

Warlock
Daily Power

Vampiric Embrace

Attack one monster in your tile.

Attack +7

Damage 2 and you heal 1 HP.

Miss: Do not expend this power.

Warlock
Utility Power

Shadow Veil

Use at the start of your Hero phase. Monsters cannot see you until the end of your next turn.

(A target that cannot see you is not considered adjacent to you, and does not consider you the closest hero.)

Warlock
Daily Power

Iron Spike of Dis

Target one monster up to 2 tiles away.

Attack +7

Damage 1 and the target is immobilized until the start of your next turn.

Miss: 1 damage.

Warlock
At-Will Power

Hellish Rebuke

Attack one monster within 2 tiles of you.

Hit or miss, the first time you take damage before the beginning of your next turn, the target takes 1 damage.

Attack +7
Damage 1

Warlock
Daily Power

Flames of Phlegethos

Target one monster up to 2 tiles away.

The target suffers 1 damage now and then 1 damage at the start of your next turn.

Warlock
Utility Power

Fiendish Resilience

Use at the start of your Hero phase. Heal 2 HP.

Warlock
At-Will Power

Eye Bite

Attack one monster within 2 tiles of you.

Attack +7
Damage 1 and the target cannot see you until the start of your next turn.

(A target that cannot see you is not considered adjacent to you, and does not consider you the closest hero.)

Warlock
Utility Power

Ethereal Stride

Use this power during your Hero phase instead of moving. Place yourself in any square up to 1 tile away from your current location. You gain +2 AC until the end of your next turn.

Warlock
At-Will Power

Eldritch Blast

Attack one monster within 3 tiles of you.

If you miss, the monster moves 1 tile closer to you.

Attack +8
Damage 1