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Touch of the Two Moons (DSCG): Good single target damage, and you can push enemies near that foe quite a long distance away. Constitution Doom of Delban (PHB): You summon a giant laser from the heavens, to smite all foes against you. Note that at levels 9 and 25, you get either a summoned minion or a better summoned minion, so those levels of dailies aren't really relevant to Hexblades. Definitely a strong option for an Infernal Hexblade. Author: JoAnn Hague Apple Crisp II A simple dessert that's great served with ice cream. Not cool. NAD attack (yes, you actually use your Face Weapon for this daily power), it's pretty accurate. The damage you cause to allies will always be worse than the extra damage you cause with the power, making this an iffy choice at best. Constitution Avernian Eruption (PHB): An area burst that inflicts ongoing damage no matter what. Author: GarlicQueen Grandma's Baked Beans My mother has made these beans for years. Thirsting Maw (PHB): Deals solid single target damage, and gives you free healing. Hellfire Blast (HotFK): Deals damage and nothing else. Wrath of Acamar (PHB): You damage a foe and disappear them to a stary realm, where they can't effect the battle and take damage. Vestige of Mount Vaelis (AP): Encounter-power type damage a pseudo-immobilization. Roaring Storm of Cania (HotFK): A close blast with cold damage, proning, and sliding. Dark Rain of Mutuz-Vot (AP): Area burst damage, and it creates a zone that automatically (save ends) blinds enemies who enter it or start their turn in it. Sure it ignores resistances, but this just isn't a good pick for you. Fixed damage means you can't really improve it a whole lot, but it's a minor action, which is okay. There's also a shift based on your Intelligence, but how high will an Infernal Hexblade have that? Used on enemies with bad acrobatics scores (it should be easily to tell which aren't very acrobatic), you can lock down their movement for a while. Curse of the Bloody Fangs (PHB): You damage an enemy, and as long as it keeps failing its saves, both it an allies next to it take damage if you spend a minor action. You also create a zone that you can slide enemies in. Hurl Through Hell (PHB): This power has an awesome name, and is just awesome in general. Author: Janet Caldwell Best Chocolate Chip Cookies Crisp edges, chewy middles. What this power does have going for it is that the zone denies concealment; if you encounter a lot of lurkers, this might get a nod over Hunger of Hadar. Heavy damage, and you remove the foe from play for a few rounds (if you pay the minor actions to do so). Vile Brand (D382): Solid level 1 daily damage, and an attack debuff against a lot of foes. Vestige of Zuriel (AP): Basically the same as the Hidden Flame power for you. It also allows you to reroll any damage dice you don't like, so you'll probably end up causing some good damage with it. Crown of Madness (PHB): The initial damage is low, but as long as an opponent fails its saves, you can use your minor actions to force that foe to his its allies. Memory of Blades (HotFK): The big brother of Emerald Shield, in that it proves a shield bonus to AC and Reflex and punishes foes for attacking you. Voice of the Dictator (DSCG): A (save ends) domination power that damages the dominated foe when it fails a saving throw, and gives temporary HP to your allies. The power lacks the implement keyword though, so that damage doesn't really scale well. Finally, you can move it next to you with a move action, which can be helpful. Step it up! Vestige of Solis (AP): You strike a single enemy with meh damage and ongoing 10, and then you unleash a secondary attack that dazes and defeats (save ends) that foe and a bunch of enemies around it. An overall nice power this level.Weak initial damage with ongoing 10 necrotic damage and immobilization (save ends).Jam-packed with all kinds of stuff, and no... Rain of Lead (HotFK): Decent initial damage in a close blast, and you restrain the foes (save ends). Fireswarm (PHB): Deals decent damage on the first hit, but sustaining it with a standard action makes it lose some of its punch. Overall, an excellent pick this level. And if you don't have... Hexblades who do (like Infernal pact users) will find this an acceptable choice, while others may want to skip this over. Vestige of Ugar (AP): Without all the Vestige Pact goodies, this power is all about the zone it creates. Spread the Corrosion (FRPG): Another power that causes nothing but damage. But its in a close blast, so you can rack up some impressive hits on multiple foes if you play your cards right. Not bad. Emerald Shield (HotFK): A decent encounter-long defense buff, although the actual attack part of the power is a little uninspiring. Force of Nature (AP): This power deals big damage, knocks a foe prone, and pushes it away. Good control and repeating damage sounds good to me. The initial damage is alright, and even without the Dark Pact rider, this still is a good pickup if you want it. Still not a bad pick, though. It'll work just fine if that's what you want. Although it works well with peaches, it works even... Only really good to use if you have a high-Con defender on your side. Okay, but not amazing. You inflict the foe with blindness, which can spread to other enemies who start their turns next to the victim. Just be sure not to attack the target while it's dominated; it gets an extra saving throw against the effect if you do that. Worse for hexblades who employ rods, since the shield bonus from this power doesn't stack with their expertise feat. Solid enough. Hunger of Hadar (PHB): Quite simply, one of the best powers this level. So for you, it's basically a weak close burst attack, somehow. So be sure to have you and your allies debuff that one foe's attack as much as possible, to enjoy the sweet daze effect even longer. Not too bad, overall. The initial damage kind of sucks, but it causes ongoing damage that a foe will take at least once. You essentially up an ally's striking potential, which is useful if you're the second striker in a party. And when the foe save against that, they get the same conditions + (save ends) weakening as an aftereffect. Vestige of Kronata (D383): Weak initial damage with ongoing damage in an area burst. And Coup de Graces are always excellent when you're delivering them. Your Glorious Sacrifice (FRPG): This Dark Pact power gets more accurate and can inflict ongoing damage if you deal minor damage to an ally. Flames of Phlegethos (PHB): Classic "big damage" power that hammers an enemy with fire damage and inflicts ongoing damage on them. Kimmerral's Smile (FRPG): Damage a foe, and daze them. The Lash's Bite (D382): Solid damage for a first-level daily, and it strips a foe of resistances, which can be trouble for Infernal Hexblades. Decree of Khirad (AP): A close blast pseudo-dominate that makes foes attack each other, with some consolation damage against that enemy if they miss or if you miss. We use all-purpose... Constitution Armor of Agathys (PHB): How useful this power is really depends on your level. Inflicts ongoing damage, and allows you to steal any HP that enemy would gain. Dream of Mual-Tar (HotEC): A huge close blast that induces ongoing damage, and as long as the ongoing damage persists, creatures near the target take damage as well (this includes your allies; be careful about that). Missing with the power sucks, but you can take damage to get the power back, with an added attack bonus against the foe you missed with this power. Save this for regenerating foes. Author: Diane Kester Easy Meatloaf This is a very easy and no fail recipe for meatloaf. A fantastic way to keep yourself and your allies safe for a battle; if the enemy saves against the zone, just have you or an ally push, pull, slide, or teleport them back in there. Vestige of Khaoleth (AP): This power just does not work for you. Fury of Ogmooch (HotEC): This power causes immobilization as an effect, which can then progress to restraining and finally petrification. It deals its damage as an effect; the real meat of the power is in the (save ends) ongoing damage it deals, which you can spread around to other enemies. Author: Taste of Home Perfect Pot Roast Feed your family with Ree Drummond's Perfect Pot Roast recipe from Food Network. Sustaining the zone takes a minor action, and has a small chance to either give creatures in the zone shifts or slow creatures in the zone. Author: dakota kelly Best Hamburger Ever These burgers are the best on the grill in the summertime. One Final Sacrifice (FRCG): A pure damage power. Plague of Frogs (AP): Another area burst attack that creates a damaging zone. This easy white bread recipe... Mists of Madness (HotFK): A close burst attack that deals light damage and makes foes hurt each other. A little better for Fey Hexblades, since they also inflict an attack penalty with this power. Still an excellent pick this level. It'll do damage no matter if you hit or miss, and also dazes on a miss. This power is basically tailor-made to strike at powerful skirmishers; don't use it on enemies who you think will sit still. Dazing is a pretty powerful condition right at level 1, so this is alright. Worth a look. Good, if you can managed to scrounge up so saving throw penalties against the enemy who is dominated. Prophecy of Zhudun (D366): You damage a foe, and daze them (save ends). This is one of the big hitters of this level, since you can sustain it with standard actions (and increase its damage with each sustain). Evil Expulsion (D382): Deals the same damage as Two Moons does, but lacks its extreme pushing power. The autodamage and pushing end with the temporary hit points, but its still not a bad spell to have in your repertoire./sblock] Level 29 /sblock]Charisma Armor of the Void (HotFK): You get a pretty impressive bonus to AC, and damage foes who still manage to hurt you while teleporting them away. Nightshade Dreams (HotFK): Low initial damage, but dazing + ongoing damage. Maelstrom of Despair (AP): The initial attack is decent, but the effect, which punishes foes for rolling saving throws, is what this power is about. And finally, you get to reduce damage made against you to 0 half the time you're hit. Dread Star (PHB): Damages a foe, immobilizes them, and makes them take a (save ends) penalty to will. But while the foe is dazed, you can also mess with their one action, causing them to restrain their turn doing nothing, lash out at a random creature, and force them to attack an ally. For parties that can force foes to move a lot, this is an interesting pick. You keep the enemy hitting those who hurt you with minor actions. Unfortunately, if those foes take 20 or more damage, they get extra saving throws against the technique. Its punishment attack includes multiple foes though, so that's new. And the immobilization means its likely that you'll get those extra attacks. Caiphon's Abominable Melody (D366): An absolutely brutal daily attack. Definitely a control-type power. It's also reliable too, although it lacks that keyword. I'm going to be separating each level of daily spells into categories: Charisma and Constitution (and Intelligence, for the few Warlock dailies based off of that stat). Vestige of Thaxter (D383): Just damage with this attack, and not as much as some other powers that deal damage and have an effect. Which makes it worthless./sblock] Twilight of the Soul (FRPG): The initial damage is a little higher, but this power is basically outclassed by Nightshade Dreams. Worth a look by Star Hexblades, who actually have an Intelligence modifier worth talking about. The zone it creates automatically damages foes, and sustaining the zone with a minor action gives you an additional attack against all enemies in the zone. You damage a foe, knock them down, and force them to stay down until they save, which they'll find harder to do because of the Infernal Pact rider on this. Yeah, you don't want this either. Seeing as this power does nothing but ongoing damage, its a little to finicky for me to recommend very highly. Forceful Assault (FRPG): Damage + (save ends) dazing. It has accuracy built into it, forces 3 conditions on an enemy (that they have to knock separate saving throws against). If you want one foe gone so that your party can all focus on another, this is something to check out./sblock] Level 19 /sblock]Charisma Baleful Eye of Imix (HotEC): This power conjures an eye that inflicts ongoing damage on creatures who start their turns next to it, which makes this a very sweet power for parties that have a lot of forced movement effects. Void Star (AP): An interesting power. A good way to isolate an enemy, or disrupt a troublesome formation. Author: Betty Crocker Kitchens Originally posted by Lord Ventnor: The Stilled Heart: Daily Powers Unlike your encounter attacks, m... if not all, of your daily powers are going to be used through your implement. A good pick for Infernal Hexblades. This power is also sustain standard, and sustaining it deals damage as if you hit, and allows you to target enemies who haven't been grabbed yet. Being influenced by Xandor is an interesting condition; it's enough that this might be worth a look, even without the Vestige Pact goodies. Author: UNIVSTUDENT Perfect Roast Chicken For the perfect roast chicken dinner every time, try this popular recipe from Ina Garten, Food Network's... More free healing for you. The initial damage is weak, but you grab foes and if they want to escape, they'll be targeting your stronger defense no matter what. Intelligence Fury of Gibbeth (D366): An excellent pickup for Star Hexblades. No Ability Hellsworn Blessing (D382): Although flavored for Infernal Hexblades, this power requires no ability score to work. Like Yan-C-Bin's breath, it takes minor actions to sustain the tentacles, and there's a chance to either add a tentacle or remove a tentacle, but there's a lesser chance of the removal happening. If that enemy doesn't spend its one action running away from you, it takes even more damage and gets dazed again... It doesn't have any encounter-long effects though, so it's got that against it. Sustaining it hurts you though, so be careful. Far Realm Glimpse (D366): Targets fortune, but has some accuracy built in. This just doesn't cut it now. If you want a big damage power, may I recommend Force of Nature? The debuff doesn't last too long, though. Arrangement of Disorder (AP): You teleport foes and allies alike with this power. Fey Hexblades get to ignore necrotic resistance with this attack, but honestly? If you can find a way to penalize an enemy's saving throws, you can knock them unconscious. Infernal Hexblades, in addition to the bonus to attack and damage rolls, confer fire resistance too./sblock] Level 15 /sblock]Charisma Armor of Summer's Glory (HotFK): You get a decent bonus to all defenses (only against melee and ranged attacks though - it doesn't work against bursts or blasts), you become a giant lighthouse, and your secondary attack is... Yan-C-Bin's Breath (HotEC): A close blast attack that causes ongoing damage and that leaves a zone of difficult terrain that hurts creatures that end their turns in it. Note that while the foe is dazed, you and your allies have concealment from it, making it extra helpful. Passionate Betrayal (FRPG): A (save ends) dominate, that is penalized for every unbloodied non-minion enemy in the battle. The blast also creates a zone that induces vulnerability to Thunder and Lightning, which suits Eleblades just fine. Overall, quite solid. It won't take long to make at all, and it's quite... Not a waste of space. Lure of Gibbeth (AP): Low damage, but you can basically pull one enemy you hit with this near you all encounter long. Constitution Vestige of Amaan (AP): Damage a foe, immobilize him, and give him vulnerable 10 all (save ends). Probably not what you're looking for here, since there are other powers that deal damage on its level AND have other effects. As such, it can disappear in a few turns, so I'm a little leery about it. A saving throw brings the enemy back, but by then hopefully you've taken care of the enemies you needed to. Not a bad pick overall. Interesting for rearranging the battlefield as you need it. Contagion (FRPG): Hitting with it deals ongoing damage to foes which will spread with failed saves. Initial Damage is okay, but the real good part is the autodamage the foe takes as long as only you are attacking him (I am correct in that only Infernal Hexblades are looking here, right?). Author: Ree Drummond : Food Network The Best Steak Marinade We use this marinade for rib steaks, but can be used for almost any cut of beef. Said foes also gain the blindness contagion, so they in turn can spread it to other enemies. Dark Lady's Gift (FRPG): Weak initial damage, with ongoing (5) psychic damage that damages enemies around the victim when the victim fails to save against it. Best for Fey Hexblades, since their encounter attack targets will. Venomous Webs (AP): Decent damage, and a (save ends) combat advantage starts this power, and if the enemy moves, it also takes ongoing damage equal to your Intelligence modifier, even if the initial attack missed. At top pick for Infernal Hexblades this level. You can end the ongoing bonus for a one-off attack that teleports foes around, but I don't like that you have to lose the AC bonus to get it. Not too bad. Delusions of Loyalty (PHB): Hitting the foe with this attack causes that enemy to attack whoever attacked you last. Constitution Blaspheomous Utterance (D382): Caution of Dispatr (AP): Not a bad pickup at all. Damage is kind of eh at first, but gets better if you cause allies pain. Single target damage is okay, and dazes the enemy. Throw this out at the beginning of the fight, and you should have the victim dominated for a while. Judging from the weathered look of this... Author: Ina Garten Home Style Meatloaf When it's comfort for you seek, nothing satisfies quite like a classic meatloaf. A prime pick for Infernal Hexblades. This power is based around the Warlock's Curse, which you don't have. Enemies making a save against the effects cause damage to themselves and enemies around them. This power has some inherent accuracy built into it, decent damage, and continually forces a foe to make an acrobatics check or fall prone. Blistering Torrent (D382): Close blast damage, which deafens foes without a save (kind of meh). Decent enough. A little gimmicky, compared to some of the more reliable options this level. Author: Betty Crocker Kitchens Good Old Fashioned Pancakes This is a great recipe that I found in my Grandma's recipe book. As long as at least on condition persists, the foe takes more damage on its turn. Kind of odd, but can work for you. Allows you to slide the enemy too as a minor action sustain, but has a confusing (save ends) clause along with it. Star Shackles (D374): Now this one's interesting. Not bad. Tentacles of Cryonax (HotEC): This power is pretty awesome: You create giant, icy tentacles that grab foes and damage those same foes just by being near the tentacles. It's kind of meh, but its to three enemies. This recipe pairs nicely with my macaroni salad recipe! Author: Tracey Cortle The Best Pizza Dough This easy pizza dough recipe is the key to making an extraordinary homemade pizza. Enjoy! Author: cookingmama Easy Coleslaw Dressing A creamy coleslaw dressing that can be made with ingredients you already have! You can pour it immediately... There's also the difficult terrain created by the power, but you inadvertently ending your own effect by hitting the enemy? Curse of the Golden Mist (PHB): This power denies a foe its standard action, but it deals no damage. At level 1, it's pretty awesome, adding another damage roll to each of your turns. Sure, you or your ally takes a little damage while the enemy is still suffering an effect, but this is still a great capstone to have on your side. okay. Forbiddance of the Ninth (AP): You create a wall of flames, which damages friend and foe alike. Soul Cutter (HotFK): Yet another pure power option for you, but this is worth a look. Sustaining the power with a minor action gives you automatic damage until the foe makes a saving throw. The daze doesn't end until the victim hits with an attack. You can also take damage to not expend the power if you miss with it, like Lash's Bite./sblock] Level 5 /sblock]Charisma Cracking Fire (AP): How useful this power is depends on how much you rely on lightning and fire attacks. You get 25 temporary hit points, and you automatically damage foes who come near you, along with pushing them. Nightshade Cloud (HotFK): Decent initial damage, and you make it so that foes can't shift and can't be near your allies or else their dazed. The zone is sustained by a minor action, but there's also a chance of the zone growing bigger or shrinking (50/50 either way). And like the others, not a bad pickup. Will. No Ability Minions of Malbolge (PHB): A successor of sorts to Armor of Agathys. Dealing damage is what you're supposed to DO. Still not that good for you, though. Not a bad daily, even without the Vestige pact riders. This can be a lifesaver. Fortune's Reversal (AP): This power is an immediate action that triggers off of a foe getting a critical hit or making a saving throw. It doesn't work on you, though, so tough. First off, as a Weapon vs. Okay, but not great. Author: SweetCraVings Ultimate Chocolate Chip Cookies We named this recipe "Ultimate Chocolate Chip Cookies," because it's got everything a cookie connoisseur... It's okay, but it deals fire and necrotic damage, so be sure your foes don't resist either damage type. Vortex of Fire (HotFK): Okay initial damage in an area burst, and create a damaging zone. Visage of Zhudun (D366): No initial attack here: just creates an autodamage zone that, when you sustain it with a minor action, gives you an extra attack against all enemies within the zone. Sustaining the zone doesn't give you extra attacks like some other attacks here, but you can move it around with move actions, so it has its points. Having an autodamage zone isn't a bad thing at all, although Hunger of Hadar does most of it better. Curse of the Dark Delirium (PHB): Like domination, but better. Since it scales with the Intelligence modifier, Star Hexblades like this a lot, but Fey Hexblades get a boost to their saving throws when sustaining the effect. Curse of the Dark Dream (PHB): Deals solid damage, and allows you to slide that enemy around too. Since spreading the fire to other foes can depend on your Intelligence modifier. Star Hexblades have the most to gain from this power. You also gain a pretty awesome minor action attack for the duration of the power. Vestige of Xandor (AP): An interesting pickup. Vestige of the Unknown Arcanist (D383): Weak damage, but allows you to disappear a foe for a few rounds. Save ends slowing also ensues for Infernal-types who use this power, which makes it a little better. The power also (save ends) dazes if you miss with it, although I hope it doesn't come to that too often. Star Hexblades can push farther than anyone, but it's nice for any Hexblade who wants a massive one-off attack. Sustaining the eye requires a minor action, and while it is possible that you might not be able to use the secondary power for one turn, there is also the chance for some autodamage as well. Dregoth's Ashen Curse (DSCG): Mediocre initial damage, but you get ongoing damage and slowing (save ends). Fresh rosemary and thyme... Whispers of the Void (HotFK): Decent initial damage, and (save ends) dazing. Vestige of Baatar (D383): Basically a worse Smoking Crown at first. Eyes of the Victim (AP): The damage on this power isn't impressive for an epic power, but its effect is. Vestige of Leraje (AP): Weaksauce single target damage + ongoing 5. So be sure to reserve it for bloodied enemies on their last legs. Flames of the Smoking Crown (DSCG): An interesting power. And each of those minor actions you used to damage the foe? The enemy returns stunned and prone. Hellfire Soul (D372): Single-target damage on this power is okay, but what you really want is for this spell to be the finishing blow; if you do, you have a dominated minion for the rest of the encounter. Skip it. This is a pretty good pick for Infernal Hexblades at first level. Author: Dora Basic Homemade Bread If you'd like to learn how to bake bread, here's a wonderful place to start. There's a lot going for this power, but it can also be used against allies as well. And you have better choices for a power like that at this level. It also has a secondary attack attached to it that deals good damage and pulls enemies near the eye next to it, so that the ongoing damage is inflicted when their turn starts. You don't deal damage directly with this power, but if you can control an elite monster that can attack with a minor action, you might be able to do good with this. Could be helpful. Level 1 /sblock]Charisma Armor of Winter's Grasp (HotFK): You use a close burst attack that slows enemies (save ends), and gain a bonus to AC and Fortitude for the rest of the encounter. Apple Crisp Perfect and Easy I adapted this from a 50-year-old peach crisp recipe. You've got much better choices this level. Charisma powers can be used by any Hexblade, but generally only Infernal Hexblades will have the Constitution to use powers fueled by that ability (the few Intelligence powers there are can only really be used by Star Hexblades). Come on, this isn't Heroic Tier anymore. And however much of a secondary controller you are, you are a striker primarily. Ashen Scourge (DSCG): You damage a foe, force them to grant combat advantage, inflict ongoing damage on them, and pull them if you use this as a ranged power (this can be used either in melee or at a range). Vestige of the Master of the Hidden Flame (AP): Without the Vestige Pact riders, this is just a pure damage power. Author: Taste of Home The Best Canning Salsa This is a great use for tomatoes from the garden and nothing tastes better than homemade. Well of Death (D372): A high damage daily, but only if your ally sacrifices a healing surge. Tendrils of Thuban (PHB): An area burst with excellent damage, which immobilizes foes. You have better options. On top of that, it creates a zone that grants you an extra attack against foes in the zone when you sustain it. Definitely worth a look. Crown of Stars (D366): You damage a foe, blind them for a turn if they're bloodied, and can use minor actions for the rest of combat against any enemy to damage them for Charisma modifier damage after an attack vs. Vestige of the Burned Emperors (AP): Deals nothing but damage, and the modifier to damage for this power is Intelligence, which isn't a priority for Infernal Hexblades. Vestige of the Earthen Maker (D383): Weak initial damage and ongoing 10, which is weak for epic.

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