

ELDRITCH BLAST

 At-Will — Arcane, Implement

Standard Action **Ranged 10**

Target: One creature
Attack: Cha vs. Reflex

Hit: 1d10 + Cha damage.

Special: 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 - 1st Daniel Rivera

EYE BITE

 At-Will — Arcane, Charm, Implement, Psychic

Standard Action **Ranged 10**

Target: One creature
Attack: Cha vs. Will

Hit: 1d6 + Cha psychic damage, and you are invisible to the target until the start of your next turn.

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 - 1st Daniel Rivera

WITCHFIRE

 Encounter — Arcane, Fire, Implement

Standard Action **Ranged 10**

Target: One creature
Attack: Charisma vs. Reflex

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 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 - 1st Daniel Rivera

CURSE OF THE DARK DREAM

 Daily — Arcane, Charm, Implement, Psychic

Standard Action **Ranged 10**

Target: One creature
Attack: Charisma vs. Will

Hit: 3d8 + Cha 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. He staggers about under its influence, seeking to escape imaginary horrors.



Warlock (Fey) Attack - 1st Daniel Rivera

WITCHFIRE

 Encounter — Arcane, Fire, Implement

Standard Action **Ranged 10**

Target: One creature
Attack: Charisma vs. Reflex

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 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 - 1st Daniel Rivera