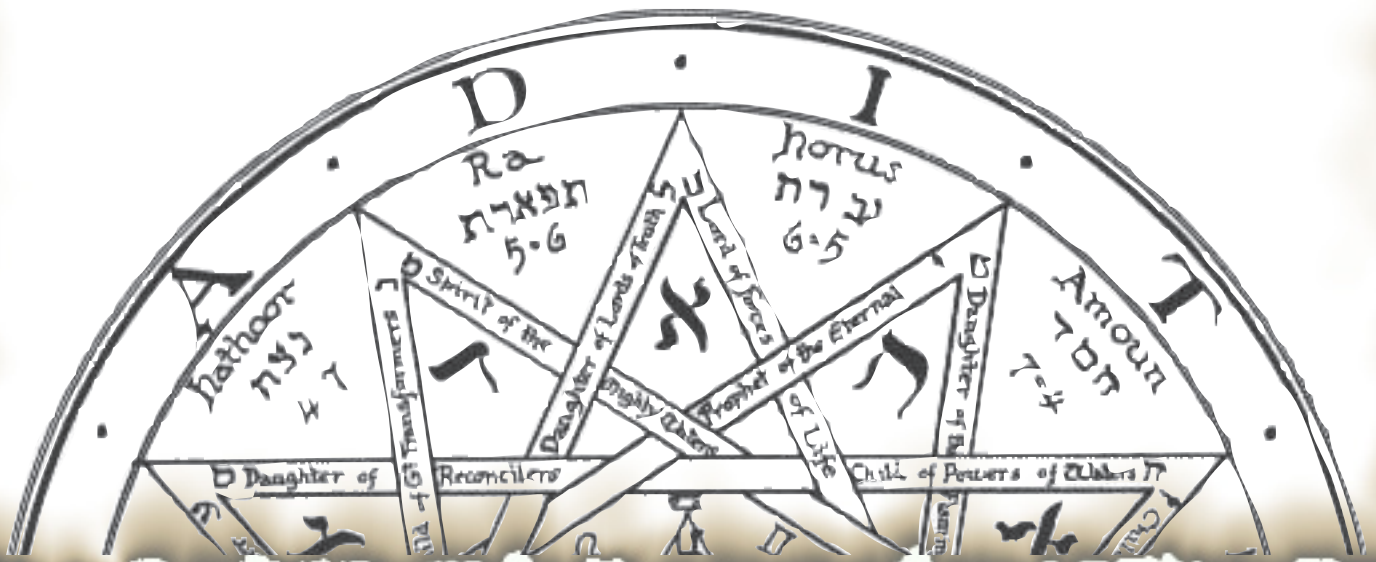
You glow with an intense light that burns all who come near. However, the sudden coursing of power drains your inner reserves.

Daily*Arcane, Radiant
Immediate Reaction Personal

Trigger: You gain a use of your Fiery Rapture pact boon.

Effect: You gain 25 temporary hit points. Until the temporary hit points are reduced to 0, all foes within 5 squares of you take radiant damage equal to your 3 + your Intelligence modifier (save ends), and grant combat advantage to you and your allies (save ends). Ranged and melee attacks (but not area attacks) against you and all allies adjacent to you take a -4 penalty. You gain these benefits instead of the benefits you would normally gain from the Fiery Rapture pact boon.

Special: When the temporary hit points are reduced to 0 you lose one healing surge and take damage equal to 5 + your Charisma modifier. If you have no healing surges left you are weakened until you take an extended rest.



LEVEL 16 UTILITY SPELLS

Knowledge of the Heavens Warlock (Angelic) Utility 16

Nothing is unknown to those who sit above reality.

Daily*Arcane

Free Action **Personal**

Effect: You gain a +20 bonus to any one knowledge skill check you make this encounter.

Signs and Portents Warlock (Angelic) Utility 16

You can see into the future.

Daily*Arcane

Immediate Interrupt

Trigger: During a round an event occurs you don't like.

Effect: The round returns to just before the event. You may take a minor, move or standard action.

Valor's Transport Warlock (Angelic) Utility 16

Those demonstrating courage in battle deserve well-earned respite.

Daily * Arcane, Teleport

Standard Action **Ranged 10**

Effect: You change places with an ally that is adjacent to an enemy. You gain a bonus to all defenses equal to 3 + your Intelligence modifier until the end of your next turn.

The Watcher Warlock (Angelic) Utility 16

You move partially out of the material plane and into the interstices of the upper realities. Four wings unfurl from your shoulders, each with a single eye at the tip. While in this state you can see things normally hidden.

Daily*Arcane, Polymorph

Standard Action **Personal**

Effect: You become insubstantial until the end of the encounter or for five minutes. During this time you gain darkvision and a +10 bonus to one Perception or Insight check you make. You can see all creatures and objects within your line of sight that are invisible or that have concealment. Ending this effect is a move action.

LEVEL 17 ENCOUNTER SPELLS

Bridge of Judgment Warlock (Angelic) Attack 17

Invisible forces grip your opponent and push him at your command. When he moves, flashes of righteous fury assault his mind.

Encounter*Arcane, Implement, Psychic

Standard Action **Ranged 10**

Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier psychic damage.

Effect: You slide the target 3 squares. For each square the target moves, it takes psychic damage equal to 3 + your Intelligence modifier. If this damage exceeds the target's Wisdom or Charisma score (whichever is higher) in a single round the target is stunned (save ends) and knocked prone. Treat this damage as an immediate interrupt.

Angelic Pact: You may sustain this power as a minor action (save ends).

Special: The target may negate the forced movement by taking 3d10 + Charisma modifier psychic damage. If so, you can not sustain it.

Terrible as an Army Warlock (Angelic) Attack 17

You conjure a ghostly army of winged warriors. Their fierce cries and glaring faces send your foes fleeing.

Encounter*Arcane, Fear, Illusion, Implement, Psychic

Standard Action **Close blast 3**

Attack: Charisma vs. Will

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

Effect: The target moves away from you at its speed (save ends). If it can not move away from you, the target takes 2d8 + Charisma modifier psychic damage.

Angelic Pact: The target takes a -2 penalty to saving throws to end the effect.

LEVEL 19 DAILY SPELL

Part the Soul

Warlock (Angelic) Attack 19

Tendrils of dark light reach into your foe. When they withdraw, the creature's life spark comes with them.

Daily*Arcane, Implement, Necrotic

Standard Action Ranged 10

Attack: Charisma vs. Will

Hit: 4d10 + Charisma modifier necrotic damage

Effect: The target's soul leaves its body (save ends). While parted from its body, the target can take no actions, and takes 1d10 necrotic damage at the start of its turn. After the first failed save the target falls unconscious (save ends). On a save, the target's soul returns to the body and it can take actions as normal on its next turn.

Angelic Pact: If the target is slain you gain a use of the Fiery Rapture pact boon.

Special: Animates and undead are immune to this power.

LEVEL 22 UTILITY SPELLS

Fiery Chariot

Warlock (Angelic) Utility 22

A chariot with wheels of fire materializes around you, lifting you into the air.

Daily*Arcane, Conjunction, Fire

Minor Action Personal

Effect: A two-wheeled chariot appears in a square adjacent to you. It can hold you and four other Medium creatures or items of similar size and weight. The chariot flies at your speed until the end of the encounter or for 5 minutes. If the power ends before you land, all creatures and objects in the chariot float to the ground without taking falling damage.

Seals and Wards

Warlock (Angelic) Utility 22

Protective energy in the shape of white, glowing wings radiates from you, enveloping allies in a defensive aura and hindering foes.

Daily*Arcane, Zone

Standard Action Close burst 2

Effect: The power creates a zone which moves with you. You and all allies within the zone gain a +2 power bonus to AC and all defenses, and enemies treat the zone as difficult terrain

Sustain: You can sustain the effect as a minor action.

Special: As a standard action you may push all enemies in the zone a number of squares equal to your Intelligence modifier. Doing so dismisses the power.

LEVEL 23 ENCOUNTER SPELLS

Scourge & Lash

Warlock (Angelic) Attack 23

Coruscating tendrils of fire and light whip and scour the flesh of an adversary. The wounds burn long after the attack is ended.

Encounter*Arcane, Implement, Radiant

Standard Action Ranged 10

Attack: Charisma vs. Fortitude

Hit: 3d8 + Charisma modifier radiant damage, and the target is weakened until the end of your next turn.

Angelic Pact: The target takes ongoing radiant damage equal to 1 + your Intelligence modifier (save ends).

Trumpet of Darien

Warlock (Angelic) Attack 23

You blast your foes with the sound of the thrones and powers. All foes caught in the cacophony shudder as the noise rattles inside them long after the music has stopped.

Encounter*Arcane, Implement, Thunder

Standard Action Close blast 3

Target: Each creature in blast

Attack: Charisma vs. Fortitude

Hit: 4d8 + Charisma modifier thunder damage, and the target is deafened (save ends).

Effect: The target takes ongoing 10 thunder damage as long as it is deafened.

Angelic Pact: Until the end of your next turn, attacks with the thunder keyword deal an extra amount of damage to the target equal to 1 + your Intelligence modifier.

LEVEL 25 DAILY SPELLS

Mark of the Anathema Warlock (Angelic) Attack 25

You place a sign upon your enemy. The mark compels all the creature's allies to act with revulsion towards the target, even attacking him.

Daily*Arcane, Charm, Implement

Standard Action Ranged 5

Effect: All allies of the target within 5 squares of the target treat it as an enemy and must immediately make a basic attack against it as a free action.

Sustain Minor: You can sustain this power as a minor action (save ends).

This is My True Face Warlock (Angelic) Attack 25

You reveal the unearthly visage of your patron. The image is so alien the viewer turns to stone, while those nearby reel from the glimpse.

Daily*Arcane, Implement, Psychic

Standard Action Ranged 5

Attack: Charisma vs. Fortitude

Hit: Target is slowed (save ends). *First Failed Save:* The target is immobilized instead of slowed (save ends). *Second Failed Save:* The target is petrified (no save).

Secondary Effect: You take psychic damage equal to your Charisma modifier, and are dazed until the start of your next turn.

Miss: The target takes psychic damage equal to double your Charisma modifier, and is stunned until the end of your next turn, and you are not dazed.

Angelic Pact: The target takes psychic damage equal to double your Charisma modifier, and a -5 penalty to its first saving throw. All creatures (including allies) within 5 squares take psychic damage equal to your Charisma modifier.

LEVEL 27 ENCOUNTER SPELL

Behold the Creation Warlock (Angelic) Attack 27

In one great blast you reveal to an enemy the infinity of the universe, demonstrating his insignificance in the great scheme of things. His mind is so withered at the realization he sees no point in continuing his existence.

Encounter*Arcane, Psychic, Implement, Radiant
Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier psychic and radiant damage, and the target takes a penalty to AC, Fortitude, Reflex and Will defense equal to 3 + your Intelligence modifier until the end of your next turn.

Effect: When the target is hit by an attack it takes additional damage equal to 3 + your Intelligence modifier (save ends).

Angelic Pact: The target takes extra damage from attacks equal to 5 + your Intelligence modifier (save ends).

LEVEL 29 DAILY SPELL

Apocalypse Warlock (Angelic) Attack 29

You call down the fury of the gods, scouring the earth with fire and brimstone.

Daily*Acid, Arcane, Fire, Force, Implement, Zone
Standard Action Area burst 5 within 10 squares

Target: All creatures in burst

Attack: Charisma vs. Reflex

Hit: 6d10 + Charisma modifier acid, fire and force damage, and the target is knocked prone. Resistance doesn't reduce the damage unless the target has resistance to all three damage types, and only the weakest resistance applies. A target that has vulnerability to any one of the three damage types is subject to that vulnerability.

Special: You may center the blast on the square you occupy and choose take damage from the attack. If you do, add 4d10 to the damage.

Miss: Half damage, and the target is not knocked prone.

Effect: The burst creates a burning zone that lasts until the end of your next turn.

Sustain Minor: Repeat the attack against all creatures in the zone. On a hit the target takes 1d10 + Charisma modifier fire damage, and half damage on a miss.

PARAGON PATH

CELESTIAL

“The power of the Astral Sea courses through my limbs. I am the bearer of light and bringer of awe.”

Prerequisite: Warlock class, angelic pact

The primal origins of creation surge through you. No longer do you dabble in the burning light of the Astral Sea. Instead, your body courses with the stuff. Creatures of undeath and darkness tremble when you approach.

CELESTIAL PATH FEATURES

Aura of Menace (11th level): When an enemy under your Warlock’s Curse is reduced to 0 or fewer hit points you radiate an aura of powerful dread. Foes take a -2 penalty to hit you until the start of your next turn.

Celestial Action (11th level): When you spend an action point to take an extra action, you can shift your speed if the extra action is a move action. All enemies adjacent to you when you start this move action take radiant damage equal to your Charisma modifier.

Stalwart Heart (11th level): You gain a +1 bonus to saving throws against fear effects.

Surge of Astral Life (16th): When you spend an action point to take an extra action you gain resistance to necrotic damage equal to 3 + your Intelligence modifier until the end of your next turn

Storm of Wings

Celestial (Angelic) Attack 11

Six multicolored wings spring from your shoulders. They buffet your enemies with fierce winds while flashing with electrical energy.

Encounter*Arcane, Implement, Lightning, Polymorph

Standard Action Close blast 3

Target: All creatures in blast

Attack: Charisma vs. Fortitude

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

Effect: You hover 5 feet off the ground, and can shift your speed. Until the end of your next turn, opponents that move into or start their turn in a square adjacent to you take lightning damage equal to your Charisma modifier.

Astral Infusion

Celestial (Angelic) Utility 12

Astral fire burns in your limbs. It scours your body of life-draining substances and energy.

Daily*Arcane

Minor Action

Personal

Effect: Until the end of the encounter, you gain resist necrotic and poison equal to 2 + your Charisma modifier, a +2 bonus to one saving throw, an additional number of hit points equal to 3 + your Charisma modifier if you spend a healing surge, and if you are infected with a disease or become infected with one, it is cured.

Radiant Wake of the Astral Sea

Celestial (Angelic) Attack 20

Your movement through the world churns up a fiery trail that consumes all who come near.

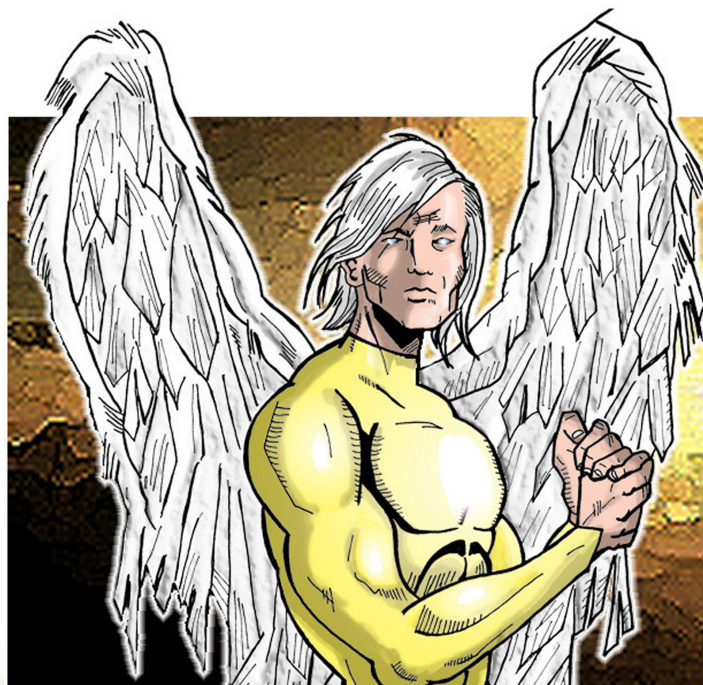
Daily*Arcane, Implement, Radiant

Minor Action

Personal

Effect: On your next move action you leave a fiery trail in each square you pass through. If a creature starts its turn in or moves into one of these squares, it takes 4d6 + Charisma modifier radiant damage. Creatures that start their turn in or move into a square adjacent to one of these squares take radiant damage equal to 1 + your Intelligence modifier. This effect lasts until the end of your next turn.

Sustain Minor: The fiery trail persists.



NEW FEATS

IMPROVED TRUE NAME IWARLOCKI

Prerequisites: Cha 15, Int 13, warlock, Angelic Pact

Benefit: Against your attacks, the target of your True Name class feature takes a penalty to AC and all defenses equal to 2 + one-half your Intelligence modifier.

IMPROVED FIERY RAPTURE IWARLOCKI

Prerequisites: Cha 15, Int 13, warlock, Angelic Pact

Benefit: When you trigger your Fiery Rapture pact boon, you gain temporary hit points equal to your Charisma modifier.

NEW MAGIC ITEMS

The Seven Keys of Wisdom

Level 23+

This book describes the rituals and ceremonies necessary to summon and channel angelic spirits.

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

Lvl 23 +5 425,000gp

Wondrous Item

Property: Gain an item bonus to Insight, Nature, and Religion checks equal to the enhancement bonus.

Special: A warlock with the Angelic Pact may use this book as an implement instead of a rod or wand.

Power (Daily*Arcane): Standard Action. Once per day you may cast an Angelic Pact warlock spell of your level or lower.

Rod of Vengeance

Level 5 +

A globe of unmelting ice surrounds one end of this rod.

Lvl 5 +1 1,000gp Lvl 20 +4 125,000gp

Lvl 10 +2 5,000gp Lvl 25 +5 625,000gp

Lvl 15 +3 25,000gp Lvl 30 +6 3,125,000gp

Implement (Rod)

Enhancement: Attack and damage rolls

Critical: +1d6 cold damage per plus.

Power (Daily*Cold): Free action. Use this power when you are hit by a melee attack. The attacking creature takes 1d8 cold damage per plus. If the creature scores a critical against you it takes an extra 1d12 fire damage.

Angel Rod

Level 18 +

This rod draws upon the power of the Astral Sea, temporarily granting you the benefits of a warlock who transacts with angels.

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 radiant 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 Angelic pact, you gain the benefit even if you don't have the Angelic pact.

WHY ARCANE?

Channeling the powers of angels suggests a divine rather than an arcane source for a warlock's angelic pact. This pact takes its inspiration from real-world examples of angel magic such as the Lesser Key of Solomon and the Qabbala. In those works, it was not the faith of the wielder that granted them supernatural powers, but simply their knowledge of esoteric rituals. While the spirits they manipulated had their origin in heaven, it was just another form of magic. Unlike divine energy, this magic was believed to be as corrupting and insidious as magic from other sources. If you don't like the idea of an Angelic Pact warlock manipulating arcane energy you can change the power source to divine. This will make such a warlock a divine striker, a role not delineated in the *PHB*.