

*Huge Nerd Games
presents*

The Deep Pact

A Warlock Build for D&D 4th Edition



The Deep Pact

HUGE NERD GAMES

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We couldn't have done it without you.



Deep Pact

Deep Pact

You have gazed into the abyss and made contact with the deep dwellers, a mysterious force that has granted you the powers of the unfathomable ocean. These dwellers whisper their secrets into your ear, speaking with mouths ringed with uneven teeth and a multitude of tongues, and you use them to bring horror to your enemies. Sometimes you receive visions of their dwellings in your dreams, a view of impossible architecture and inky blackness through their manifold eyes, or hear maddening notes of a song you can't quite understand but dance to nonetheless. As you wield their power, crushing foes with the weight of the depths and summoning slimy monstrosities, you might find yourself wondering if, through your carelessness, the abyss has not also gazed into you.

Deep Visions: You know the *deep visions* spell.

Gloom of the Deep: You have the Gloom of the Deep pact boon. The death of a cursed foe causes your shadow to bubble and grow, making you as dark as the sunless ocean trenches your patrons inhabit. When an enemy under your Warlock's Curse is reduced to 0 hit points or fewer, you gain concealment until the end of your next turn. If you also have the concealment granted by your shadow walk class feature, you gain combat advantage against each enemy you have concealment against.

Level 1 At-Will Attack Spells

Deep Visions Warlock Attack 1

The world swims in and out of focus for your foe, terrifying visions turning nearby creatures into the horrible monsters of the deep.

At-Will ♦ Arcane, Fear, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Will

Hit: 1d8 + Constitution modifier psychic damage, and you slide the target 1 square away from the creature closest to it.

Level 21: 2[W] + Constitution modifier damage.

Level 1 Encounter Attack Spells

Aquatic Pulse Warlock Attack 1

Like the triumphant call of some enormous aquatic beast, a focused blast of sound sends its target reeling.

Encounter ♦ Arcane, Implement, Thunder

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 2d10 + Constitution modifier thunder damage, and the target is deafened until the end of your next turn.

Whipping Tentacles Warlock Attack 1

Disgusting suckered tentacles rise from a portal you've summoned, pulling and grasping for a meal.

Encounter ♦ Arcane, Implement

Standard Action Area burst 1 within 10

Target: Each creature in the burst

Attack: Constitution vs. Reflex

Hit: 1d6 + Constitution modifier damage, and you pull the target 1 square towards the origin square of the burst.

Deep Pact: You instead slide the target 1 square.

Level 1 Daily Attack Spells

Airless Suffering Warlock Attack 1

Your foe's eyes bulge as he struggles and collapses; you've filled his lungs with foul water, leaving him to suffocate.

Daily ♦ Arcane, Implement, Necrotic

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 2d6 + Constitution modifier necrotic damage.

Miss: Half damage.

Effect: Ongoing 5 damage (save ends).

Each Failed Saving Throw: The target falls prone and takes ongoing 5 damage (save ends).

A Thousand Tiny Whispers Warlock Attack 1

Chattering dark mouths create a quiet cacophony, driving those who would do harm to your allies slowly mad.

Daily ♦ Arcane, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Will

Hit: 1d10 + Constitution modifier psychic damage, and the target is plagued by whispers (save ends). While plagued by whispers, at the end of each of its turns, the target takes psychic damage equal to 5 + the number of creatures it damaged during its turn.

Miss: Half damage, and one creature within 5 squares of the target is plagued by whispers until the end of your next turn.

Level 2 Utility Spells

Colors of the Deep Warlock Utility 2

Shifting the body's colors to confuse prey is a common trick for the horrors of the deep. With practice, you've learned it as well.

Encounter ♦ Arcane, Polymorph

Minor Action Personal

Effect: Until the end of your next turn, while you have concealment from your Shadow Walk class feature, you gain a +5 power bonus to Bluff and Stealth checks.

Finless Dive Warlock Utility 2

Your limbs stretch with sickening cracking noises and growths of skin web your fingers and toes. Suddenly, the depths of the ocean seem like home.

Daily ♦ Arcane, Polymorph

Standard Action Personal

Effect: You gain a swim speed equal to your speed until the end of your next turn. In addition, while you have the swim speed granted by this power, you gain a +2 power bonus to Endurance checks to hold your breath.

Sustain Minor: The effect persists.

Joining the Deep

When creating your character, ask yourself: how did your warlock come by these strange powers? Did they stumble upon some great leviathan while sailing, one that spoke in whispers to promise great things? Perhaps they discovered some twisted artifact of a civilization long since passed, one that worshipped terrible things better left unseen. Or maybe your warlock has simply heard the deep dwellers' siren song, a psychic message to those they deem worthy of their patronage. Don't worry if your campaign is landlocked; the call of the deep dwellers can be heard around the surface world, no matter how far. But most of all, however your deep pact warlock found their powers, have fun with them!

Level 3 Encounter Attack Spells

Bubbling Bones Warlock Attack 3

The crush of the deep sea unexpectedly reverses, your victim becoming disoriented and weak as 'the bends' wracks its body.

Encounter ♦ Arcane, Implement

Standard Action Ranged 5

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 2d4 + Constitution modifier damage, and the target is weakened until the end of your next turn.

Deep Pact: If the target is cursed by you, the attack deals additional damage equal to your Intelligence modifier.

Siren's Call Warlock Attack 3

A hauntingly beautiful melody leads your foe into a deadly trap.

Encounter ♦ Arcane, Charm, Implement

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Will

Hit: You pull the target up to 2 squares. Then, the target takes 2d10 + Constitution modifier damage.

Deep Pact: You slide the target instead.

What are the Deep Dwellers?

The identity of the deep dwellers has been purposely kept vague in order to allow the Deep Pact to better fit into your game. Are they ancient aboleths expanding their influence by sharing their power? Perhaps a portal to the abyss has opened deep beneath the waves, creating horrors that reach out for a master? Maybe it's an altogether new entity, a sleeping beast or beasts that have awoken now that the stars are right. At the end of the day, it's really up to you what explanation of this new power source would best serve your campaign. Who knows; you might even get an epic villain or two out of it!

Level 5 Daily Attack Spells

Deeptow Current Warlock Attack 5

A vortex of black water sweeps up anyone caught within its icy grasp, especially eager to drown those you've marked for death.

Daily ♦ Arcane, Cold, Implement, Zone

Standard Action Area burst 2 within 10

Target: Each creature in the burst

Attack: Constitution vs. Reflex

Hit: 1d8 + Constitution modifier cold damage, you slide the target 1 square towards the burst's origin square and knock it prone.

Miss: Half damage.

Effect: The area creates a zone of swirling undertow until the end of the encounter. Enemies that enter or start their turn within the zone take 1d6 cold damage, and if the enemy has been cursed by you, you may also slide that enemy 1 square towards the burst's origin square as a free action.

Horrifying Visage of the Dwellers Warlock Attack 5

Your illusionary magic gives your foes a brief glimpse of what awaits them beneath the waves.

Daily ♦ Arcane, Fear, Implement, Psychic

Standard Action Close blast 3

Target: Each enemy in the blast

Attack: Constitution vs. Will

Hit: 1d10 + Constitution modifier psychic damage, and the target moves it speed away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

Miss: 1d10 + Constitution modifier psychic damage, and you push the target 3 squares.

Level 6 Utility Spells

Pseudonatural Toughness Warlock Utility 6

The creatures of the deep can survive deadly predators and crushing depths. Compared to that, the surface will be easy.

Daily ♦ Arcane, Polymorph

Minor Action Personal

Effect: You gain resistance to all damage equal to your Constitution modifier until the end of your next turn.

Sustain Minor: The resistance is reduced by 1, and the effect persists. When the resistance is reduced to 0, you can no longer sustain this power.

Shadow of the Shark Warlock Utility 6

Your allies are remoras beneath your fins, lurking in your wake as you swim ceaselessly in search of prey.

Daily ♦ Arcane

Free Action, Close burst 5

Trigger: You gain concealment from your Shadow Walk class feature

Target: One ally in the burst

Effect: The target gains your Shadow Walk's concealment instead of you. This effect lasts as long as you sustain your Shadow Walk class feature, or until the target is no longer within 5 squares of you.

Deep Pact: If you trigger your pact boon while you are granting the target concealment, the target gains the benefit of your pact boon instead.

Level 7 Encounter Attack Spells

Searing Vent Warlock Attack 7

The sulfur and ammonia of an ocean trench's vent surrounds your foes, the intense heat and choking brimstone creating an undersea hell as painful as the real one.

Encounter ♦ Arcane, Fire, Implement, Necrotic

Standard Action Area burst 1 within 10

Target: Each creature in the burst

Attack: Constitution vs. Fortitude

Hit: 1d12 + Constitution modifier fire and necrotic damage, and all creatures have concealment against the target until the end of your next turn.

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

Tangible Dread Warlock Attack 7

Paranoia grips your foe, the tiny thoughts you've implanted in their mind distracting them and making them flail wildly at nothing.

Encounter ♦ Arcane, Fear, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Will

Hit: 1d10 + Constitution modifier psychic damage. On the target's next turn, its first action must be a standard action used to attack a square of your choice adjacent to the target.

Deep Pact: If the square is occupied by an enemy, the target gains a +2 power bonus to the attack roll.

Level 9 Daily Attack Spells

Deep Dweller's Gaze Warlock Attack 9

The baleful eyes of the Deep Dwellers come upon your foe, demanding its servitude. Even if it resists, your own gaze reminds it that the creatures of the abyss are always watching.

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

Target: One creature

Attack: Constitution vs. Will

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

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

Effect: Until the end of the encounter, whenever the target makes an attack against you while within your line of sight, you may spend an immediate reaction to deal psychic damage the target equal to your Constitution modifier.

Endless Fields of Strangleweed Warlock Attack 9

Floating as if still in the ocean they were conjured from, stalks of strangleweed sway and reach at your command.

Daily ♦ Arcane, Implement, Zone
Standard Action Area burst 2 within 10

Target: Each enemy in the burst

Attack: Constitution vs. Reflex

Hit: 1d8 + Constitution modifier damage, and the target is knocked prone. If the target is cursed, it cannot stand up (save ends).

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

Effect The burst becomes a zone of strangleweed until the end of your next turn. Enemies within the zone are slowed until they leave the zone.

Sustain Minor: The zone persists, and you can move the zone up to 3 squares.

Level 10 Utility Spells

Eyeless Sight Warlock Utility 10

Your vision is filled with a flash as your eyes turn milky white, and you can briefly see into even the darkest shadow.

Encounter ♦ Arcane, Polymorph
Minor Action Close burst 5
Target: You or one ally in the burst

Effect: The target gains blindsight out to 10 squares until the end of your next turn. This means the target can clearly see creatures or objects within the range and within line of effect, even if they are invisible or obscured.

Unstable Anatomy Warlock Utility 10

Your body churns madly like the currents, always unpredictable. An errant attack sends a splash of your corrupted fluids flying.

Encounter ♦ Acid, Arcane, Polymorph
Immediate Reaction Close burst 5
Trigger: You take damage from an attack
Target: One creature in the burst

Effect: The target takes acid damage equal to your Constitution modifier.

Deep Pact: The triggering attack's damage is reduced by an amount equal to your Constitution modifier.

Why so many Polymorph spells?

Strange mutations are one of the classic horror tropes, and horror is one of the big inspirations of the Deep Pact. Consider the strangely-altered cultists from HP Lovecraft's The Shadow Over Innsmouth, Davey Jones' sea creature crew from *Pirates of the Caribbean*, or the shape-shifting beast from John Carpenter's *The Thing*. The theme of these powers, and the Deep Pact in general, is *gross but useful*. Cracking your bones for better swimming? Growing gills to breathe underwater? Mutating your eyes to see in the dark like a deep sea eel? Sure, the other party members might be a little disgusted, but they can't deny that powers like that don't come in handy.

Level 13 Encounter Attack Spells

Rumbling Echoes Warlock Attack 13

An undersea earthquake, or the shifting of some dreadful leviathan? No matter its source, a massive rumbling rattles your enemies.

Encounter ♦ Arcane, Fear, Implement, Thunder

Standard Action Close burst 2

Target: Each enemy in the burst

Attack: Constitution vs. Fortitude, or Constitution + 2 vs. Fortitude if the target is adjacent to you

Hit: 2d6 + Constitution modifier thunder damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Deep Pact: The penalty to attack rolls equals your Intelligence modifier.

Pull of the Depths Warlock Attack 13

Riptides, strangleweed, tentacles; there are so many ways to be dragged to an early grave.

Encounter ♦ Arcane, Implement

Standard Action Ranged 10

Target: One, two, or three creatures

Attack: Constitution vs. Reflex

Hit: 1d12 + Constitution modifier damage, or 2d12 + Constitution modifier damage if you target only one creature. In addition, you may slide the target a number of squares equal to your Intelligence modifier - 1 (minimum 1).

Deep Pact: On a critical hit, the target is also knocked prone.

Level 15 Daily Attack Spells

Silence of the Black Ocean Warlock Attack 15

In the darkest corners of the ocean trenches, the only sound is the gurgling of your victim's last moments.

Daily ♦ Arcane, Cold, Implement, Necrotic

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 5d8 + Constitution modifier cold and necrotic damage, and the target is blinded (save ends), dazed (save ends), and deafened (save ends).

Miss: Half damage, and the target grants combat advantage to your allies (save ends) and all creatures have concealment against the target (save ends).

Carve the Amber Sigil Warlock Attack 15

The Amber Sigil, carved into the rock of a lonely island by a hand unknown, supposedly brings madness to all who look upon it. Drawing it in the air with your wand, you're about to find out.

Daily ♦ Arcane, Charm, Implement, Psychic

Standard Action Close burst 5

Target: Each creature who can see you in burst

Attack: Constitution + 2 vs. Will. If the target is an ally, it can choose to automatically be hit by the attack

Hit: Constitution modifier psychic damage, and the target makes a basic attack with a +2 power bonus to the attack roll as a free action against a target of your choice.

Miss: The target is blinded until the end of your next turn.

Level 16 Utility Spells

Handless Climb Warlock Utility 16

Barbed and suckered tentacles sprout from your arms and back, allowing you to stick to any surface.

Encounter ♦ Arcane, Polymorph

Minor Action Personal

Effect: Until the end of your turn, you gain a climb speed equal to your speed + 2. If you end your turn in a square adjacent to a surface you would normally fall from, you remain in that square until the end of your next turn or until you are forced to move.

Slippery Slither Warlock Utility 16

A trail of slick mucus slides you and your slightly disgusted allies to a more advantageous location.

Encounter ♦ Arcane

Move Action Close burst 1

Target: You and one or two allies in burst

Effect: You slide the target 2 squares.

Level 17 Encounter Attack Spells

Angler's Luring Lights Warlock Attack 17

Tiny motes of light lead your foes away from each other, each to a hungry waiting mouth.

Encounter ♦ Arcane, Charm, Implement

Standard Action Area burst 2 within 10

Target: Each enemy in burst

Attack: Constitution vs. Will

Hit: You slide the target 2 squares away from the origin square of the burst. Then, the target takes 1d10 + Constitution modifier damage.

Deep Pact: You instead slide the target a number of squares equal to your Intelligence modifier.

Full to Bursting Warlock Attack 17

The eyes bulge and the stomach grows taugt, struggling to contain the foul water you've pumped into your foe.

Encounter ♦ Arcane, Cold, Implement, Poison

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 6d4 + Constitution modifier poison damage, and the target is slowed until the end of your next turn.

Deep Pact: The attack deals an extra 2d4 cold damage.

Level 19 Daily Attack Spells

Pressure of the Sunken Warlock Attack 19

The incredible crush of the ocean bears down, holding its struggling victims fast.

Daily ♦ Arcane, Cold, Force, Implement

Standard Action Ranged 10

Target: One, two, or three creatures

Attack: Constitution vs. Fortitude

Hit: 3d6 + Constitution modifier cold and force damage, and the target is knocked prone and immobilized (save ends). While the target is immobilized, it can't stand up.

First Failed Saving Throw: Ongoing 5 cold and force damage and immobilized (save ends both).

Miss: Half damage, and the target is knocked prone and can't stand up until the end of your next turn.

Time and Space Asunder Warlock Attack 19

The deep dwellers' twisted awareness of the world suddenly seems sane, and with an outstretched hand you pluck an enemy out of existence.

Daily ♦ Arcane, Implement, Psychic,
Teleportation

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Will

Hit: The target is removed from play until the end of your next turn.

Aftereffect: The target reappears in the space it last occupied or in the nearest unoccupied space, then takes 4d10 + Constitution modifier psychic damage.

Miss: You teleport the target 3 squares. Then, the target takes 3d10 + Constitution modifier psychic damage.

Level 22 Utility Spells

Drifting Lights Warlock Utility 22

Motes of light float carelessly through the air, sticking to anything they encounter and illuminating them.

Daily ♦ Arcane, Conjuration

Minor Action Close burst 5

Hit: You conjure five drifting lights in five squares within the burst. The drifting lights use your defenses, and they last until the end of the encounter, they are hit by an attack, or you dismiss them as a free action. The drifting lights cast bright light on adjacent squares and dim light out to five squares, and creatures in the same space or adjacent to a drifting light cannot benefit from concealment or total concealment. As a move action, you can move each of the lights 3 squares.

Deep Pact: While adjacent to a drifting light, you benefit from the concealment granted by your Shadow Walk class feature.

Spaceless Step Warlock Attack 22

Your mind having been warped by the deep dwellers, stepping between the cracks of reality comes easy.

Daily ♦ Arcane, Teleport

Minor Action Personal

Effect: You gain a teleport speed equal to your move speed until the end of the encounter or for 5 minutes. Whenever you teleport at least 1 square in this manner, you gain the benefit of your Shadow Walk class feature.

Level 23 Encounter Attack Spells

Oppressive Darkness Warlock Attack 23

The darkness of their minds is deeper than anything under the waves.

Encounter ♦ Arcane, Fear, Implement,
Psychic

Standard Action Ranged 10

Target: One, two, or three creatures

Attack: Constitution vs. Will

Hit: 3d6 + Constitution modifier psychic damage, and the target is blinded until the end of your next turn.

Deep Pact: Aftereffect: All creatures have concealment against the target until the end of your next turn.

Sting of the Man-o-War Warlock Attack 23

Sometimes the frailest creatures of the depths are also the most dangerous, as you prove to your victim with a swarm of cruel jellyfish.

Encounter ♦ Arcane, Implement, Poison

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Reflex

Hit: 3d8 + Constitution modifier poison damage, and the target gains vulnerability 10 to all damage until the end of your next turn.

Deep Pact: The target is also knocked prone.

Level 25 Daily Attack Spells

At the Mouth of Madness Warlock Attack 25

Your target teeters on the edge of insanity, and the strain causes it to begin to act erratically, attacking itself in an attempt to fight away the maddening thoughts.

Daily ♦ Arcane, Charm, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Will

Hit: 2d10 + Constitution modifier psychic damage, and the target makes a basic attack against itself with a +4 power bonus to the attack roll.

Sustain Minor: When you sustain this power, you can repeat the attack against the target. If you miss, you can no longer sustain the power.

The Kraken's Unrelenting Grip

Warlock Attack 25

The thick, barbed tendrils of the Kraken burst forth at your command, holding your foe aloft and screaming. When the beast is finished with its victim, it tosses it aside.

Daily ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 4d12 + Constitution modifier damage, and the target is held immobilized 20 feet above the ground and takes ongoing 10 damage (save ends both).

Miss: Half damage, and the target is slowed and takes ongoing 10 damage (save ends both).

Aftereffect: You slide the target 2 squares and knock it prone.

Level 27 Encounter Attack Spells

Breath of the Leviathan Warlock Attack 27

Channeling the breath of the legendary slumbering beast through your own lungs, you unleash a roar of staggering power.

Encounter ♦ Arcane, Cold, Implement, Thunder

Standard Action Close blast 5

Deep Pact: The power's range is area burst 2 within 10 squares.

Target: Each creature in the blast

Attack: Constitution vs. Fortitude

Hit: 4d6 + Constitution modifier cold and thunder damage, and the target is deafened until the end of your next turn.

Tentacle Burst Warlock Attack 27

Your flesh gives way to the arms of the deep, reaching and clawing and grasping for life.

Encounter ♦ Arcane, Implement

Standard Action Close burst 3

Target: Each creature in the burst

Attack: Constitution vs. Reflex

Hit: 2d8 + Constitution modifier damage, or 2d10 + Constitution modifier damage if the target is cursed. In addition, the target is immobilized while it is within 3 squares of you until the end of your next turn.

Deep Pact: You also slide the target 1 square.

Level 29 Daily Attack Spells

At Last Taken By Madness Warlock Attack 29

Exhausted by the influence of your deep visions, your foe's mind finally snaps, for a time lashing out at anything and everything in a fit of panic.

Daily ♦ Arcane, Fear, Implement, Psychic, Reliable

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Will

Hit: 5d10 + Constitution modifier psychic damage, and the target is taken by madness (save ends). While taken by madness, the target treats all creatures as enemies, including for the purpose of opportunity attacks, and must make every attack and opportunity attack possible.

Ghosts of the Drowned Warlock Attack 29

The spirits of those who succumbed to a watery grave flow forth, eager to add another to their grisly ranks.

Daily ♦ Arcane, Cold, Implement, Psychic

Standard Action Close burst 2

Target: Each enemy in the burst

Attack: Constitution vs. Fortitude

Hit: 3d8 + Constitution modifier cold and psychic damage.

Effect: The burst creates a zone of drowning spirits that lasts until the end your next turn. When you move, the zone moves with you, remaining centered on you. Enemies within the zone are drowning (save ends). While drowning, the target takes ongoing 15 cold and psychic damage.

First Failed Saving Throw: The target takes ongoing 15 cold and psychic damage, even outside of the zone (save ends).

Second Failed Saving Throw: The target takes ongoing 15 cold and psychic damage and falls unconscious, even outside of the zone (save ends both).

Sustain Standard: The zone persists.

Feats

Deep Breath

Prerequisite: Warlock, deep pact

Benefit: Once per day, when you would make an Athletics check to swim or an Endurance check to hold your breath, you can make an Arcana check instead.

Guarded Mind

Benefit: You gain resist 5 psychic. The resistance increases to 10 at 11th level and 15 at 21st level.

Improved Gloom of the Deep

Prerequisite: Warlock, deep pact

Benefit: You gain a +2 bonus to damage rolls against creatures granting combat advantage to you while you have the concealment granted by your pact boon. This bonus increases to +4 at 11th level and +6 at 21st level.

Aquamancer

"Water, water everywhere..."

Prerequisite: Warlock, deep pact, *shadow walk* class feature

Water is the lifeblood of the world, and nearly every mortal creature needs it to survive. To you, however, water is more than that: it is a keeper of secrets and a source of great power. Water can wash away impurities, or it can spread disease. It can bring life to the dying, or it can drown the unsuspecting. Like you, water can be as clear as day or as dark as night.

Your connection with water has drawn the attention of the deep dwellers, the mysterious lords of the oceans, and through your pact they have given you supremacy of the waves. No matter how far you stray from the coasts and shores, your magic enables you to conjure the water you need from the frozen depths. However, you might resent the gaze of your strange and unearthly patrons. How deep will you go to master your element?

Aquamancer Path Features

Deep Action (11th Level): When you spend an action point to take an extra action, your *Shadow Walk* instead grants total concealment until the end of your next turn.

Hydrophilic (11th Level): Your warlock and aquamancer attack powers with the Cold keyword can score critical hits on rolls of 18-20.

Rushing Tide (16th Level): Whenever you score a critical hit with a warlock or aquamancer attack power, you can slide each creature within 3 squares of the target 1 square towards the target.

Aquamancer Spells

Deadly Whirlpool Aquamancer Attack 11

A vortex of freezing water appears with a wave of your hand, then remains to empower you.

Encounter ♦ Arcane, Cold, Implement

Standard Action Area burst 1 within 10

Target: Each creature in the burst

Attack: Constitution vs. Reflex

Hit: 1d10 + Constitution modifier cold damage, and you slide the target 1 square to a square in the burst.

Effect: Until the end of your next turn, your attack powers deal cold damage in addition to their normal damage type.

Aquamancer's Dive Aquamancer Utility 12

To you, the water is as welcoming as any home, and as easy to travel as any road.

Daily ♦ Arcane

Move Action Personal

Effect: You swim a number of squares up to your speed + 2, and you gain the aquatic keyword and can breathe underwater until the end of your next turn.

Sustain Move: You swim a number of squares up to your swim speed. If you move more than one square, the effect persists until the end of your next turn.

Swallowed by the Waves

Aquamancer Attack 20

The ground ripples for a moment before your victim splashes out of sight, as if they had been simply swallowed up.

Daily ♦ Arcane, Cold, Implement

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Reflex

Hit: 2d10 + Constitution modifier cold damage, and the target is swallowed up (save ends). While swallowed up, the target is removed from play and takes ongoing 10 cold damage.

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

Aftereffect: The target reappears in its square, or in the nearest unoccupied square of your choice.

Deep Prophet

"They are coming, and it is my purpose to prepare the world. The unfaithful shall be swept aside as sand before the waves."

Prerequisite: Warlock, deep pact, warlock's curse class feature

The Deep Dwellers are coming, and they cannot be stopped. The world will heave and buckle under their might, and when they finally arrive no place will be untouched by their influence. Your mind is filled with prophecies of the unmaking of the surface, of great power for the faithful and unending torment for the unworthy. Some may find these visions horrible, but to you, it is simply a command: convert those destined to rule the new world.

As a deep prophet, your word is gospel to your followers and blasphemy to your enemies. There will be some who refuse your teachings, but all truth has its unbelievers. Pity those who reject your teachings, for it won't be long before they learn the truth firsthand.

Deep Prophet Path Features

Herald's Action (11th Level): When you spend an action point to take an extra action, each enemy within 5 squares of you takes psychic damage equal to your Constitution modifier.

Unwavering Servant (11th Level): You gain a +1 bonus to your Will defense and a +2 bonus to saving throws against the dazed, dominated, and stunned conditions.

Convert the Dead (16th Level): When an enemy under your Warlock's Curse is reduced to 0 hit points or fewer, you conjure a converted soul in an unoccupied square within 2 squares of the triggering enemy. The converted soul lasts until the end of your next turn. Enemies adjacent to the converted soul gain vulnerability 2 to all damage.

Deep Prophet Spells

Gather the Flock **Deep Prophet Attack 11**

Your summons resonates in the minds of those around you, almost irresistible to the weak-willed. Your allies ready themselves to cull them.

Encounter ♦ Arcane, Charm, Implement, Psychic

Standard Action **Close** burst 10

Target: Each enemy in the burst

Attack: Constitution vs. Will

Hit: 1d6 + Constitution modifier psychic damage, and you pull the target up to 3 squares. The target grants combat advantage until the end of your next turn.

Effect: Allies in the burst deal an extra 2d6 damage against enemies granting combat advantage until the end of your next turn.

Reward the Faithful **Deep Prophet Utility 12**

The deep dwellers, always watching, send a token of their approval regarding who you've chosen as your allies.

Encounter ♦ Arcane

Free Action **Close** burst 20

Trigger: An ally reduces an enemy under your Warlock's Curse to 0 hit points or fewer, and you gain the benefit of your pact boon

Target: The triggering ally in the burst

Effect: The target gains the benefit of your pact boon as well.

Serve or Die **Deep Prophet Attack 20**

Your foe has a simple choice.

Daily ♦ Arcane, Charm, Implement, Psychic

Standard Action **Ranged** 10

Target: One creature

Attack: Constitution + 2 vs. Will

Hit: The target chooses either to be dominated (save ends), or to take psychic damage equal to your healing surge value.

Miss: The target chooses either to be dominated until the end of your next turn, or to take psychic damage equal to one-half your healing surge value.

Pseudonaturalist

"Isn't it fascinating? The rigid spines, the waving tendrils, the many eyes... No, not disgusting! Unique! Unprecedented! ...beautiful..."

Prerequisite: Warlock, deep pact or star pact

Mutants, they call them. Horrors, monsters, unnatural creatures. The slurs that drip from the mouths of the uninformed sadden you, for they can't see the splendor of what you've discovered. Where they came from you're not certain; perhaps from the depths of the ocean, or another plane, or beyond the stars. You don't dwell on such questions for long, however, as there are much more pressing matters to ask of these captivating aberrant beasts.

For example: how do you join them?

Pseudonaturalist Path Features

Pseudonatural Action (11th Level): When you spend an action point to take an extra action, you gain 2 temporary hit points for each creature under your Warlock's Curse.

Strange Learning (11th Level): You gain an additional trained skill. Once per day, when you would make a knowledge check using History, Nature, or Religion, you can make an Arcana check instead.

Transformation Mastery (12th Level): Choose a polymorph utility power of 10th level or lower from a class of your choice. You gain that power, and it gains the Arcane keyword.

Aberrant Blood (16th Level): The first time you become bloodied during each encounter, you gain 5 temporary hit points and the aberrant origin until the end of the encounter. While you have the aberrant origin, when a non-aberrant creature starts its turn adjacent to you, you can push that creature 1 square as an immediate interrupt. This effect has the fear keyword.

Pseudonaturalist Spells

Conjure the Unnatural

Pseudonaturalist Attack 11

The creature that appears before your enemies is unlike anything they've ever seen.

Encounter ♦ Arcane, Conjuration, Implement
Standard Action Ranged 10

Effect: You conjure a Medium unnatural creature in an unoccupied square within range, and it makes the following melee attack. The creature uses your defenses. Enemies cannot enter the creature's space, but allies can, and the creature is considered an ally for the purposes of flanking. The creature lasts until the end of your next turn or until it is hit by an attack.

Target: One creature adjacent to the beast

Attack: Constitution vs. Reflex

Hit: 3d8 + Constitution modifier damage, and each creature adjacent to the unnatural beast is pushed 1 square.

Pseudonatural Transformation

Pseudonaturalist Attack 20

Your victim's skin turns to putty, growing limbs and eyes and tentacles and all sorts of strange additions. When you finish, they are yours.

Daily ♦ Arcane, Charm, Implement, Necrotic, Polymorph, Psychic

Standard Action Area burst 1 within 10

Target: One creature

Attack: Constitution vs. Fortitude

Special: If the target is yourself or an ally, it can choose to be automatically hit by the attack and take no damage.

Hit: 2d6 + Constitution modifier necrotic and psychic damage, and the target is transformed (save ends). While transformed, the target gains a +2 power bonus to attack rolls and a power bonus to damage rolls equal to your Constitution modifier when making an attack against your enemies. In addition, all creatures provoke opportunity attacks from the target, and the target must make every opportunity attack it can.

Effect: The target makes a basic attack against an enemy of your choice as a free action.

Epic Destiny: *Deep One*

Prerequisite: 21st level, Student of the Deep theme or Warlock (deep pact)

Finally, the stars are right, and your power is waxing to its fullest. The oceans churn with the might of the deep, and you have begun your slow transformation into its master. As a deep one, you are beginning to take your place among the deep dwellers as their equal.

As your flesh slowly flows into its new form, you gain unparalleled new powers. You can customize your shape to fit your needs; growing gills, sharpening your senses, and even stretching your limbs are all within your purview. Finally, you become as ceaseless and untamed as the ocean itself. No more is your power taken from patrons, but instead shared with peers. The depths are your home now, and it's time to take your throne as its king.

Deep One Features

Malleable Form (21st Level): Your body begins its strange but inevitable change into a creature of the deeps. Your origin changes to aberrant if it isn't already, and you increase your Constitution by 2. After each extended rest, you can choose two of the following changes that last until your next extended rest:

- **Deep Water Adaptation:** Gain resist cold 20 + one-half level.
- **Lightless Senses:** Gain darkvision and tremorsense 10.
- **Deep Travel:** Gain a +2 bonus to speed and swim speed equal to your speed + 2.
- **Rubbery Limbs:** Your melee reach increases by 1.

The Egg Hatches (24th Level): Once per day, when you die, a swarm of hideous creatures emerges from your body to defend their master. The swarm is under your control and has all of the same statistics and abilities as you, except as follows: the swarm is size Large, has your maximum hit points, and has resist half melee and ranged. It can squeeze through any space that could admit a Tiny creature, but it can't end there. The swarm shares your powers and abilities (it does not have a pool of powers of its own), and it can use your magic items, weapons, and implements as though it were wielding them, but can't cast daily spells or activate magic items.

At the end of the encounter, if the swarm has any hit points remaining, the swarm returns to you and you return to life with 1 hit point. If your body is destroyed, the swarm cannot resurrect you.

Flesh Unending (30th Level): While bloodied, you have regeneration equal to the number of healing surges you have remaining.

Deep One Powers

Deep Manifestation **Deep One Utility 26**

Your malleable features become more prominent for a short time, transforming you into an unsettling beast.

Daily ♦ **Polymorph**

Minor Action

Personal

Effect: Until the end of the encounter, you gain two of the following effects depending on your choice of Malleable Form changes:

Deep Water Adaptation: You gain resistance to all damage equal to your Constitution modifier.

Lightless Senses: You gain truesight out to 20 squares, and all creatures grant combat advantage to you.

Deep Travel: You gain a teleport speed equal to your speed and can hover.

Rubbery Limbs: Whenever an enemy hits or misses you with an attack, you can shift 3 squares as a free action after the attack is resolved.

Theme: *Student of the Deep*

The haunting call of the deep dwellers has caught your ear, and you have eagerly sought it to its source. Speaking with many mouths, these strange patrons have shared with you their secrets and have made you their emissary in the world above. Through them you have learned much; perhaps too much.

Arcane or psionic characters with a lust for knowledge are the most susceptible to becoming students of the deep, but anyone with the curiosity and mental fortitude to peer into the abyss can become one. Though most divine and primal characters may be too focused on higher powers, a few may theorize (or be tricked into believing) that the deep dwellers are natural extensions of the gods or primal spirits of the sea.

Starting Feature

To you, the depths of the sea are not so far out of reach, and vice versa. The deep dwellers are pleased with your service, and in return they grant you command over the lesser creatures of their domain.

Benefit: You gain a +2 power bonus to Arcana checks. Add Deep Speech to the languages you can read, write, and speak.

You also gain the *summon pseudonatural beast* power.

Summon Pseudonatural Beast Student of the Deep Utility

You call forth a pseudonatural creature, a monster born of the deep dwellers, and command it to do your bidding.

Daily ♦ Arcane, Summoning

Minor Action **Ranged 10**

Effect: You summon a pseudonatural beast (see page 16) in an unoccupied square in range. The beast is an ally to you and your allies.

The beast lacks action of its own. Instead, you spend actions to command it mentally, choosing from the actions in its description. You don't need line of effect to the beast to command it. When you command the beast, the two of you share knowledge but not senses.

When the beast makes a check, you make the roll using your game statistics, not including temporary bonuses or penalties.

The beast lasts until it drops to 0 hit points, at which point you lose a healing surge (or hit points equal to your healing surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter.

Additional Features

Level 5 Feature

Aberrations lurk in the cracks and crevasses of the world, and they can sense your power over them. You are on your way to becoming a true emissary of the deep dwellers, and all will fear your name.

Benefit: You gain a +2 bonus to Bluff, Diplomacy, Insight, and Intimidate checks against creatures that have the aberrant origin.

Level 10 Feature

The creatures of the deep recognize you as their master, and are quicker to your call.

Benefit: You can use *summon pseudonatural beast* twice per day, but only once per encounter.

Pseudonatural Beast **Summoned Creature**
Small aberrant magical beast

HP your bloodied value; **Healing Surges** none, but you can spend a healing surge for the beast if an effect allows it to spend one
Defenses your defenses, not including any temporary bonuses or penalties
Speed 6, swim 6
Resist psychic 5; **Immune** charm, fear

☼ **Unsettling Presence** (fear) ◆ **Aura 1**

Enemies in the aura grant combat advantage to you and your allies.

⚔ **Standard Action** (fear) ◆ **At-Will**

Attack: Melee 1; your level + 5 vs. Reflex
Hit: 1d10 + your highest ability modifier damage, and the target and each enemy adjacent to the target take a -2 penalty to attack rolls until the end of your next turn.
Level 21: 2d10 + your highest ability modifier damage.

Minor Action ◆ **At-Will** (1/round)

Effect: The beast crawls, runs, stands up, shifts, squeezes, or walks.

Optional Powers

Level 2 Utility Power The mental powers you use to control your pseudonatural beast are simple enough to translate to less complex creatures; whether you use your control to manipulate your enemies or your allies is up to you.

Deep Command

Student of the Deep Utility 2

With a quick wave of your hand, your victim finds themselves moving to just where you need them to be.

Encounter ◆ **Arcane, Charm**

Move Action **Close** burst 5

Target: One ally or enemy in the burst

Effect: You slide the target 3 squares. If the target is an enemy, it takes a -2 penalty to attack rolls until the end of your next turn. If the target is an ally, it gains a +2 bonus to attack rolls until the end of your next turn.

Level 6 Utility Power In strange eons, even death may die. Until then, the death of your pseudonatural beast causes your mental link with it to sever, wracking you with pain. With study and effort, however, you have found a way to harness its demise to heal you rather than harm you.

Pseudonatural Essence

Student of the Deep Utility 6

The death of your beast releases a burst of strange energy. Rather than fatiguing you, you instead feel invigorated and refreshed.

Daily ◆ **Arcane, Healing**

Free Action **Personal**

Trigger: Your pseudonatural beast is reduced to 0 hit points

Effect: You do not lose a healing surge as a result of your pseudonatural beast being reduced to 0 hit points, and you can instead spend a healing surge as a free action.

Level 10 Utility Power In times of great stress, your mind is an open book to the powers of the deep, including your pseudonatural beast. By allowing this connection to widen, you can instinctually give your beast a command.

Pseudonatural Swiftess

Student of the Deep Utility 10

You and your beast move as one, leaping into action with speed not seen in the world above.

Encounter ◆ **Arcane**

Free Action **Personal**

Trigger: You spend an action point

Effect: You can immediately give your pseudonatural beast a command that would normally cost an action.