

Hellish Escape

When the attack lands, you vanish in a ball of fire and reappear elsewhere, unscathed by the flames that consume your foes.

Arcane, Fire, Implement, Teleportation

KEYWORDS

Imm. Reaction		Close burst 1
ACTION	←	RANGE
CHA or INT vs Reflex	DEFENSE	Each enemy in burst
ATTACK	DEFENSE	TARGET

Trigger: An enemy hits you with an attack
Hit: 2d6 + Charisma or Intelligence modifier fire damage.
Effect: You teleport 5 squares.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LOST SOUL	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

Hell's Ram

Using a simple but brutal technique, you slam your gnarled forehead into your shocked foe.

Martial

KEYWORDS

Minor		Melee 1
ACTION	↓	RANGE
DEX + or STR + vs Fort	DEFENSE	One enemy
ATTACK	DEFENSE	TARGET

Attack: Dexterity + or Strength + vs. Fortitude.
 Level 21: Dexterity + 6 or Strength + 6 vs. Fortitude
Hit: The target is dazed until the end of your next turn.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS TURATHI HELL-KITE	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

Vision of Death

You open your foe's mind to the future and allow your enemy to see how death will claim it.

Psionic, Augmentable, Fear, Implement, Psychic

KEYWORDS

Imm. Interrupt		Close burst 10
ACTION	←	RANGE
CHA, INT, or WIS vs Will	DEFENSE	The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy in burst is hit by an attack
Hit: 1d10 + Charisma, Intelligence, or Wisdom modifier psychic damage.
Augment 2
Effect: Until the end of your next turn, the target is considered bloodied for all effects.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INFERNAL EYE	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

Yoke of Heaven

A golden yoke of radiant energy settles heavily upon the shoulders of your foe.

Divine, Implement, Radiant

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CHA or WIS vs Will	DEFENSE	One creature
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Charisma or Wisdom modifier radiant damage, and the target is restrained until the end of your next turn. If the target is a devil, it is instead dominated until the end of your next turn.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS HELL'S KEEPER	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

Your Doom Awaits

The spirits speak to the souls of your foes, uttering words of the damnation that lies ahead for them.

Primal, Fear, Implement, Psychic

KEYWORDS

Standard		Close burst 3
ACTION	←	RANGE
STR or WIS vs Will	DEFENSE	Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Strength or Wisdom modifier psychic damage, and the target is dazed until the end of its next turn.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS REDEEMER OF THE DAMNED	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

Infernal Respite

The powers of hell offer you solace, at the potential cost of your own vitality.

Arcane

KEYWORDS

No Action		Personal
ACTION	↖	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You fail a saving throw
Effect: Make the saving throw again with a bonus equal to your Charisma or Intelligence modifier. If the new saving throw fails, lose a healing surge (or lose hit points equal to your healing surge value, if you don't have any healing surges left).

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LOST SOUL	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Ride the Devil's Tail

With a flick of your tail, you hook your foe and twist your body around into a new position.

Martial

KEYWORDS

Imm. Reaction		Personal
ACTION	↖	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: An enemy enters a square adjacent to you
Effect: You shift half your speed to a square adjacent to the triggering enemy.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS TURATHI HELL-KITE	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Spirit of Sacrifice

Sensing danger, your ancestor spirit whisks an injured ally to safety, using its own primal energy to invigorate him or her.

Primal, Teleportation

KEYWORDS

Imm. Reaction		Close burst 10
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering character
Trigger: You or an ally within 10 squares is hit by an attack
Effect: You teleport the target 5 squares. The target gains temporary hit points equal to your Strength or Wisdom modifier + one-half your level.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS REDEEMER OF THE DAMNED	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Hell's Shackles

Rattling ghostly shackles twist and writhe in the area, hindering your foes in both body and soul.

Divine, Fire, Zone

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION	✳	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone of spectral chains that lasts until the end of your next turn. Enemies treat the zone as difficult terrain and take a -2 penalty to attack rolls while within the zone. Creatures that have the devil keyword also lose their resistance to damage and gain vulnerable 10 fire while within the zone.
Sustain Minor: The zone persists.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS HELL'S KEEPER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Prescient Thought

You gain a momentary glimpse of future failure and subtly guide your companion's mind toward a better fate.

Psionic

KEYWORDS

Imm. Interrupt				Close burst 10
ACTION	←			RANGE

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
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Trigger: An ally in burst misses with an attack or fails a skill check

Effect: The ally gains a power bonus to the attack roll or skill check equal to your Charisma, Intelligence, or Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INFERNAL EYE	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Firesoul Salvation

You entreat the Nine Hells for souls in search of salvation to aid your cause and earn peace.

Primal, Conjunction, Fire, Healing

KEYWORDS

Standard				Close burst 10
ACTION	←			RANGE

vs		
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Effect: You conjure four fiery spirits in search of redemption. Each spirit appears in a different square within the burst. The spirits last until the end of your next turn. An enemy that ends its turn adjacent to or within the square of a spirit takes ongoing fire damage equal to your Strength or Wisdom modifier (save ends). An ally who spends a healing surge while adjacent to or within the square of a spirit regains extra hit points equal to 10 + your Strength or Wisdom modifier, and that spirit departs the world.

Sustain Minor: The spirits persist.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS REDEEMER OF THE DAMNED	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

Flame Blade

Calling upon your infernal ties and the skills of ancient Turathi masters, you unleash the fires of your soul to burn your foes.

Martial, Stance

KEYWORDS

Minor				Personal
ACTION				RANGE

vs		
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Effect: Until the stance ends, your melee attacks deal 1d6 extra fire damage and gain the fire keyword. When you hit with a melee attack, you can use a free action to end this stance and increase the extra fire damage on that attack to 5d6.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS TURATHI HELL-KITE	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

Hellfire Gaze

Enemies who fall beneath the gaze of your infernal eye feel hellfire burning in their souls and feeding upon their sins.

Psionic, Fear, Fire, Psychic

KEYWORDS

Minor				Personal
ACTION				RANGE

vs		
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ATTACK	DEFENSE	TARGET
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Effect: Until the end of the encounter, at the start of each of your turns, choose one enemy that you can see within 5 squares. That enemy takes fire and psychic damage equal to 5 + your Charisma, Intelligence, or Wisdom modifier and a -2 penalty to attack rolls until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INFERNAL EYE	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

Iron Wall of Dis

You call upon the power of the Nine Hells to lend you a portion of the Iron City's unmatched protection.

Arcane, Conjunction, Fire

KEYWORDS

Standard				Area wall 12 within 10 squares
ACTION	✱			RANGE

vs		
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ATTACK	DEFENSE	TARGET
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Effect: You conjure a wall of red-hot iron. The wall can be up to 6 squares high and must be on a solid surface. The wall is a solid obstacle. It can be climbed with an Athletics check (DC 20 + one-half your level). Each square of the wall has 100 hit points and crumbles into difficult terrain if it is destroyed. The whole wall crumbles into dust at the end of the encounter. Any creature that starts its turn adjacent to or on the wall, or that attempts to climb it, takes 3d8 + Charisma or Intelligence modifier fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LOST SOUL	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

To Hell with You

Fiery chains enwrap your foe, whisking it away to burn screaming in the Nine Hells.

Divine, Fire, Implement

KEYWORDS

Standard				Ranged 20
ACTION	↻			RANGE

CHA or WIS vs Will	One bloodied creature
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ATTACK	DEFENSE	TARGET
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Hit: The target is banished to an oubliette in the Nine Hells (save ends). While banished, the target is removed from play. It is also stunned, loses any fire resistance or fire immunity, and takes ongoing 15 fire damage. On a save, the target returns to the space it last occupied. If that space is occupied, the target returns to the nearest unoccupied space of its choice.

Miss: The target takes 15 fire damage and is immobilized and cannot teleport (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS HELL'S KEEPER	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

Ruler of Life and Death

You display your destined right to rule by forcing an attacking enemy to bow before your majesty.

Charm

KEYWORDS

Imm. Interrupt

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Target: The triggering enemy

Trigger: A nonminion enemy within 10 squares of you drops to 0 hit points

Effect: The target heals 1 hit point and gains temporary hit points equal to 30 + your Charisma score. It is also dominated (save ends). Each time the target fails a saving throw against this effect, it gains 30 temporary hit points.

Aftereffect: The target loses all temporary hit points and drops to 0 hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
HEIR TO THE EMPIRE

POWER TYPE
UTILITY

LEVEL
26

UTILITY POWER