

## Cursebite

Warlock Attack 1

*Cursebite*

**Encounter - Arcane, Implement**

**Standard Action**

**Close Burst 20**

**Prerequisite:**

Target: Each creature in burst under your curse

**Attack:** Charisma vs. Fortitude

**Hit:** 2d8 necrotic damage

**Source:** FRPG

Cha vs  
Fort

Dmg

## Eldritch Blast

Warlock Attack 1

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

**At-Will - Arcane, Implement**

**Ranged 10**

Target: One creature

**Attack:** Charisma or Constitution vs. Reflex

**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.

**Source:** PHB

Stat

\* vs Ref

Dmg

## Spiteful Glamor

Warlock Attack 1

*The mere sight of you is anathema to your enemy.*

**At-Will - Arcane, Implement, Psychic**

**Standard Action**

**Ranged 10**

Target: One creature

**Attack:** Charisma vs. Will

**Hit:** 1d8 + Charisma modifier psychic damage, or 1d12 + Charisma modifier psychic damage to a target at maximum hit points.

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

**Source:** FRPG

Cha vs Will

Dmg

Dmg (Full)

## Cloud of Darkness

Drow Racial

*A shroud of blackness descends around you, hiding you from sight.*

**Encounter**

**Move Action**

**Close Burst 1**

**Effect:** The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creates entirely within it are blinded until they exit. You are immune to these effects.

**Source:** FRPG pg. 8

## Darkfire

Drow Racial

*A flickering halo of purple light surrounds the target, making it easier to hit.*

**Encounter**

**Minor Action**

**Ranged 10**

Target: One creature

**Attack:** Intelligence +4 vs Reflex, Wisdom +4 vs Reflex, or Charisma +4 vs Reflex

Increase to +6 at 11th level and +8 bonus at 21st level.

**Hit:** Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit invisibility or concealment.

**Special:** When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

**Source:** FRPG pg. 8

\* vs. Ref

Attack

Stat

## Your Glorious Sacrifice

Warlock Attack 1

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

**Daily - Arcane, Implement, Necrotic, Poison**

**Standard Action**

**Ranged 10**

Target: One creature

**Attack:** Charisma vs. Fortitude

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

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

**Miss:** Half damage, and no ongoing damage.

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

**Source:** FRPG