

MELEE BASIC ATTACK

Weapon **KEYWORDS**

Standard Action **Melee weapon**

STR vs AC **One creature**

Hit: 1[W] + Strength modifier damage. Increase damage to 2[W] + Strength modifier at 21st level.

Special: You can use an unarmed attack as a weapon to make a melee basic attack.

You resort to the simple attack you learned when you first picked up a melee weapon.

Basic Attack PHB-287

AT-WILL SPELL **DUNGEONS & DRAGONS**

RANGED BASIC ATTACK

Weapon **KEYWORDS**

Standard Action **Ranged weapon**

DEX vs AC **One creature**

Hit: 1[W] + Dexterity modifier damage. Increase damage to 2[W] + Dexterity modifier at 21st level.

Special: Weapons with the heavy thrown property (see Player's Handbook, page 216) use Strength instead of Dexterity for attack rolls and damage rolls.

You resort to the simple attack you learned when you first picked up a ranged weapon.

Basic Attack PHB-287

AT-WILL SPELL **DUNGEONS & DRAGONS**

DIRE RADIANCE

Arcane, Fear, Implement, Radiant **KEYWORDS**

Standard Action **Ranged 10**

CON vs FORT **One creature**

Hit: 1d6 + Constitution modifier radiant damage. If the target moves nearer to you on its next turn, it takes an extra 1d6 + Constitution modifier damage. Increase damage and extra damage to 2d6 + Constitution modifier at 21st level.

You cause a shaft of brilliant, cold starlight to lance down from above, bathing your foe in excruciating light. The nearer he moves toward you, the brighter and more deadly the light becomes.

Warlock (Star) Attack 1 PHB-131

AT-WILL SPELL **DUNGEONS & DRAGONS**

ELDRITCH BLAST

Arcane, Implement **KEYWORDS**

Standard Action **Ranged 10**

CHA or CON vs REF **One creature**

Hit: 1d10 + Charisma or Constitution modifier damage. Increase damage to 2d10 + Charisma or Constitution modifier at 21st level.

Special: At 1st level, you determine whether you use Charisma or Constitution to attack with this power. Once you make that choice, you can't change it later. This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

You fire a bolt of dark, crackling eldritch energy at your foe.

Warlock (All) Attack 1 PHB-132

AT-WILL SPELL **DUNGEONS & DRAGONS**

EYEBITE

Arcane, Charm, Implement, Psychic **KEYWORDS**

Standard Action **Ranged 10**

CHA vs WILL **One creature**

Hit: 1d6 + Charisma modifier psychic damage, and you are invisible to the target until the start of your next turn. Increase damage to 2d6 + Charisma modifier at 21st level.

You glare at your enemy, and your eyes briefly gleam with brilliant colors. Your foe reels under your mental assault, and you vanish from his sight.

Warlock (Fey) Attack 1 PHB-132

AT-WILL SPELL **DUNGEONS & DRAGONS**

HELLISH REBUKE

Arcane, Fire, Implement **KEYWORDS**

Standard Action **Ranged 10**

CON vs REF **One creature**

Hit: 1d6 + Constitution modifier fire damage. If you take damage before the end of your next turn, the target takes an extra 1d6 + Constitution modifier fire damage. Increase damage and extra damage to 2d6 + Constitution modifier at 21st level.

You point your finger, and your foe is scoured in hellish flames stoked by your own anger and pain. If you are injured, the flames burst into life one more time before they fade away.

Warlock (Infernal) Attack 1 PHB-132

AT-WILL SPELL **DUNGEONS & DRAGONS**

KEYWORDS

USED

ACTION	+	↔	✦	RANGE
VS	←	*	TARGET	
ATTACK	DEFENSE	TARGET		

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

AT-WILL SPELL **DUNGEONS & DRAGONS**

KEYWORDS

USED

ACTION	+	↔	✦	RANGE
VS	←	*	TARGET	
ATTACK	DEFENSE	TARGET		

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

AT-WILL SPELL **DUNGEONS & DRAGONS**



DUNGEONS
& DRAGONS

A Dungeons & Dragons encounter spell card featuring a red dragon warlock. The card has a decorative, flame-like border. The top half shows the 'DUNGEONS & DRAGONS' logo in a stylized, metallic font. Below the logo is a detailed illustration of a red dragon's head with horns and a fierce expression. The bottom half of the card contains the text 'WARLOCK' and 'ENCOUNTER SPELL' in a white, serif font.

WARLOCK
ENCOUNTER SPELL



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ENCOUNTER SPELL



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WARLOCK
ENCOUNTER SPELL

DIABOLIC GRASP

Arcane, Implement

Standard Action **RANGED** 10

CON vs FORT **ATTACK** One creature of size Large or smaller

Hit: 2d8 + Constitution modifier damage, and you slide the target 2 squares.

Infernal Pact: You slide the target a number of squares equal to 1 + your Intelligence modifier.

You crook your hand into the shape of a claw, and a great talon of sulfurous darkness forms around your enemy. It rakes fiercely at him and drags him a short distance before dissipating again.

Warlock (Infernal) Attack 1

PHB-132

ENCOUNTER SPELL

DUNGEONS & DRAGONS

DREADFUL WORD

Arcane, Fear, Implement, Psychic

Standard Action **RANGED** 5

CHA vs WILL **ATTACK** One creature

Hit: 2d8 + Charisma modifier psychic damage, and the target takes a -1 penalty to Will defense until the end of your next turn.

Star Pact: The penalty to Will defense is equal to 1 + your Intelligence modifier.

You whisper one word of an unthinkable cosmic secret to your foe. His mind reels in terror.

Warlock (Star) Attack 1

PHB-132

ENCOUNTER SPELL

DUNGEONS & DRAGONS

VAMPIRIC EMBRACE

Arcane, Implement, Necrotic

Standard Action **RANGED** 5

CON vs WILL **ATTACK** One creature

Hit: 2d8 + Constitution modifier necrotic damage, and you gain 5 temporary hit points.

Infernal Pact: You gain temporary hit points equal to 5 + your Intelligence modifier.

A ribbon of twisting darkness streams from your hand to your target's heart, feeding on his vital force as you grow stronger.

Warlock (Infernal) Attack 1

PHB-132

ENCOUNTER SPELL

DUNGEONS & DRAGONS

WITCHFIRE

Arcane, Fire, Implement

Standard Action **RANGED** 10

CHA vs REF **ATTACK** One creature

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

Fey Pact: The penalty to attack rolls is equal to 2 + your Intelligence modifier.

From the mystic energy of the Feywild, you draw a brilliant white flame and set it in your enemy's mind and body. Rivulets of argent fire stream up into the air from his eyes, mouth, and hands; agony disrupts his very thoughts.

Warlock (Fey) Attack 1

PHB-132

ENCOUNTER SPELL

DUNGEONS & DRAGONS

BEGUILING TONGUE

Arcane

Minor Action **RANGED** Personal

ATTACK **TARGET**

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

You channel the grace and glibness of your fey patrons for a time. Your voice gains great power and eloquence.

Warlock (Fey) Utility 2

PHB-133

ENCOUNTER SPELL

DUNGEONS & DRAGONS

ETHEREAL STRIDE

Arcane, Teleportation

Move Action **RANGED** Personal

ATTACK **TARGET**

Effect: You can teleport 3 squares, and you gain a +2 power bonus to all defenses until the end of your next turn.

You shift your body out of phase with the world for an instant, teleporting a short distance. When you reappear, you are still somewhat out of phase and difficult to harm or hinder for a short time.

Warlock (Star) Utility 2

PHB-133

ENCOUNTER SPELL

DUNGEONS & DRAGONS

SHADOW VEIL

Arcane, Illusion

Minor Action **RANGED** Personal

ATTACK **TARGET**

Effect: You gain a +5 power bonus to Stealth checks until the end of your next turn.

You garb yourself in a pall of murky darkness. While it lasts, you are difficult to see or hear.

Warlock (Star) Utility 2

PHB-133

ENCOUNTER SPELL

DUNGEONS & DRAGONS

ELDRITCH RAIN

Arcane, Implement

Standard Action **RANGED** 10

CHA vs REF **ATTACK** One creature, or two creatures*

Targets: One creature, or two creatures no more than 5 squares apart from each other

Attack: Charisma vs. Reflex, one attack per target.

Hit: 1d10 + Charisma modifier damage.

Fey Pact: Gain a bonus to each attack's damage roll equal to your Intelligence modifier.

You fire purple rays of eldritch power at your foes.

Warlock (Fey) Attack 3

PHB-133

ENCOUNTER SPELL

DUNGEONS & DRAGONS

FIERY BOLT

Arcane, Fire, Implement

Standard Action **RANGED** 10

CON vs REF **TARGET** One creature

Hit: 3d6 + Constitution modifier fire damage, and creatures adjacent to the target take 1d6 + Constitution modifier fire damage.

Infernal Pact: Creatures adjacent to the target take extra fire damage equal to your Intelligence modifier.

You call up a bolt of golden flame and hurl it at your foe. Anyone standing close to him is burned as well.

Warlock (Infernal) Attack 3

PHB-133

ENCOUNTER SPELL

DUNGEONS & DRAGONS

FRIGID DARKNESS

Arcane, Cold, Fear, Implement

Standard Action **RANGED** 10

CON vs FORT **TARGET** One creature

Hit: 2d8 + Constitution modifier cold damage, and the target grants combat advantage to you and your allies until the end of your next turn.

Star Pact: The target takes a penalty to AC equal to your Intelligence modifier until the end of your next turn.

You create a freezing black shadow around your foe, a small taste of the icy darkness in the depths of the night sky. He is unable to see well enough to defend himself while the shadows cling to him.

Warlock (Star) Attack 3

PHB-133

ENCOUNTER SPELL

DUNGEONS & DRAGONS

OTHERWIND STRIDE

Arcane, Implement, Teleportation

Standard Action **RANGED** Close burst 1

CHA vs FORT **TARGET** Each creature in burst

Hit: 1d8 + Charisma modifier damage, and the target is immobilized until the end of your next turn.

Effect: You teleport 5 squares.

Fey Pact: You teleport a number of squares equal to 5 + your Intelligence modifier.

You call up an unseen maelstrom of fey power that lashes nearby creatures . . . and you step into the vortex and emerge somewhere a short distance away.

Warlock (Fey) Attack 3

PHB-134

ENCOUNTER SPELL

DUNGEONS & DRAGONS

FEY SWITCH

Arcane, Teleportation

Move Action **RANGED** 10

TARGET You and one willing ally

Effect: You and your ally trade spaces.

You step through the veils of the Feywild to the place where an ally stands and return to the world in that spot. Your ally is instantly whisked back to the place you started from.

Warlock (Fey) Utility 6

PHB-134

ENCOUNTER SPELL

DUNGEONS & DRAGONS

SPIDER CLIMB

Arcane

Move Action **RANGED** Personal

TARGET

Effect: On this move action, you move with a climb speed equal to your speed.

You bestow on yourself the ability to cling to almost any surface and climb as easily as an insect.

Warlock (Infernal) Utility 6

PHB-134

ENCOUNTER SPELL

DUNGEONS & DRAGONS

HOWL OF DOOM

Arcane, Fear, Implement, Thunder

Standard Action **RANGED** Close blast 3

CON vs FORT **TARGET** Each creature in blast

Hit: 2d6 + Constitution modifier thunder damage, and you push the target 2 squares.

Infernal Pact: You push the target a number of squares equal to 1 + your Intelligence modifier.

You unleash a devastating shout that cracks stone and pulps flesh. Supernatural terror goes with your mighty blast, and your foes are driven back in fright.

Warlock (Infernal) Attack 7

PHB-135

ENCOUNTER SPELL

DUNGEONS & DRAGONS

INFERNAL MOON CURSE

Arcane, Implement, Poison

Standard Action **RANGED** 10

CON vs FORT **TARGET** One creature

Hit: 2d8 + Constitution modifier poison damage, and the target is held immobilized 5 feet off the ground until the end of your next turn.

Infernal Pact: You gain a bonus to the damage roll equal to your Intelligence modifier.

The shimmer of pale, ghostly silver envelops your foe and lifts him up into the air. Its sinister radiance seeps into his body, a strange and deadly poison.

Warlock (Infernal) Attack 7

PHB-135

ENCOUNTER SPELL

DUNGEONS & DRAGONS

MIRE THE MIND

Arcane, Illusion, Implement, Psychic

Standard Action **RANGED** 10

CHA vs WILL **TARGET** One creature

Hit: 1d10 + Charisma modifier psychic damage, and you and all of your allies in range are invisible to the target until the end of your next turn.

Fey Pact: You gain a power bonus to Stealth checks equal to your Intelligence modifier until the end of the encounter.

You assail your foe's mind with unreal images until he can see nothing else.

Warlock (Fey) Attack 7

PHB-135

ENCOUNTER SPELL

DUNGEONS & DRAGONS

SIGN OF ILL OMEN

Arcane, Implement

Standard Action **RA** Ranged 10
CHA vs WILL **TA** One creature

Hit: 2d6 + Charisma modifier damage, and the target must roll twice for its next attack and use the lower of the two rolls.

Star Pact: When the target rolls twice, it takes a penalty to both rolls equal to your Intelligence modifier.

You sketch a glowing rune in the air with your fingertip, invoking misfortune upon your enemy. Lines of eldritch power slash across his body as you draw your sign, and fate itself turns against him for a short time.

Warlock (Star) Attack 7

PHB-135

ENCOUNTER SPELL

DUNGEONS & DRAGONS

BEWITCHING WHISPERS

Arcane, Charm, Implement

Standard Action **RA** Ranged 10
CHA vs WILL **TA** One creature

Hit: Until the end of your next turn, the target treats all creatures as enemies for the purpose of opportunity attacks and must take every opportunity attack possible. Fey Pact: The target gains a power bonus to these attack rolls equal to your Intelligence modifier.

You whisper words of fey power, words that drive mortals to madness.

Warlock (Fey) Attack 13

PHB-136

ENCOUNTER SPELL

DUNGEONS & DRAGONS

COLDFIRE VORTEX

Arcane, Implement; Cold or Radiant

Standard Action **RA** Ranged 10
CON vs FORT **TA** One creature

Hit: 2d10 + Constitution modifier damage (choose cold or radiant damage). Make a secondary attack.

Secondary Target: Each creature adjacent to the primary target.

Secondary Attack: Constitution vs. Reflex

Secondary Hit: 1d10 + Constitution modifier damage (choose cold or radiant damage).

Star Pact: You gain a bonus to damage rolls against the secondary targets equal to your Intelligence modifier.

You create a spinning vortex of brilliant but frigid energy around your foe. Racing streamers of luminous coldfire lash all creatures nearby.

Warlock (Star) Attack 13

PHB-136

ENCOUNTER SPELL

DUNGEONS & DRAGONS

HARROWSTORM

Arcane, Implement, Thunder

Standard Action **RA** Ranged 10
CON vs FORT **TA** One creature

Hit: 2d10 + Constitution modifier thunder damage, and you slide the target 5 squares.

Infernal Pact: You slide the target a number of squares equal to 5 + your Intelligence modifier.

You call up a churning cyclone from the nether planes. It surrounds your enemy, battering him with deafening claps of thunder and hurling him a short distance.

Warlock (Infernal) Attack 13

PHB-136

ENCOUNTER SPELL

DUNGEONS & DRAGONS

SOUL FLAYING

Arcane, Implement, Necrotic

Standard Action **RA** Ranged 10
CON vs WILL **TA** One creature

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

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

You sear your enemy's soul with a bolt of emerald energy, which weakens him greatly for a short time.

Warlock (Infernal) Attack 13

PHB-136

ENCOUNTER SPELL

DUNGEONS & DRAGONS

CLOAK OF SHADOW

Arcane

Move Action **RA** Personal
ATTACK **TARGET**

Effect: Fly a number of squares equal to your speed + 2. If you don't land at the end of this move, you fall. Until the end of your next turn, you are insubstantial, and you cannot affect, attack, or use powers on creatures or objects.

You briefly become a flying shadow, swift and insubstantial.

Warlock (Infernal) Utility 16

PHB-137

ENCOUNTER SPELL

DUNGEONS & DRAGONS

INFURIATING ELUSIVENESS

Arcane, Illusion, Teleportation

Move Action **RA** Personal
ATTACK **TARGET**

Effect: You become invisible and then teleport 4 squares. The invisibility lasts until the start of your next turn.

You will yourself across the boundary between worlds, teleporting a short distance. When you appear from the Feywild, you are surrounded by a glamor of invisibility.

Warlock (Fey) Utility 16

PHB-137

ENCOUNTER SPELL

DUNGEONS & DRAGONS

STRAND OF FATE

Arcane, Implement

Standard Action **RA** Ranged 10
CHA vs REF **TA** One creature

Hit: 1d8 + Charisma modifier damage, and the target gains vulnerability 10 to all attacks until the end of your next turn.

Star Pact: The vulnerability increases to 10 + your Intelligence modifier.

You call upon a snaking strand of distilled fate that lances toward your foe. If he can't evade it, terrible misfortune ensues.

Warlock (Star) Attack 17

PHB-137

ENCOUNTER SPELL

DUNGEONS & DRAGONS

THIRSTING TENDRILS

Arcane, Healing, Implement

Standard Action **RANGED** 10

CHA vs FORT **TARGET** One creature

Hit: 3d6 + Charisma modifier damage, and you can spend a healing surge.

Fey Pact: You regain additional hit points equal to twice your Intelligence modifier.

You lower your hand, and rootlike tendrils shoot from your palm into the ground. An instant later they erupt from the earth beneath your enemy's feet and bore into his flesh, replenishing you with his vital force.

Warlock (Fey) Attack 17

PHB-137

ENCOUNTER SPELL

DUNGEONS & DRAGONS

WARLOCK'S BARGAIN

Arcane, Implement

Standard Action **RANGED** 5

CON vs FORT **TARGET** One creature

Hit: You take damage equal to your level, and the target takes 3d10 + Constitution modifier damage plus extra damage equal to one-half your level.

Infernal Pact: If you hit, you take damage equal to your level minus your Intelligence modifier.

You forge a link between your enemy's soul and your own, and then you surrender it to your fiendish patrons. It hurts you, but he suffers more.

Warlock (Infernal) Attack 17

PHB-138

ENCOUNTER SPELL

DUNGEONS & DRAGONS

ENTROPIC WARD

Arcane

Minor Action **RANGED** Personal

ATTACK **TARGET**

Effect: Until the end of your next turn, anyone who attacks you must roll two dice and take the lower result. Each time an attack misses due to this effect, you gain a cumulative +1 power bonus to your next attack roll.

Fortune favors you; stars portending uncertainty lean in your favor and frown upon your foes.

Warlock (Star) Utility 22

PHB-138

ENCOUNTER SPELL

DUNGEONS & DRAGONS

DARK TRANSPORT

Arcane, Implement, Teleportation

Standard Action **RANGED** 10

CHA vs WILL **TARGET** One creature

Hit: 4d10 + Charisma modifier damage, and you can swap places with the target.

Star Pact: After swapping places with the target, you can teleport a number of squares equal to your Intelligence modifier.

You forge a short-lived dimensional gate that slices through your opponent. If you wish, you can leap through the gate and take his place while banishing him to the spot you were just in.

Warlock (Star) Attack 23

PHB-138

ENCOUNTER SPELL

DUNGEONS & DRAGONS

SPITEFUL DARTS

Arcane, Implement

Standard Action **RANGED** Close blast 5

CON vs REF **TARGET** Each creature in blast

Hit: 4d8 + Constitution modifier damage, and you push the target 3 squares.

Infernal Pact: You push each target a number of squares equal to 3 + your Intelligence modifier.

You create scores of large, infernal darts and send them streaking at your enemies. Each dart that finds flesh pushes the creature it injures out of the place where it stands, moving it to another spot of your choosing.

Warlock (Infernal) Attack 23

PHB-139

ENCOUNTER SPELL

DUNGEONS & DRAGONS

THORNS OF VENOM

Arcane, Implement, Poison

Standard Action **RANGED** 10

CHA vs FORT **TARGET** One creature

Hit: 3d8 + Charisma modifier poison damage, and the target is immobilized and takes a -2 penalty to AC and Reflex defense until the end of your next turn.

Fey Pact: The penalty to AC and Reflex defense is equal to 1 + your Intelligence modifier.

Raising your hands, you call up from the ground thick vines studded with long, poisonous thorns that wrap around your foe. He is held fast and pierced by the deadly thorns.

Warlock (Fey) Attack 23

PHB-139

ENCOUNTER SPELL

DUNGEONS & DRAGONS

BANISH TO THE VOID

Arcane, Fear, Implement, Teleportation

Standard Action **RANGED** 10

CON vs WILL **TARGET** One creature

Hit: 2d10 + Constitution modifier damage. The target disappears into a starry realm. At the start of its next turn, the target reappears in its original space. If that space is occupied, the target returns to the nearest unoccupied space (its choice). The target makes a melee attack against the nearest target on its next turn. Until the end of your next turn, all creatures treat the target as an enemy with respect to provoking opportunity attacks, and the target must take every opportunity attack possible.

Star Pact: The target gains a power bonus to attack rolls equal to your Intelligence modifier. This bonus applies only to attack rolls it makes due to this power.

You hurl your foe screaming into the skies, and he disappears to some remote and terrible corner of the cosmos. When he returns, madness overwhelms him.

Warlock (Star) Attack 27

PHB-139

ENCOUNTER SPELL

DUNGEONS & DRAGONS

CURSE OF THE FEY KING

Arcane, Implement

Standard Action **RANGED** 10

CHA vs WILL **TARGET** One creature

Hit: 3d10 + Charisma modifier damage. In addition, the first time the target rolls a d20 on its next turn, you can steal that result. The target rerolls, and you use the stolen result for your next d20 roll.

Fey Pact: You gain a bonus to the stolen result equal to your Intelligence modifier.

You invoke the power of a mighty fey spirit. A shimmering emerald coil of eldritch power disrupts your foe and steals from him the luck of his next few moments. It's yours if you want it.

Warlock (Fey) Attack 27

PHB-139

ENCOUNTER SPELL

DUNGEONS & DRAGONS

HELLFIRE CURSE

Arcane, Fire, Implement

Standard Action **RANGED** ⚔ Ranged 10

CON vs WILL **ATTACK** **TARGET** One creature

Hit: 5d10 + Constitution modifier fire damage. Infernal Pact: You gain a bonus to the damage roll equal to your Intelligence modifier.

You level your clenched fist toward your foe and unleash a terrific blast of black flames.

Warlock (Infernal) Attack 27 PHB-139

ENCOUNTER SPELL **DUNGEONS & DRAGONS**

FATES ENTWINED

Arcane, Fear, Implement, Psychic

Standard Action **RANGED** ⚔ Ranged 5

CHA vs WILL **ATTACK** **TARGET** One creature

Hit: 2d8 + Charisma modifier psychic damage. Until the end of your next turn, when you take damage, the target takes half that amount of psychic damage.

You lodge a painful psychic shard in your enemy's brain that resonates whenever you take damage.

Doomsayer (Star) Attack 11 PHB-140

ENCOUNTER SPELL **DUNGEONS & DRAGONS**

WILL OF THE FEYWILD

Arcane, Charm, Implement, Psychic, Teleportation

Standard Action **RANGED** ⚔ Ranged 10

CHA vs WILL **ATTACK** **TARGET** One creature

Hit: 2d8 + Charisma modifier psychic damage. You can teleport the target 5 squares, whereupon it makes a melee basic attack against an adjacent creature of your choice.

Effect: The target is dazed until the end of its next turn.

You bend your enemy's will to your whim. In a blinding flash of golden light, the creature teleports to a location you designate and, in its madness, attacks one of its allies.

Feytouched (Fey) Attack 11 PHB-141

ENCOUNTER SPELL **DUNGEONS & DRAGONS**

SOUL SCORCH

Arcane, Fire, Implement, Necrotic

Standard Action **RANGED** ⚔ Ranged 10

CON vs WILL **ATTACK** **TARGET** One creature

Hit: 3d8 + Constitution modifier fire and necrotic damage.

Effect: If the target creature has the same origin as a life spark you possess, you can expend that life spark to deal an extra 10 damage to the target.

As black fire immolates your adversary, you release one of your life sparks. Your foe cries out in pain as he feels the life ebb from his body.

Life-Stealer (Infernal) Attack 11 PHB-142

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**

A Dungeons & Dragons Daily Spell card featuring a red dragonborn warlock. The card has a dark red and orange color scheme with a wavy top and bottom edge. The dragonborn has red horns and a fierce expression.

**DUNGEONS
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DAILY SPELL

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**DUNGEONS
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WARLOCK
DAILY SPELL

ARMOR OF AGATHYS

Arcane, Cold

Standard Action **RA** **ATTACK** **TARGET** Personal

Effect: You gain temporary hit points equal to 10 + your Intelligence modifier. Until the end of the encounter, an enemy that starts its turn adjacent to you takes 1d6 + Constitution modifier cold damage.

You surround yourself in a sheath of black ice from a dark and doleful realm. It protects you from attack and radiates fierce cold.

Warlock (Infernal) Attack 1

PHB-132

DAILY SPELL

DUNGEONS & DRAGONS

CURSE OF THE DARK DREAM

Arcane, Charm, Implement, Psychic

Standard Action **RA** **ATTACK** **TARGET** Ranged 10 One creature

Hit: 3d8 + Charisma modifier psychic damage, and you slide the target 3 squares.

Sustain Minor: You slide the target 1 square, whether you hit or miss (save ends).

You inflict a waking nightmare upon your enemy so that he can no longer tell what is real and what exists only in his mind. Under its influence he staggers about, trying to avoid falling from imaginary heights or stepping on unreal serpents.

Warlock (Fey) Attack 1

PHB-133

DAILY SPELL

DUNGEONS & DRAGONS

DREAD STAR

Arcane, Fear, Implement, Radiant

Standard Action **RA** **ATTACK** **TARGET** Ranged 10 One creature

Hit: 3d6 + Charisma modifier radiant damage, and the target is immobilized until the end of your next turn.

Effect: The target takes a -2 penalty to Will defense (save ends).

You create a fist-sized orb of painful blue-white radiance that whirls around your enemy, searing him. Fierce rays shoot from it like jabbing daggers of light, fencing him in where he stands.

Warlock (Star) Attack 1

PHB-133

DAILY SPELL

DUNGEONS & DRAGONS

FLAMES OF PHLEGETHOS

Arcane, Fire, Implement

Standard Action **RA** **ATTACK** **TARGET** Ranged 10 One creature

Hit: 3d10 + Constitution modifier fire damage.

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

Rivulets of clinging liquid fire appear and cascade over your target. Anything that is flammable ignites at once and burns long after the streams of magic fire fade away.

Warlock (Infernal) Attack 1

PHB-133

DAILY SPELL

DUNGEONS & DRAGONS

FIENDISH RESILIENCE

Arcane

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

Effect: You gain temporary hit points equal to 5 + your Constitution modifier.

You call upon your patron entities to protect you with their fell power. Your flesh is infused with mystic strength, lessening the effect of enemy blows.

Warlock (Infernal) Utility 2

PHB-134

DAILY SPELL

DUNGEONS & DRAGONS

AVERNIAN ERUPTION

Arcane, Fire, Implement

Standard Action **RA** **ATTACK** **TARGET** Area burst 1 within 10 squares Each creature in burst

Hit: 2d10 + Constitution modifier fire damage.

Effect: The targets take ongoing 5 fire damage (save ends).

Acrid orange fumes hiss up from beneath the ground, and then suddenly ignite in a thundering detonation. Any creature in the area is burned by the searing flames.

Warlock (Infernal) Attack 5

PHB-134

DAILY SPELL

DUNGEONS & DRAGONS

CROWN OF MADNESS

Arcane, Charm, Implement, Psychic

Standard Action **RA** **ATTACK** **TARGET** Ranged 10 One creature

Hit: 2d6 + Charisma modifier psychic damage.

Miss: Half damage.

Sustain Minor: The target makes a melee basic attack against one of its adjacent allies of your choice (save ends).

You cause an illusory, twisted crown to appear around the target's head. Under its psychic assault, your enemy loses the ability to distinguish friend from foe.

Warlock (Fey) Attack 5

PHB-134

DAILY SPELL

DUNGEONS & DRAGONS

CURSE OF THE BLOODY FANGS

Arcane, Implement

Standard Action **RA** **ATTACK** **TARGET** Ranged 10 One creature

Hit: 2d10 + Charisma modifier damage.

Miss: Half damage.

Sustain Minor: The target and any of your enemies adjacent to it take 1d10 damage (save ends).

You call up a pack of ferocious, phantasmal beasts from the darkest and most savage depths of the Feywild. Only their slaving fangs appear in this world, snapping and rending in a mad frenzy at the foe you have cursed.

Warlock (Fey) Attack 5

PHB-134

DAILY SPELL

DUNGEONS & DRAGONS

HUNGER OF HADAR

Arcane, Implement, Necrotic, Zone

Standard Action **ON** **ATTACK** **TARGET** ✦ Area burst 1 within 10 squares

Effect: The burst creates a zone of darkness until the end of your next turn, blocking line of sight. Creatures that enter the zone or start their turns there take 2d10 necrotic damage.

Sustain Minor: When you sustain the power, you make a secondary attack.

Secondary Target: Each creature within the zone.

Secondary Attack: Constitution vs. Fortitude

Secondary Hit: 1d6 + Constitution modifier necrotic damage.

You create a zone of complete, impermeable darkness filled with flying, fluttering, fanged shadows. The shadows rend at the very life force of creatures caught within.

Warlock (Star) Attack 5

PHB-134

DAILY SPELL

DUNGEONS & DRAGONS

DARK ONE'S OWN LUCK

Arcane

Free Action **ON** **ATTACK** **TARGET** ✦ Personal

Trigger: You make a roll you dislike.

Effect: Reroll the attack roll, skill check, ability check, or saving throw, using the higher of the two results.

Refusing the result that fate has decreed for you, you invoke stars of uncertainty and try to rewrite what has been written.

Warlock (Star) Utility 6

PHB-134

DAILY SPELL

DUNGEONS & DRAGONS

SHROUD OF BLACK STEEL

Arcane, Polymorph

Minor Action **ON** **ATTACK** **TARGET** ✦ Personal

Effect: You change your skin into living steel. You gain a +2 power bonus to AC and Fortitude defense but take a -2 penalty to speed until the end of the encounter. You can end this effect as a minor action.

Invoking the power of your dark patrons, you transform your skin into living steel, blackened and hard yet still supple enough to move. Your quickness suffers a bit, but you are much tougher and more resilient.

Warlock (Infernal) Utility 6

PHB-134

DAILY SPELL

DUNGEONS & DRAGONS

CURSE OF THE BLACK FROST

Arcane, Cold, Implement

Standard Action **ON** **ATTACK** **TARGET** ✦ Ranged 10

CHA vs REF One creature

Hit: 2d8 + Charisma modifier cold damage.

Effect: If the target moves for any reason, it takes 1d8 cold damage (save ends). If the target saves, you cannot sustain this power.

Sustain Minor: The target takes 2d8 cold damage.

You create a fence of sharp frost-needles around your foe. They slowly freeze him, and if he moves or touches them, they grow longer and sharper.

Warlock (Fey) Attack 9

PHB-135

DAILY SPELL

DUNGEONS & DRAGONS

IRON SPIKE OF DIS

Arcane, Implement

Standard Action **ON** **ATTACK** **TARGET** ✦ Ranged 10

CON vs REF One creature

Hit: 3d10 + Constitution modifier damage, and the target is immobilized (save ends).

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

You call up a spear of red iron from the infernal regions and hurl it at your foe. Transfixing clothing, armor, flesh, or skin, it nails him to the spot where he stands.

Warlock (Infernal) Attack 9

PHB-135

DAILY SPELL

DUNGEONS & DRAGONS

SUMMONS OF KHIRAD

Arcane, Implement, Psychic, Teleportation

Standard Action **ON** **ATTACK** **TARGET** ✦ Ranged 10

CON vs WILL One creature

Hit: 2d10 + Constitution modifier psychic damage, and you teleport the target to an unoccupied square within 3 squares of you.

Sustain Minor: Make a Constitution vs. Will attack against the target. On a hit, you teleport the target to an unoccupied square within 3 squares of you. On a miss, the effect ends.

A pale blue flame springs up from your brow as you invoke Khirad, a star of dire portent. Your enemy's mind burns with Khirad's flame, and you teleport him where you wish.

Warlock (Star) Attack 9

PHB-135

DAILY SPELL

DUNGEONS & DRAGONS

THIEF OF FIVE FATES

Arcane, Implement

Standard Action **ON** **ATTACK** **TARGET** ✦ Ranged 10

CHA vs WILL One creature

Hit: Until the end of your next turn, whenever the target makes a saving throw or an attack roll, you roll a d20 without modifiers. If your result is higher than the target's unmodified die roll, the target's attack misses or the target's saving throw fails.

You bind your target's fortunes to five ill-omened stars. Under their dire influence, all sorts of mischance and bad luck befall your enemy.

Warlock (Star) Attack 9

PHB-135

DAILY SPELL

DUNGEONS & DRAGONS

AMBASSADOR IMP

Arcane, Conjuration

Standard Action **ON** **ATTACK** **TARGET** ✦ Ranged 100 miles

Effect: You whisper a message into the air, and an implike presence appears next to the creature you wish to speak to and delivers your message. If the creature has a reply, the imp appears adjacent to you at the end of your next turn to utter it. If the creature has no reply or is not within range, the imp appears adjacent to you at the end of your next turn to tell you so. The imp then disappears.

You conjure forth an implike presence from the netherworld and give it a message to deliver to a far-off creature.

Warlock (Infernal) Utility 10

PHB-136

DAILY SPELL

DUNGEONS & DRAGONS

SHADOW FORM

Arcane, Polymorph

Minor Action **REACTION** **ATTACK** **TARGET** Personal

Effect: You assume a shadowy form until the end of the encounter or for 5 minutes. In this form you are insubstantial, gain fly 6, and can't take standard actions. Reverting to your normal form is a minor action.

You fly apart into a swarm of batlike shadows.

Warlock (Star) Utility 10

PHB-136

DAILY SPELL

DUNGEONS & DRAGONS

SHIELDING SHADES

Arcane

Immediate Reaction **REACTION** **ATTACK** **TARGET** Personal

Trigger: You are hit by an attack.

Effect: Reduce the attack's damage to 0. If the attack targets other creatures, they take damage as normal.

You call up a swirling shield of darkness from some far domain, interposing it between yourself and dire peril.

Warlock (Star) Utility 10

PHB-136

DAILY SPELL

DUNGEONS & DRAGONS

WARLOCK'S LEAP

Arcane, Teleportation

Move Action **REACTION** **ATTACK** **TARGET** Personal

Effect: You teleport 6 squares. You do not need line of sight to the destination, but if you attempt to teleport to a space you can't occupy, you don't move.

You leap through the mystic veil into the Feywild. An instant later, you return a short distance away and alight without traveling through the intervening air.

Warlock (Fey) Utility 10

PHB-136

DAILY SPELL

DUNGEONS & DRAGONS

CURSE OF THE GOLDEN MIST

Arcane, Charm, Implement

Standard Action **REACTION** **ATTACK** **TARGET** Ranged 10 One creature

Hit: The target loses its next standard action.

Sustain Standard: Make a Charisma vs. Will attack against the target. On a hit, the target loses its next standard action. On a miss, the power ends.

You lull your enemy into a waking dream. He sees himself in a realm of eldritch beauty, and perceives the real world as a ghostly shadow of itself.

Warlock (Fey) Attack 15

PHB-136

DAILY SPELL

DUNGEONS & DRAGONS

FIRESWARM

Arcane, Fire, Implement, Poison

Standard Action **REACTION** **ATTACK** **TARGET** Ranged 10 CON vs REF One creature

Hit: 4d10 + Constitution modifier fire and poison damage.

Sustain Standard: Make a Constitution vs. Fortitude attack against the target. On a hit, the target and each creature adjacent to it takes 2d10 + Constitution modifier fire and poison damage. On a miss, you deal half damage and the power ends.

Fiery scorpions crawl out of cracks in the ground and swarm your enemy, stinging madly and spreading out to engulf other nearby creatures.

Warlock (Infernal) Attack 15

PHB-137

DAILY SPELL

DUNGEONS & DRAGONS

TENDRILS OF THUBAN

Arcane, Cold, Implement, Zone

Standard Action **REACTION** **ATTACK** **TARGET** Area burst 1 within 10 squares CON vs FORT Each creature in burst

Hit: 4d10 + Constitution modifier cold damage, and the target is immobilized (save ends).

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

Sustain Minor: Make a Constitution vs. Fortitude attack against all targets within the zone. On a hit, the target takes 1d10 + Constitution modifier cold damage and is immobilized (save ends).

From the frozen emerald seas under the star Thuban, you call forth dozens of glimmering green tentacles. Reaching down from overhead, they seize your enemies, draining the heat from their bodies and holding them immobile.

Warlock (Star) Attack 15

PHB-137

DAILY SPELL

DUNGEONS & DRAGONS

THIRSTING MAW

Arcane, Implement

Standard Action **REACTION** **ATTACK** **TARGET** Ranged 5 CON vs FORT One creature

Hit: 4d8 + Constitution modifier damage, and you regain hit points equal to half the amount of damage dealt.

Sustain Minor: The target takes 2d8 damage (save ends). Each time the target takes this damage, you regain hit points equal to half the damage.

With a flick of your wrist, you create a phantasmal eel-like creature from your palm and hurl it at your foe. It latches itself to him and begins to drink his blood . . . And you grow stronger.

Warlock (Infernal) Attack 15

PHB-137

DAILY SPELL

DUNGEONS & DRAGONS

EYE OF THE WARLOCK

Arcane

Minor Action **REACTION** **ATTACK** **TARGET** Ranged 10 One creature

Effect: You see through the target's eyes. The target is not aware that you are doing so. You have line of sight and line of effect from the target for your attacks. Your warlock powers can originate in the target's square. Each time you use a power through this link, a mystical third eye briefly appears upon the target's brow (save ends).

You create upon your forehead a mystical third eye and link that eye's perception to the senses of some other creature nearby.

Warlock (Star) Utility 16

PHB-137

DAILY SPELL

DUNGEONS & DRAGONS

DELUSIONS OF LOYALTY

Arcane, Charm, Implements

Standard Action **RA** Ranged 10
CHA vs WILL **TA** One creature

Hit: On its next turn, the target uses its standard action to make a basic attack against the last creature to attack you since your last turn. If no one attacked you since your last turn or if the target is unable to attack, the target loses its standard action.

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.

Your magic causes your enemy to perceive you as a comrade he must defend, even if he is now at odds with his former allies.

Warlock (Fey) Attack 19

PHB-138

DAILY SPELL

DUNGEONS & DRAGONS

MINIONS OF MALBOLGE

Arcane, Conjuration, Fire, Implement

Standard Action **RA** Personal
TA

Effect: You conjure flames in the shape of diabolical imps that appear at your feet. You gain 25 temporary hit points. Any enemy that enters a square adjacent to you takes 2d10 fire damage and is pushed 3 squares. This effect applies once per creature per round. It ends when you have no temporary hit points remaining.

You bring forth fire in the shape of small, infernal imps from Malbolge, sixth of the Nine Hells. They hover close around you and hurl themselves upon any enemy that dares to approach, searing with their fiery touch and driving foes away.

Warlock (Infernal) Attack 19

PHB-138

DAILY SPELL

DUNGEONS & DRAGONS

WRATH OF ACAMAR

Arcane, Implement, Necrotic, Teleportation

Standard Action **RA** Ranged 10
CHA vs REF **TA** One creature

Hit: 4d10 + Charisma modifier necrotic damage, and the target disappears into a starry realm (save ends).

Special: While in the starry realm, the target cannot take actions, cannot be targeted, and takes 1d10 necrotic damage at the start of its turn. On a save, it returns to the space it was last in. If that space is occupied, the target returns to the nearest unoccupied space of its choice.

You fire a ray of crackling black energy at your enemy. At its touch, he is instantly hurled headlong into the soul-draining depths of Acamar, a dark and distant star.

Warlock (Star) Attack 19

PHB-138

DAILY SPELL

DUNGEONS & DRAGONS

RAVEN'S GLAMOR

Arcane, Illusion, Teleportation

Move Action **RA** Personal
TA

Effect: You become invisible until the start of your next turn and teleport 20 squares. You leave behind an illusory image of yourself that persists as long as you are invisible. This image stands in place, takes no actions, and uses your defenses if it is attacked. If the illusion is touched or takes any damage, it dissolves into a pile of dead leaves. If you make an attack, you become visible.

Sustain Standard: You remain invisible as long as you don't make an attack.

You teleport yourself away from imminent danger, but you leave an illusion of yourself behind, distracting and confusing your foes.

Warlock (Fey) Utility 22

PHB-138

DAILY SPELL

DUNGEONS & DRAGONS

WINGS OF THE FIEND

Arcane, Polymorph

Minor Action **RA** Personal
TA

Effect: You grow wings and gain a fly speed equal to your speed until the end of the encounter or for 5 minutes.

You sprout a large pair of leathery wings from your back.

Warlock (Infernal) Utility 22

PHB-138

DAILY SPELL

DUNGEONS & DRAGONS

CURSE OF THE TWIN PRINCES

Arcane, Illusion, Implement, Psychic

Standard Action **RA** Ranged 5
CHA vs WILL **TA** One creature

Hit: 4d10 + Charisma modifier psychic damage. Until the end of the encounter, every time you take damage, you make a Charisma vs. Will attack against the target; if the attack hits, you take half damage and the target takes the other half.

Effect: Until the end of the encounter, whenever you are adjacent to the target, the images of you both begin to flow together, such that anyone who attacks one has a 50% chance of accidentally hitting the other instead.

You begin to steal the very semblance of your target. Those around you and your foe can't distinguish between the two of you any longer.

Warlock (Fey) Attack 25

PHB-139

DAILY SPELL

DUNGEONS & DRAGONS

TARTAREAN TOMB

Arcane, Implement

Standard Action **RA** Ranged 10
CON vs REF **TA** One creature

Hit: 5d10 + Constitution modifier damage, and the target is entombed (save ends). An entombed target is immobilized and lacks line of sight and line of effect to any space other than its own. All creatures other than you cannot gain line of sight or line of effect to the target.

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

You create a battering storm of rune-scribed black iron plates around your foe. As they whirl and strike, they quickly assemble into a coffinlike prison of iron and shadow.

Warlock (Infernal) Attack 25

PHB-139

DAILY SPELL

DUNGEONS & DRAGONS

THIRTEEN BALEFUL STARS

Arcane, Fear, Fire, Implement, Psychic

Standard Action **RA** Ranged 10
CON vs WILL **TA** One creature

Hit: 5d10 + Constitution modifier fire and psychic damage, and the target is stunned until the end of your next turn.

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

You create thirteen tiny crimson stars that dart and whirl around your enemy, blasting him with countless pinpricks of fire and lashing him with waves of supernatural terror.

Warlock (Star) Attack 25

PHB-139

DAILY SPELL

DUNGEONS & DRAGONS

CURSE OF THE DARK DELIRIUM

Arcane, Charm, Implement

Standard Action **RANGED** ⚡ Ranged 10

CHA vs WILL **ATTACK** **TARGET** One creature

Hit: On the target's next turn, you dictate its standard, move, and minor actions. The target cannot use immediate actions. It can't use powers other than a basic attack, and it can't take suicidal actions such as leaping off a cliff or attacking itself.

Miss: If the target is adjacent to one of its allies at the start of its next turn, it must begin its turn by using a standard action to make a melee basic attack against that ally.

Sustain Standard: Repeat the attack against the target as long as the target is within range. On a miss, you can't sustain this power.

You trap your enemy's mind with bewildering fey power. He sees what you want him to see, he hears what you want him to hear. Like a sinister puppeteer, you can make him do anything you wish.

Warlock (Fey) Attack 29

PHB-140

DAILY SPELL

DUNGEONS & DRAGONS

DOOM OF DELBAN

Arcane, Cold, Fear, Implement

Standard Action **RANGED** ⚡ Ranged 10

CON vs FORT **ATTACK** **TARGET** One creature

Hit: 5d10 + Constitution modifier cold damage.

Miss: Half damage.

Sustain Standard: You can attack the same target or switch to a new target within range. Make an attack (as above) and increase the cold damage by 1d10 each time this power hits. Each time you sustain this power, you take 2d10 damage.

A single slanting shaft of frigid starlight strikes your enemy from above and clings to him. Under its unbearable touch, flesh becomes white ice and steel shatters like glass, but you must pay a price to keep Delban's deadly light focused on your foes.

Warlock (Star) Attack 29

PHB-140

DAILY SPELL

DUNGEONS & DRAGONS

HURL THROUGH HELL

Arcane, Fear, Fire, Implement, Teleportation

Standard Action **RANGED** ⚡ Ranged 10

CON vs WILL **ATTACK** **TARGET** One creature

Hit: 7d10 + Constitution modifier fire damage, and the target disappears into the Nine Hells until the end of your next turn. The target returns to the same square it left, or the nearest unoccupied square, and is prone and stunned (save ends).

Sustain Minor: If you spend a minor action to sustain the power, the target's return is delayed until the end of your next turn. You can sustain the power no more than three times.

Miss: Half damage, and the target does not disappear.

You open a short-lived planar rift to the depths of the Nine Hells. It appears as a fiery crevice beneath your enemy's feet, into which he falls screaming, and disappears. A few moments later, a flaming arch appears in the air over the spot where he was standing and disgorges a broken, mewling piece of charred meat.

Warlock (Infernal) Attack 29

PHB-140

DAILY SPELL

DUNGEONS & DRAGONS

ACCURSED SHROUD

Arcane

Standard Action **RANGED** ⚡ Ranged 5

ATTACK **TARGET** One creature

Effect: You place your Warlock's Curse upon the target. In addition, it must reroll any successful attack it makes while affected by your curse and take the new result.

You envelop your enemy in an inky cloak of shadow that writhes and coils around him, twisting her attacks against you.

Doomsayer (Star) Utility 12

PHB-140

DAILY SPELL

DUNGEONS & DRAGONS

LONG FALL INTO DARKNESS

Arcane, Fear, Illusion, Implement, Psychic

Standard Action **RANGED** ⚡ Ranged 20

CHA vs WILL **ATTACK** **TARGET** One creature

Hit: 4d8 + Charisma modifier psychic damage, and the target is stunned until the end of its next turn and knocked prone.

Miss: Half damage, and the target is dazed until the end of its next turn.

You point a finger at your foe, and a gaping pit opens beneath him. The pit is merely a figment of his imagination, but he plunges into the darkness nonetheless until, at last, he hits the bottom.

Doomsayer (Star) Attack 20

PHB-141

DAILY SPELL

DUNGEONS & DRAGONS

TWILIGHT TELEPORT

Arcane, Teleportation

Free Action **RANGED** ⚡ Ranged 20

ATTACK **TARGET**

Trigger: A creature within range and affected by your Warlock's Curse drops to 0 hit points or fewer.

Effect: You teleport yourself or another creature into the triggering creature's space.

An enemy falls to your curse, and another creature appears in its place, surrounded by notes of twilight.

Feytouched (Fey) Utility 12

PHB-141

DAILY SPELL

DUNGEONS & DRAGONS

WHISPERS OF THE FEY

Arcane, Implement, Psychic

Standard Action **RANGED** ⚡ Close burst 5

CHA vs WILL **ATTACK** **TARGET** Each enemy in burst

Hit: The target must make a basic attack against its nearest ally (you choose the target if there are multiple possible targets). If it can't make the attack, the target takes 2d8 + Charisma modifier psychic damage.

Effect: After it makes its attack or takes psychic damage, the target is dazed (save ends).

The disquieting whispers of fey spirits surround you, filling the minds of nearby enemies with deranged thoughts and provoking them to turn on their allies.

Feytouched (Fey) Attack 20

PHB-141

DAILY SPELL

DUNGEONS & DRAGONS

LIFE SPARK SUMMONS

Arcane

Minor Action **RANGED** ⚡ Ranged 10

ATTACK **TARGET**

Effect: Expend a life spark you possess. Place the creature from which you received that life spark back in the encounter within the power's range. It has 10 hit points and acts on your next turn with a full set of actions as an independent creature that you control. The creature can do nothing except make basic attacks and move. It drops to 0 hit points again, dies, and fades away at the end of your next turn.

You expend one of your life sparks to fashion an effigy of the creature whose spark you've just released.

Life-Stealer (Infernal) Utility 12

PHB-142


DAILY SPELL

DUNGEONS & DRAGONS

SOULTHEFT

Arcane, Implement, Necrotic

Standard Action  Ranged 5

CON vs FORT  One, two, or three creatures

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


Hit: 3d8 + Constitution modifier necrotic damage, and you gain a life spark from any target that drops to 0 hit points or fewer as a result of this attack.

Miss: Half damage, and no life spark.


You engulf your enemies in crackling purple energy. As they crumple, blazing motes of soul-light rise up from their bodies and fly into your grasp.

Life-Stealer (Infernal) Attack 20 PHB-142


DAILY SPELL 

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

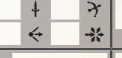
DAILY SPELL 

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


DAILY SPELL 

KEYWORDS		USED
ACTION		RANGE
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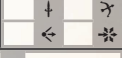
DAILY SPELL 

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


DAILY SPELL 

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

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