

Bond of Censure

You compel your enemy to come forward and face judgment.

Divine, Charm, Implement, Radiant		
KEYWORDS		
Standard	↗	Ranged 5
ACTION	RANGE	RANGE
WIS vs Will	One creature	
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Will. If the target is your oath of enmity target and no enemies are adjacent to you, you can make two attack rolls and use either result.

Hit: You pull the target a number of squares equal to your Intelligence modifier. If the target ends this movement adjacent to you, it takes 1d10 radiant damage. Level 21: 2d10 radiant damage.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 1
------------------	----------------------	------------

AT-WILL POWER

Leading Strike

You show an ally how to hit your foe where it hurts.

Divine, Weapon		
KEYWORDS		
Standard	↓	Melee weapon
ACTION	RANGE	RANGE
WIS vs AC	One creature	
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier damage. One ally adjacent to you or to the target gains a bonus to his or her next damage roll against the target equal to your Intelligence modifier. Level 21: 2[W] + Wisdom modifier damage.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 1
------------------	----------------------	------------

AT-WILL POWER

Compelling Blade

Your weapon weaves a subtle trap, locking your enemy's steps to yours.

Divine, Weapon		
KEYWORDS		
Standard	↓	Melee weapon
ACTION	RANGE	RANGE
WIS vs AC	One creature	
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier damage. Until the end of your next turn, the first time an enemy enters a square adjacent to you on its turn, you can shift 1 square as a free action and then slide the target 1 square into the space you left.

Censure of Retribution: The distance of the shift and the slide equals your Intelligence modifier, but after the slide, you must be adjacent to the target.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 1
------------------	----------------------	------------

ENCOUNTER POWER

Day's First Light

You envelop your foe in a burning shroud of light. If the foe moves, the brilliance scorches it.

Divine, Implement, Radiant		
KEYWORDS		
Standard	↓	Melee touch
ACTION	RANGE	RANGE
WIS vs Reflex	One creature	
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Wisdom modifier radiant damage. If the target willingly moves before the start of your next turn, it takes 5 + your Wisdom modifier radiant damage.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 1
------------------	----------------------	------------

ENCOUNTER POWER

Pass at Arms

Your strike creates an opening that you or a nearby ally can use to change position. If you take advantage of the opening, you can force your foe to move.

Divine, Weapon		
KEYWORDS		
Standard	↓	Melee weapon
ACTION	RANGE	RANGE
WIS vs AC	One creature	
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage. You or an ally adjacent to the target can then shift 1 square as a free action.

Censure of Unity: If you shift, rather than your ally, you can slide the target into the space you left.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 1
------------------	----------------------	------------

ENCOUNTER POWER

Relentless Attack

Your attacks drive the enemy away and no matter where it goes, you are not far behind.

Divine, Weapon		
KEYWORDS		
Standard	↓	Melee weapon
ACTION	RANGE	RANGE
WIS vs AC	One creature	
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage. You push the target 2 squares and then shift 3 squares to a square adjacent to it.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 1
------------------	----------------------	------------

ENCOUNTER POWER

Shielded by Faith

The words of your prayer lend power to your strike while shielding you from the interference of your enemies.

Divine, Weapon		
KEYWORDS		
Standard	↓	Melee weapon
ACTION	RANGE	RANGE
WIS vs AC	One creature	
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage. Until the end of your next turn, you gain a +2 power bonus to all defenses against attacks made by creatures other than the target.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 1
------------------	----------------------	------------

ENCOUNTER POWER

Speed and Stillness

You move in a blur, and your strike places a glowing sigil above your enemy. The sigil's strength flows back to you if that enemy moves.

Divine, Radiant, Weapon		
KEYWORDS		
Standard	↓	Melee weapon
ACTION	RANGE	RANGE
WIS vs AC	One creature	
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you shift 1 square.

Censure of Pursuit: The number of squares you shift equals your Dexterity modifier.

Hit: 1[W] + Wisdom modifier radiant damage. If the target moves on its turn before the end of your next turn, you gain 5 temporary hit points.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 1
------------------	----------------------	------------

ENCOUNTER POWER

Argent Mantle

You channel divine light and thunder through your holy symbol, smiting enemies nearby. For the rest of the battle, a mantle of silver light clings to your shoulders, a sign of divine favor.

Divine, Implement, Radiant, Thunder		
KEYWORDS		
Standard	←	Close burst 1
ACTION	RANGE	RANGE
WIS vs Fort	Each enemy in burst	
ATTACK	DEFENSE	TARGET

Effect: Until the end of the encounter, you can reroll the damage roll for any avenger attack power you use, including this one, and you must use the second result.

Hit: 2d10 + Wisdom modifier radiant and thunder damage.

Miss: Half damage.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 1
------------------	----------------------	------------

DAILY POWER

Celestial Fist

A great fist of light smashes down at your enemy, and then holds the foe fast in its grip.

Divine, Implement, Radiant

KEYWORDS

Standard		Ranged 5
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier radiant damage, and the target is immobilized (save ends).
Each Failed Saving Throw: The target takes 5 radiant damage.
Aftersave: The target is slowed (save ends).
Miss: Half damage, and the target is immobilized until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 1

DAILY POWER

Forceful Call

Channeled through your weapon, astral winds propel your enemies toward you and then spirit you away when you deliver an attack.

Divine, Teleportation, Weapon

KEYWORDS

Standard		Close burst 2
ACTION		RANGE
WIS vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: You pull the primary target 2 squares.
Effect: Make a melee secondary attack.
Secondary Target: One adjacent enemy
Secondary Attack: Wisdom vs. AC
Hit: 3[W] + Wisdom modifier damage, plus 2 damage for each enemy adjacent to you.
Effect: You teleport 1 square for each enemy adjacent to you after the secondary attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 1

DAILY POWER

Strength of Many

You call on the loyalty and courage of your allies to strike a mighty blow.

Divine, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Effect: Whenever you make a damage roll before the end of your next turn, you gain a +2 bonus for each ally within 2 squares of you.
Hit: 3[W] + Wisdom modifier damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 1

DAILY POWER

Thunder and Echo

Thunder tides your weapon and then reverberates around you.

Divine, Thunder, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier damage plus 1d10 thunder damage.
Miss: Half damage.
Effect: Make a secondary attack that is a close burst 2.
Secondary Target: Each enemy in burst other than the primary target
Secondary Attack: Wisdom vs. Fortitude
Hit: 1d6 + Wisdom modifier thunder damage, and you push the secondary target 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 1

DAILY POWER

Wings of Light

Shining wings sprout from your shoulders for a moment, carrying you swiftly to your sworn foe.

Divine, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
WIS vs AC		Your oath of enmity target
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you can fly 6 squares and must land in a square adjacent to your oath of enmity target. This movement does not provoke opportunity attacks.
Hit: 3[W] + Wisdom modifier damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 1

DAILY POWER

Avenger's Resolve

For a few moments, your faith infuses you with supernatural toughness.

Divine

KEYWORDS

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

Trigger: An enemy other than your oath of enmity target hits you
Effect: You gain resist 5 to all damage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Enduring Spirit

The strength of your spirit shines most brightly in adversity

Divine

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Requirement: You must be bloodied.
Effect: You gain a +4 bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Loyal Sanction

You bless your comrades efforts to aid you in the defeat of your chosen foe.

Divine

KEYWORDS

Minor		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One ally in burst
Effect: Until the end of your next turn, the target gains a power bonus to damage rolls against your oath of enmity target equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Righteous Pursuit

Try as your enemy might, there's no escaping your wrath.

Divine

KEYWORDS

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

Trigger: Your oath of enmity target ends its turn in a square not adjacent to you
Effect: You shift a number of squares equal to your Wisdom modifier and must end this movement as close to your oath of enmity target as possible.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Silver Shadow

You cloak yourself in astral mist, which guards you from harm.

Divine
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You gain temporary hit points equal to 5 + your level. You also gain concealment, which lasts until you have no temporary hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE UTILITY	LEVEL 2
------------------	-----------------------	------------

UTILITY POWER

Bound by Fate

You strike your foe and then share your pain with it.

Divine, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage. Until the end of your next turn, the target is immobilized, and the first time an enemy other than the target hits and damages you while you are adjacent to the target, you take half of the damage and the target takes the other half.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 3
------------------	----------------------	------------

ENCOUNTER POWER

Deadly Stride

No obstacle can stop you from visiting righteous fury on your foe.

Divine, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you shift a number of squares equal to one-half your speed. You gain phasing during this movement.
Hit: 2[W] + Wisdom modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 3
------------------	----------------------	------------

ENCOUNTER POWER

Fury's Advance

A quick flick of your weapon forces the enemy to stumble backward.

Divine, Weapon
KEYWORDS

Minor	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] damage. You push the target 1 square, and it takes 3 damage for each of your allies adjacent to it after the push. You then shift 1 square to a square adjacent to the target.
Censure of Unity: The number of squares you push and shift equals your Intelligence modifier. You still must end the shift adjacent to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 3
------------------	----------------------	------------

ENCOUNTER POWER

Intervening Blades

Mystic echoes of your weapon weave around your target after your blow strikes home, interfering with your foe's attacks.

Divine, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
Censure of Pursuit: You can use this power as an opportunity attack against your oath of enmity target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 3
------------------	----------------------	------------

ENCOUNTER POWER

Sparking Wounds

The sparks after your strike warn off your enemy's companions.

Divine, Fire, Lightning, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier damage. At the end of the target's next turn, each enemy adjacent to the target takes 5 fire and lightning damage, and if no enemies are adjacent to it, the target takes 5 fire and lightning damage.
Censure of Retribution: If no other creatures are adjacent to the target when the attack hits, you gain a bonus to the damage roll equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 3
------------------	----------------------	------------

ENCOUNTER POWER

Dance of Flame

Multicolored flames dance across your weapon and ignite your enemy, erupting onto other enemies the longer the flames dance.

Divine, Fire, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage.
Effect: The target takes ongoing 5 fire damage (save ends).
Each Failed Saving Throw: An enemy of your choice within 5 squares of the target takes ongoing 5 fire damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 5
------------------	----------------------	------------

DAILY POWER

Light of Truth

A brilliant shaft of light streaks down from above and fixes on the enemy you touch. In the merciless light, your enemy suffers pain commensurate with the number of your friends near it.

Divine, Implement, Radiant
KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Wisdom modifier radiant damage, and ongoing 10 radiant damage (save ends).
Miss: Half damage, and ongoing 5 radiant damage (save ends).
Effect: When the target rolls any saving throw before the ongoing damage ends, the target takes a penalty to the saving throw equal to the number of your allies adjacent to it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 5
------------------	----------------------	------------

DAILY POWER

Menacing Presence

You attack and then emanate divine menace, weakening the resolve of nearby foes.

Divine, Fear, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Wisdom modifier damage.
Miss: Half damage.
Effect: Until the end of the encounter, any enemy that starts its turn adjacent to you takes a -2 penalty to AC until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 5
------------------	----------------------	------------

DAILY POWER

Nine Souls of Wrath

As you strike your enemy, you call forth souls to protect you. Streaming around you, they lash out at enemies nearby, weakening them.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage.
Miss: Half damage.
Effect: Until the end of the encounter, any enemy other than your oath of enmity target that ends its turn adjacent to you gains vulnerable 5 to all damage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 5

DAILY POWER

Oath of Righteous Fury

You swear an oath to reduce your enemies to ruin. Each slain foe renews your zeal.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Wisdom modifier damage.
Miss: Half damage.
Effect: Until the end of the encounter, whenever your oath of enmity target drops to 0 hit points, you can shift a number of squares equal to your Dexterity modifier as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 5

DAILY POWER

Harsh Lesson

You seek penance in the hope that your faults might be corrected.

Divine

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You miss every target with an avenger attack power
Effect: You take 5 damage, and you gain a +2 power bonus to attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Aspect of Majesty

Your faith fills you with courage and mystically extends the reach of your attacks.

Divine, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, you gain a +1 bonus to Will, and your melee reach increases by 1.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Fortifying Chant

You recite holy verses, armoring yourself with the strength of your faith.

Divine, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, you gain a +1 bonus to AC and Fortitude. In addition, whenever you reduce your oath of enmity target to 0 hit points, this bonus increases to +4 until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Step of Fate

Your world is in motion with your sworn enemy as its center.

Divine, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, you can use a free action to shift 1 square as the first action on each of your turns. You can't end this movement farther away from your oath of enmity target than you started.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Celestia Endures

This prayer comes from a battle hymn of the War of Creation. Its uplifting words lend you strength.

Divine, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier damage. If this attack reduces the target to 0 hit points or if you have reduced your oath of enmity target to 0 hit points during this encounter, you can spend a healing surge. In addition, you gain a bonus to the damage rolls of your next attack before the end of your next turn equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Chains of Censure

As you deliver a punishing blow with your weapon, your prayer invokes spectral chains to immobilize a foe.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage. You choose to immobilize either the target or an enemy within 5 squares of it until the end of your next turn.
Censure of Pursuit: If no other creatures are adjacent to you or to the target, the attack deals extra damage equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Dismiss the Unworthy

You deal a stinging blow to your target and then speak a prayer of contemptuous dismissal, sending it away from you.

Divine, Charm, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage, and you push the target 1 square to a square adjacent to at least one of your allies.
Censure of Unity: The number of squares you push the target equals 1 + your Intelligence modifier. The target still must end this movement adjacent to at least one of your allies.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Excoriating Call

Your holy symbol flashes as you utter a mighty rebuke, which drives creatures away from you but draws your chosen foe closer.

Divine, Implement, Radiant

KEYWORDS

Standard		Close burst 3
ACTION	←	RANGE
WIS vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: You push the target 3 squares. If the target is your oath of enmity target, it instead takes $2d10 +$ your Wisdom modifier radiant damage, and you pull it to a square adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Inexorable Summons

When you call, your adversary must answer.

Divine, Implement, Radiant, Teleportation

KEYWORDS

Standard		Ranged 5
ACTION	↗	RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: $2d8 +$ Wisdom modifier radiant damage, and you teleport the target to a square adjacent to you.

Effect: When any enemy enters a square adjacent to you before the end of your next turn, the target takes 5 radiant damage.

Censure of Retribution: The radiant damage the target takes when any enemy enters a square adjacent to you equals $5 +$ your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Blade of Guilt

At the touch of your weapon, your foe relives its misdeeds. Only by standing still can it keep the painful visions at bay.

Divine, Psychic, Weapon

KEYWORDS

Standard		Melee weapon
ACTION	↓	RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: $2[W] +$ Wisdom modifier damage. The target takes 5 psychic damage for each square it enters willingly (save ends).

Miss: Half damage. Until the end of your next turn, the target takes 5 psychic damage for each square it enters willingly.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 9

DAILY POWER

Glyph of Agony

Crimson runes flare into being above your enemies, flashing when they draw near.

Divine, Implement, Radiant

KEYWORDS

Standard		Close burst 2
ACTION	←	RANGE
WIS vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: $1d10 +$ Wisdom modifier radiant damage, and you pull the target 1 square. The target takes 10 radiant damage if it starts its turn adjacent to you (save ends).

Aftereffect: If the target is adjacent to you, you push it 2 squares.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 9

DAILY POWER

Holy Ardor

Your battle prayer transports you into a rapturous state, eyes blazing with fire. Your exaltation increases as your foe's life slips away.

Divine, Weapon

KEYWORDS

Standard		Melee weapon
ACTION	↓	RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: $2[W] +$ Wisdom modifier damage.

Effect: The target takes ongoing 5 damage (save ends). Whenever the target takes this ongoing damage, you gain a power bonus to your next damage roll made before the end of your next turn against your oath of enmity target. The bonus equals your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 9

DAILY POWER

Winds of Woe

After you hit your foe, a dread wind whips around you, tossing aside your enemies.

Divine, Weapon

KEYWORDS

Standard		Melee weapon
ACTION	↓	RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: $3[W] +$ Wisdom modifier damage.

Miss: Half damage.

Effect: You make a secondary attack that is a close burst 1.

Secondary Target: Each enemy in burst other than the primary target

Secondary Attack: Wisdom vs. Fortitude

Hit: You push the secondary target 1d4 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 9

DAILY POWER

Zealot's Call

Your prayer wrenches your foe from where it stands and makes it appear beside you.

Divine, Implement, Psychic, Teleportation

KEYWORDS

Standard		Ranged 5
ACTION	↗	RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: $2d10 +$ Wisdom modifier psychic damage, and you teleport the target to a square adjacent to you. The target is dazed (save ends).

Miss: Half damage, and you teleport the target to a square adjacent to you.

Effect: Whenever you hit the target with a melee attack before the end of the encounter, you can shift 1 square and then slide the target to a square adjacent to you as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 9

DAILY POWER

Leading Step

After your enemy strikes, you teleport away. An instant later, you bring the enemy after you.

Divine, Teleportation

KEYWORDS

Imm. Reaction		Melee 1
ACTION	↓	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering enemy

Trigger: An enemy adjacent to you damages you

Effect: You teleport 5 squares and then teleport the target to a square adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Shielding Symbol

You channel divine power through your holy symbol to shield yourself.

Divine, Implement

KEYWORDS

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

Trigger: You are hit by an attack

Effect: Make a Wisdom attack using your implement. The result is your defense against the triggering attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Wings of Vengeance

Ephemeral wings carry you across the battlefield to strike where you are most needed.

Divine
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Until the end of your next turn, you gain a fly speed of 7, and you can hover.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: AVENGER | POWER TYPE: UTILITY | LEVEL: 10

UTILITY POWER

Ever Onward

You breathe the words of a restorative prayer. New vigor and swiftness course through you.

Divine, Healing
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You can spend a healing surge. In addition, you gain a +2 power bonus to speed until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: AVENGER | POWER TYPE: UTILITY | LEVEL: 10

UTILITY POWER

Avenger's Demand

Your beckoning gesture compels the enemy to face swift justice.

Divine, Charm, Weapon
KEYWORDS

Standard		Ranged 5
ACTION		RANGE
	vs	One creature
ATTACK	DEFENSE	TARGET

Effect: You pull the target to a square adjacent to you, then make the following melee attack against it.
Attack: Wisdom vs. AC
Hit: 2[W] + Wisdom modifier damage, and you push the target 2 squares and knock it prone.
Censure of Pursuit: After you knock the target prone, you can shift 2 squares to a square adjacent to it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: AVENGER | POWER TYPE: ATTACK | LEVEL: 13

ENCOUNTER POWER

Crimson Stride

You stride through nothingness, appearing at your enemy's side to make a deadly attack. Then you stride away carrying your foe with you.

Divine, Teleportation, Weapon
KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
WIS vs AC		One enemy
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you teleport 5 squares to a square adjacent to an enemy.
Hit: 2[W] + Wisdom modifier damage. You teleport 5 squares and then teleport the target to a square adjacent to you.
Censure of Retribution: If no creatures are adjacent to either you or the target after you teleport it, the target takes damage equal to your Intelligence modifier.
Censure of Unity: If you teleport the target at least 2 squares, it takes 2 damage for each of your allies adjacent to it after the movement.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: AVENGER | POWER TYPE: ATTACK | LEVEL: 13

ENCOUNTER POWER

Dervish Strike

Spinning gracefully, you aim a deft strike that sends your enemy sprawling into its companions.

Divine, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One enemy
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Wisdom modifier damage, and you push the primary target 5 squares. When you push it through any square occupied by an enemy, make a secondary attack.
Secondary Target: Each enemy in the square
Secondary Attack: Wisdom vs. Fortitude
Hit: The secondary target is knocked prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: AVENGER | POWER TYPE: ATTACK | LEVEL: 13

ENCOUNTER POWER

Wages of Sin

Your prayer channels the anger, the fear, and the wickedness of your enemy's comrades to harm it.

Divine, Implement, Psychic
KEYWORDS

Standard		Ranged 5
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier psychic damage. The attack deals 3 extra psychic damage for each enemy adjacent to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: AVENGER | POWER TYPE: ATTACK | LEVEL: 13

ENCOUNTER POWER

Weaving Blades

You flourish your weapon in a dazzling display, striking your foe and any other that dares approach.

Divine, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage. Until the end of your next turn, any enemy other than the target that enters a square adjacent to you or starts its turn there is affected by your weaving blades: As a free action, you can deal 5 damage to it and push it 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: AVENGER | POWER TYPE: ATTACK | LEVEL: 13

ENCOUNTER POWER

Ghostly Chains

At the touch of your weapon, phantasmal fetters appear around your enemy, hindering its steps.

Divine, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Wisdom modifier damage, and the target is slowed (save ends).
Miss: Half damage, and the target is slowed until the end of your next turn.
Special: If two or more of your allies are adjacent to the target, it is immobilized instead of slowed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: AVENGER | POWER TYPE: ATTACK | LEVEL: 15

DAILY POWER

Inescapable Justice

No matter where your quarry goes, you are there.

Divine, Teleportation, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you shift 2 squares.
Hit: 3[W] + Wisdom modifier damage.
Miss: Half damage.
Effect: Until the end of the encounter or until you or the target drops to 0 hit points, whenever you start your turn 3 or more squares away from the target, you can teleport to a square within 3 squares of it as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: AVENGER | POWER TYPE: ATTACK | LEVEL: 15

DAILY POWER

Soul Lightning

Your prayer sends lightning crackling through your enemy's body and mind, and it arcs to nearby foes.

Divine, Implement, Lightning, Psychic

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Wisdom modifier psychic damage, and ongoing 10 lightning damage (save ends).
Miss: Half damage, and ongoing 5 lightning damage (save ends).
Effect: Whenever the target takes this ongoing damage, each enemy within 2 squares of the target takes the same amount of lightning damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 15

DAILY POWER

Temple of Brilliance

Your touch scours your foe with light, which lingers as a dazzling edifice over it.

Divine, Implement, Radiant, Zone

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier radiant damage.
Miss: Half damage.
Effect: The attack creates a zone of radiant energy in a burst 2 centered on the target. The zone lasts until the end of your next turn. When the target moves, the zone moves with it, remaining centered on it. Any enemy that ends its turn within the zone is blinded until the end of its next turn.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 15

DAILY POWER

Tether of Light

As you swing your weapon, you forge a thin strand of light between you and your adversary, and then leap through the brilliant void to another spot. Compelled by the tether, your enemy follows.

Divine, Teleportation, Weapon

KEYWORDS

Standard	↑	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage. You teleport 5 squares and then teleport the target to a square adjacent to you.
Miss: Half damage.
Effect: When you hit the target with any melee attack before the end of the encounter, you can teleport a number of squares equal to your Intelligence modifier and then teleport the target to a square adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 15

DAILY POWER

Zealous Onslaught

Trusting in your deity to guide your steps, you dash forward to smite your foe, sending it staggering away.

Divine, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you shift 5 squares.
Hit: 2[W] + Wisdom modifier damage, and you push the target 3 squares. The target grants combat advantage (save ends).
Aftereffect: As a free action, you can teleport to a square adjacent to the target and make a melee basic attack.
Miss: Half damage, and the target grants combat advantage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 15

DAILY POWER

Battle Blessing

You have sworn that your enemy shall fall - and it will, by your or your ally's hand.

Divine

KEYWORDS

Imm. Interrupt	←	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You or an ally within 5 squares of you makes an opportunity attack against your oath of enmity target
Effect: The opportunity attack deals 1[W] extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Strength in Unity

The ties that join you and your friends become visible for a moment and serve as wards that shield you from harm.

Divine

KEYWORDS

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

Trigger: An enemy attack damages you
Effect: The damage of the triggering attack is reduced against you by an amount equal to your Intelligence modifier x the number of allies within 2 squares of you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Summons to Duty

Your ally is propelled toward your foe in a burst of wind and light.

Divine

KEYWORDS

Minor	←	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One ally in burst
Effect: You slide the target to a square adjacent to an enemy adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Pillar of Chernoggar

You Summon strength from the oppressive dominion of Chernoggar, slowing your enemies.

Divine, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, any enemy that starts its turn adjacent to you is slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Temple of Seclusion

Fiery blue runes appear in the air around you, forming a pattern that scatters approaching creatures.

Divine, Stance, Teleportation

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, when any creature ends its turn adjacent to you, you can teleport that creature 3 squares as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Accept No Defeat

Single-minded pursuit is usually your strength, but prayers, like plans, can be phased with fallback maneuvers.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Wisdom modifier damage.
Miss: You shift 1 square and make a melee basic attack against a different creature, with a +4 bonus to the damage roll.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Lethal Intercession

Spiritual echoes of your weapon surround your foe, confounding its attacks.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Wisdom modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
Censure of Pursuit: When you use this power against your oath of enmity target, the power is reliable.
Special: This power can be used as an opportunity attack against your oath of enmity target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Punishing Blow

Your sworn enemy and all who stand with it must answer to you now.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Wisdom modifier damage. If the target is your oath of enmity target, each enemy adjacent to the target also counts as a target of your oath of enmity until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Vengeful Parry

You parry your enemy's attack and make a riposte infused with holy power.

Divine, Weapon

KEYWORDS

Imm. Interrupt	↓	Melee 1
ACTION		RANGE
vs		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy adjacent to you hits or misses you.
Effect: The target takes a -2 penalty to the attack roll. Make the following attack against the target.
Censure of Unity: The penalty to the target's attack roll equals your Intelligence modifier.
Attack: Wisdom vs. AC
Hit: 2[W] + Wisdom modifier damage. You shift 1 square and then slide the target 2 squares to a square adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Wrathful Charge

You dash across the battlefield, gaining momentum from each attack against you, until you slam into your enemy with your weapon.

Divine, Weapon

KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You gain phasing and a +4 bonus to AC against opportunity attacks until the end of your turn. You then charge and make the following attack in place of a melee basic attack.
Target: One creature
Attack: Wisdom vs. AC
Hit: 2[W] + Wisdom modifier damage. The attack deals 2 extra damage for each opportunity attack made against you during the charge movement.
Censure of Retribution: The extra damage for each opportunity attack equals your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Blade of Astral Hosts

You stride into the midst of your enemies, laying about with your weapon. For each foe you strike, a celestial blade forms alongside your own, lending might to your final attack.

Divine, Teleportation, Weapon

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
WIS vs AC		Each enemy in burst
ATTACK	DEFENSE	TARGET

Effect: Before the primary attack, you teleport 5 squares.
Hit: 1[W] + Wisdom modifier damage.
Effect: You teleport 5 squares and make a melee secondary attack.
Secondary Target: One creature adjacent to you
Secondary Attack: Wisdom vs. AC
Hit: 3[W] + Wisdom modifier damage, plus 2 damage for each enemy hit by the primary attack.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 19

DAILY POWER

Bonded by Blood

Your attack forges a bond between you and your enemy.

Divine, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 4 [W] + Wisdom modifier damage.
Miss: Half damage.
Effect: Whenever the target moves, you can teleport to a square adjacent to it as a free action after its movement is complete. This effect lasts until the end of the encounter or until you end your turn not adjacent to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 19

DAILY POWER

Flame Unquenchable

Your prayer sets your weapon ablaze with blue fire. A single thrust transfers the flames to your foe.

Divine, Fire, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Wisdom modifier damage, and ongoing 10 fire damage (save ends).
Miss: Half damage, and ongoing 5 fire damage (save ends).
Effect: Until the end of the encounter, the target takes a -1 penalty to saving throws against ongoing damage. The penalty worsens by -1 for each creature taking ongoing damage within 10 squares of the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 19

DAILY POWER

Stroke of Doom

You brandish your weapon, seeking to drag your foe toward you with divine force. Failing that, you leap to the foe. Either way, your weapon is charged with lethal power.

Divine, Weapon

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: You pull the target to a square adjacent to you.
Miss: You shift 5 squares to a square adjacent to the target.
Effect: Make a melee secondary attack against the target if it is adjacent to you.
Secondary Attack: Wisdom vs. AC
Hit: 5[W] + Wisdom modifier damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 19

DAILY POWER

Refuge of Piety

You clear your mind and magically slough off impediments.

Divine
KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You make a saving throw against each effect on you that a save can end. You shift 1 square for each save.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Shield of Providence

Uttering a quick prayer, you partially leave the physical realm for a moment and channel the power of your foe's attack into your own.

Divine
KEYWORDS

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

Trigger: An enemy hits you with an area or a close attack
Effect: You become insubstantial until the end of your next turn. In addition, your next attack before the end of your next turn deals 2d10 extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Seeker's Step

They might hit you once, but you'll be damned if they'll do it twice.

Divine, Stance, Teleportation
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, whenever you are hit by an enemy's melee or ranged attack, you can teleport 10 squares to a square adjacent to your oath of enmity target as an immediate reaction.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Chains of Fate

As you attack, you mystically bind your sworn enemy's fate to yours, causing it to share your injuries.

Divine, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Wisdom modifier damage. Until the start of your next turn, you take half damage from any source and your oath of enmity target takes the other half.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Excoriating Challenge

Your holy symbol glows red as you curse your foes. The might of your rebuke hurls away nearby creatures but brings your chosen foe before you for judgment.

Divine, Implement, Radiant, Teleportation
KEYWORDS

Standard		Close burst 3
ACTION	←	RANGE
WIS vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: You teleport the target 5 squares to a square that is farther away from you. If the target is your oath of enmity target, it instead takes 4d10 + your Wisdom modifier radiant damage, and you teleport it to a square adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Fearsome Fury

Nothing clarifies your objective better than the terror in your enemies' eyes.

Divine, Fear, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Wisdom modifier damage. Until the end of your next turn, when the target makes any attack roll, it takes a penalty to that attack roll equal to the number of your allies adjacent to it.
Censure of Unity: The penalty equals the number of your allies adjacent to the target + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Threatening Strike

Your strike knocks your foe aside, and any hope it has of escaping is dashed when it finds your weapon in its face.

Divine, Teleportation, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Wisdom modifier damage, and you slide the target 2 squares. If the target moves before the start of your next turn, you can teleport to a square adjacent to it and make a melee basic attack against it.
Censure of Retribution: Until the end of your next turn, you gain a bonus to your basic attacks' damage rolls equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Vengeful Apparition

The touch of your weapon sends your foe reeling in terror, and you become ghostly, able to walk through walls and soar through the air.

Divine, Fear, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Wisdom modifier damage, and you push the target a number of squares equal to your Wisdom modifier and knock it prone.
Effect: You gain phasing and a fly speed of 6 until the end of your next turn.
Censure of Pursuit: The fly speed equals 6 + your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Victory Hymn

You hum a hymn about a time when war will not be needed. But for now, you seek to end the fight as the victorious survivor.

Divine, Healing, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Wisdom modifier damage. Before the end of your next turn, you gain a bonus to your next attack's damage rolls equal to your Wisdom modifier.
Effect: If this attack reduces the target to 0 hit points or if you have reduced your oath of enmity target to 0 hit points during this encounter, you can spend a healing surge and make a saving throw.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Amber Prisons

When you pull your hand away from your enemy, it leaves behind an amber sigil from which shines an eerie light. Those touched by its glow become encased in amber sarcophagi.

Divine, Implement, Radiant

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 5d8 + Wisdom modifier radiant damage, and the primary target is immobilized (save ends).
Miss: Half damage, and the primary target is immobilized until the end of your next turn.
Effect: Make a secondary attack that is a close burst 1, using the primary target's space as the origin square.
Secondary Target: Each enemy in burst other than the primary target
Secondary Attack: Wisdom vs. Fortitude
Hit: You slide the secondary target 3 squares, and it is immobilized until the end of your next turn.
Miss: The secondary target is slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 25

DAILY POWER

Drawn by Fate

Two shimmering portals appear, drawing you or your enemy to find your fate.

Divine, Implement, Teleportation

KEYWORDS

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

Hit: You teleport the target to a square adjacent to you.
Miss: You teleport to a square adjacent to the target.
Effect: Make a melee secondary attack against the target using your weapon. In addition, the target is drawn by fate (save ends). Until this effect ends, you can teleport the target to a square adjacent to you as a minor action.
Secondary Attack: Wisdom vs. AC
Hit: 4[W] + Wisdom modifier damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 25

DAILY POWER

Mantle of the Astral Champion

As you attack, your prayer bestows on you the mantle of the astral champion, allowing you to fly like an angelic being.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Wisdom modifier damage.
Effect: Until the end of the encounter, you gain phasing and a fly speed of 6, and you can hover.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 25

DAILY POWER

Thunderhead Smite

You present your holy symbol with a shouted prayer, causing a shock wave to scatter your foes, and thunder crashes over an enemy that remains behind.

Divine, Implement, Thunder

KEYWORDS

Standard	↙	Close burst 3
ACTION		RANGE
WIS vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: You push the target 3 squares.
Effect: One enemy adjacent to you takes 10 thunder damage for each target hit. If no enemy is adjacent to you, you regain the use of this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 25

DAILY POWER

Anvil of Faith

Summoning strength from your comrades' courage, you deliver a mighty blow that tosses your enemy across the battlefield.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3 [W] + Wisdom modifier damage, and you push the target a number of squares equal to the number of your allies adjacent to it. The target takes 5 damage for each square it enters during the forced movement.
Censure of Unity: The target is knocked prone at the end of the forced movement.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Brilliant Halo

As you hurl divine light at your enemy, a scintillating halo appears above you. Any enemy that approaches is burned in its glow.

Divine, Healing, Implement, Radiant

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 4d6 + Wisdom modifier radiant damage. Until the end of your next turn, any enemy that ends its turn within 5 squares of you takes 5 radiant damage, and you regain 5 hit points.
Censure of Retribution: Your Intelligence modifier is added to the damage and healing caused when an enemy ends its turn within 5 squares of you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Hand of Silver

Your hand shines with a silvery light as you touch your enemy, preventing its escape.

Divine, Implement, Radiant

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d12 + Wisdom modifier radiant damage, and the target is restrained until the end of your next turn.
Censure of Pursuit: The attack deals extra radiant damage equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Spark of Hatred

There is a spark of hatred in every foul creature, and in many fair ones. The power of your oath fans that spark, quick and lethal.

Divine, Charm, Implement

KEYWORDS

Minor	↗	Ranged 5
ACTION		RANGE
WIS vs Will		One enemy that is not your oath of enmity target
ATTACK	DEFENSE	TARGET

Hit: The target is dominated until the start of your next turn. Until this domination ends, the target can attack only your oath of enmity target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Cataclysmic Duel

Mighty shock waves resound around you and your enemy. Each exchange of blows sends rolling tendrils of destruction across the battlefield.

Divine, Thunder, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 7[W] + Wisdom modifier thunder damage, and the target takes a -2 penalty to attack rolls against you (save ends).
Miss: Half damage.
Effect: Until the end of the encounter, whenever the target hits you, it chooses one of your allies within 5 squares of you or within 5 squares of the target. That ally is knocked prone. In addition, whenever you hit the target, you choose an enemy other than the target within 5 squares of you or within 5 squares of the target. That enemy is dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 29

DAILY POWER

Divide and Condemn



You stride instantly to your enemy and set your hand upon it, speaking a prayer of condemnation. Nearby enemies are scattered by your power.

Divine, Implement, Radiant, Teleportation

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you teleport 10 squares.
Hit: 7d8 + Wisdom modifier radiant damage.
Miss: Half damage.
Effect: You teleport each enemy adjacent to the target 10 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 29

DAILY POWER

Eye of the Hurricane



You inhale and draw your enemies close, using their energy to deliver a thunderous attack against the object of your malice.

Divine, Implement, Thunder

KEYWORDS

Standard	↔	Close burst 3
ACTION		RANGE
WIS vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: You pull the primary target 3 squares, and it is deafened (save ends).
Effect: Make a melee secondary attack using your weapon.
Secondary Target: One adjacent creature
Secondary Attack: Wisdom vs. AC
Hit: 6[W] + Wisdom modifier damage, plus 5 thunder damage for each enemy adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 29

DAILY POWER

Impaling Summons



Channeling the fury of the gods, you compel an enemy to fling itself onto your weapon.

Divine, Charm, Weapon

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
vs		One creature
ATTACK	DEFENSE	TARGET

Effect: You pull the target to a square adjacent to you, then make the following melee attack against it.
Attack: Wisdom vs. AC
Hit: 6[W] + Wisdom modifier damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 29

DAILY POWER

March of Doom



You command your foe to march to the place where you intend for it to die, and then send your allies to slay it there.

Divine, Charm, Teleportation, Weapon

KEYWORDS

Standard	↔	Close burst 5
ACTION		RANGE
vs		One creature in burst
ATTACK	DEFENSE	TARGET

Effect: You slide the target 5 squares and teleport to a square adjacent to it. You then slide each ally in the burst 5 squares to a square adjacent to the target. Then you make the following melee attack against it.
Attack: Wisdom vs. AC
Hit: 5[W] + Wisdom modifier damage, and you knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 29

DAILY POWER

Merciless Nemesis



As you attack, you appoint yourself the nemesis of your chosen foe. Where you go, it must follow.

Divine, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 5[W] + Wisdom modifier damage.
Miss: Half damage.
Effect: Until the end of the encounter, whenever you hit your oath of enmity target with an avenger attack power, you can teleport 5 squares and then teleport your oath of enmity target to a square adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 29

DAILY POWER

Channel Divinity: Healer's Mercy

Strength flows out from you to your injured comrades, rekindling their resolve to see the battle to its end.

Divine, Healing

KEYWORDS

Standard	←	Close burst 5
ACTION		RANGE
WIS vs Will		Each bloodied ally in burst
ATTACK	DEFENSE	TARGET

Effect: Each target can spend a healing surge. You are weakened until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC | POWER TYPE: FEATURE | LEVEL: 1

ENCOUNTER POWER

Astral Seal

You outline your enemy with the silver glow of the Astral Sea, and its healing light bathes your friend.

Divine, Healing, Implement

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
WIS +2 vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: Until the end of your next turn, the target takes a -2 penalty to all defenses. The next ally who hits it before the end of your next turn regains hit points equal to 2 + your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC | POWER TYPE: ATTACK | LEVEL: 1

AT-WILL POWER

Recovery Strike

Your attack heals a companion who strifes at the foe you condemn.

Divine, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage, and the next ally who hits the target before the end of your next turn regains hit points equal to your Charisma modifier.
Level 21: 2[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC | POWER TYPE: ATTACK | LEVEL: 1

AT-WILL POWER

Bane

You lay a divine curse upon your foe that shrouds it in enervating shadows.

Divine, Implement

KEYWORDS

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

Hit: Until the end of your next turn, the target takes a penalty to attack rolls and all defenses equal to 1 + your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC | POWER TYPE: ATTACK | LEVEL: 1

ENCOUNTER POWER

Exacting Utterance

The suffering of your enemy instills your comrades with righteous vigor.

Divine, Implement

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: Until the end of your next turn, the target gains vulnerability to all damage equal to your Wisdom modifier, and any ally who attacks the target gains temporary hit points equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC | POWER TYPE: ATTACK | LEVEL: 1

ENCOUNTER POWER

Numinous Shield

Divine radiance blazes from your holy symbol as you strike your foe, forming a halo of protection about you.

Divine, Radiant, Weapon, Zone

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier radiant damage. The attack creates a zone of shielding light in a close burst 2. The zone lasts until the end of your next turn. You and your allies gain a +2 power bonus to AC while within the zone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC | POWER TYPE: ATTACK | LEVEL: 1

ENCOUNTER POWER

Shield Bearer

A shimmering warrior steps from between the worlds to defend your allies.

Divine, Conjunction, Implement, Radiant

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier radiant damage. You conjure a shield bearer in an unoccupied square adjacent to the target. The shield bearer lasts until the end of your next turn. The shield bearer occupies 1 square, and allies can move through it as if it were an ally. While adjacent to the shield bearer, any ally gains a +2 power bonus to all defenses.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC | POWER TYPE: ATTACK | LEVEL: 1

ENCOUNTER POWER

War Priest's Strike

You smite your foe, crushing its armor and leaving a glowing rune that guides your allies' attacks.

Divine, Radiant, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier radiant damage. Until the end of your next turn, you and your allies have combat advantage against the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC | POWER TYPE: ATTACK | LEVEL: 1

ENCOUNTER POWER

Astral Condemnation

You brand a foe with your god's glowing symbol to drain power from its attacks.

Divine, Implement, Radiant

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Wisdom modifier radiant damage.
Effect: Until the end of your next turn, the target takes a penalty to damage rolls equal to 5 + your Charisma modifier.
Sustain Minor: The effect persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC | POWER TYPE: ATTACK | LEVEL: 1

DAILY POWER

Font of Tears

A shimmering ruin showers enemies around you and saps their will.

Divine, Implement, Zone

KEYWORDS

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

Hit: The target is dazed (save ends).
Effect: The burst creates a zone of shimmering energy that lasts until the end of your next turn. Any enemy that starts its turn within the zone takes a -2 penalty to attack rolls until the end of its next turn.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC POWER TYPE ATTACK LEVEL 1

DAILY POWER

Moment of Glory

You call down a brilliant column of light that drives your enemies to the ground and bolsters your allies against harm.

Divine, Fear, Implement

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
WIS vs Will		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: You push the target 3 squares and knock it prone.
Effect: You and each ally in the blast gain resist 5 to all damage until the end of your next turn.
Sustain Minor: The effect persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC POWER TYPE ATTACK LEVEL 1

DAILY POWER

Shield of the Gods

Stemming your weapon into the ground, you create a blast of force that bowls over your foes. The energy then coalesces into a glowing shield.

Divine, Force, Weapon

KEYWORDS

Standard		Close blast 3
ACTION	←	RANGE
STR vs Reflex		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier force damage, and you knock the target prone.
Miss: Half damage.
Effect: You or an ally within 5 squares of you gains a +3 shield bonus to AC and Reflex until the end of the encounter. As a minor action, you can transfer the bonus to yourself or a different ally within 5 squares of you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC POWER TYPE ATTACK LEVEL 1

DAILY POWER

Weapon of Astral Flame

You conjure a weapon of divine flame that duplicates the one you wield.

Divine, Conjunction, Fire, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You conjure a weapon of astral flame in your space. The weapon lasts until the end of your next turn. When you move, the weapon moves with you, remaining in your space. The weapon makes the following primary attack when it appears.
Target: One creature
Attack: Strength vs. Reflex
Hit: 1[W] + Strength modifier fire damage, and the primary target takes a -2 penalty to attack rolls until the end of your next turn.
Sustain Minor: The weapon persists and makes a secondary attack.
Secondary Target: One creature
Secondary Attack: Strength vs. Reflex
Hit: 1[W] fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC POWER TYPE ATTACK LEVEL 1

DAILY POWER

Divine Skill

You grant divine grace to bolster your ally's prowess in a skill at a crucial moment.

Divine

KEYWORDS

Minor		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One ally in burst
Effect: The target gains a power bonus to his or her next skill check before the end of the encounter. The bonus equals your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Armor of Faith

You clothe your ally in shining golden armor created from the essence of the Astral Sea.

Divine

KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One ally in burst
Effect: The target gains a +4 power bonus to a defense of your choice until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Holy Vestments

Glowing sigils blossom over your armor, forming a protective web.

Divine

KEYWORDS

Standard		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Choose acid, cold, fire, lightning, poison, or thunder. Until the end of the encounter, you gain resist 5 to that damage type, and any ally who ends a move adjacent to you gains resist 5 to that damage type until the start of his or her next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Life Transference

Bruises and lacerations appear on your body as they vanish from your patient.

Divine, Healing

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One creature
Effect: You take damage equal to your healing surge value, which can't be reduced in any way. The target regains hit points equal to twice that value.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Return from Death's Door

You snatch an ally from the brink of death.

Divine, Healing

KEYWORDS

Imm. Interrupt	↗	Ranged 20
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: The triggering ally
Trigger: An ally within 20 squares of you fails a death saving throw
Effect: The target succeeds on the death saving throw and can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Astral Flare

You brandish your holy symbol and invoke the power of the gods to dazzle your foes.

Divine, Implement

KEYWORDS

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

Hit: The target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 3
-----------------	----------------------	------------

ENCOUNTER POWER

Hammer of the Gods

Your inspired onslaught batters a foe, and your companions strike it with equal zeal.

Divine, Radiant, Weapon

KEYWORDS

Standard		Melee weapon
ACTION	↓	RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier radiant damage. When any ally hits the target before the start of your next turn, the target takes 1d6 extra radiant damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 3
-----------------	----------------------	------------

ENCOUNTER POWER

Hymn of Resurgence

Your foes' resolve crumbles as your hymn bestows divine vigor on your allies.

Divine, Implement

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
WIS vs Fort		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: The target takes a -2 penalty to all defenses until the end of your next turn. When any ally hits the target before the end of your next turn, the target is knocked prone. **Effect:** Each ally in the blast can choose either to gain 5 temporary hit points or to make a saving throw.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 3
-----------------	----------------------	------------

ENCOUNTER POWER

Light of Arvandor

A web of gleaming strands cuts into your foes and defends your allies.

Divine, Implement, Radiant

KEYWORDS

Standard		Area burst 1 within 5 squares
ACTION	✦	RANGE
WIS vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Wisdom modifier radiant damage, and each ally in the burst gains a +2 power bonus to AC until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 3
-----------------	----------------------	------------

ENCOUNTER POWER

Sacred Shielding

Your weapon is limned in holy light, and a mantle of equal brilliance springs into existence around you.

Divine, Radiant, Weapon

KEYWORDS

Standard		Melee weapon
ACTION	↓	RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier radiant damage. Until the end of your next turn, each ally adjacent to you or to the target gains resistance to all damage equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 3
-----------------	----------------------	------------

ENCOUNTER POWER

Hallowed Advance

The power of your god draws an ally to your side, eager to share in victory.

Divine, Healing, Teleportation, Weapon

KEYWORDS

Standard		Melee weapon
ACTION	↓	RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage. **Miss:** Half damage. **Effect:** One ally within 5 squares of you can teleport adjacent to the target and make a melee basic attack against it as a free action. In addition, that ally can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 5
-----------------	----------------------	------------

DAILY POWER

Halo of Consequence

A ring of faint light surrounds your enemy and punishes it for attacking you or your allies.

Divine, Implement, Reliable

KEYWORDS

Standard		Ranged 10
ACTION	↘	RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: The target is affected by your halo of consequence (save ends). Until the halo ends, the target takes a -4 penalty to attack rolls, and after the target attacks you or any ally, it is dazed until the end of its next turn. The target takes a -2 penalty to saving throws against the halo.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 5
-----------------	----------------------	------------

DAILY POWER

Hold Foe

With an impassioned prayer, you transfix your enemy to the spot.

Divine, Implement

KEYWORDS

Standard		Ranged 10
ACTION	↘	RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier damage. The target is dazed and immobilized (save ends both). **Miss:** Half damage, and the target is slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 5
-----------------	----------------------	------------

DAILY POWER

Iron to Glass

Tracing runes of denial in the air, you cause your foe's weapons to become as brittle as glass.

Divine, Implement

KEYWORDS

Standard		Ranged 10
ACTION	↘	RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: Until the end of the encounter, the target takes a -4 penalty to melee damage rolls. Whenever the target hits with a melee attack, the penalty worsens by 2 to a maximum of -10. **Miss:** Until the end of the encounter, the target takes a -2 penalty to melee damage rolls. Whenever the target hits with a melee attack, the penalty worsens by 1 to a maximum of -5.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 5
-----------------	----------------------	------------

DAILY POWER

Revealing Light

A narrow beam of brilliant blue-white light lances down to illuminate a foe that seeks the shadows.

Divine, Implement, Radiant

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
WIS vs Reflex	One creature	
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Reflex. The attack ignores concealment and cover.
Hit: 3d6 + Wisdom modifier radiant damage.
Effect: The target takes ongoing 5 radiant damage and cannot become hidden (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC POWER TYPE: ATTACK LEVEL: 5

DAILY POWER

Holy Celerity

You imbue an ally with the confidence to advance against all impediments.

Divine

KEYWORDS

Minor		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You or one ally
Effect: Until the end of your next turn, the target ignores the effects of the immobilized, restrained, and slowed conditions.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC POWER TYPE: UTILITY LEVEL: 6

UTILITY POWER

Blades of Holy Fire

Your allies' implements and weapons blaze with white-hot, consecrated flames.

Divine, Fire, Radiant

KEYWORDS

Minor		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: Each ally in burst
Effect: The next time the target hits before the end of the encounter, that attack deals 1d6 extra fire and radiant damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC POWER TYPE: UTILITY LEVEL: 6

UTILITY POWER

Divine Favor

Sacred light suffuses your comrade, bestowing your god's blessing in battle.

Divine, Healing

KEYWORDS

Standard		Melee touch
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You or one ally
Effect: Until the end of the encounter, the target gains a +2 power bonus to attack rolls and damage rolls, and when the target is first bloodied, he or she can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC POWER TYPE: UTILITY LEVEL: 6

UTILITY POWER

Spirit of Healing

A glowing figure appears at your command, casting an aura of health over your allies.

Divine, Conjuraton, Healing

KEYWORDS

Minor		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You conjure a spirit of healing in 1 square within range. The spirit lasts until the end of your next turn. When an ally in the spirit's square or adjacent to it hits an enemy, that ally regains hit points equal to twice your Wisdom modifier. As a move action, you can move the spirit 4 squares.
Sustain Minor: The spirit persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC POWER TYPE: UTILITY LEVEL: 6

UTILITY POWER

Stream of Life

Your life energy flows into a companion and grants your friend the vigor to fight on.

Divine, Healing

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You take ongoing 5 damage (save ends). This damage can't be reduced in any way. At the end of your turn, you can choose not to make a saving throw against this ongoing damage. Whenever you take the ongoing damage, an ally within 5 squares of you regains 15 hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC POWER TYPE: UTILITY LEVEL: 6

UTILITY POWER

Bolts of Warding

Your weapon crackles with divine lightning that arcs out to strike any who threaten your allies.

Divine, Lightning, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
STR vs AC	One creature	
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier lightning damage. Until the end of your next turn, any enemy takes 5 lightning damage if it ends its turn adjacent to any ally within 5 squares of you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC POWER TYPE: ATTACK LEVEL: 7

ENCOUNTER POWER

Denunciation

You pronounce a divine curse, and motes of darkness swirl around your enemy to hinder it.

Divine, Implement

KEYWORDS

Standard		Ranged 5
ACTION		RANGE
WIS vs Will	One creature	
ATTACK	DEFENSE	TARGET

Hit: Until the end of your next turn, the target is dazed and takes a penalty to attack rolls and all defenses equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC POWER TYPE: ATTACK LEVEL: 7

ENCOUNTER POWER

Price of Violence

Your enemy claws at its sightless eyes after daring to attack.

Divine, Implement

KEYWORDS

Imm. Reaction		Ranged 5
ACTION		RANGE
WIS vs Fort	The triggering enemy	
ATTACK	DEFENSE	TARGET

Trigger: An enemy within 5 squares of you hits you or your ally
Hit: The target is blinded until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC POWER TYPE: ATTACK LEVEL: 7

ENCOUNTER POWER

Strike of Judgment

Your attack visits pain upon your foe and ensures that you and your allies will be compensated if that foe dares to retaliate.

Divine, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage.
Effect: The next time the target hits or misses an ally before the end of your next turn, one ally of your choice within 5 squares of the target regains 10 hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC POWER TYPE: ATTACK LEVEL: 7

ENCOUNTER POWER

Zealous Sanction

You name your foe an enemy of your god. Divine power sears it and heals any who strike it.

Divine, Healing, Implement, Radiant

KEYWORDS

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

Hit: 2d8 + Wisdom modifier radiant damage.
Effect: The first time any ally hits the target before the end of your next turn, that ally can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC POWER TYPE: ATTACK LEVEL: 7

ENCOUNTER POWER

Crucial Resurgence

The pain of your wounds only inspires you to greater heights.

Divine, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be bloodied.
Hit: 2[W] + Strength modifier damage.
Effect: You and each ally within 5 squares of you can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

Dismissal

You utter a mighty shout and cast your enemy out of the world.

Divine, Implement, Teleportation

KEYWORDS

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

Hit: The target disappears into an extraplanar prison (save ends). The target takes a -2 penalty to saving throws against this effect, or a -5 penalty if it is an aberrant, elemental, fey, immortal, or shadow creature. When the target saves against this effect, it reappears in its original space. If that space is occupied, the target returns to the nearest unoccupied space.
Aftereffect: The target is dazed until the end of its next turn.
Miss: The target disappears into an extraplanar prison until the end of your next turn. The target then reappears in its original space. If that space is occupied, the target returns to the nearest unoccupied space.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

Divine Fury

Your patron's servants take notice of your struggle and reward companions while punishing your enemies.

Divine, Healing, Radiant, Weapon, Zone

KEYWORDS

Standard	↖	Close burst 1
ACTION		RANGE
STR vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier radiant damage.
Miss: Half damage.
Effect: The burst creates a zone of divine fury that lasts until the end of your next turn.
When any ally within the zone hits an enemy, that ally regains 10 hit points.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

Rebuke Violence

With a fervent prayer, you purge all thoughts of battle from your enemy's mind.

Divine, Implement

KEYWORDS

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

Hit: The target cannot attack (save ends). Until you or any ally attacks the target, it takes a -5 penalty to saving throws against this effect.
Miss: The target cannot attack until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

Healer's Balm

You lay a hand on your comrade's brow, taking on his or her pain and suffering.

Divine

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Target: One ally
Effect: You transfer to yourself all effects on the target that a save can end. You gain a +4 bonus to saving throws against those effects.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

Recall Ally

You summon a comrade to your side.

Divine, Teleportation

KEYWORDS

Move	↗	Ranged 20
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Target: One ally
Effect: You teleport the target to a square adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

Word of Vigor

Your ringing prayer inspires all nearby to draw on inner reserves.

Divine, Healing

KEYWORDS

Minor	↖	Close burst 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Target: You and each ally in burst
Effect: Each target can spend a healing surge and regain 2d6 additional hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

Godsight

You bestow the ability to see through deception.

Divine
KEYWORDS

Minor	↗	Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You or one ally
Effect: The target gains truesight 5 until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE UTILITY	LEVEL 10
-----------------	-----------------------	-------------

UTILITY POWER

Sacred Beneficence

As long as you stand firm against the enemy, your companion draws on your strength to remain unbowed.

Divine, Healing
KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One ally
Requirement: You must not be bloodied.
Effect: The target gains regeneration 10 until you are bloodied or until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE UTILITY	LEVEL 10
-----------------	-----------------------	-------------

UTILITY POWER

Angel's Rescue

You invoke an angel's name to lend strength to your attack and carry your ally out of danger.

Divine, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC	One creature	
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage.
Effect: You slide an ally who is adjacent to you or to the target 2 squares.
Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 13
-----------------	----------------------	-------------

ENCOUNTER POWER

Crown of Light

Blazing light coalesces over your ally to form a crown whose radiance pierces surrounding foes.

Divine, Implement, Radiant
KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
vs	One ally	
ATTACK	DEFENSE	TARGET

Effect: Until the end of your next turn, the primary target gains a power bonus to all defenses equal to your Charisma modifier. Make a secondary attack that is an area burst 1 centered on the primary target.
Secondary Target: Each enemy in burst
Attack: Wisdom vs. Reflex
Hit: 3d6 + Wisdom modifier radiant damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 13
-----------------	----------------------	-------------

ENCOUNTER POWER

Deadly Lure

Your imperious gesture drags an enemy toward you, compelling it to lower its defenses.

Divine, Charm, Implement
KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
WIS vs Will	One creature	
ATTACK	DEFENSE	TARGET

Hit: The target gains vulnerability to all damage equal to 2 + your Wisdom modifier until the end of your next turn. The target then moves its speed toward you, taking the safest path possible.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 13
-----------------	----------------------	-------------

ENCOUNTER POWER

Promise of Victory

With a flurry of devastating strikes, you show your enemies how close they are to defeat.

Divine, Weapon
KEYWORDS

Standard	↖	Close burst 1
ACTION		RANGE
STR vs AC	Each enemy in burst	
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and the target takes a -1 penalty to all defenses until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 13
-----------------	----------------------	-------------

ENCOUNTER POWER

Remorse

Your words of reproach cause your foes to hesitate as they regret their violent acts.

Divine, Healing, Implement
KEYWORDS

Standard	✱	Area burst 1 within 5 squares
ACTION		RANGE
WIS vs Will	Each enemy in burst	
ATTACK	DEFENSE	TARGET

Hit: Until the end of your next turn, the target gains vulnerable 10 to all damage and is dazed.
Effect: Each ally in the burst can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 13
-----------------	----------------------	-------------

ENCOUNTER POWER

Brilliant Censure

Awful brilliance flashes from your eyes, blinding foes and inspiring allies.

Divine, Implement, Radiant, Zone
KEYWORDS

Standard	↖	Close burst 3
ACTION		RANGE
WIS vs Fort	Each enemy in burst	
ATTACK	DEFENSE	TARGET

Hit: The target is blinded (save ends).
Effect: The burst creates a zone of bright light that lasts until the end of the encounter. When you move, the zone moves with you, remaining centered on you. Any ally who begins his or her turn within the zone deals 2d6 extra radiant damage with melee or ranged attacks until the start of his or her next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 15
-----------------	----------------------	-------------

DAILY POWER

Divine Reprisal

You utter a prayer to heal an ally's injury and exact punishment against the attacker.

Divine, Healing, Implement, Radiant
KEYWORDS

Imm. Reaction	↗	Ranged 10
ACTION		RANGE
WIS vs Will	The triggering enemy	
ATTACK	DEFENSE	TARGET

Trigger: An enemy within 10 squares of you hits your ally
Hit: 3d8 + Wisdom modifier radiant damage.
Effect: The ally can make a saving throw and can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 15
-----------------	----------------------	-------------

DAILY POWER

Ivory Rampart

As your weapon strikes your foe, divine power flows from you to form a barrier that protects your allies.

Divine, Conjunction, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION	←	RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage.
Miss: Half damage.
Effect: You conjure a wall of gleaming energy that originates in your space and can be up to 8 squares long and up to 2 squares high. The wall lasts until the end of your next turn. Any ally within the wall or adjacent to it gains cover. Any enemy that enters the wall is immobilized until the end of its turn.
Sustain Minor: The wall persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 15
-----------------	----------------------	-------------

DAILY POWER

Penance of Blood

Divine displeasure visits even more pain on your enemies.

Divine, Implement

KEYWORDS

Standard	←	Close burst 3
ACTION	←	RANGE
WIS vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: The target gains vulnerable 5 to all damage until the end of the encounter.
Effect: Until the end of the encounter, any vulnerability you cause your enemies is increased by your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 15
-----------------	----------------------	-------------

DAILY POWER

Wrath of the Faithful

You draw resolve from your allies to strike down the enemy they face.

Divine, Reliable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION	←	RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC. You gain a +1 bonus to the attack roll for each ally adjacent to the target.
Hit: 4[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 15
-----------------	----------------------	-------------

DAILY POWER

Cloak of Courage

Your prayer bolsters your companions' will and fills them with hope.

Divine

KEYWORDS

Standard	←	Close burst 2
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: Each ally in burst
Effect: Each target gains temporary hit points equal to his or her healing surge value. Until the end of your next turn, each target gains a +4 power bonus to all defenses against fear effects.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE UTILITY	LEVEL 16
-----------------	-----------------------	-------------

UTILITY POWER

Unexpected Return

A swift chant gives your ally a second chance at life.

Divine, Healing

KEYWORDS

Imm. Reaction	↗	Ranged 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering ally
Trigger: An ally within 5 squares of you drops to 0 hit points or fewer
Effect: The target can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE UTILITY	LEVEL 16
-----------------	-----------------------	-------------

UTILITY POWER

Air Walk

With deliberate steps, you stride upward on luminous clouds.

Divine

KEYWORDS

Minor	↕	Personal
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the end of the encounter, you gain the ability to move on air as if it were a solid surface. If you end your turn more than 2 squares above a solid surface, you descend gently until you are 2 squares above one.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE UTILITY	LEVEL 16
-----------------	-----------------------	-------------

UTILITY POWER

Cure Critical Wounds

Intoning the name of your god, you heal your friend's injuries with a soothing touch.

Divine, Healing

KEYWORDS

Standard	↓	Melee touch
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You or one creature
Effect: The target regains hit points as if it had spent three healing surges.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE UTILITY	LEVEL 16
-----------------	-----------------------	-------------

UTILITY POWER

Radiant Beams

A halo of brilliance springs from your brow, defending your comrades from the foulness of the undead.

Divine, Radiant

KEYWORDS

Standard	←	Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You and each ally in burst
Effect: Until the end of your next turn, each target gains resist 20 necrotic and deals 1 radiant damage to any enemy that attacks him or her.
Sustain Minor: The effect persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE UTILITY	LEVEL 16
-----------------	-----------------------	-------------

UTILITY POWER

Divine Phalanx

Asou attack, divine trumpets sound, and your allies rally to your side. Together, you are all stronger.

Divine, Radiant, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION	←	RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier radiant damage.
Effect: You teleport each ally within 10 squares of you to a square adjacent to you. Each ally you teleport gains a +2 power bonus to AC and to attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 17
-----------------	----------------------	-------------

ENCOUNTER POWER

Halo of Peace

You slam your weapon into your foe and enfold it in brilliant energy that hampers its attacks.

Divine, Radiant, Weapon		
<small>KEYWORDS</small>		
Standard	↓	Melee weapon
ACTION	RANGE	
STR vs AC	One creature	
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier radiant damage. Until the end of your next turn, the target takes a -4 penalty to attack rolls and cannot make opportunity attacks.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> CLERIC	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 17
--------------------------------	-------------------------------------	----------------------------

ENCOUNTER POWER

Malediction

Your enemy is crippled by the terrible curse you pronounce against it.

Divine, Implement		
<small>KEYWORDS</small>		
Standard	↗	Ranged 5
ACTION	RANGE	
WIS vs Will	One creature	
ATTACK	DEFENSE	TARGET

Hit: The target is weakened and dazed until the end of your next turn.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> CLERIC	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 17
--------------------------------	-------------------------------------	----------------------------

ENCOUNTER POWER

Sever the Source

A gleaming rune of anathema appears on your enemy, cutting it off from divine blessings.

Divine		
<small>KEYWORDS</small>		
Standard	↗	Ranged 5
ACTION	RANGE	
vs	One creature	
ATTACK	DEFENSE	TARGET

Effect: Until the end of your next turn, the target gains vulnerability to all damage equal to 10 + your Wisdom modifier and cannot regain hit points.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> CLERIC	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 17
--------------------------------	-------------------------------------	----------------------------

ENCOUNTER POWER

Starry Snare

You weave a net of astral light, which imprisons your foe in glittering strands.

Divine, Implement, Radiant		
<small>KEYWORDS</small>		
Standard	↗	Ranged 10
ACTION	RANGE	
WIS vs Fort	One creature	
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Wisdom modifier radiant damage. Until the end of your next turn, the target is immobilized, cannot teleport, and does not benefit from being insubstantial.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> CLERIC	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 17
--------------------------------	-------------------------------------	----------------------------

ENCOUNTER POWER

Beacon of Doom

With a resounding strike, you denounce your enemy. It crumples under a flurry of attacks from your friends.

Divine, Weapon		
<small>KEYWORDS</small>		
Standard	↓	Melee weapon
ACTION	RANGE	
STR vs AC	One creature	
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage.
Miss: Half damage.
Effect: The target takes a -4 penalty to all defenses (save ends).
Each Failed Saving Throw: One ally within 10 squares of the target can make a basic attack against it as a free action.
Aftereffect: Each ally within 5 squares of the target can make a basic attack against it as a free action.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> CLERIC	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 19
--------------------------------	-------------------------------------	----------------------------

DAILY POWER

Miraculous Intervention

Your ally is overcome, but you buy time to restore that companion's health.

Divine, Healing, Implement		
<small>KEYWORDS</small>		
Imm. Reaction	↗	Ranged 5
ACTION	RANGE	
vs	The triggering ally	
ATTACK	DEFENSE	TARGET

Trigger: An ally within 5 squares of you drops to 0 hit points or fewer.
Effect: The primary target regains hit points as if he or she had spent a healing surge. Make a secondary attack that is an area burst 2 centered on the primary target.
Secondary Target: Each enemy in burst
Attack: Wisdom vs. Will
Hit: The secondary target is stunned (save ends).

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> CLERIC	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 19
--------------------------------	-------------------------------------	----------------------------

DAILY POWER

Moment of Peace

A wave of tranquility washes over your foes, rendering them harmless for a critical moment.

Divine, Implement		
<small>KEYWORDS</small>		
Standard	←	Close blast 5
ACTION	RANGE	
WIS vs Will	Each enemy in blast	
ATTACK	DEFENSE	TARGET

Hit: The target's attacks deal no damage (save ends).
Miss: The target's attacks deal no damage until the end of your next turn.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> CLERIC	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 19
--------------------------------	-------------------------------------	----------------------------

DAILY POWER

Realm of Battle

You sweep your weapon through the air and call out for divine aid. A flock of angels soars through the sky to surround you, driving back the enemy.

Divine, Radiant, Weapon, Zone		
<small>KEYWORDS</small>		
Standard	↓	Melee weapon
ACTION	RANGE	
STR vs AC	One creature	
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier radiant damage.
Miss: Half damage.
Effect: The attack creates a zone of angelic soldiers in a close burst 3. The zone lasts until the end of the encounter. While within the zone, you and your allies gain a +1 power bonus to AC and attack rolls. While within the zone, any enemy takes 5 radiant damage at the start of its turn and provokes opportunity attacks when it shifts.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> CLERIC	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 19
--------------------------------	-------------------------------------	----------------------------

DAILY POWER

Supernal Radiance

You create a pulse of light that gleams with divine clarity. No foe can hide within its brilliance.

Divine, Implement, Radiant		
<small>KEYWORDS</small>		
Standard	✦	Area burst 1 within 5 squares
ACTION	RANGE	
WIS vs Will	Each enemy in burst	
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier radiant damage.
Effect: The target takes ongoing 10 radiant damage, cannot benefit from invisibility or concealment, and cannot become hidden (save ends all).

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> CLERIC	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 19
--------------------------------	-------------------------------------	----------------------------

DAILY POWER

Adjure the Chosen

With a ringing voice, you urge your companions to direct your god's fury against your foes.

Divine
KEYWORDS

Standard	←	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You and each ally in burst
Effect: Until the end of your next turn, each target gains a +2 power bonus to speed, attack rolls, and damage rolls, and can score a critical hit on a roll of 18-20.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE UTILITY	LEVEL 22
-----------------	-----------------------	-------------

UTILITY POWER

Ramparts of Light

Divine light encases you or your ally to thwart even the deadliest attacks.

Divine
KEYWORDS

Minor	←	Close burst 20
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You or one ally in burst
Effect: The target gains resist 25 to all damage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE UTILITY	LEVEL 22
-----------------	-----------------------	-------------

UTILITY POWER

Heal

Bowing your head in prayer, you restore a desperately injured comrade to complete health.

Divine, Healing
KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One ally
Effect: The target regains all his or her hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE UTILITY	LEVEL 22
-----------------	-----------------------	-------------

UTILITY POWER

Mass Cure Serious Wounds

Glimmering blue motes envelop you and your companions, staunching wounds.

Divine, Healing
KEYWORDS

Standard	←	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You and each ally in burst
Effect: Each target regains hit points as if he or she had spent two healing surges.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE UTILITY	LEVEL 22
-----------------	-----------------------	-------------

UTILITY POWER

Revive

You call back an ally from the clutches of death.

Divine, Healing
KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One bloodied or dying ally or a dead ally who died during this encounter
Effect: The target regains enough hit points to bring his or her current hit point total to his or her bloodied value. If the target is dead, he or she revives, then regains the hit points, and is considered not to have failed any death saving throws during this encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE UTILITY	LEVEL 22
-----------------	-----------------------	-------------

UTILITY POWER

Divine Fervor

Your god's power flares from your weapon to bless you and a companion as you batter down an enemy.

Divine, Healing, Radiant, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier radiant damage.
Effect: You and an ally within 10 squares of you can each spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 23
-----------------	----------------------	-------------

ENCOUNTER POWER

Mortal Terror

You smash your foe and overwhelm it with fear of imminent death.

Divine, Fear, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3 [W] + Strength modifier damage, and the target moves its speed away from you, taking the safest path possible.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 23
-----------------	----------------------	-------------

ENCOUNTER POWER

Rebuke the Wrathful

You reproach your foe, and your allies brutally punish its violence.

Divine, Implement
KEYWORDS

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

Hit: The first time the target makes an attack before the end of your next turn, each ally within 10 squares of you can make a basic attack against the target as an opportunity action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 23
-----------------	----------------------	-------------

ENCOUNTER POWER

Spirit Flame

Raising your holy symbol high, you call down a great pulse of divine fire against your foes and restore yourself and your friends.

Divine, Fire, Implement
KEYWORDS

Standard	←	Close blast 5
ACTION		RANGE
WIS vs Reflex		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Wisdom modifier fire damage.
Effect: You end the following conditions on yourself: blinded, dazed, immobilized, slowed, stunned, and weakened. In addition, each ally in the blast can choose to have one of these conditions ended on himself or herself.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 23
-----------------	----------------------	-------------

ENCOUNTER POWER

Word of Deterrence

You drive back the foe who injured your ally and dissuade it from further aggression.

Divine, Implement, Radiant

KEYWORDS

Imm. Reaction	↗	Ranged 5
ACTION		RANGE
WIS vs Will		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy within 5 squares of you hits your ally
Hit: You push the target 3 squares. If the target makes an attack roll before the end of your next turn, it takes radiant damage equal to 20 + your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 23
-----------------	----------------------	-------------

ENCOUNTER POWER

Divine Intervention

You pull your friend out of the way, taking the brunt of the attack onto yourself. Your furious rebuke steals the sight from your foes.

Divine, Implement, Teleportation

KEYWORDS

Imm. Interrupt	↶	Close burst 5
ACTION		RANGE
vs		The triggering ally
ATTACK	DEFENSE	TARGET

Trigger: An enemy makes an attack roll against your ally within 5 squares of you, and you are not a target of that attack
Effect: You teleport yourself and the primary target, swapping positions with him or her, and the triggering enemy makes the attack roll against you instead. If you take damage from the attack, the primary target gains temporary hit points equal to that damage. You then make the following secondary attack.
Secondary Target: Each enemy adjacent to you
Attack: Wisdom vs. Fortitude
Hit: The secondary target is blinded (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 25
-----------------	----------------------	-------------

DAILY POWER

Flames of Torment

You smite your enemy with wrathful fire that feeds on its soul.

Divine, Fire, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier fire damage. The target takes ongoing 10 fire damage and a penalty to all defenses equal to 1 + your Charisma modifier (save ends both).
Miss: Half damage. The target takes ongoing 5 fire damage and a -2 penalty to all defenses (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 25
-----------------	----------------------	-------------

DAILY POWER

Life Lanterns

Tiny lanterns appear next to your foes and bedazzle them with divine light, which can heal your friends' wounds.

Divine, Conjunction, Healing, Implement

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
WIS vs Will		One, two, or three creatures
ATTACK	DEFENSE	TARGET

Hit: The target is weakened (save ends).
Effect: For each target, you conjure a life lantern, which appears in 1 square occupied by that target and lasts until the end of the encounter. Any enemy that starts its turn in a life lantern's square is dazed until the start of its next turn. Any ally who starts or ends his or her turn in a life lantern's square can regain hit points as if he or she had spent a healing surge. Doing so destroys that lantern.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 25
-----------------	----------------------	-------------

DAILY POWER

Prayer of Victory

You declaim an inspirational prayer as you march among your foes, leading your allies to strike true.

Divine, Radiant, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier radiant damage.
Miss: Half damage.
Effect: Until the end of the encounter, whenever you hit an enemy with a melee attack, one ally adjacent to that enemy gains a +3 power bonus to his or her next melee attack roll against that enemy. In addition, whenever you move on your turn, one ally within 5 squares of you can shift 2 squares as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 25
-----------------	----------------------	-------------

DAILY POWER

Righteous Might

Divine power wells up within you, and you seem to tower over your god's enemies.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: Until the end of the encounter, your reach increases by 1, your melee attacks deal 1d6 extra damage, and you gain a +1 power bonus to speed and a +2 power bonus to AC. Then make the following attack.
Target: One creature
Attack: Strength vs. AC
Hit: 4[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 25
-----------------	----------------------	-------------

DAILY POWER

Divine Contempt

You utter a scathing curse that crushes your enemy's spirit with despair.

Divine, Implement, Psychic

KEYWORDS

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

Hit: 2d6 + Wisdom modifier psychic damage, and the target is stunned until the end of your next turn.
Aftersurge: Until the end of your next turn, the target is dazed and takes a penalty to attack rolls equal to 1 + your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 27
-----------------	----------------------	-------------

ENCOUNTER POWER

Healer's Reproof

Your shout confounds your enemies and fills your ally with renewed strength.

Divine, Healing, Implement

KEYWORDS

Standard	↶	Close burst 1
ACTION		RANGE
WIS vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: The target is stunned until the end of your next turn.
Effect: One ally in the burst can spend a healing surge and regain additional hit points equal to 3d6 + your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 27
-----------------	----------------------	-------------

ENCOUNTER POWER

Scouring Smite

The shining power of your faith consumes your foe as you attack and lances out to assail others who threaten you.

Divine, Radiant, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier radiant damage, and the target and each enemy within 2 squares of it gain vulnerable 5 to all damage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 27
-----------------	----------------------	-------------

ENCOUNTER POWER

Stroke of Ruin

Your weapon opens a tear in the fabric of the cosmos that consumes the strength of the enemy you strike.

Divine, Necrotic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier necrotic damage, and the target is weakened until the end of your next turn. If the target has resistance or immunity to necrotic damage, it takes no damage and is stunned instead of weakened.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC | POWER TYPE: ATTACK | LEVEL: 27

ENCOUNTER POWER

Sublime Light

Your holy symbol blazes brightly, restoring your allies and blinding your foes with its irresistible glare.

Divine, Implement, Radiant

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
WIS vs Reflex		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier radiant damage, and the target is blinded until the end of your next turn.

Effect: You and each ally in the blast make a saving throw. Also, each enemy in the blast cannot benefit from invisibility until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC | POWER TYPE: ATTACK | LEVEL: 27

ENCOUNTER POWER

Astral Exile

Your strike hurls your enemy deep into the Astral Sea.

Divine, Radiant, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier radiant damage, and the target disappears into the Astral Sea (save ends). When this effect ends, the target reappears in a space of your choice within 5 squares of its original space.

Aftereffect: The target is dazed (save ends).

Miss: Half damage, and the target is dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC | POWER TYPE: ATTACK | LEVEL: 29

DAILY POWER

Breath of the Stars

You exhale the cold, pale light of the Astral Sea, driving back your enemies and healing your friends.

Divine, Cold, Healing, Implement, Radiant

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
WIS vs Fort		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 4d8 + Wisdom modifier cold and radiant damage, and you push the target 5 squares. The target is dazed save ends.

Effect: Each ally in the blast regains hit points as if he or she had spent a healing surge. Each dying ally in the blast instead regains hit points equal to his or her bloodied value.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC | POWER TYPE: ATTACK | LEVEL: 29

DAILY POWER

Chains of the Peacemaker

Glowing chains enwrap your foe and interfere with its attacks.

Divine, Implement

KEYWORDS

Standard		Ranged 20
ACTION	↗	RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: The target takes a -5 penalty to attack rolls and is weakened (save ends both).

Aftereffect: The target takes a -5 penalty to attack rolls until it hits with an attack.

Miss: The target takes a -5 penalty to attack rolls and is weakened until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC | POWER TYPE: ATTACK | LEVEL: 29

DAILY POWER

Enforced Surrender

Divine will echoes in your voice as you command your enemy to lay down its arms.

Divine, Charm, Implement

KEYWORDS

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

Hit: The target is dominated (save ends).

Aftereffect: Each ally within your line of sight gains a +5 power bonus to attack rolls and damage rolls against the target until the end of its next turn.

Miss: Each ally within your line of sight gains a +5 power bonus to attack rolls and damage rolls against the target until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC | POWER TYPE: ATTACK | LEVEL: 29

DAILY POWER

Stern Judgment

Your weapon imposes blinding pain on a foe, cursing it and its fellows with your god's disfavor.

Divine, Reliable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and ongoing 10 damage (save ends). Whenever the target takes the ongoing damage, it and each enemy adjacent to it are blinded until the end of the target's next turn.

Aftereffect: Ongoing 5 damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLERIC | POWER TYPE: ATTACK | LEVEL: 29

DAILY POWER

Channel Divinity: Maledictor's Doom

Foes who hear your solemn vow are shaken by its weighty promise.

Divine, Fear

KEYWORDS

Minor		Close blast 5
ACTION	←	RANGE
WIS vs Will		Each enemy in blast
ATTACK	DEFENSE	TARGET

Effect: Each target takes a -1 penalty to attack rolls and saving throws until the end of your next turn. In addition, whenever the target is hit by a fear attack before the end of your next turn, you push the target 1 square as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE FEATURE LEVEL 1

ENCOUNTER POWER

Hand of Radiance

Tendrils of radiance streak from your fingertips across the battlefield. The beams strike your enemies, raining sparks of light on impact.

Divine, Implement, Radiant

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
WIS vs Reflex		One, two, or three creatures. #Level 21: Target an additional creature.
ATTACK	DEFENSE	TARGET

Hit: 1d4 + Wisdom modifier radiant damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Mantle of the Infidel

Holding your implement high, you conjure a radiant mantle that sears a foe and marks it as an enemy of the faith.

Divine, Implement, Radiant

KEYWORDS

Standard		Ranged 20
ACTION	↗	RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Wisdom modifier radiant damage. If the target is marked, the penalty to attack rolls it takes from the marked condition is -4 instead of -2. Level 21: 2d6 + Wisdom modifier radiant damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Visions of Blood

The images of carnage and death that you invoke sow doubt in your enemies.

Divine, Fear, Implement, Psychic

KEYWORDS

Standard		Close blast 3
ACTION	←	RANGE
WIS vs Will		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Wisdom modifier psychic damage, and the target takes a -1 penalty to all defenses until the start of your next turn. Level 21: 2d6 + Wisdom modifier psychic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Forceful Denunciation

It is as if your god brushes aside your foes, such is the forcefulness of your denunciation.

Divine, Implement, Thunder

KEYWORDS

Standard		Close blast 3
ACTION	←	RANGE
WIS vs Fort		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier thunder damage, and you push the target 1 square.
Covenant of Preservation: The number of squares you push the target equals your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Lightning's Revelation

Lightning splits the air, striking your foes and exposing their frailty.

Divine, Implement, Lightning

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✦	RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier lightning damage, and the target takes a -1 penalty to all defenses until the end of your next turn.
Covenant of Wrath: The penalty to all defenses equals your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Summons of Justice

Justice will be served no matter the cost. You draw from your own vitality to hurl a brilliant ray that compels your enemies to come forward.

Divine, Charm, Implement, Radiant

KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
WIS vs Will		One or two creatures in burst
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier radiant damage, and you pull the target 3 squares.
Covenant of Malediction: You also knock the target prone.
Effect: You are dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Whispers of Defeat

Your words assume a life of their own, worming into your enemies' minds and creating a feeling that defeat is inevitable.

Divine, Fear, Implement, Psychic

KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
WIS vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Will
Hit: Until the end of your next turn, the target takes a -2 penalty to attack rolls, and whenever the target misses with an attack, it takes 5 psychic damage.
Covenant of Malediction: Add your Wisdom modifier to the psychic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Crown of Retaliation

You point at a foe and form a circle with your hands. A translucent crown then appears over that foe's head, searing it with each injury your companions suffer.

Divine, Implement, Radiant

KEYWORDS

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

Hit: 2d6 + Wisdom modifier radiant damage.
Effect: The target is affected by your crown of retaliation (save ends). Until the crown ends, the target takes 5 radiant damage when any ally within 5 squares of it takes damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 1

DAILY POWER

Execration

You spit a dread curse, which punishes your enemies and causes you to feel an echo of their pain.

Divine, Implement

KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
WIS vs Will		One or two creatures in burst
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Wisdom modifier damage, or 2d8 + Wisdom modifier damage if you target only one creature. The target takes ongoing 10 damage (save ends).
Miss: Half damage, and ongoing 5 damage (save ends).
Effect: You take ongoing 5 damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 1

DAILY POWER

Invocation of Ice and Fire

Flaming hail bludgeons your opponents.

Divine, Cold, Fire, Implement, Zone

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
WIS vs Reflex		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier cold and fire damage.
Effect: The blast creates a zone of flaming hail that lasts until the end of your next turn. Any creature that starts its turn within the zone takes 5 cold and fire damage.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 1

DAILY POWER

Silent Malediction

You enter a trance as your lips move. Your enemies don't hear what you're saying because of the thunder rumbling around them.

Divine, Implement, Thunder

KEYWORDS

Standard		Close blast 3
ACTION	←	RANGE
WIS vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier thunder damage, and the target is stunned (save ends).
Miss: Half damage, and the target is dazed until the end of your next turn.
Effect: You are dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 1

DAILY POWER

Storm Call

Filled with the wrath of the gods, you call down thunder and lightning on your enemy.

Divine, Implement, Lightning, Thunder

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Wisdom modifier thunder damage. The target takes ongoing 5 lightning damage and is dazed (save ends both).
Miss: Half damage, and the target is slowed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 1

DAILY POWER

Divine Protection

You act knowing that your god will save you from harm.

Divine

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Until the end of your next turn, you don't provoke opportunity attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Encouraging Chant

You shout a word of hope to restore your allies' confidence.

Divine, Zone

KEYWORDS

Minor	←	Close burst 2
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: The burst creates a zone of hope that lasts until the end of your next turn. While within the zone, you and any allies gain a power bonus to saving throws equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Know Weakness

You utter words of power that are also words of knowledge.

Divine

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Choose a creature within 10 squares of you. You know that creature's current resistances and vulnerabilities, if any.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Miraculous Fortune

Though the attack strikes you, your timely prayer reduces the worst of the injury and inspires a nearby ally.

Divine

KEYWORDS

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

Trigger: You are damaged by an enemy's attack
Effect: The damage is reduced by 5. One ally within 5 squares of you gains a +1 power bonus to attack rolls until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Lore of Shom

You invoke the vast knowledge of the lost civilization of Shom, gaining access to esoteric lore that might otherwise escape you.

Divine

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You make an Arcana check, a History check, or a Religion check and dislike the result
Effect: You reroll the skill check with a power bonus equal to your Intelligence modifier and use either result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Knives of the Soul

Two translucent blades burst out of your body and streak toward your enemies. You stagger from the unleashed power.

Divine, Force, Implement

KEYWORDS

Standard		Ranged 5
ACTION	↗	RANGE
WIS vs Reflex		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier force damage, or 2d12 + Wisdom modifier force damage if you target only one creature. You push the target 1 square.

Covenant of Malediction: The number of squares you push the target equals your Constitution modifier.

Effect: You take 5 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Penance Compelled

Someone will pay for these crimes; you guarantee it.

Divine, Implement, Radiant

KEYWORDS

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

Hit: 2d6 + Wisdom modifier radiant damage. The next time the target deals damage before the end of your next turn, choose another enemy within 10 squares of you. That enemy takes 5 radiant damage.

Covenant of Wrath: The radiant damage that the chosen enemy takes equals 5 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Symbol of the Broken Sword

You place a symbol of pacification on your enemy, partly subduing it.

Divine, Charm, Implement

KEYWORDS

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

Hit: Until the end of your next turn, the target cannot use any attack power that requires a standard action, other than basic attacks.

Covenant of Preservation: Until the end of your next turn, the target also takes a penalty to attack rolls equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Word of Ruin

You utter syllables of damnation, which attack the minds of creatures around you and cloud your own.

Divine, Implement, Psychic

KEYWORDS

Standard		Close burst 2
ACTION	↖	RANGE
WIS vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Wisdom modifier psychic damage, and the target is dazed and slowed until the end of your next turn.

Effect: You are dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Deluge of Blood

Fresh blood streams from the wounds of your enemy as it is dazed by wracking pain. You must endure some of the pain too and are momentarily dazed.

Divine, Implement

KEYWORDS

Imm. Reaction		Close burst 5
ACTION	↖	RANGE
WIS vs Fort		The triggering enemy in burst
ATTACK	DEFENSE	TARGET

Trigger: An enemy within 5 squares of you is damaged by a melee or a ranged attack

Hit: The target is dazed and takes ongoing 10 damage (save ends both).

Miss: Ongoing 5 damage (save ends).

Effect: You are dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 5

DAILY POWER

Lamentation of the Wicked

You speak an ancient curse. Your enemies gnash their teeth and wail at the doom you promise, distracted from their own defense. You and your allies' attacks take advantage of this distraction.

Divine, Implement, Psychic

KEYWORDS

Standard		Close burst 2
ACTION	↖	RANGE
WIS vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier psychic damage, and the target grants combat advantage and cannot shift (save ends both).

Effect: Until the end of the encounter, when you or any ally within 5 squares of you attacks an enemy and has combat advantage against it, the attack deals extra damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 5

DAILY POWER

Malediction of Blindness

At your command, your foes lose their sight. The power of this prayer leaves you barely able to defend yourself for a moment.

Divine, Implement

KEYWORDS

Standard		Close blast 3
ACTION	↖	RANGE
WIS vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier damage, and the target is blinded (save ends).

Miss: Half damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Effect: You grant combat advantage until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 5

DAILY POWER

Sun Shard

You call down a fragment of solar essence on your enemies.

Divine, Implement, Radiant

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	☼	RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier radiant damage, and the target is dazed until the end of its next turn. If this power targets only one creature, the target is dazed (save ends).

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 5

DAILY POWER

Trumpet the Star's Fall

A brilliant orb appears overhead and then smashes into your enemies in a storm of light and fire.

Divine, Fire, Implement, Radiant, Zone

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION	☼	RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier fire and radiant damage, and you knock the target prone.

Miss: Half damage, and you push the target 1 square.

Effect: The burst creates a zone of smoke that lasts until the end of the encounter. The zone is heavily obscured.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 5

DAILY POWER

Brilliant Cloak

Your clothing comes to life with a dazzling display of color.

Divine
KEYWORDS

Standard		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the end of your next turn, you and any allies adjacent to you gain a +2 bonus to AC and Reflex.
Sustain Minor: The effect persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Guardian Angel

A prayer to the gods summons a fearsome, winged angel to protect your comrades.

Divine, Conjunction
KEYWORDS

Standard		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You conjure a guardian angel in 1 square within range. The angel lasts until the end of your next turn. Any ally in the angel's space or adjacent to it gains a +2 power bonus to AC. In addition, when you or an ally is hit by an attack while in the angel's space or adjacent to it, you can dismiss the angel as an immediate interrupt and reduce the damage by half.
Sustain Minor: The angel persists, and you can move it 5 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Prayer for Victory

Seeing the danger, you whisper a prayer to bolster your courage in the face of harm.

Divine
KEYWORDS

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

Trigger: An enemy makes a melee or a ranged attack roll against you
Effect: You gain temporary hit points equal to 5 + your Wisdom modifier, and you gain a +2 power bonus to AC until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Solid Fog

Each word spoken carries thick fog until dense mist covers the battlefield.

Divine, Zone
KEYWORDS

Minor		Close blast 3
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone of dense fog that lasts until the end of your next turn. The zone is difficult terrain and heavily obscured.
Sustain Minor: The zone persists, and you can increase its size by 1 to a maximum of blast 5.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Rain of Blood

Blood rains down from the sky, pelting your enemies.

Divine, Implement
KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
WIS vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Wisdom modifier damage, and the target gains vulnerable 5 to all damage until the end of your next turn.
Covenant of Wrath: Until the end of your next turn, each ally in the burst gains a power bonus to attack rolls equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Tide of the First Storm

You call on the first storm that railed over the world, using its power to blow your allies away from harm while buffeting your enemies.

Divine, Implement
KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION		RANGE
WIS vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Wisdom modifier damage, and the target is slowed until the end of your next turn.
Effect: You slide each ally in the burst a number of squares equal to 1 + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Trumpets of Celestia

You invoke the divine dominion of Celestia, calling on the trumpets of the immortals there to blast your enemies and shatter their resolve.

Divine, Fear, Implement, Thunder
KEYWORDS

Standard		Close blast 3
ACTION		RANGE
WIS vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier thunder damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
Covenant of Preservation: The penalty to attack rolls equals your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Word of Fiery Condemnation

Your words ignite creatures before you with fire from the heavens. The blaze of glory demands all your attention, dazing you for a short time.

Divine, Fire, Implement, Radiant
KEYWORDS

Standard		Close blast 5
ACTION		RANGE
WIS vs Reflex		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier radiant damage, and ongoing 5 fire damage (save ends).
Covenant of Malediction: The target takes a -2 penalty to saving throws against the ongoing damage.
Effect: You are dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Written in Fire

Fiery letters flicker in the air and sear nearby enemies.

Divine, Conjunction, Fire, Implement
KEYWORDS

Standard		Ranged 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You conjure fiery symbols in 1 square within range. The symbols last until the end of your next turn. Any enemy that starts its turn within 5 squares of the symbols and does not end its turn at least 6 squares away from them takes fire damage equal to 10 + your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Baleful Admonishment

Your damning words wrack your body at the same time that they doom your foes to defeat.

Divine, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
WIS vs Will		One, two, or three creatures
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Wisdom modifier damage, and the target is affected by your baleful admonishment (save ends). Whenever the target hits with an attack before the baleful admonishment ends, you can take 5 damage as a free action to force the target to reroll the attack and use the second result. If the rerolled attack misses, the target takes 5 + your Constitution modifier damage.
Miss: Half damage, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 9

DAILY POWER

Hall of Thunderous Battle

You evoke a vision of a divine hall of battle. Your allies are emboldened by the brave shouts within it, while the sounds of battle thunder over your enemies, pushing them back.

Divine, Implement, Thunder, Zone

KEYWORDS

Standard		Close burst 2
ACTION		RANGE
WIS vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier thunder damage, and you push the target a number of squares equal to your Intelligence modifier.
Miss: Half damage, and you push the target 1 square.
Effect: The burst creates a thundering zone that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. While within the zone, any ally gains a +2 power bonus to AC and Fortitude.
Sustain Minor: The zone persists, and you push each enemy within it 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 9

DAILY POWER

Herald the Storm Unleashed

From a mote of flashing light, a savage storm is born, scourging enemies with lightning and thunder.

Divine, Implement, Lightning, Thunder, Zone

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Wisdom modifier lightning and thunder damage, and you slide the target 2 squares.
Miss: Half damage.
Effect: The burst creates a zone of lightning and thunder that lasts until the end of your next turn. Any creature that begins its turn within the zone takes 5 lightning damage. Any creature that leaves the zone takes 5 thunder damage. As a move action, you can move the zone 5 squares.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 9

DAILY POWER

Malediction of Rigidity

Those arrayed around you are reluctant to move lest you blister them again with your punishing words, which stiffen your own limbs.

Divine, Fear, Implement

KEYWORDS

Minor		Close blast 5
ACTION		RANGE
WIS vs Will		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Wisdom modifier damage. The target takes ongoing 10 damage and is immobilized (save ends both).
Miss: Half damage. The target takes ongoing 5 damage and is slowed (save ends both).
Covenant of Malediction: The target takes a -2 penalty to saving throws against these effects.
Effect: You are immobilized until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 9

DAILY POWER

Twist of Fate

You assault your enemies' minds and invoke destiny to alter the course of events, limiting the attacks the enemies can make.

Divine, Charm, Implement, Psychic

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
WIS vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier psychic damage. The only attacks the target can make during its next turn are basic attacks. If your attack hits only one enemy, the only attacks it can make during its turn are basic attacks (save ends).
Covenant of Preservation: Until the end of your next turn, the target also takes a penalty to attack rolls equal to your Intelligence modifier.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 9

DAILY POWER

Word of Urgency

You exclaim with authority, inspiring your friend to leap away from harm.

Divine

KEYWORDS

Free		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering ally in burst
Trigger: You use an area or a close attack power and an ally within 10 squares of you is in the area of effect
Effect: The target can shift a number of squares equal to your Intelligence modifier as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Call of the Vanguard

Divine inspiration turns an ambush to your advantage.

Divine

KEYWORDS

No Action		Ranged 10
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You and one ally
Trigger: You roll initiative
Effect: Each target gains a bonus to his or her initiative check equal to your Intelligence modifier. In addition, neither target is surprised.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Enunciation

Your voice raised, you extend the reach of your prayers.

Divine

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the end of your next turn, you can increase the size of your close blast or close burst attacks by 1.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Prayer of Vengeance

You recite the ancient declaration of war against the primordials. Friends who hear it are filled with righteous indignation against their attackers.

Divine, Zone

KEYWORDS

Minor		Close burst 3
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone of retribution that lasts until the end of your next turn. When any ally within the zone takes damage from an attack, that ally gains a +2 power bonus to attack rolls against the attacker until the end of the ally's next turn.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Brilliant Revelation

You blast nearby creatures' minds with a dizzying vision of divine dominions.

Divine, Implement, Psychic

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
WIS vs Will		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Wisdom modifier psychic damage, and the target is dazed and slowed until the end of your next turn. The first time the target attacks before the end of your next turn, it takes 10 psychic damage.

Covenant of Malediction: The psychic damage the target takes when it attacks equals 10 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Deadly Doubt

Your words assail your foes' minds with self-doubt strong enough to wound them. Any further attack dazes the victims too.

Divine, Implement, Psychic

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
WIS vs Will		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier psychic damage. If the target is hit again before the end of your next turn, it is dazed until the end of its next turn.

Covenant of Wrath: The first creature to attack the target before the end of your next turn gains a power bonus to its attack roll equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Earthen Reversal

You utter a nearly forgotten word dedicated to the earth, and it heaves in response, lifting allies and upturning enemies.

Divine, Implement

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION	✳	RANGE
WIS vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Wisdom modifier damage, and you knock the target prone.

Effect: You and each ally in the burst can stand up as a free action.

Covenant of Preservation: Each ally in the burst can also shift 1 square as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Thunderous Rebuke

You blast your enemies away in a wave of thunder and destruction.

Divine, Implement, Thunder

KEYWORDS

Imm. Reaction		Close blast 5
ACTION	←	RANGE
WIS vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

Trigger: You are hit by an enemy attack
Hit: 2d6 + Wisdom modifier thunder damage, and the target is pushed 1 square and deafened until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Word of Blindness

At your command, creatures around you lose their sight. The power of this prayer leaves you dazed for a short time.

Divine, Implement, Radiant

KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
WIS vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier radiant damage, and the target is blinded until the end of your next turn.

Effect: You are dazed until the end of your next turn.

Covenant of Malediction: The size of the burst increases by 1.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Deific Imprecation

You are a conduit for your god's wrath. You feel its sting as it smites your enemies.

Divine, Implement

KEYWORDS

Standard		Ranged 10
ACTION	→	RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier damage, and ongoing 10 damage (save ends).

Aftereffect: Each enemy within 3 squares of the target takes 10 damage.

Miss: Half damage, and ongoing 5 damage (save ends).

Effect: You take ongoing 5 damage (save ends). Whenever you take this ongoing damage, choose an enemy within 5 squares of you. That enemy also takes 5 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 15

DAILY POWER

Dire Banishment

You temporarily banish your enemy from this world, using your life force to prevent the enemy from returning.

Divine, Implement, Necrotic, Teleportation

KEYWORDS

Standard		Ranged 5
ACTION	→	RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 4d10 + Wisdom modifier necrotic damage, and the target vanishes from this world (save ends). You can end the effect as a minor action. When the effect ends, the target reappears in the space it last occupied or in the nearest unoccupied space.

Each Failed Saving Throw: You take 5 damage.

Miss: Half damage, and you teleport the target 5 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 15

DAILY POWER

Shadowdark Invocation

You call forth a chill darkness, which deepens until light is but a dim memory.

Divine, Cold, Implement, Zone

KEYWORDS

Standard		Close burst 3
ACTION	←	RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier cold damage.
Miss: Half damage.

Effect: The burst creates a zone of shadow that lasts until the end of your next turn. The zone is heavily obscured. When any creature starts its turn within the zone, that creature takes 10 cold damage, and you can slide it 3 squares as a free action. You are immune to the zone's effects. As a move action, you can move the zone 3 squares.

Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 15

DAILY POWER

Storm of Punishment

Raising your implement, you invoke the gods and create a hole in the sky through which thunder and lightning cascade onto your foes.

Divine, Implement, Lightning, Thunder

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✳	RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier lightning and thunder damage, and the target is blinded and deafened (save ends both).

Miss: Half damage, and the target is blinded and deafened until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 15

DAILY POWER

Serene Visage

Your god's visage overlays your own and draws the attention of your foes, buying your allies a needed reprieve.

Divine
KEYWORDS

Minor		Close burst 2
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: Each ally in burst
Effect: The target doesn't provoke opportunity attacks until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE UTILITY	LEVEL 16
------------------	-----------------------	-------------

UTILITY POWER

Word of Refuge

With a word, you escape an attack, but at a price.

Divine, Teleportation
KEYWORDS

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

Trigger: An enemy makes an attack against you
Effect: You negate the triggering enemy's attack against you and teleport 10 squares. You are dazed until the end of your next turn. If you were the only target of the triggering enemy's attack, the attacker can take a different action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE UTILITY	LEVEL 16
------------------	-----------------------	-------------

UTILITY POWER

Confounding Utterance

You speak a word of seeming gibberish and then take shelter behind the confusion it creates.

Divine
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the end of the encounter, when any enemy makes a melee attack roll against you, it must roll twice and use the lower result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE UTILITY	LEVEL 16
------------------	-----------------------	-------------

UTILITY POWER

Pennant of Heaven's Armies

A tattered white flag appears. Those who behold it find the courage they need to win the day.

Divine, Conjunction
KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You conjure a shining banner in 1 square within range. The banner lasts until the end of your next turn. Any ally who has line of sight to the banner gains a bonus to saving throws against fear effects and damage rolls. The bonus equals your Intelligence modifier.
Sustain Minor: The banner persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE UTILITY	LEVEL 16
------------------	-----------------------	-------------

UTILITY POWER

Walls of Hestavar

You trace your implement through the air and conjure a simulacrum of the Bright City's walls.

Divine, Conjunction
KEYWORDS

Minor		Area wall 10 within 10 squares
ACTION	*	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You conjure a wall of divine energy. The wall can be up to 2 squares high, and it lasts until the end of your next turn. The wall is a solid obstacle, and it blocks line of sight. It can be climbed with an Athletics check (DC 20 + one-half your level).
Sustain Minor: The wall persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE UTILITY	LEVEL 16
------------------	-----------------------	-------------

UTILITY POWER

Astral Dust

Motes of silvery dust rain from above, burning whatever enemy they land on.

Divine, Fire, Implement, Radiant
KEYWORDS

Standard	←	Close burst 3
ACTION		RANGE
WIS vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier fire and radiant damage. If the target doesn't move away from you before the end of its next turn, it takes 5 fire and radiant damage and a -2 penalty to all defenses until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE ATTACK	LEVEL 17
------------------	----------------------	-------------

ENCOUNTER POWER

Chainfire

You ignite a foe in a column of holy flames, from which fire streams to nearby enemies.

Divine, Fire, Implement
KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Wisdom modifier fire damage. Make a secondary attack that is an area burst 2 centered on the primary target.
Secondary Target: Each enemy in burst other than the primary target
Secondary Attack: Wisdom vs. Reflex
Hit: 2d6 + Wisdom modifier fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE ATTACK	LEVEL 17
------------------	----------------------	-------------

ENCOUNTER POWER

Daunting Blasphemy

The vile words you speak darken your soul as they eat away at your enemies, who dare not move.

Divine, Implement, Necrotic
KEYWORDS

Standard	←	Close burst 3
ACTION		RANGE
WIS vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier necrotic damage. The first time the target moves before the start of your next turn, it takes 5 necrotic damage.
Effect: You take 5 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE ATTACK	LEVEL 17
------------------	----------------------	-------------

ENCOUNTER POWER

Sound of the Golden Clarion

Heavenly trumpets sound, blasting your foes with a perfect note.

Divine, Implement, Thunder
KEYWORDS

Standard	←	Close blast 5
ACTION		RANGE
WIS vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Wisdom modifier thunder damage, and the target is pushed 1 square and deafened until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE ATTACK	LEVEL 17
------------------	----------------------	-------------

ENCOUNTER POWER

Word of Pain

At your word, agony lances through the minds of the creatures around you. You are momentarily distracted by their mental screams.

Divine, Implement, Psychic

KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
WIS vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier psychic damage, and the target is weakened until the end of your next turn.
Effect: You are dazed until the end of your next turn.
Covenant of Malediction: The size of the burst increases by 1.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Forced Submission

Your enemy bends to the divine will expressed through you. You cease focusing on your own defense while you harness it.

Divine, Charm, Implement, Psychic, Reliable

KEYWORDS

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

Hit: 2d10 + Wisdom modifier psychic damage, and the target is dominated (save ends). Until this domination ends, you grant combat advantage.
Covenant of Malediction: The target takes a -2 penalty to saving throws against this domination.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 19

DAILY POWER

Mark of Forbearance

You superimpose a divine glyph on your foe. The ancient mark sears your foe with radiant damage and interferes with its attacks.

Divine, Implement, Radiant

KEYWORDS

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

Hit: 4d8 + Wisdom modifier radiant damage.
Miss: Half damage.
Effect: The target takes a -5 penalty to attack rolls against your bloodied allies (save ends). On each of the target's turns, it can make a saving throw against this effect only if it does not attack during that turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 19

DAILY POWER

Thunderous Shout

Intoning a word of creation, you split the air with a cacophonous blast. Your ears bleed as the word hurls your foes away.

Divine, Implement, Thunder

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
WIS vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Wisdom modifier thunder damage, and you push the target 5 squares and knock it prone. In addition, the target is deafened (save ends).
Miss: Half damage, and you push the target 2 squares.
Effect: You take 10 damage.
Covenant of Malediction: You instead take 5 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 19

DAILY POWER

Wrath of the Fallen God

The memory of a fallen god's anger and agony fills nearby creatures' minds.

Divine, Implement, Psychic, Zone

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION	✱	RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 4d6 + Wisdom modifier psychic damage, and ongoing 10 psychic damage (save ends).
Miss: Half damage, and ongoing 5 psychic damage (save ends).
Effect: The burst creates a zone of agony that lasts until the end of your next turn. Any creature that starts its turn within the zone is slowed and takes a -2 penalty to attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 19

DAILY POWER

Call Angelic Shield

You summon angelic energy to shield you from harm.

Divine

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You gain a bonus to all defenses equal to your Intelligence modifier. Each time an attack misses you, the bonus is reduced by 1. This effect lasts until the end of the encounter or until the bonus is 0.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Herald of God

Your voice resonates with divine might.

Divine

KEYWORDS

Minor		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the end of the encounter, you gain a +10 power bonus to Bluff checks, Diplomacy checks, and Intimidate checks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Invoke Sight

Calling on the gods, you bestow the ability to see the unseen.

Divine

KEYWORDS

Minor		Melee touch
ACTION	↓	RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You or one ally
Effect: The target gains truesight until the end of your next turn. If the target is blinded, that condition ends.
Sustain Minor: The truesight persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Fateful Foresight

Prophetic forces showed you this moment long ago. With this foresight, you invoke fate to alter the course of events.

Divine, Implement, Psychic

KEYWORDS

Imm. Interrupt		Ranged 10
ACTION	↗	RANGE
WIS vs Will		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy within 10 squares of you makes an attack on its turn
Hit: 2d8 + Wisdom modifier psychic damage. The target's attack is negated and is not expended, and the target can't use that attack until the start of its next turn, unless that attack is a basic attack. The target can immediately make a different attack.
Covenant of Preservation: The target takes a penalty to its next attack roll before the end of your next turn equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Fetters of Darkness

You tether your enemies with shadowy manacles.

Divine, Implement, Necrotic, Teleportation

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
WIS vs Reflex		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier necrotic damage. You teleport the target 5 squares, and it is immobilized until the end of your next turn. If you target only one creature, the attack deals 1d8 extra necrotic damage, and you teleport the target 10 squares instead of 5.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Final Reproach

You warned them, but they wouldn't listen.

Divine, Force, Implement

KEYWORDS

Standard		Close burst 3
ACTION	↖	RANGE
WIS vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: Whenever the target deals damage with an attack before the end of your next turn, it takes 15 force damage and is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Plague of Poison

The gods answered the blasphemies of the city Sazarus with six vicious plagues. You call down the poisonous plague on your enemies.

Divine, Implement, Poison, Zone

KEYWORDS

Standard		Close blast 5
ACTION	↖	RANGE
WIS vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 4d6 + Wisdom modifier poison damage. The target's space becomes a zone of poison gas that lasts until the end of your next turn. Any creature that starts its turn within the zone or adjacent to it takes 5 poison damage. **Covenant of Wrath:** The zone deals extra poison damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Word of Bewilderment

One word is all it takes to strip your enemies of their faculties. Yours are also temporarily dimmed.

Divine, Implement, Psychic

KEYWORDS

Standard		Close burst 2
ACTION	↖	RANGE
WIS vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Wisdom modifier psychic damage, and the target is stunned until the end of your next turn. **Effect:** You are dazed until the end of your next turn. **Covenant of Malediction:** You can choose to become stunned until the end of your next turn to increase the size of the burst by as much as 3.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Despised of the Gods

Your words strip away your enemy's defenses, exposing the soul of your foe before the ominous eye of your god.

Divine, Implement

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier damage. The target loses all resistances and gains vulnerable 20 to all damage (save ends both). **Miss:** Half damage, and the target gains vulnerable 10 to all damage until the end of your next turn. **Covenant of Malediction:** You can choose to gain vulnerable 20 to all damage until the end of your next turn. If you do so, the target takes a penalty to saving throws equal to your Constitution modifier until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 25

DAILY POWER

Eye of the Sun

You conjure a glimmering ball of radiant energy, which expands into a diminutive sun. It can sear enemies and protect allies.

Divine, Conjunction, Implement, Radiant

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You conjure a radiant sphere in an unoccupied square within range. The sphere occupies 1 square, and it lasts until the end of your next turn. Any enemy that starts its turn adjacent to the sphere takes 1d8 + your Wisdom modifier radiant damage. While adjacent to the sphere, any ally gains a +2 power bonus to all defenses. As a move action, you can move the sphere 8 squares. When the sphere appears, it makes the following attack. **Target:** One creature adjacent to the sphere **Attack:** Wisdom vs. Reflex **Hit:** 4d8 + Wisdom modifier radiant damage, and the target cannot attack bloodied creatures until the end of its next turn. **Sustain Minor:** The sphere persists, and you can make another attack with it as a standard action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 25

DAILY POWER

Shackles of the Chained God

The Unspeaking One sought power and for his greed found chains and suffering. Those chains wrap around your foe and lash out at its allies.

Divine, Force, Implement

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 4d6 + Wisdom modifier force damage, and the target takes ongoing 20 force damage and is immobilized (save ends both). **Miss:** Half damage, and the target takes ongoing 10 force damage and is slowed (save ends both). **Effect:** Whenever the target takes this power's ongoing damage, each enemy within 5 squares of it is pulled 1 square toward it, and then each enemy adjacent to it takes 10 force damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 25

DAILY POWER

Trumpet the Eight Dooms

Angels blew eight trumpets, each sounding a doom more terrible than the last. Your invocation calls one of those dooms onto your enemies.

Divine, Implement, Thunder

KEYWORDS

Standard		Close blast 5
ACTION	↖	RANGE
WIS vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 4d8 + Wisdom modifier thunder damage. Roll a d8 to determine an effect.
 1. The target takes ongoing 10 damage (save ends).
 2. You push the target 1 square, and it takes ongoing 10 damage (save ends).
 3. You push the target 2 squares, and it takes ongoing 10 damage (save ends).
 4. You push the target 3 squares, and it takes ongoing 10 damage (save ends).
 5. You push the target 3 squares, and it takes ongoing 10 damage and is slowed (save ends both).
 6. You push the target 3 squares and knock it prone, and it takes ongoing 10 damage (save ends).
 7. You push the target 3 squares, and it takes ongoing 10 damage and is dazed (save ends both).
 8. The target takes 2d8 extra thunder damage. **Miss:** 6d6 + Wisdom modifier thunder damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 25

DAILY POWER

Word of Cessation

You utter a word so potent that it can snuff out your enemy's life. Even if the foe survives, its ability to fight is reduced for a time. The price you pay is momentary defenselessness.

Divine, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
WIS vs Will		One target
ATTACK	DEFENSE	TARGET

Hit: 8d6 + Wisdom modifier psychic damage. The only attacks the target can make are basic attacks (save ends). **Miss:** Half damage, and the target takes a -2 penalty to attack rolls until the end of your next turn. **Effect:** You grant combat advantage until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 25

DAILY POWER

Brand of Fire



Your solemn curse causes fire to leap at your enemies to brand them.

Divine, Fire, Implement

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
WIS vs Reflex		One, two, or three creatures
ATTACK	DEFENSE	TARGET

Hit: 4d6 + Wisdom modifier fire damage. The first time the target is hit by a melee or a close attack before the end of your next turn, it takes 10 fire damage.

Covenant of Wrath: The first time the target is hit by any attack (not just a melee or a close attack) before the end of your next turn, it takes 10 fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Compel Action



You force your enemies to act as you command for a moment. Controlling them requires much of your attention.

Divine, Charm, Implement

KEYWORDS

Standard		Close blast 5
ACTION	↔	RANGE
WIS vs Will		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: The target is dominated until the end of your next turn.

Covenant of Preservation: The target gains a +2 bonus to attack rolls until the domination ends.

Effect: You grant combat advantage until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Pall of the Shadowfell



A shadowy shroud of chill descends on two foes, dooming them together.

Divine, Cold, Implement

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
WIS vs Fort		Two creatures
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Wisdom modifier cold damage. Whenever the target deals damage before the end of your next turn, the other target of this power takes 15 cold damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Word of Death



You enter a trance and make an ancient utterance, inviting creatures around you to enter the realm of death.

Divine, Implement, Necrotic

KEYWORDS

Standard		Close burst 1
ACTION	↔	RANGE
WIS vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 4d10 + Wisdom modifier necrotic damage.

Covenant of Malediction: If the target is already bloodied, it takes extra necrotic damage equal to your Constitution modifier.

Effect: You are dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Apocalypse from the Sky



You invoke a gigantic, ghostly fist of magical force that smashes down from overhead and blasts out a great pit in one titanic blow.

Divine, Force, Implement

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION	✳	RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 4d8 + Wisdom modifier force damage, and the target is dazed (save ends).

Miss: Half damage, and you knock the target prone. You must slide the target to the nearest unoccupied space outside the burst.

Effect: A pit fills the area of the burst and is 10 feet deep. Any creature fully within the area of the pit descends 10 feet, taking no falling damage for descending that distance.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 29

DAILY POWER

Invoked Devastation



In ancient days, invokers spoke the word of ending to annihilate their enemies, but at such a dreadful cost that it nearly erased their own civilization.

Divine, Implement, Zone; Varies

KEYWORDS

Standard		Area burst 3 within 20 squares
ACTION	✳	RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Fortitude, Reflex, Will. You make one attack roll per target, comparing the result against all three defenses. A target might be hit up to three times, depending on which defenses are hit.

Hit (Fortitude): 1d8 + Wisdom modifier force damage, and ongoing 5 cold damage (save ends).

Hit (Reflex): 1d8 + Wisdom modifier lightning damage, and ongoing 5 fire damage (save ends).

Hit (Will): 1d8 + Wisdom modifier radiant damage, and ongoing 5 psychic damage (save ends).

Effect: The zone creates an area of devastation that lasts until the end of the encounter. The zone is difficult terrain. Any creature that enters the zone or starts its turn there takes 10 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 29

DAILY POWER

Malediction of the Eternal Pyre



Flames roar out of you as you consign your enemies to a fiery death.

Divine, Fire, Implement

KEYWORDS

Standard		Close blast 5
ACTION	↔	RANGE
WIS vs Reflex		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Wisdom modifier fire damage, a n d ongoing 20 fire damage (save ends).

Miss: 1d10 + Wisdom modifier fire damage, and ongoing 10 fire damage (save ends).

Effect: You take ongoing 10 fire damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 29

DAILY POWER

Storm of Creation



You tap into the power of creation itself and use it to pound your foes with a force that disrupts their very existence.

Divine, Force, Implement

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION	✳	RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 4d8 + Wisdom modifier force damage, and the target is stunned (save ends).

Aftereffect: The target is dazed (save ends). This aftereffect applies only if you target a single creature.

Miss: Half damage, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 29

DAILY POWER

Ardent Vow

You draw on unwavering faith and inner strength to strike with divine fury.

Divine <small>KEYWORDS</small>		
Minor	↓	Melee touch
ACTION		RANGE
vs		One creature
ATTACK	DEFENSE	TARGET

Effect: The next time you attack the target before the end of your next turn, you gain a bonus to the damage roll equal to 5 + your Wisdom modifier. In addition, whenever you attack the target before the end of the encounter, it is subject to your divine sanction until the end of your next turn.

Special: You can use this power a number of times per day equal to your Wisdom modifier (minimum 1), but only once per round.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> PALADIN	<small>POWER TYPE</small> FEATURE	<small>LEVEL</small>
---------------------------------	--------------------------------------	--------------------------

DAILY POWER

Virtue's Touch

Your gentle touch removes affliction.

Divine <small>KEYWORDS</small>		
Minor	↓	Melee touch
ACTION		RANGE
vs		One creature
ATTACK	DEFENSE	TARGET

Effect: You remove one condition from the target: blinded, dazed, deafened, slowed, stunned, or weakened.

Special: You can use this power a number of times per day equal to your Wisdom modifier (minimum 1), but only once per round.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> PALADIN	<small>POWER TYPE</small> FEATURE	<small>LEVEL</small>
---------------------------------	--------------------------------------	--------------------------

DAILY POWER

Ardent Strike

You attack your enemy and make it the focus of your god's anger.

Divine, Weapon <small>KEYWORDS</small>		
Standard	↓	Melee weapon
ACTION		RANGE
STR or CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength or Charisma modifier damage, and the target is subject to your divine sanction until the end of your next turn.

Level 21: 2[W] + Strength or Charisma modifier damage.

Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> PALADIN	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 1
---------------------------------	-------------------------------------	---------------------------

AT-WILL POWER

Virtuous Strike

The clean light of your weapon pierces your enemies and fills you with resolve.

Divine, Radiant, Weapon <small>KEYWORDS</small>		
Standard	⊕	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier radiant damage, and you gain a +2 bonus to saving throws until the start of your next turn.

Level 21: 2[W] + Charisma modifier radiant damage.

Special: This power can be used as a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> PALADIN	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 1
---------------------------------	-------------------------------------	---------------------------

AT-WILL POWER

Dazzling Flare

Painfully bright light flashes from your holy symbol.

Divine, Implement, Radiant <small>KEYWORDS</small>		
Standard	✈	Ranged 5
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Charisma modifier radiant damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> PALADIN	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 1
---------------------------------	-------------------------------------	---------------------------

ENCOUNTER POWER

Divine Pursuit

You drive your foe back with a mighty attack and follow it to prevent its escape.

Divine, Weapon <small>KEYWORDS</small>		
Standard	↓	Melee weapon
ACTION		RANGE
STR vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and you push the target a number of squares equal to your Wisdom modifier. You then shift to the nearest square adjacent to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> PALADIN	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 1
---------------------------------	-------------------------------------	---------------------------

ENCOUNTER POWER

Guardian Light

As you attack, a faint glow envelops your weapon and bolsters your defenses for a time.

Divine, Radiant, Weapon <small>KEYWORDS</small>		
Standard	↓	Melee weapon
ACTION		RANGE
STR or CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength or Charisma modifier radiant damage. Until the end of your next turn, you gain a bonus to Fortitude, Reflex, and Will equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> PALADIN	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 1
---------------------------------	-------------------------------------	---------------------------

ENCOUNTER POWER

Heedless Fury

You lay into your foe without regard to your own safety.

Divine, Weapon <small>KEYWORDS</small>		
Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and you take a -5 penalty to all defenses until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> PALADIN	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 1
---------------------------------	-------------------------------------	---------------------------

ENCOUNTER POWER

Valorous Smite

You cry out as you strike, daring all your enemies to face you.

Divine, Weapon <small>KEYWORDS</small>		
Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier damage. Each enemy within 3 squares of you is subject to your divine sanction until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> PALADIN	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 1
---------------------------------	-------------------------------------	---------------------------

ENCOUNTER POWER

Blazing Brand

Your strike burns your god's symbol onto the enemy, a beacon to your companions.

Divine, Fire, Reliable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier fire damage. The target takes ongoing 5 fire damage and grants combat advantage to any ally adjacent to it (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 1

DAILY POWER

Blood of the Mighty

You draw on your own life force to deal a decisive blow.

Divine, Reliable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier damage.
Effect: You take 5 damage, which can't be reduced in any way.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 1

DAILY POWER

Glorious Charge

You wade into battle and urge your allies to greater heights.

Divine, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier damage.
Effect: After the attack, each ally within 2 squares of you regains hit points equal to one-half your level + your Wisdom modifier.
Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 1

DAILY POWER

Majestic Halo

You shine with divine radiance that sears your enemies as you attack and commands their respect.

Divine, Radiant, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Charisma modifier radiant damage.
Miss: Half damage.
Effect: Until the end of the encounter, any enemy that starts its turn adjacent to you is subject to your divine sanction until the end of its turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 1

DAILY POWER

Call of Challenge

You brandish your weapon and demand that all foes nearby face you in battle.

Divine

KEYWORDS

Minor	←	Close burst 3
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: Each enemy in burst
Effect: Each target is subject to your divine sanction until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Divine Counter

The power of your god deflects part of an attack against you, and you call out the attacker.

Divine

KEYWORDS

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

Trigger: An enemy hits your Fortitude, Reflex, or Will
Effect: You take only half damage from the triggering enemy's attack, and the triggering enemy is subject to your divine sanction until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Touch of Grace

You take onto yourself the suffering of your ally.

Divine

KEYWORDS

Minor	↓	Melee touch
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One ally
Effect: You transfer to yourself one effect on the target that a save can end.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Virtue

You gird yourself in your high ideals and face the enemy with renewed determination.

Divine

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You spend a healing surge but regain no hit points. You instead gain temporary hit points equal to your healing surge value.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Bless Weapon

You recite an ancient prayer to imbue your weapon with the power of pure faith.

Divine, Radiant

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Choose one weapon you are wielding. Until the end of the encounter, you gain a +1 power bonus to attack rolls with that weapon, and it deals 1d6 extra radiant damage on a hit. In addition, you can score a critical hit with the weapon on a roll of 18-20 against creatures vulnerable to radiant damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Avenging Smite

Your steel transfixes an enemy that harms your friend.

Divine, Weapon

KEYWORDS

Imm. Reaction	↓	Melee 1
ACTION	←	RANGE
CHA vs AC	The triggering enemy	RANGE
ATTACK	DEFENSE	TARGET

Trigger: An enemy adjacent to you hits your ally.
Hit: 2[W] + Charisma modifier damage, and the target is immobilized until the end of your next turn.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN	POWER TYPE ATTACK	LEVEL 3
------------------	----------------------	------------

ENCOUNTER POWER

Call to Arms

You lead your foe to the ground where you want to fight.

Divine, Implement

KEYWORDS

Standard	↓	Close burst 5
ACTION	←	RANGE
CHA vs Will	One creature marked by you	RANGE
ATTACK	DEFENSE	TARGET

Hit: You pull the target to a square adjacent to you. Then make a melee secondary attack against it using your weapon.
Secondary Attack: Charisma + 2 vs. AC
Hit: 2[W] + Charisma modifier damage.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN	POWER TYPE ATTACK	LEVEL 3
------------------	----------------------	------------

ENCOUNTER POWER

Hold Fast

You engage your foe and prevent it from advancing on your allies.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION	←	RANGE
STR or CHA vs AC	One creature	RANGE
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength or Charisma modifier damage, and the target is immobilized until the end of your next turn.
Special: You can use this power in place of a melee basic attack.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN	POWER TYPE ATTACK	LEVEL 3
------------------	----------------------	------------

ENCOUNTER POWER

Strength from Valor

As foes encircle you, you fight all the harder.

Divine, Weapon

KEYWORDS

Standard	↓	Close burst 1
ACTION	←	RANGE
STR vs Fort	Each enemy in burst	RANGE
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage. You gain 5 temporary hit points for each target hit by the attack.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN	POWER TYPE ATTACK	LEVEL 3
------------------	----------------------	------------

ENCOUNTER POWER

Trial of Strength

You shake off affliction to strike true and hard.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION	←	RANGE
CHA vs AC	One creature	RANGE
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you make a saving throw with a bonus equal to your Wisdom modifier.
Hit: 2[W] + Charisma modifier damage.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN	POWER TYPE ATTACK	LEVEL 3
------------------	----------------------	------------

ENCOUNTER POWER

Arc of Vengeance

Your flashing weapon promises a swift end to your foes.

Divine, Radiant, Weapon

KEYWORDS

Standard	↓	Close burst 1
ACTION	←	RANGE
STR vs AC	Each enemy in burst	RANGE
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier radiant damage.
Miss: Half damage.
Effect: The target is subject to your divine sanction until the end of your next turn. If the target was already marked by you, it also takes radiant damage equal to your Wisdom modifier whenever it deals damage to you or any ally (save ends).

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN	POWER TYPE ATTACK	LEVEL 5
------------------	----------------------	------------

DAILY POWER

Name of Might

You shout an ancient angelic name of thunderous power that slows your foes.

Divine, Implement, Thunder

KEYWORDS

Standard	↓	Close blast 3
ACTION	←	RANGE
CHA vs Fort	Each enemy in blast	RANGE
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Charisma modifier thunder damage, and the target is slowed (save ends).
Miss: Half damage, and the target is slowed until the end of its next turn.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN	POWER TYPE ATTACK	LEVEL 5
------------------	----------------------	------------

DAILY POWER

Prayer of Two Paths

As you strike one enemy, you direct a beam of holy radiance against another.

Divine, Healing, Radiant, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION	←	RANGE
STR vs AC	One creature	RANGE
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage.
Effect: Make a ranged secondary attack using your implement. Doing so doesn't provoke opportunity attacks.
Secondary Target: One creature other than the primary target within 5 squares of you
Secondary Attack: Charisma vs. Will
Hit: 2d8 + Charisma modifier radiant damage, and you regain hit points equal to 1d6 + your Charisma modifier.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN	POWER TYPE ATTACK	LEVEL 5
------------------	----------------------	------------

DAILY POWER

Unrelenting Punishment

After your initial attack, divine power continues to assault your foe, and you grow stronger all the while.

Divine, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION	←	RANGE
STR vs AC	One creature	RANGE
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage.
Effect: The target takes ongoing 5 damage (save ends). Whenever the target takes this ongoing damage, you regain hit points equal to your Wisdom modifier.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN	POWER TYPE ATTACK	LEVEL 5
------------------	----------------------	------------

DAILY POWER

Unyielding Faith

You let faith alone guide your weapon. No enemy can distract you from your sacred task.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Charisma modifier damage, and the target is subject to your divine sanction until the end of the encounter.
Miss: Half damage.
Effect: You gain a +5 power bonus to all defenses against charm effects until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 5

DAILY POWER

Fear Not

You reassure your ally, conferring divine power to throw off ill effects.

Divine

KEYWORDS

Minor	↓	Melee touch
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One creature
Effect: The target can make a saving throw. Against a fear effect, the target gains a bonus to the saving throw equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Pure Devotion

The intensity of your faith protects you from your enemy's insidious power.

Divine

KEYWORDS

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

Trigger: An enemy attacks you
Effect: You gain a +4 power bonus to Fortitude and Will until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Shield of Discipline

Toughness hard won through years of rigorous self-control blunts your enemies' attacks.

Divine

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Until the end of your next turn, you gain resistance to all damage equal to your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Valiant Rush

You plunge into battle with divine speed.

Divine

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You move twice your speed to a square adjacent to an enemy that is within your line of sight at the start of this movement.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Shield the Virtuous

You speak a prayer of protection for an ally, who is surrounded by a shining halo.

Divine, Radiant

KEYWORDS

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

Target: One ally in burst
Effect: Until the end of the encounter, any enemy that hits or misses the target takes 3 + your Charisma modifier radiant damage, unless that enemy is marked by the target.
 Level 11: 6 + your Charisma modifier radiant damage.
 Level 21: 9 + your Charisma modifier radiant damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Astral Thunder

The power of your god's dominion thunders through your holy symbol to pummel nearby foes.

Divine, Implement, Thunder

KEYWORDS

Standard	←	Close burst 3
ACTION		RANGE
CHA vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Charisma modifier thunder damage. Until the end of your next turn, the target takes a penalty to attack rolls equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Blade of Light

As you charge, a golden light envelops your weapon and fortifies you against the powers of darkness and fear.

Divine, Radiant, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Charisma modifier radiant damage. Until the end of your next turn, you gain a +2 bonus to all defenses against fear or necrotic effects.
Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Comeback Smite

You shrug off the effects of your enemies' attacks and strike back with even greater purpose.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you make a saving throw against each effect on you that a save can end. You gain a bonus to the attack roll and the damage roll equal to the number of effects you save against.
Hit: 2[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Force of Arms

You channel your entire spirit into a powerful attack.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC. If you have used the Channel Divinity power divine strength during this turn, you gain a bonus to the attack roll equal to your Wisdom modifier.
Hit: 2[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Price of Cowardice

A searing flash of light punishes a foe who refuses to face you in battle.

Divine, Implement, Radiant

KEYWORDS

Imm. Interrupt		Close burst 5
ACTION	←	RANGE
CHA vs Will		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy marked by you makes an attack that does not include you as a target
Hit: 2d10 + Charisma modifier radiant damage, and the target is blinded until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Resurgent Smite

Your inspiring attack bestows health on your ally.

Divine, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR or CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength or Charisma modifier damage, and an ally within 5 squares of you can spend a healing surge. If the attack deals at least 20 damage, the ally gains additional hit points equal to twice your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Final Rebuke

You roar with outrage, and your furious strike hurls your foe away.

Divine, Reliable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and you push the target 5 squares. If the target ends this movement in a square adjacent to a solid obstacle, the target takes 1[W] extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 9

DAILY POWER

Knightly Intercession

You command a foe to attack you instead of your companion.

Divine, Weapon

KEYWORDS

Imm. Interrupt		Close burst 10
ACTION	←	RANGE
vs		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy within 10 squares of you hits your ally with a melee or a ranged attack
Effect: The triggering attack hits you instead of the ally. You pull the target to a square adjacent to you and then make the following attack against it.
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and the target is subject to your divine sanction until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 9

DAILY POWER

Ray of Reprisal

You direct a beam of fierce radiance against an enemy and force it to feel the pain of the wounds it inflicted on your comrade.

Divine, Implement, Radiant

KEYWORDS

Imm. Interrupt		Close burst 5
ACTION	←	RANGE
CHA vs Fort		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy within 5 squares of you hits your ally
Hit: 3d6 + Charisma modifier radiant damage.
Miss: Half damage.
Effect: The ally hit takes half damage from the triggering enemy's attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 9

DAILY POWER

Shackles of Justice

Consecrated light enfolds the enemy you smite, exacting a price whenever that foe causes harm.

Divine, Radiant, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier damage.
Effect: Whenever the target deals damage, it takes 2d6 radiant damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 9

DAILY POWER

Shout of Condemnation

Your thunderous words consign your foes to continual pain.

Divine, Implement, Thunder

KEYWORDS

Standard	↓	Close blast 5
ACTION	←	RANGE
STR vs Will		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Strength modifier thunder damage, and the target takes ongoing 5 thunder damage and is subject to your divine sanction (save ends both).
Miss: Half damage, and the target is subject to your divine sanction until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 9

DAILY POWER

Benediction

A quick prayer grants rigor and strength to a comrade in battle.

Divine, Healing

KEYWORDS

Imm. Reaction		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Target: The triggering ally
Trigger: An ally within 5 squares of you hits with a melee attack
Effect: The target can either spend a healing surge or make two damage rolls for the attack and use either result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Guiding Verse

In the sacred words of a prayer, you find the resolve to shake off a deleterious condition.

Divine
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You make a saving throw with a bonus equal to 1 + your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Font of Healing

Divine beneficence Heals you and your companion.

Divine, Healing
KEYWORDS

Minor		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You and one ally in burst
Effect: You spend a healing surge, and each target regains hit points equal to your healing surge value.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Righteous Indignation

Seeing your ally harmed enrages you.

Divine
KEYWORDS

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

Trigger: An enemy hits your ally within your line of sight
Effect: The next time you attack before the end of your next turn, you gain a +2 power bonus to the attack roll and deal extra damage equal to 2 + your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Castigating Strike

As you attack, you hide your foes for neglecting you and compel their attention.

Divine, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR or CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength or Charisma modifier damage, and each enemy within 3 squares of you is subject to your divine sanction until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Compel Obedience

You lend an enemy away from those under your protection.

Divine, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Charisma modifier damage, and you shift 3 squares. You then pull the target 5 squares to a square adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Eye for an Eye

You raise your holy symbol and shout an imprecation to blind a foe that dares to assault your comrade.

Divine, Implement
KEYWORDS

Imm. Reaction		Close burst 5
ACTION	←	RANGE
CHA vs Will		The triggering enemy in burst
ATTACK	DEFENSE	TARGET

Trigger: An enemy within 5 squares of you hits your ally
Hit: 2d8 + Charisma modifier damage, and the target is blinded until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Fervent Strike

Still burning with your ardent vow, you launch a mighty attack.

Divine, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC. If the target is marked by you, you gain a +2 bonus to the attack roll, and you can score a critical hit on a roll of 18-20.
Hit: 2[W] + Strength modifier damage. If you have used ardent vow during this encounter, the attack deals extra damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Zealous Smite

Being wounded in battle only makes you strike the harder.

Divine, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and the target is subject to your divine sanction until the end of your next turn. The attack deals 1[W] extra damage if the target has hit you since your last turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Knight's Defiance

You demand that your foes meet you in battle, then strike fiercely against one of them.

Divine, Weapon
KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
vs		Each enemy in burst
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you pull each primary target to a square adjacent to you, and each target is subject to your divine sanction (save ends). Make a melee secondary attack.
Secondary Target: One primary target adjacent to you
Attack: Charisma vs. AC
Hit: 3[W] + Charisma modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 13

DAILY POWER

Divine Vengeance

Brilliance flares from you to dispense pain to attacking enemies.

Divine, Radiant, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: Until the stance ends, whenever an enemy hits you or an ally adjacent to you with a melee attack, that enemy takes radiant damage equal to 5 + your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 15

DAILY POWER

Flames of Devotion

Divine fire ignites your consecrated weapon.

Divine, Fire, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier fire damage.
Effect: Until the end of your next turn, your weapon attacks deal 2d6 extra fire damage.
Sustain Minor: The effect persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 15

DAILY POWER

Pyre of Judgment

You consign a foe to the flames. The blaze consumes enemies that stay by its side.

Divine, Fire, Reliable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier fire damage, and ongoing 10 fire damage (save ends). Whenever the target takes this ongoing damage, each enemy adjacent to it takes fire damage equal to 5 + your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 15

DAILY POWER

Tower of Faith

As you swing your weapon, a surge of divine confidence buoys the spirits of allies nearby.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA	vs	AC
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Charisma modifier damage.
Miss: Half damage.
Effect: Until the end of the encounter, you and any allies within 5 squares of you gain a +2 power bonus to saving throws. The bonus increases to +5 against charm or fear effects.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 15

DAILY POWER

Liberation

Hearing your call, your embattled comrade falls back to safety.

Divine, Healing

KEYWORDS

Move		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One ally in burst
Effect: You pull the target a number of squares equal to your Charisma modifier. At the end of this movement, the target can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Devotion

Your enemy seeks to overwhelm your resolve, but your calm certainty shields you and your comrades.

Divine

KEYWORDS

Imm. Interrupt	←	Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You and each ally in burst
Trigger: An enemy hits you or your ally within 5 squares of you
Effect: Each target gains a +4 power bonus to Fortitude and Will until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Divine Aegis

Your god shelters you and your allies from harm.

Divine, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, you and any allies within 2 squares of you gain a +2 bonus to all defenses.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Higher Cause

When your body falters, your faith takes over to let you keep up the fight.

Divine, Healing, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Requirement: You must be bloodied.
Effect: Until the stance ends, you gain a +2 power bonus to saving throws. In addition, you gain regeneration 5 while bloodied.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Prayer for the Valiant

You seek aid for your beleaguered companions. A warm light shines down, bringing relief.

Divine

KEYWORDS

Minor	←	Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: Each ally in burst
Effect: Each target can make a saving throw with a power bonus equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Mark of Terror

As you strike, your god's presence fills the enemy with dread.

Divine, Fear, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature marked by you
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage, and the target is stunned until the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Reassuring Strike

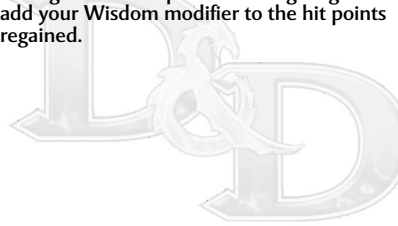
You land a solid blow and are rewarded with renewed vitality.

Divine, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR or CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength or Charisma modifier damage. You can spend a healing surge and add your Wisdom modifier to the hit points received.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Sanctified Light


A flash from your holy symbol sears your foes, particularly those bearing your mark.

Divine, Implement, Radiant

KEYWORDS

Standard	↓	Area burst 1 within 10 squares
ACTION	✦	RANGE
CHA vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 1d8 radiant damage. If the target is marked by you, the attack instead deals 2d8 + your Charisma modifier radiant damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Shattering Smite

A well-placed strike punches through your opponent's defenses.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and the target loses all resistances until the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Wrathful Smite

With a burst of whirling steel, you batter down foes who surround you.

Divine, Weapon

KEYWORDS

Standard	↶	Close burst 1
ACTION		RANGE
CHA vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn. If the target is marked by you, the attack deals 1[W] extra damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Name of Potency

In a resounding voice, you speak an ancient angelic name that stops your enemies in their tracks.

Divine, Implement, Thunder

KEYWORDS

Standard	↶	Close burst 2
ACTION		RANGE
CHA vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Charisma modifier thunder damage, and the target is immobilized (save ends).
Miss: Half damage, and the target is slowed (save ends).



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 19

DAILY POWER

Overwhelming Fervor

You name your enemy a foe of the faith and press the attack relentlessly.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 5[W] + Strength modifier damage, and the target is subject to your divine sanction until the end of your next turn. Whenever you attack the target until the end of the encounter, the target is subject to your divine sanction until the end of your next turn.
Miss: Half damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 19

DAILY POWER

Righteous Resolve

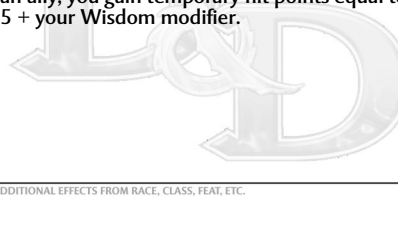
Each blow struck by your foe only heightens your resistance.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Charisma modifier damage.
Miss: Half damage.
Effect: Until the end of the encounter, whenever the target deals damage to you or an ally, you gain temporary hit points equal to 5 + your Wisdom modifier.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 19

DAILY POWER

Smite the Soul

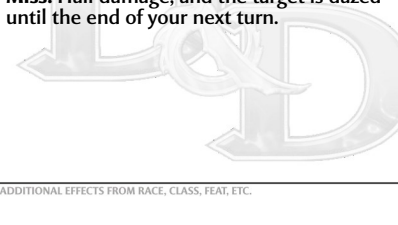
Your wrathful strike drives deep, incapacitating your foe.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and the target is stunned (save ends).
Aftereffect: The target is dazed until the end of its next turn.
Miss: Half damage, and the target is dazed until the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 19

DAILY POWER

Wheel of Fate

You unleash a flurry of attacks against all nearby enemies, drawing greater strength from their pain.

Divine, Healing, Weapon

KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
STR vs AC		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage. If the attack hits two or more targets, you regain hit points equal to your healing surge value.
Effect: Until the end of the encounter, you gain regeneration equal to your Wisdom modifier while bloodied.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 19

DAILY POWER

Holy Wings

Majestic silver wings carry you past obstacles.

Divine

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Until the end of your next turn, you gain a fly speed equal to your speed and a +4 bonus to AC against opportunity attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Inspiring Hymn

You recite an ancient verse to avert ill fortune in battle.

Divine

KEYWORDS

Imm. Interrupt		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering enemy in burst
Trigger: An enemy scores a critical hit against your ally within 5 squares of you
Effect: The target rerolls the attack and uses the second result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Failure Is No Option

Your battle cry renews the determination of flagging allies.

Divine, Healing, Teleportation

KEYWORDS

Standard		Close burst 3
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: Each ally in burst
Effect: You teleport each target a number of squares equal to your Charisma modifier. The target must end this movement adjacent to an enemy. The target then regains hit points equal to 15 + your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Return to the Living

Your tenacity defies even death.

Divine, Healing

KEYWORDS

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

Trigger: You drop to 0 hit points or fewer and do not die
Effect: You regain 1 hit point and can spend four healing surges.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Censuring Radiance

Your weapon sears a sigil into your foe that hinders its attacks against your companions.

Divine, Radiant, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Charisma modifier radiant damage. Until the end of your next turn, whenever the target makes an attack that doesn't include you as a target, the target is weakened for that attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Champion's Call

You funnel your devotion into a mighty yell that drags your foes to you and leaves them reeling.

Divine, Implement, Thunder

KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
vs		Each enemy in burst
ATTACK	DEFENSE	TARGET

Effect: You pull each primary target 5 squares and then make the following attack.
Secondary Target: Each enemy adjacent to you
Attack: Strength vs. Will
Hit: 2d8 + Strength modifier thunder damage. If the secondary target is marked by you, it is also immobilized until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Demand Respect

You visit divine punishment on a foe that attacks your friends, bowing it beneath your god's displeasure.

Divine, Implement, Radiant

KEYWORDS

Imm. Interrupt		Close burst 10
ACTION	←	RANGE
CHA vs Will		The triggering enemy in burst
ATTACK	DEFENSE	TARGET

Trigger: An enemy makes an attack that does not include you as a target
Hit: 2d10 + Charisma modifier radiant damage, and you knock the target prone. The target is also blinded until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Resurgent Wrath

Your furious attack unleashes divine might that revitalizes you and an ally.

Divine, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Charisma modifier damage. You and one ally adjacent to you can each choose to do one of the following things:
 ♦ Spend a healing surge (and regain additional hit points equal to twice your Wisdom modifier if the attack deals at least 30 damage).
 ♦ Make a saving throw (with a bonus equal to your Wisdom modifier if the attack deals at least 30 damage).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Trial of Adversity

You confer determination and discipline on your allies, drawing on their strength to steady your hand.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR or CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you and each ally within 5 squares of you make a saving throw. You gain a +1 bonus to the attack roll and the damage roll for each ally who saves against an effect.
Hit: 4[W] + Strength or Charisma modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Discipline the Unruly

Blinding radiance explodes from your weapon as you strike, searing foes who dare to attack your comrades.

Divine, Radiant, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Charisma modifier radiant damage.
Effect: Until the end of your next turn, any enemy within 5 squares of you that hits or misses any ally takes 4d6 radiant damage and is blinded until the end of your next turn.
Sustain Minor: The effect persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 25

DAILY POWER

Harsh Verdict

You judge one of your enemies in the name of your god, and none of its companions can hide from your wrath.

Divine, Radiant, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Charisma modifier damage.
Miss: Half damage.
Effect: Make a secondary attack that is a close burst 1 centered on the primary target.
Secondary Target: The primary target and each enemy in burst
Secondary Attack: Charisma vs. Will
Hit: The secondary target takes ongoing 10 radiant damage and cannot benefit from concealment or total concealment (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 25

DAILY POWER

Mark of Weakness

Your divinely inspired attack enfeebles your foe.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and the target is weakened and subject to your divine sanction (save ends both).
Miss: Half damage, and the target is weakened until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 25

DAILY POWER

Spurn the Unworthy

You slap down a foe that keeps you from greater enemies.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and you knock the target prone.
Miss: Half damage.
Effect: You and the target swap places. Until the end of the encounter, your melee basic attacks deal 1[W] extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 25

DAILY POWER

Ardent Judgment

As you strike your foe, the power of your sacred vow shatters its resilience.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC. If the target is marked by you, you gain a +2 bonus to the attack roll, and you can score a critical hit on a roll of 18-20.
Hit: 2[W] + Strength modifier damage. If you have used ardent vow during this encounter, the target also gains vulnerable 10 to all damage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Astral Thunderbolt

The power of the dominions rings through your strike, and you raise your symbol to hurl divine thunder at a nearby foe.

Divine, Thunder, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Charisma modifier thunder damage. The primary target is slowed and takes a -2 penalty to attack rolls until the end of your next turn. Make a secondary attack that is a close burst 10 using your implement.
Secondary Target: One creature in burst
Secondary Attack: Charisma vs. Fortitude
Hit: 3d8 + Charisma modifier thunder damage, and the secondary target takes a -2 penalty to attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Overwhelming Smite

The shining hand of the divine guides your weapon, and none can ignore you.

Divine, Radiant, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier radiant damage, and each enemy adjacent to you is subject to your divine sanction until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Terrible Charge

Your fervor drives you into the fray and strikes terror into your enemy.

Divine, Fear, Weapon

KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You charge and make the following attack in place of a melee basic attack.
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and the target is stunned until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Wrathful Flame

Pure blue fire blazes from your holy symbol to devastate foes around you.

Divine, Fire, Implement

KEYWORDS

Standard		Close burst 5
ACTION	↔	RANGE
CHA vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 4d8 + Charisma modifier fire damage. If the target is marked by you, it is also dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Day of Reckoning

Like an agent of vengeance, you appear beside your foe to deliver the killing blow.

Divine, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
STR vs AC		One creature marked by you
ATTACK	DEFENSE	TARGET

Effect: You teleport 10 squares to a square adjacent to a creature marked by you.
Hit: 6[W] + Strength modifier damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 29

DAILY POWER

Devastating Surge

You give of your own vitality to heal an ally and wound an enemy.

Divine, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Requirement: You must have at least one healing surge remaining.
Effect: You spend a healing surge but do not regain hit points. Choose an ally within 10 squares of you. That ally regains hit points equal to your healing surge value. Then make the following attack.
Target: One creature
Attack: Strength vs. AC
Hit: The target takes damage equal to your healing surge value + your Strength modifier.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 29

DAILY POWER

Name of Awe

You utter an ancient name of such power that your enemies are rooted to the spot, unable to escape.

Divine, Implement, Thunder

KEYWORDS

Standard	↔	Close blast 5
ACTION		RANGE
CHA vs Fort		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 5d8 + Charisma modifier thunder damage, and the target is immobilized and weakened (save ends both).
Miss: Half damage, and the target is slowed (save ends).
Effect: Each target is subject to your divine sanction until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 29

DAILY POWER

Prostration

In a resounding voice, you command the respect of your enemies.

Divine, Lightning, Thunder, Weapon

KEYWORDS

Standard	↔	Close burst 1
ACTION		RANGE
STR vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier lightning and thunder damage.
Miss: Half damage.
Effect: You knock each target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 29

DAILY POWER

Sanctioned Slaughter

Your god demands your enemy's blood, and your weapon draws it.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier damage, and ongoing 10 damage (save ends).
Miss: Half damage, and ongoing 5 damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PALADIN POWER TYPE ATTACK LEVEL 29

DAILY POWER

Channel Divinity: Censure Devils

The power of your faith pains your diabolical enemies.

Divine, Implement

KEYWORDS

Minor		Close burst 5
ACTION	←	RANGE
CHA vs Will		Each devil in burst
ATTACK	DEFENSE	TARGET

Hit: The target is weakened until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: KNIGHT OF THE CHALICE | POWER TYPE: FEATURE | LEVEL: 11

ENCOUNTER POWER

Admonishing Whisper

You whisper a single word of power, and your enemies reel back from its might, deafened by it and admonished to do no more harm to your friends.

Divine, Implement

KEYWORDS

Standard		Close burst 2
ACTION	←	RANGE
WIS vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Wisdom modifier damage, and you push the target 2 squares. The target is deafened until the end of your next turn. If the target is then adjacent to a bloodied ally, the target is also dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ADEPT OF WHISPERS | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Astral Flood

A wave of raw energy drawn from the Astral Sea flows through you and lashes out at your enemies.

Divine, Implement; Cold or Radiant

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
WIS vs Reflex		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier cold or radiant damage (choose one for all targets). The attack has an additional effect based on the damage type.

- ♦ **Cold:** The target takes a -2 penalty to attack rolls until the end of your next turn.
- ♦ **Radiant:** The target cannot see creatures more than 5 squares away from it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ASTRAL SAVANT | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Blessed Blade

You smite your foe with a spectral sword, and you speak a blessing for your allies to match that of your own armaments.

Divine, Force, Implement

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier force damage, and each ally within 5 squares of you gains your current Anointed Regalia benefit until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ANOINTED CHAMPION | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Challenging Smite

Your strike demands the attention of your chosen enemy, and that enemy ignores you at its peril.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature marked by you
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Charisma modifier damage. Until the start of your next turn, your divine sanction and divine challenge deal 10 extra radiant damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DRAGONSLAYER | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Charge of the Conqueror

As an enemy launches an attack at your comrade, you give a defiant yell and charge across the battlefield at the foe.

Divine, Weapon

KEYWORDS

Imm. Interrupt	↓	Melee weapon
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Trigger: An enemy makes an attack roll against your ally within 5 squares of you

Effect: You charge the triggering enemy and make the following attack in place of a melee basic attack.

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: The target is subject to your divine sanction until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HOLY CONQUEROR | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Corruption Unveiled

You brandish your symbol, whose irresistible glow reveals your enemy's secrets.

Divine, Implement, Radiant

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier radiant damage, and the target cannot use fear, illusion, or polymorph powers until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: TRUTHSEEKER | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Debilitating Smite

So painful is the injury to your enemy that it can barely continue to fight.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and the target is dazed and slowed until the end of your next turn. If the target makes an attack before then, it is dazed until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GRAY GUARD | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Defining Cut

Your deadly calm shapes the battle.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One or two creatures
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. AC. If one of the targets is your oath of enmity target, both targets are treated as your oath of enmity target for this attack.

Hit: 3[W] + Wisdom modifier damage. Until the end of your next turn, the target takes 10 damage the first time it uses an attack other than a basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SERENE INITIATE | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Demonlayer's Smite



You intone a prayer over your weapon, empowering it to overwhelm demonic defenses.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC. If the target is a demon, you gain a +2 bonus to the attack roll.
Hit: 3[W] + Strength modifier damage, and the target loses its resistances until the end of your next turn.
Special: Whenever a demon within 10 squares of you scores a critical hit or spends an action point, you regain the use of this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DEMONSLAYER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Earthbolt



At your command, the ground beneath your enemies erupts in jagged fangs of stone.

Divine, Implement, Zone

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION	✱	RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Wisdom modifier damage, and the target is knocked prone.
Effect: The burst creates a zone of uneven stone that lasts until the end of your next turn. The zone is difficult terrain.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS STONECALLER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Elegant Strike



You move and strike with a dancer's grace, confounding your foe.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Charisma modifier damage, and the target is slowed and cannot shift until the end of your next turn.
Weapon: If you are wielding a light blade or a heavy blade, you gain a bonus to the damage roll equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CHAMPION OF CORELLON POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Ensnaring Smite



You bind your foe with ancient magic used to imprison devils.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage, and the target is restrained until the end of your next turn. If the target is a devil marked by you, it takes 1[W] extra damage and can't teleport (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS KNIGHT OF THE CHALICE POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Fanatical Flurry



You launch a reckless attack against your chosen enemy and all foes nearby, ignoring your own safety.

Divine, Weapon

KEYWORDS

Standard		Close burst 2
ACTION	←	RANGE
WIS vs AC		Your oath of enmity target and each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage.
Effect: You take a -2 penalty to all defenses until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT CHAMPION POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Fiery Gance



You summon the divine power in your blood. Your eyes blaze with silver fire as you fix your gaze on your foe.

Divine, Implement, Radiant

KEYWORDS

Standard	↗	Ranged 20
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Wisdom modifier radiant damage, and the target is dazed until the end of your next turn. Make a secondary attack that is an area burst 2 centered on the primary target.
Secondary Target: Each enemy in burst other than the primary target
Secondary Attack: Wisdom vs. Reflex
Hit: 1d10 + Wisdom modifier radiant damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS VESSEL OF ICHOR POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Glyph of Warning



A complex glyph appears in the air above you, repelling your enemies.

Divine, Fear

KEYWORDS

Standard		Close burst 10
ACTION	←	RANGE
vs		Each enemy in burst
ATTACK	DEFENSE	TARGET

Effect: Each target moves its speed away from you as a free action. Any ally who makes an opportunity attack provoked by this movement gains a power bonus to the attack roll and the damage roll equal to 2 + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS KEEPER OF THE NINE POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Hammer Throw



You hurl your hammer. It bashes one foe and spins through the air to knock another to the ground before returning to your hand.

Divine, Weapon

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
STR vs Fort		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a hammer.
Hit: 2[W] + Strength modifier damage, and the target is dazed until the end of your next turn. Make a secondary attack.
Secondary Target: One creature within 3 squares of the primary target
Secondary Attack: Strength vs. Fortitude
Hit: 1[W] + Strength modifier damage, and you knock the secondary target prone.
Special: When you use this power, you can make the attacks as if your hammer was a heavy thrown weapon. The hammer returns to your hand after the attacks are resolved.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS HAMMER OF MORADIN POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Harvest the Craven



You call terror down on your foes. They fear to remain alone.

Divine, Fear, Implement, Psychic

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION	✱	RANGE
WIS vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier psychic damage. Until the end of your next turn, the target is slowed, and it takes a -2 penalty to all defenses when it is not adjacent to another enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DIVINE HAND POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Hellfire Unleashed

Hellish fire erupts within your enemy, while black smoke poisons the air around it.

Divine, Fire, Implement, Poison

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier fire and poison damage. Each creature adjacent to the target takes 5 poison damage and grants combat advantage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS THEURGE OF THE COMPACT POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Hit the Weak Spot

You invoke the knowledge of the gods and send out a beam of radiance that lowers your foe's resistances.

Divine, Implement, Radiant

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier radiant damage. Until the end of your next turn, the target's resistances are reduced by 5 + your Intelligence modifier, and its vulnerabilities are increased by your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DIVINE PHILOSOPHER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Legion Rebuke

You chastise nearby enemies with divine displeasure. Your voice sounds as if many people are speaking at once.

Divine, Fear, Implement, Thunder

KEYWORDS

Standard		Close blast 3
ACTION		RANGE
WIS vs Will		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Wisdom modifier thunder damage. The target moves its speed + your Intelligence modifier away from you by the safest path possible.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DEVOTED ORATOR POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Light of the Living

Your strike flares with holy radiance, which scars nearby undead.

Divine, Radiant, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier radiant damage. Each undead creature within 5 squares of you takes radiant damage equal to your Strength modifier and is subject to your divine sanction until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SLAYER OF THE DEAD POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Luck, Not Skill

It's better to be lucky than skillful. You swing wildly, hoping that your enemy fails to get out of the way.

Divine, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. AC. You can choose to take a -4 penalty to the attack roll. If you do so, the attack deals 2[W] extra damage if it hits.
Hit: 2[W] + Wisdom modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WEAPON OF FORTUNE POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Moonbeam

A ray of frosty light streaks from your bow to slow the limbs of your prey.

Divine, Cold, Implement

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a longbow or a shortbow.
Hit: 2d10 + Wisdom modifier cold damage. Until the end of your next turn, the target grants combat advantage to anyone that makes a ranged attack against it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SELDARINE DEDICATE POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Pacify

Your words make your foe think twice before resorting to violence.

Divine, Implement

KEYWORDS

Standard		Ranged 5
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: If the target hits or misses with an attack before the start of your next turn, it is stunned until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MESSENGER OF PEACE POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Protecting Smite

A decisive strike against your enemy gives your allies a chance to see to their own defense.

Divine, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier damage, and each ally within 5 squares of you gains a +2 power bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FAITHFUL SHIELD POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Radiant Rush

You blur into action, speeding across the battlefield to smash into your enemy in a halo of radiance. If your blow misses, the light conceals you.

Divine, Radiant, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
WIS vs AC		Your oath of enmity target
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier radiant damage, you push the target 2 squares, and the target is dazed until the end of your next turn.
Miss: You gain concealment until the end of your next turn.
Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FAVORED SOUL POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Rancorous Smite



Enraged by the harm done to your companions, you force your enemy to repay the debt in blood.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC. You gain a +1 bonus to the attack roll for each bloodied ally within your line of sight.
Hit: 3[W] + Wisdom modifier damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: STONE KEEPER | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Revelation of Battle



A ringing impact from your favored weapon instructs your allies in the more direct matters of faith.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2 [W] + Strength modifier damage.
Effect: Each ally within 10 squares of you gains a +2 power bonus to attack rolls and damage rolls until the start of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLE CHAPLAIN | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Reversal of Fortunes



A whispered benediction heals the injuries of an ally and gives the attacker a taste of the pain it inflicted.

Divine, Healing, Implement

KEYWORDS

Imm. Reaction	↗	Ranged 5
ACTION		RANGE
WIS vs Fort		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy within 5 squares of you hits your ally adjacent to it.
Hit: 2d10 + Wisdom modifier damage. The ally hit by the triggering enemy's attack can spend a healing surge and regain 2d10 additional hit points.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MIRACLE WORKER | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Scion's Sanction



You lash out against foes around you and dare them to strike back.

Divine, Weapon

KEYWORDS

Standard	↙	Close burst 1
ACTION		RANGE
CHA vs AC		Each enemy in burst
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you can take damage equal to your level, which can't be reduced in any way. If you do so, the attack deals 2[W] extra damage.
Hit: 2[W] + Charisma modifier damage.
Effect: Each target is subject to your divine sanction until the start of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SCION OF SACRIFICE | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Shepherd's Aegis



The brilliance of your holy symbol warns your enemy against hate and reckless wrath.

Divine, Implement, Radiant

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier radiant damage. Until the end of your next turn, the target takes 2d10 radiant damage the first time it attacks you or an ally within 2 squares of you.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WATCHFUL SHEPHERD | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Sign of Guilt



You trace a magical glyph in the air. Your enemy cannot hear the sight of it as the magic evokes deep guilt, causing the enemy to waver in its attacks.

Divine, Fear, Implement, Psychic

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Will		One enemy
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Wisdom modifier psychic damage. Until the end of your next turn, the target takes a -5 penalty to attack rolls, and if the target attacks and misses, it must make a melee basic attack against an enemy adjacent to it as a free action.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CRIMSON ARBITER | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Slayer's Gambit



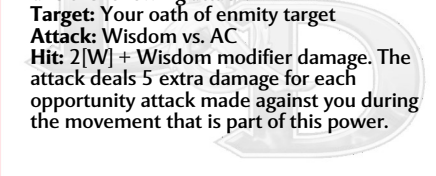
You recklessly bull your way through the press of enemies to meet your destiny near your chosen foe.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You move your speed to a square where your oath of enmity target is within your reach. During this movement, you can move through enemies' squares. Then you make the following attack.
Target: Your oath of enmity target
Attack: Wisdom vs. AC
Hit: 2[W] + Wisdom modifier damage. The attack deals 5 extra damage for each opportunity attack made against you during the movement that is part of this power.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RELENTLESS SLAYER | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

So Others Might Live



Your prayer saps your enemy's strength. You then take its attack onto yourself to protect your ally, who is healed by your sacrifice.

Divine, Healing, Implement

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: The target is weakened until the end of your next turn. The first time the target damages one of your allies with an attack before the end of your next turn, you take the damage instead, and that ally can spend a healing surge.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: COMPASSIONATE HEALER | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Soul Stab



A twist of your blade is a twist in your enemy's soul, wrenching it sideways to strike its companion.

Divine, Charm, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage, and you slide the target 2 squares. The target then makes a basic attack against a creature of your choice.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DREAD IMPERATOR | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Strength of Ten

Your conviction lends you the force to repel nearby foes.

Divine, Force, Weapon

KEYWORDS

Standard		Close blast 3
ACTION	←	RANGE
CHA vs Fort		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier force damage, and you push the target 3 squares. The target is also subject to your divine sanction until the start of your next turn.
Effect: After the attack, you shift to a square within the blast.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: QUESTING KNIGHT | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Syllable of Light

You whisper an otherworldly tone, and lights swirl around you, blinding your foes and surrounding your allies in cloaks of radiance.

Divine, Implement, Radiant

KEYWORDS

Standard		Close burst 2
ACTION	←	RANGE
WIS vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Wisdom modifier radiant damage, and the target is blinded and deafened until the end of your next turn.
Effect: Each ally in the burst gains a +2 power bonus to all defenses and resist 5 radiant until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SPEAKER OF THE WORD | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Trumpet of Awe

Astral trumpets announce your god. Your allies take heart and your enemies quail before the divine presence.

Divine, Implement, Thunder

KEYWORDS

Standard		Close blast 3
ACTION	←	RANGE
WIS vs Will		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Wisdom modifier thunder damage, and the target grants combat advantage until the end of your next turn.
Effect: Each ally in the blast can make a saving throw with a bonus equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HOLY EMISSARY | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Whirling Assault

You launch into a graceful, spinning, dance as you close on your enemy. In the mesmerizing form of your dance, you free yourself from an enemy's power and inspire your comrade as well.

Divine, Radiant, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you shift 3 squares.
Hit: 2[W] + Wisdom modifier radiant damage. You and one ally within 10 squares of you can each choose to do one of the following things:
 ♦ Make an escape attempt against a grab as a free action.
 ♦ Make a saving throw against an effect that a save can end and that dazes, immobilizes, slows, or stuns.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DERVISH OF DAWN | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Call Home the Weary

Your ally has fought well, but now must withdraw to rest and recover.

Divine, Healing, Teleportation

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Target: One bloodied ally
Effect: The target teleports to a square adjacent to you and can spend a healing surge, adding your Charisma modifier to the hit points regained.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HOLY EMISSARY | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Chastisement

Your thunderous rebuke weakens an enemy's resolve.

Divine

KEYWORDS

Imm. Reaction	←	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Target: The triggering enemy in burst
Trigger: An enemy within 5 squares of you makes an attack
Effect: The target gains vulnerable 10 thunder until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DEVOTED ORATOR | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Deflect the Blast

You take shelter behind your trusty shield, protecting a nearby friend as well.

Divine

KEYWORDS

Imm. Interrupt	↓	Melee 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Requirement: You must be using a shield.
Trigger: A close or an area attack against AC or Reflex damages you
Effect: You take only half damage from the triggering attack. The damage is also halved against one adjacent ally who took damage from the triggering attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DRAGONSLAYER | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Exaltation

Fired by your ancient blessing, your ally's armaments and armor glow with supernatural power.

Divine, Healing

KEYWORDS

Minor	←	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Target: One ally in burst
Effect: The target can make a saving throw or spend a healing surge. Until the end of your next turn, the target gains a +2 power bonus to his or her next attack roll and all defenses.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ANOINTED CHAMPION | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Graceful Step

You maneuver with speed and balance that few warriors can match.

Divine

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Effect: You shift your speed. During this movement, you ignore difficult terrain and gain a +5 bonus to Acrobatics checks and Athletics checks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CHAMPION OF CORELLON | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Guiding Syllable

A syllable of the Word is enough to guide others' steps.

Divine
KEYWORDS

Minor		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You and each ally in burst
Effect: You slide the target a number of squares equal to your Intelligence modifier. The next time the target hits with an attack before the end of your next turn, you can slide the hit creature 1 square as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPEAKER OF THE WORD	POWER TYPE UTILITY	LEVEL 12
------------------------------	-----------------------	-------------

UTILITY POWER

Heavenly Courage

Honeyed words and malicious threats have no effect on you but bring punishment to your foes.

Divine, Radiant
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 against a charm or fear effect
Effect: You reroll the saving throw. If you save, the enemy that caused the charm or fear effect takes radiant damage equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS KNIGHT OF THE CHALICE	POWER TYPE UTILITY	LEVEL 12
--------------------------------	-----------------------	-------------

UTILITY POWER

Infernal Guardian

A sinister figure formed from hellfire appears beside you to protect you from harm.

Divine, Conjuraton
KEYWORDS

Minor	↓	Melee 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You conjure an infernal guardian in an unoccupied square adjacent to you. The guardian lasts until the end of your next turn. While you are adjacent to the guardian, you are immune to charm effects and fear effects, and you gain resist 10 fire.
Sustain Minor: The guardian persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS THEURGE OF THE COMPACT	POWER TYPE UTILITY	LEVEL 12
---------------------------------	-----------------------	-------------

UTILITY POWER

Peacemaker's Pronouncement

At your word, an enemy's punishment or a friend's blessing continues.

Divine
KEYWORDS

Minor		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One creature in burst
Effect: One effect on the target that would otherwise end at the end of your current turn instead lasts until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MESSENGER OF PEACE	POWER TYPE UTILITY	LEVEL 12
-----------------------------	-----------------------	-------------

UTILITY POWER

Relentless Justice

You persevere in your attacks until you make an enemy pay.

Divine
KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You do not hit with a paladin encounter attack power
Effect: You regain the use of one paladin encounter attack power that you have used during this encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS GRAY GUARD	POWER TYPE UTILITY	LEVEL 12
---------------------	-----------------------	-------------

UTILITY POWER

Rooted to the Earth

The earth grants you or your friend its immovable mass and deep power.

Divine
KEYWORDS

Imm. Interrupt		Close burst 2
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 2 squares of you is bloodied, pulled, pushed, or slid by an enemy attack
Effect: The target can use his or her second wind and isn't subject to the forced movement, if any.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS STONECALLER	POWER TYPE UTILITY	LEVEL 12
----------------------	-----------------------	-------------

UTILITY POWER

Sacrificial Intervention

You appeal to your god and leap to take the wound meant for an ally condemning the foe for its insolence.

Divine, Teleportation
KEYWORDS

Imm. Interrupt		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The ally hit by the triggering enemy's attack
Trigger: An enemy hits your ally within 5 squares of you with a melee or a ranged attack
Effect: You and the target teleport, swapping positions. The triggering enemy's attack hits you instead. Until the end of the encounter, whenever you end your turn adjacent to the triggering enemy, it is subject to your divine sanction until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS HOLY CONQUEROR	POWER TYPE UTILITY	LEVEL 12
-------------------------	-----------------------	-------------

UTILITY POWER

Shrine of Clarity

Tracing a circle of binding power, you force your enemies to Stand and face you.

Divine, Zone
KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: The burst creates a zone of planar interference that lasts until the end of your next turn. Enemies cannot teleport into the zone. While within the zone, enemies cannot teleport and cannot benefit from phasing or being insubstantial.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS TRUTHSEEKER	POWER TYPE UTILITY	LEVEL 12
----------------------	-----------------------	-------------

UTILITY POWER

Uncanny Insight

You foresee your foe's next course of action and act, taking advantage of that knowledge.

Divine
KEYWORDS

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

Trigger: An enemy within your line of sight takes a standard action, and you are trained in the skill related to that creature's origin
Effect: You take a standard action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DIVINE PHILOSOPHER	POWER TYPE UTILITY	LEVEL 12
-----------------------------	-----------------------	-------------

UTILITY POWER

Battle Hymn

You raise your voice in song, and your companions carry its power into battle.

Divine
KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You and each ally in burst
Effect: Until the end of the encounter, each target deals 1d8 extra damage when making a melee basic attack as part of a charge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLE CHAPLAIN POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Battle Rapture

You enter a state of zealous passion, consumed by the power of your faith. Defeating your sworn enemy is a test of faith for you.

Divine, Stance
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, your attacks deal extra damage against your oath of enmity target equal to 1d10 + one-half your level. In addition, when any ally deals damage (not ongoing damage) to your oath of enmity target, you take 3d6 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT CHAMPION POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Bear the Wounds

Your ally's injuries fade, only to reappear on your body.

Divine, Healing
KEYWORDS

Standard	↑	Melee touch
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One ally
Effect: Choose a number up to your bloodied value. The target regains that number of hit points, and you take the same amount of damage. You can then transfer to yourself any effect on the target that a save can end.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: COMPASSIONATE HEALER POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Constant Shield

You channel divine might through your shield to defend yourself and your charges.

Divine, Stance
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Requirement: You must be using a shield.
Effect: Until the stance ends, you and any allies adjacent to you gain a +2 power bonus to AC and Reflex. In addition, when you or any ally adjacent to you is pulled, pushed, or slid, you can reduce the forced movement by 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FAITHFUL SHIELD POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Crown of Souls

The radiant crown settling on your brow symbolizes your mastery. Shadows of the crown flash above your companions.

Divine, Stance
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, whenever you make multiple attack rolls at one time against your oath of enmity target and they would all hit, choose an ally within 5 squares of you. That ally gains a +1 power bonus to attack rolls and all defenses until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DREAD IMPERATOR POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Deadly Calm

Without malice, without linger, each blow is delivered as smoothly and perfectly as a one word prayer.

Divine, Stance
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, when you make two attack rolls because of oath of enmity and both would hit, the target takes extra damage equal to one-half your level.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SERENE INITIATE POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Demonlayer's Resistance

A gleaming halo surrounds you and blunts the attacks of your demonic foes.

Divine
KEYWORDS

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

Trigger: An enemy hits you
Effect: You gain resist 5 against damage dealt by the triggering enemy until the end of the encounter. If the triggering enemy is a demon, the resistance increases to 10, and the enemy is subject to your divine sanction until the end of the encounter.
Level 21: Resist 10, or resist 15 if the triggering enemy is a demon.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DEMONSLAYER POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Hidden Strength

Your devotion provides you with a reservoir of hidden strength, which your enemies do not suspect.

Divine, Stance
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, you gain a +1 power bonus to attack rolls and all defenses. If you have reached at least one milestone today, you instead gain a +2 power bonus.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WATCHFUL SHEPHERD POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Holy Vigor

You call on the divine potency in your blood. In a flash, you and your friend are emboldened to strike back at your foe.

Divine, Healing
KEYWORDS

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

Target: The triggering ally in burst
Trigger: An enemy hits your ally within 10 squares of you
Effect: You and the target gain a +2 power bonus to the next attack roll each of you makes against the triggering enemy before the end of the encounter. If the target was bloodied by the triggering enemy's attack, he or she can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: VESSEL OF ICHOR POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Keeper's Mantle

A shimmering blue aura of energy settles over your shoulders, whisking you away from your enemies' attacks and distracting foes standing too close to you.

Divine, Teleportation

KEYWORDS

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

Trigger: You take damage from an enemy's attack while you are bloodied
Effect: You teleport 5 squares. Each enemy adjacent to you when you teleport grants combat advantage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS KEEPER OF THE NINE	POWER TYPE UTILITY	LEVEL 12
-----------------------------	-----------------------	-------------

UTILITY POWER

Life and Death Entwined

The undead horror strikes at you, but your divine patron foils its loathsome touch and turns its aggression against it.

Divine, Radiant

KEYWORDS

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

Trigger: An undead enemy hits you
Target: The triggering enemy
Effect: You take no damage from the target's attack. Your next attack against the target deals extra radiant damage equal to one-half the damage you would have taken from the target's attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SLAYER OF THE DEAD	POWER TYPE UTILITY	LEVEL 12
-----------------------------	-----------------------	-------------

UTILITY POWER

Miraculous Grace

Your timely prayer enables your ally to escape certain doom.

Divine, Healing

KEYWORDS

Imm. Reaction	?	Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: The triggering ally
Trigger: An ally within 5 squares of you drops to 0 hit points or fewer
Effect: The target regains hit points as if he or she had spent a healing surge and regains 2d6 additional hit points. In addition, the target makes a saving throw against each effect on him or her that a save can end.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MIRACLE WORKER	POWER TYPE UTILITY	LEVEL 12
-------------------------	-----------------------	-------------

UTILITY POWER

No Rest for the Wicked

You call forth souls from the Shadowfell. As foes strike you, the souls distract them with wailing.

Divine

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: When any enemy hits you before the end of your next turn, that enemy takes a -2 penalty to all defenses (save ends).
Sustain Minor: The effect persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CRIMSON ARBITER	POWER TYPE UTILITY	LEVEL 12
--------------------------	-----------------------	-------------

UTILITY POWER

Quester's Discipline

Deceit, despair, and weakness find no purchase in your heart.

Divine

KEYWORDS

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

Trigger: An attack that would blind, daze, dominate, stun, or weaken you hits you
Effect: The triggering attack's conditions are negated against you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS QUESTING KNIGHT	POWER TYPE UTILITY	LEVEL 12
--------------------------	-----------------------	-------------

UTILITY POWER

Relentless Fervor

Success against your chosen foe creates opportunities against nearby enemies.

Divine, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, when you make two attack rolls because of your oath of enmity, make the rolls one at a time. If the first attack roll hits, you can choose to use the second attack roll as a melee basic attack against another enemy within reach.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS RELENTLESS SLAYER	POWER TYPE UTILITY	LEVEL 12
----------------------------	-----------------------	-------------

UTILITY POWER

Restorative Word

You softly call your comrade's name and whisper a word of healing power.

Divine, Healing

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One ally
Effect: The target can spend two healing surges and make a saving throw.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ADEPT OF WHISPERS	POWER TYPE UTILITY	LEVEL 12
----------------------------	-----------------------	-------------

UTILITY POWER

Scion's Healing

You offer up part of your life force to restore your wounded ally.

Divine, Healing

KEYWORDS

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

Target: One ally in burst
Effect: You take damage equal to your level, which can't be reduced in any way. The target regains hit points equal to his or her healing surge value.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SCION OF SACRIFICE	POWER TYPE UTILITY	LEVEL 12
-----------------------------	-----------------------	-------------

UTILITY POWER

Scrape the Sky

Fury fills you, and you tower over your enemies.

Divine

KEYWORDS

Standard		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the end of the encounter, your reach and speed both increase by 1, and your melee attacks deal 2d6 extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS STONE KEEPER	POWER TYPE UTILITY	LEVEL 12
-----------------------	-----------------------	-------------

UTILITY POWER

Shroud of Stars

Myriad specks of light swirl about you, hiding you from enemies.

Divine, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, whenever you shift, you gain concealment until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SELDARINE DEDICATE | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Signs of Favor

Your prayer invokes divine favor or disfavor on your efforts. Your successful strikes against your sworn foe lend you new strength, but each miss weakens you with doubt.

Divine, Healing, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, whenever you hit your oath of enmity target, you regain hit points equal to your Wisdom modifier, but whenever you miss that target, you take 5 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WEAPON OF FORTUNE | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Stalwart Defense

Moradin's power shields you from the onslaught of your foes.

Divine, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, you gain resist 5 to all damage and a +2 bonus to Fortitude.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HAMMER OF MORADIN | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Swim the Astral Sea

You and your companion move effortlessly through astral currents, bypassing mundane impediments.

Divine

KEYWORDS

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

Target: You and one ally in burst
Effect: Each target can shift a number of squares equal to his or her speed, ignoring difficult terrain. Each target is unaffected by the immobilized, restrained, and slowed conditions during this movement.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ASTRAL SAVANT | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Tenor of Wrath

The sky darkens and the ground trembles as you manifest your god's terrifying presence.

Divine, Fear, Zone

KEYWORDS

Minor		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone of fear that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. If willingly entering a square within the zone would bring an enemy closer to you, entering that square costs the enemy 1 extra square of movement.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DIVINE HAND | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Wild Hope

Your dance inspires you to wild ecstasy. Mortals cannot long endure such joy, but each time you strike your foe, new vigor flows into you.

Divine, Healing, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, whenever you hit one or more enemies with an attack, you regain hit points equal to your Wisdom modifier. In addition, whenever you miss every target with an attack, you take 3 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DERVISH OF DAWN | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Wings of Angels

Your lower body fades into swirling mist as you gain mastery of your airborne movement

Divine, Healing, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, your fly speed increases by 4, and you can hover. In addition, while you aren't blooded, you gain regeneration equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FAVORED SOUL | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Anointed Army

Divine brilliance burns your foes and grants your companions blessings that once warded the armies of the gods.

Divine, Implement, Radiant

KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
WIS vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier radiant damage.
Miss: Half damage.
Effect: Until the end of the encounter, each ally in the burst gains a +4 power bonus to all defenses and a +2 power bonus to attack rolls and damage rolls.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ANOINTED CHAMPION | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Astral Terrain

You assail your enemies with the raw stuff of the Astral Sea, creating a temporary echo of that plane.

Divine, Implement; Cold or Radiant

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION	✦	RANGE
WIS vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Wisdom modifier cold or radiant damage (choose one for all targets).
Miss: Half damage.
Effect: The burst creates a zone of shimmering substance that lasts until the end of your next turn. The zone's effect depends on the attack's damage type.
 ✦ **Cold:** Any enemy that starts its turn within the zone takes a -2 penalty to all defenses until the end of your next turn.
 ✦ **Radiant:** Any ally within the zone who spends a healing surge regains 2d6 additional hit points.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ASTRAL SAVANT | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Black Obelisk of Doom

You call forth a great pillar of rock. An ancient rune of destruction is carved on it. Enemies that behold it are drawn to their doom.

Divine, Conjunction, Implement, Necrotic

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You conjure a black obelisk that fills an unoccupied square within range. The obelisk must be on a solid surface and is a 10-foot-high solid obstacle. It lasts until the end of your next turn. Any enemy that starts its turn adjacent to the obelisk is weakened until the start of its next turn. When the obelisk appears, it makes an attack that is a close burst 4.

Target: One creature in burst

Attack: Wisdom vs. Will

Hit: 3d8 + Wisdom modifier necrotic damage, and the target is pulled 3 squares toward the obelisk and immobilized (save ends).

Sustain Minor: The obelisk persists. As a standard action, you can make its attack again.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: STONECALLER | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Blessing of the Chalice

Invoking the power of your order's oath, you infuse your blade with holy light to thwart your enemy.

Divine, Radiant, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Charisma modifier radiant damage, and the target takes a -2 penalty to attack rolls (save ends). If the target is a devil, it also takes ongoing 10 radiant damage (save ends).

Miss: Half damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: KNIGHT OF THE CHALICE | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Bury the Dead

The light of life gleams around you as you command the restless dead to return to their graves.

Divine, Implement, Radiant

KEYWORDS

Standard		Close burst 2
ACTION		RANGE
STR vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 4d8 + Strength modifier radiant damage. If the target is undead, it is also restrained (save ends).

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SLAYER OF THE DEAD | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Cascade of Fear

You raise your implement high and speak words of portent, assuring your foes of your god's wrath and sending them sprawling in fear.

Divine, Fear, Implement, Psychic

KEYWORDS

Standard		Close blast 5
ACTION		RANGE
WIS vs Will		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier psychic damage, and the target is knocked prone and dazed (save ends). The target takes a penalty to saving throws against this effect equal to your Constitution modifier.

Miss: Half damage, and the target is knocked prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DIVINE HAND | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Celestial Skirmish

You take to the sky, your weapon aglow. You swoop and strike repeatedly as you dart past your foes.

Divine, Radiant, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You fly your speed +2. During this movement, you gain a +6 bonus to AC against opportunity attacks. At any point during the movement, you can make the following attack three times, each time against a different target.

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier radiant damage. If you hit two creatures, the second is dazed (save ends). If you hit three creatures, the third is stunned (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FAVORED SOUL | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Corellon's Wrath

Just as Corellon's blade once took the eye of Groomsh, so too does your weapon seek your enemy's eyes.

Divine, Radiant, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Charisma modifier radiant damage, and the target is blinded (save ends).

Miss: Half damage.

Effect: Your opportunity attacks deal 1d10 extra radiant damage until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CHAMPION OF CORELLON | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Dance of Sunrise

As you gracefully carry yourself across the battlefield, your weapon begins to gleam. For the rest of the fight you glow with the hues of dawn, which scorch your foe with light.

Divine, Radiant, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you shift 3 squares.

Hit: 3[W] + Wisdom modifier radiant damage.

Miss: Half damage.

Effect: Until the end of the encounter, your at-will attack powers against the target deal 1d8 extra radiant damage to it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DERVISH OF DAWN | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Deny Defeat

You refuse to let your allies fall - their desperation drives you to heroic effort.

Divine, Healing, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC. You gain a +2 bonus to the attack roll for each dying ally within your line of sight.

Hit: 4[W] + Strength modifier damage.

Miss: Half damage.

Effect: Each dying ally within your line of sight can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLE CHAPLAIN | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Devastating Smite

Divine power charges your strike, tearing through your foe and opening it to your ally's attack.

Divine, Reliable, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier damage. You can expend a use of your lay on hands power (or a power that you took in place of it) to cause the attack to deal extra damage equal to your healing surge value. Until the end of your next turn, the target grants combat advantage to one ally within 5 squares of you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GRAY GUARD | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Edict of Destruction

You recite words of divine law as you attack, twisting your prey's very being.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and the target is affected by your edict of destruction (save ends). Until the edict ends, roll a d4 at the start of each of the target's turns to determine the edict's effect at that time. If the target is a demon, roll two times and apply both results (if you roll the same number twice, roll again).

1. The target and each enemy adjacent to it take 1d10 + your Strength modifier damage.
2. The target gains vulnerable 5 to all damage until the end of your next turn.
3. The target is blinded until the end of your next turn.
4. The target takes a -2 penalty to attack rolls until the end of your next turn.

Miss: Half damage. At the start of the target's next turn, roll a d4 to determine the effect, as above.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DEMONSLAYER POWER TYPE ATTACK LEVEL 20

DAILY POWER

End to Strife

You utter a stern command, and your enemies lose their will to fight.

Divine, Implement

KEYWORDS

Standard	↓	Area burst 2 within 5 squares
ACTION	✱	RANGE
WIS vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: The target cannot attack until it is attacked or until the end of the encounter.
Miss: The target takes a -5 penalty to attack rolls until it is attacked or until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MESSENGER OF PEACE POWER TYPE ATTACK LEVEL 20

DAILY POWER

Every Wrong Righted

You channel your smoldering resentment into a savage strike and inspire your allies to finish the job.

Divine, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 5[W] + Strength modifier damage.
Miss: Half damage, and each ally adjacent to you gains a +3 power bonus to attack rolls against the target until the start of your next turn.
Effect: You and each ally adjacent to you can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS STONE KEEPER POWER TYPE ATTACK LEVEL 20

DAILY POWER

Fiery Companions

Fire erupts across your body as you scream the word to rip open reality and call forth fiends to aid you.

Divine, Conjunction, Fire, Implement

KEYWORDS

Standard	↓	Close burst 10
ACTION	↔	RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Effect: You conjure four fiery fiends in four unoccupied squares in the burst. The fiends occupy their squares, and they last until the end of your next turn. Any creature that leaves a square adjacent to a fiend on its turn takes ongoing 10 fire damage (save ends). When the fiends appear, they each make the following melee attack (determine line of sight from each fiend). A fiend attacks an ally if no enemies are adjacent to it.

Target: One adjacent creature
Attack: Wisdom vs. Reflex
Hit: 2d8 + Wisdom modifier fire damage, and ongoing 5 fire damage (save ends).
Sustain Minor: The fiends persist. As a standard action, you can cause each of the fiends to make its attack again. As before, a fiend attacks an ally if no enemies are adjacent to it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS THEURGE OF THE COMPACT POWER TYPE ATTACK LEVEL 20

DAILY POWER

Gambler's Flourish

Your weapon swings true, but sometimes a bit of extra risk is worth the payoff.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. AC. You can choose to take a -5 penalty to the attack roll. If you take the penalty and the attack hits, the target is stunned instead of dazed and takes a -2 penalty to saving throws (save ends both). If you take the penalty and the attack misses, you grant combat advantage until the end of your next turn.

Hit: 4[W] + Wisdom modifier damage, and the target is dazed (save ends).
Miss: Half damage, and the target is dazed until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WEAPON OF FORTUNE POWER TYPE ATTACK LEVEL 20

DAILY POWER

Ground the Foe

The power of your prayer hurls your foe to the ground.

Divine, Force, Implement

KEYWORDS

Standard	↓	Ranged 10
ACTION	↗	RANGE
CHA + 2 vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 5d6 + Charisma modifier force damage, and the target is knocked prone and immobilized (save ends).
Aftereffect: The target is slowed and cannot fly (save ends both).
Miss: Half damage. The target is slowed and is clumsy while flying (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRAGONSLAYER POWER TYPE ATTACK LEVEL 20

DAILY POWER

Heaven's Edge

Your strike wins the favor of your deity, which in turn guides your weapon against your sworn foe.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Wisdom modifier damage. Before the end of the encounter, when you are next able to make two attack rolls because of your oath of enmity, you can instead make three attack rolls and use the result you prefer.

Special: If you have no encounter attack powers available when you use this power, it is reliable.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SERENE INITIATE POWER TYPE ATTACK LEVEL 20

DAILY POWER

Imperator's Judgment

You deliver a punishing blow to your foe while pronouncing judgment against it. For a moment, your divine authority compels it to obey you.

Divine, Charm, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Wisdom modifier damage, and the target is dominated until the end of your next turn.

Effect: You gain another use of your soul stab power for this encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DREAD IMPERATOR POWER TYPE ATTACK LEVEL 20

DAILY POWER

Irresistible Ardor

Your spirit blazes with devotion, lending holy power to your strike. Your sworn enemy's attacks are as nothing to you.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Wisdom modifier damage. You regain the use of an encounter power that you have already used during this encounter.

Miss: Half damage.
Effect: Until you attack a creature other than your oath of enmity target or until the end of the encounter, you gain a +2 power bonus to all defenses against the attacks of your oath of enmity target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT CHAMPION POWER TYPE ATTACK LEVEL 20

DAILY POWER

Martyr's Cry

The wounds you suffer weaken your enemy.

Divine, Implement

KEYWORDS

Imm. Reaction		Close burst 5
ACTION	←	RANGE
WIS vs Fort		The triggering enemy in burst
ATTACK	DEFENSE	TARGET

Trigger: An enemy within 5 squares of you bloodies you or damages you while you're bloodied
Hit: The target is weakened (save ends).
Aftersave: The target is weakened (save ends).
Miss: The target is weakened (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
COMPASSIONATE HEALER	ATTACK	20

DAILY POWER

Message of War

You raise your voice in song, joining your music with an angelic choir to urge your comrades to victory.

Divine, Implement, Radiant

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
WIS vs Reflex		One enemy
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Wisdom modifier radiant damage.
Effect: Each ally adjacent to the target can make a melee basic attack against it as a free action, with a bonus to the attack roll and the damage roll equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
HOLY EMISSARY	ATTACK	20

DAILY POWER

Moment of Truth

Your holy symbol flashes, confounding a foe.

Divine, Implement

KEYWORDS

Standard		Ranged 5
ACTION	↗	RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: The target is stunned and helpless until the end of your next turn.
Aftersave: The target is dazed (save ends).
Miss: The target is dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
TRUTHSEEKER	ATTACK	20

DAILY POWER

Punishing Flame

Divine flames flood over you, consuming nearby foes in a pyre of retribution.

Divine, Fire, Implement

KEYWORDS

Standard		Close burst 3
ACTION	←	RANGE
CHA vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 5d8 + Charisma modifier fire damage.
Miss: Half damage.
Effect: Until the end of the encounter, when any enemy within 5 squares of you deals damage (not ongoing damage) to any ally, that enemy takes fire damage equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SCION OF SACRIFICE	ATTACK	20

DAILY POWER

Quake Strike

You slam your hammer to the ground, unleashing an earthquake that represents Moradin's wrath.

Divine, Thunder, Weapon, Zone

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
STR vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a hammer.
Hit: 2[W] + Strength modifier thunder damage, and you knock the target prone.
Effect: The burst creates a zone of difficult terrain that lasts until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
HAMMER OF MORADIN	ATTACK	20

DAILY POWER

Quell the Hateful

Your prayer quiets your foe's will to harm you and your allies. The anger you take from your foe becomes healing power in your hands.

Divine, Healing, Implement, Psychic

KEYWORDS

Standard		Melee touch
ACTION	↓	RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Wisdom modifier psychic damage, and the target takes a -4 penalty to attack rolls (save ends).
Miss: Half damage.
Effect: You and each bloodied ally within 5 squares of you can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WATCHFUL SHEPHERD	ATTACK	20

DAILY POWER

Rampart of Strength

You raise your shield, and from it bursts scintillating astral radiance that drives back your foes.

Divine, Implement, Radiant

KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
CHA vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Requirement: You must be using a shield.
Hit: 3d8 + Charisma modifier radiant damage, and you push the target 3 squares.
Miss: Half damage, and you push the target 1 square.
Effect: Until the end of the encounter, at the start of each of your turns, if you have not moved since the start of your last turn, you can use a free action to grant yourself and each ally adjacent to you a +4 power bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FAITHFUL SHIELD	ATTACK	20

DAILY POWER

Reap What You Sow

You denounce a foe, making it suffer all the pains dealt to your friends.

Divine, Implement

KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
WIS vs Will		One enemy in burst
ATTACK	DEFENSE	TARGET

Hit: You transfer all effects that a save can end from each ally within the burst to the target.
Miss: You transfer one effect that a save can end from each ally within the burst to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MIRACLE WORKER	ATTACK	20

DAILY POWER

Seldarine Wrath

You launch a fiery bolt from your bow that erupts into white-hot flame where it hits.

Divine, Fire, Implement

KEYWORDS

Standard		Ranged 20
ACTION	↗	RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a longbow or a shortbow.
Hit: 3d10 + Wisdom modifier fire damage, and the target takes ongoing 10 fire damage and is dazed (save ends both).
Miss: Half damage, and ongoing 10 fire damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SELDARINE DEDICATE	ATTACK	20

DAILY POWER

Sign of Penance

A glyph of penance appears before you and ignites. Divine fire leaps from it to enemies of weak will.

Divine, Fire, Implement, Radiant

KEYWORDS

Standard			Ranged 10
ACTION			RANGE
WIS vs Will			One target
ATTACK	DEFENSE		TARGET

Hit: 3d6 + Wisdom modifier fire and radiant damage.
Miss: Half damage.
Effect: Make a secondary attack that is an area burst 1 centered on the primary target.
Secondary Target: Each creature in burst other than the primary target.
Secondary Attack: Wisdom vs. Reflex
Hit: 2d6 + Wisdom modifier fire and radiant damage, and the secondary target is slowed (save ends).
Effect: If the primary attack reduces the primary target to 0 hit points, the burst creates an area of difficult terrain that lasts until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CRIMSON ARBITER

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Silver Rain

A rain of silver droplets showers your friends and foes with the power of divine ichor.

Divine, Healing, Implement, Radiant, Zone

KEYWORDS

Standard			Area burst 3 within 20 squares
ACTION			RANGE
WIS vs Fort			Each enemy in burst
ATTACK	DEFENSE		TARGET

Attack: Wisdom vs. Fortitude. You gain a bonus to the attack roll and the damage roll equal to the number of bloodied allies in the burst and an additional +1 if you are bloodied.
Hit: 4d8 + Wisdom modifier radiant damage, and ongoing 5 radiant damage (save ends).
Miss: Half damage.
Effect: The burst creates a zone of ichor that lasts until the end of your next turn. Any bloodied ally who starts his or her turn within the zone regains hit points equal to your Constitution modifier. Any enemy that isn't bloodied that starts its turn within the zone takes radiant damage equal to your Constitution modifier.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: VESSEL OF ICHOR

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Slayer's Ascendancy

Through the power of your god, you see the battle as if everyone else was moving at half speed.

Divine, Stance, Weapon

KEYWORDS

Standard			Melee weapon
ACTION			RANGE
WIS vs AC			One enemy
ATTACK	DEFENSE		TARGET

Hit: 4[W] + Wisdom modifier damage.
Miss: Half damage.
Effect: You assume the slayer's stance. Until the stance ends, you can make a melee basic attack once per round as a minor action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RELENTLESS SLAYER

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Take the Keep

You cry out, urging your foes to attack you. Your shout encourages your allies to seize enemy ground.

Divine, Weapon

KEYWORDS

Standard			Close burst 3
ACTION			RANGE
vs			Each enemy in burst
ATTACK	DEFENSE		TARGET

Effect: You pull each target to a square adjacent to you, and each target is subject to your divine sanction until the end of your next turn. Each ally in the burst can shift a number of squares equal to your Wisdom modifier as a free action but cannot end this movement closer to you. You then make the following melee attack.
Target: Each enemy adjacent to you
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HOLY CONQUEROR

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

The Tenth Seal

You conjure a glyph that unleashes the magic of the Tenth Seal, known only to the most powerful Keepers of the Nine. Your enemies are stunned by its thunder.

Divine, Conjuraton, Implement, Thunder

KEYWORDS

Standard			Ranged 10
ACTION			RANGE
vs			Each enemy in burst
ATTACK	DEFENSE		TARGET

Effect: You conjure a glyph of the Tenth Seal in an unoccupied square within range. The glyph lasts until the end of your next turn. When the glyph appears, it makes an attack that is a close burst 3.
Target: Each enemy in burst
Attack: Wisdom vs. Will
Hit: 2d8 + Wisdom modifier thunder damage, and the primary target is stunned (save ends).
Sustain Minor: The glyph persists and makes a secondary attack that is a close burst 3.
Secondary Target: Each enemy in burst
Secondary Attack: Wisdom vs. Will
Hit: 1d8 + Wisdom modifier thunder damage, and the secondary target is dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: KEEPER OF THE NINE

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

The Word Spoken

In a soft voice, you intone the complete Word, unleashing sublime destruction.

Divine, Implement, Psychic

KEYWORDS

Standard			Area burst 3 within 10 squares
ACTION			RANGE
WIS vs Will			Each creature in burst
ATTACK	DEFENSE		TARGET

Hit: 3d8 + Wisdom modifier psychic damage, and ongoing 10 psychic damage (save ends). In addition, the target fails its next saving throw before the end of the encounter.
Miss: Half damage, and ongoing 5 psychic damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SPEAKER OF THE WORD

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Thunderous Oration

Your enemies reel upon hearing your thunderous voice.

Divine, Implement, Thunder

KEYWORDS

Standard			Close blast 5
ACTION			RANGE
WIS vs Fort			Each enemy in blast
ATTACK	DEFENSE		TARGET

Hit: 3d8 + Wisdom modifier thunder damage, and the target is dazed and deafened until the end of your next turn.
Miss: Half damage.
Effect: As the first action of your next turn, you can make the attack again as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DEVOTED ORATOR

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Virtuous Wrath

Your unflinching dedication is a dreadful bane to your enemies who recoil from the strike.

Divine, Fear, Reliable, Weapon

KEYWORDS

Standard			Melee weapon
ACTION			RANGE
CHA vs Will			One creature
ATTACK	DEFENSE		TARGET

Hit: 4[W] + Charisma modifier damage, and you push the target 5 squares. The target is weakened (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: QUESTING KNIGHT

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Whisper of Doom

You whisper an ancient curse of dire potency against your enemies.

Divine, Implement

KEYWORDS

Standard			Close burst 3
ACTION			RANGE
WIS vs Fort			Each enemy in burst
ATTACK	DEFENSE		TARGET

Hit: 3d8 + Wisdom modifier damage. The target takes ongoing 10 damage and is weakened (save ends both).
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ADEPT OF WHISPERS

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Word of Anathema



You speak one of the sacred words handed down to you from the gods. The word is anathema to your enemies, enfeebling them.

Divine, Fear, Implement

KEYWORDS

Standard		Close burst 5
ACTION	↔	RANGE
WIS vs Will		Each enemy in burst that has a creature origin related to a skill you're trained in
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Wisdom modifier damage, and the target is weakened and gains vulnerable 5 + your Intelligence modifier to all damage (save ends both).

Miss: The target is slowed and gains vulnerable 5 to all damage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DIVINE PHILOSOPHER	POWER TYPE ATTACK	LEVEL 20
-----------------------------	----------------------	-------------

DAILY POWER

Angelic Hosts

You fly a short distance, while a host of minor angels appear to bear your comrades out of peril.

Divine
KEYWORDS

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

Target: You and each ally in burst
Effect: Each target gains a +2 power bonus to all defenses until the end of your next turn. In addition, you fly your speed +2 and land, and as a free action, targeted allies can fly 8 squares and land, without provoking opportunity attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
EXALTED ANGEL	UTILITY	26

UTILITY POWER

Anthem of Progress

Erathis's grim efficiency inspires your comrades to their necessary work.

Divine
KEYWORDS

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

Target: You and each ally in burst
Effect: Until the end of the encounter, each target can score a critical hit with any at-will attack on a roll of 16-20.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
CHOSEN OF ERATHIS	UTILITY	26

UTILITY POWER

Broken Chains

Raising your weapon or implement high, you issue a proclamation that you shall not abide oppression. Your allies respond by shaking off their afflictions.

Divine, Stance
KEYWORDS

Minor				Personal
ACTION				RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		

Effect: Until the stance ends, when an ally starts his or her turn within 5 squares of you, that ally can make a saving throw against each effect on him or her that a save can end.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
AVATAR OF FREEDOM	UTILITY	26

UTILITY POWER

Celestial Balance

Against the mightiest enemies, there is one hope: Pelor endures.

Divine, Healing
KEYWORDS

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

Target: You or one ally in burst
Trigger: A creature within 10 squares of you spends an action point
Effect: The target can spend a healing surge and gains a +1 bonus to all defenses until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
CHOSEN OF PELOR	UTILITY	26

UTILITY POWER

Death Is Nigh

The shadow of the queen's wing falls over your fight.

Divine
KEYWORDS

Minor				Personal
ACTION				RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		

Requirement: You or one of your allies must have failed a death saving throw during this encounter.
Effect: Until the end of the encounter, you and your allies gain a +2 bonus to attack rolls.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
CHOSEN OF THE RAVEN QUEEN	UTILITY	26

UTILITY POWER

Elevate the Spirit

You conjure an angelic entity that infuses one of your allies with hope and the mental fortitude to withstand attempts at control.

Divine, Conjunction
KEYWORDS

Minor				Ranged 10
ACTION	↗			RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		

Effect: You conjure an angelic figure in a square within range. The figure lasts until the end of your next turn. While the figure is in an ally's space, that ally gains a +4 power bonus to all defenses and can't be dominated. If an ally is affected by a dominating effect that a save can end while the figure is in his or her space, that effect immediately ends. As a move action, you can move the figure 5 squares.
Sustain Minor: The figure persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
AVATAR OF HOPE	UTILITY	26

UTILITY POWER

Font of Life

Forming a circle with your fingers, you bring forth a sphere of divine energy that helps you and your allies continuously recover from wounds.

Divine, Healing
KEYWORDS

Minor				Close burst 2
ACTION	←			RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		

Target: You and each ally in burst
Effect: Each target gains regeneration equal to 5 + your Wisdom modifier until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
AVATAR OF LIFE	UTILITY	26

UTILITY POWER

Forge of Creation

The fervor of Moradin's ancient workshops of creation inspires you and your allies as you hammer upon your foes.

Divine
KEYWORDS

Minor				Personal
ACTION				RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		

Effect: Until the end of your next turn, you and any of your allies who hit with at least one attack regain their second wind if they have already used it during this encounter, regain one healing surge, and gain the use of another daily magic item power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
CHOSEN OF MORADIN	UTILITY	26

UTILITY POWER

Freedom Is Life

Ribbons of glowing symbols flow out of you, linking you and your allies in a river of celestial light.

Divine
KEYWORDS

Minor				Personal
ACTION				RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		

Effect: Until the end of your next turn, you and any allies within 20 squares of you gain a +10 bonus to saving throws.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
CHOSEN OF AVANDRA	UTILITY	26

UTILITY POWER

Gather the Storm

You stand at the heart of the storm, surrounded by tumbling thunder and crackling lightning that leaves nearby foes vulnerable.

Divine
KEYWORDS

Minor		Personal
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the end of the encounter, any enemy that ends its turn within 5 squares of you gains vulnerable 10 thunder and vulnerable 10 lightning until the end of your next turn.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVATAR OF STORM	POWER TYPE UTILITY	LEVEL 26
--------------------------	-----------------------	-------------

UTILITY POWER

High Arcana

Corellon's mastery of the arcane allows you to choose between empowerment or defense for you and your allies.

Divine
KEYWORDS

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

Target: You and each ally in burst
Effect: Until the end of the encounter, at the start of each target's turn, the target can choose to gain either a +2 power bonus to implement attack rolls or a +4 bonus to Fortitude, Reflex, and Will until the start of his or her next turn.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CHOSEN OF CORELLON	POWER TYPE UTILITY	LEVEL 26
-----------------------------	-----------------------	-------------

UTILITY POWER

Horns of the Moon

The goddess blesses and curses, sometimes in the same breath.

Divine
KEYWORDS

Minor		Personal
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: At the start of each of your turns until the end of the encounter, as a free action you choose one ally and one enemy within your line of sight. The ally you choose gains a +2 bonus to attack rolls until the start of your next turn. The enemy you choose takes a -2 penalty to all defenses until the start of your next turn.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CHOSEN OF SEHANINE	POWER TYPE UTILITY	LEVEL 26
-----------------------------	-----------------------	-------------

UTILITY POWER

Inevitable Death

Dark energy swirls about you and then explodes in a burst that encircles your enemies, causing their wounds to remain open.

Divine
KEYWORDS

Minor		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: Each enemy in burst
Effect: The target gains vulnerable 10 to all damage and cannot regain hit points from healing powers or regeneration (save ends both).

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVATAR OF DEATH	POWER TYPE UTILITY	LEVEL 26
--------------------------	-----------------------	-------------

UTILITY POWER

Rouse Conflict

You raise your weapon or implement and let out a rousing warcry, invoking your powers of battle. Your shout and divine power stirs allies into action against nearby foes.

Divine
KEYWORDS

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

Target: Each ally in burst
Effect: The target can make an at-will attack as a free action. If the target has an unused divine encounter attack power, he or she can instead use that power as a free action.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVATAR OF WAR	POWER TYPE UTILITY	LEVEL 26
------------------------	-----------------------	-------------

UTILITY POWER

Sanctified Revival

A halo appears around your head, shining with bright golden light. A fallen ally is lifted up and healed by the heavenly light.

Divine, Healing
KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One dead or dying ally in burst
Effect: The target is restored to maximum hit points, ends any one effect on him or her that a save can end, and stands up. Until the end of the encounter, the target gains a +2 power bonus to attack rolls and all defenses.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SAINT	POWER TYPE UTILITY	LEVEL 26
----------------	-----------------------	-------------

UTILITY POWER

Sheltering Wings

It is no shame to take refuge beneath the Platinum Dragon's wings.

Divine, Healing
KEYWORDS

Minor		Melee 1
ACTION	↓	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You regain hit points equal to your bloodied value. One ally adjacent to you also regains hit points equal to your bloodied value.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CHOSEN OF BAHAMUT	POWER TYPE UTILITY	LEVEL 26
----------------------------	-----------------------	-------------

UTILITY POWER

Test of Strength

Strong? Worthy? Kord will judge.

Divine
KEYWORDS

Minor		Melee 1
ACTION	↓	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You and one enemy
Effect: The targets simultaneously hit each other with melee basic attacks as free actions. If your attack deals more damage than the enemy's, you can take a standard action as a free action. Any attack roll you make with this standard action has a +4 power bonus.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CHOSEN OF KORD	POWER TYPE UTILITY	LEVEL 26
-------------------------	-----------------------	-------------

UTILITY POWER

Unerring Foreknowledge

Hints of action and intention spread like gossamer trails that only you and your friends can perceive. Follow the trails and pierce the veils of time.

Divine
KEYWORDS

Minor		Ranged 10
ACTION	↗	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One ally
Effect: The target can take an extra standard action on his or her next turn.
Sustain Minor: Choose a different ally within range. That ally can take an extra standard action on his or her next turn. You cannot choose an ally as a target of this power more than once during an encounter.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CHOSEN OF IOUN	POWER TYPE UTILITY	LEVEL 26
-------------------------	-----------------------	-------------

UTILITY POWER

Wild Surge

Wild Melora blesses those who can kill for themselves.

Divine
KEYWORDS

Minor					Personal
<small>ACTION</small>					<small>RANGE</small>

AT-WILL
 ENCOUNTER
 DAILY

Effect: Until the end of the encounter, you and any ally within 5 squares of you can score a critical hit with any dally attack power on a roll of 18-20.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> CHOSEN OF MELORA	<small>POWER TYPE</small> UTILITY	<small>LEVEL</small> 26
--	--------------------------------------	----------------------------

UTILITY POWER

Word of Undoing

You deem an attack unjust, and reverse its effects.

Divine, Healing
KEYWORDS

Imm. Reaction					Ranged 10
<small>ACTION</small>					<small>RANGE</small>

AT-WILL
 ENCOUNTER
 DAILY

Target: The triggering ally
Trigger: An ally within 10 squares of you is hit by an attack
Effect: The target takes no damage from the triggering attack and gains hit points equal to the damage he or she would have taken.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> AVATAR OF JUSTICE	<small>POWER TYPE</small> UTILITY	<small>LEVEL</small> 26
---	--------------------------------------	----------------------------

UTILITY POWER

Channel Divinity: Anthem of Civilization

Your prayer inspires your allies to work in concert to turn the tide of battle.

Divine
KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: Until the end of your next turn, you or an ally of your choice within 3 squares of you gains an additional +2 bonus to attack rolls against any enemy he or she flanks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Arcana Ward

Your god's comprehension of arcane mysteries extends to shielding you from elemental forces.

Divine
KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Trigger: You are hit by an attack that deals acid, cold, fire, lightning, or thunder damage to you
Effect: Until the end of your next turn, you gain resist 5 to a damage type of your choice: acid, cold, fire, lightning, or thunder.
 Level 11: Resist 10.
 Level 21: Resist 15.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Creation Secret

Your prayer has a chance of extending the magic contained within an item.

Divine
KEYWORDS

Free		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Trigger: You use a magic item's daily power
Effect: Roll a d20. If you roll 10 or higher, the use of the daily power is not expended.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Cycle of Change

With your god's help, you move the burden to where it can be borne with ease.

Divine
KEYWORDS

Minor	↓	Melee 1
ACTION		RANGE
VS		One ally
ATTACK	DEFENSE	TARGET

Effect: You transfer an effect that a save can end from the target to yourself or vice versa.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Darkness Consumes

You cause darkness to swirl around you and your allies for a moment.

Divine
KEYWORDS

Minor	←	Close burst 1
ACTION		RANGE
VS		You and each ally in burst
ATTACK	DEFENSE	TARGET

Effect: Each target gains concealment until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Death Knell

Death comes to all, and your god counts on you to hasten the moment

Divine
KEYWORDS

Minor	↓	Melee touch
ACTION		RANGE
VS		One bloodied creature
ATTACK	DEFENSE	TARGET

Effect: If the target's current hit points equal 5 + one-half your level or fewer, it drops to 0 hit points. Otherwise, you can use one of your other Channel Divinity powers during this encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Divine Excellence

Your prayer inspires excellence in yourself and your allies.

Divine
KEYWORDS

Free		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Trigger: You make a skill check
Effect: You gain a +2 power bonus to the skill check. Until the end of your next turn, you and each ally within 10 squares of you gain a +2 power bonus to checks using the same skill.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Earth Hold

For a few moments, you give yourself up to your god's hold. Those around you sense the divine presence as fearsome gravity.

Divine
KEYWORDS

Minor	←	Close burst 2
ACTION		RANGE
VS		You and each enemy in burst
ATTACK	DEFENSE	TARGET

Effect: Until the end of your next turn, you are immobilized, and the other targets are slowed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Fate Rolls On

In your god's presence, what was mere luck becomes destiny.

Divine
KEYWORDS

Imm. Reaction	↗	Ranged 5
ACTION		RANGE
VS		The triggering creature
ATTACK	DEFENSE	TARGET

Trigger: A creature within 5 squares of you makes a saving throw
Effect: If the target failed the saving throw, it takes a -2 penalty to its next saving throw before the end of the encounter. If the target saved, it gains a +2 bonus to its next saving throw before the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Grasp of the Wild

You cause the environment to clutch at creatures in an area. Vines wrap around them, the earth softens under them, water churns about them - whatever is natural for the environs.

Divine		
KEYWORDS		
Minor		Area burst 1 within 10 squares
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: The area of the burst is difficult terrain until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Healer's Mercy

Strength flows out from you to your injured comrades, rekindling their resolve to see the battle to its end.

Divine, Healing		
KEYWORDS		
Standard		Close burst 5
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: Each target can spend a healing surge. You are weakened until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Hope Remains

Those who rise again fight with renewed vigor.

Divine		
KEYWORDS		
Free		Close burst 10
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Trigger: You or an ally within 10 squares of you regains consciousness after being reduced to 0 hit points or fewer.

Effect: The target gains a +2 power bonus to attack rolls, saving throws, and all defenses until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Immediate Justice

You enforce balance with a flare of divine energy that lances your enemy.

Divine, Radiant		
KEYWORDS		
Imm. Reaction		Ranged 10
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Trigger: An enemy reduces your ally to 0 hit points or fewer or damages your unconscious ally.

Effect: The target takes radiant damage equal to 5 + one-half your level.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Imminent Luck

Your god gives you another chance at good fortune.

Divine		
KEYWORDS		
Free		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Trigger: You use a power that gives you a reroll, and the reroll is lower than the original roll.

Effect: You don't expend the use of the power that gave you the reroll.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Loving Sacrifice

The loving tie between you and your friend allows you to take some of the pain he or she would have suffered alone.

Divine		
KEYWORDS		
Imm. Interrupt		Ranged 5
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Trigger: An ally within 5 squares of you takes damage.

Effect: The damage against the target is reduced by 5, and you take 5 damage, which can't be reduced in any way.

Level 11: The damage is reduced by 10, and you take 10.

Level 21: The damage is reduced by 15, and you take 15.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Maledictor's Doom

Foes who hear your solemn vow are shaken by its weighty promise.

Divine, Fear		
KEYWORDS		
Minor		Close blast 5
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: Each target takes a -1 penalty to attack rolls and saving throws until the end of your next turn. In addition, whenever the target is hit by a fear attack before the end of your next turn, you push the target 1 square as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Master of Tyranny

Your enemies' weakness gives you strength.

Divine		
KEYWORDS		
Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: You gain a +2 bonus to attack rolls against bloodied creatures until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Moon Touched

You glow with the healing light of the moon. The light waxes and wanes for a time.

Divine, Healing		
KEYWORDS		
Minor		Close burst 5
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: The target regains hit points equal to your Wisdom or Charisma modifier. At the start of each of your turns, roll a d8. If the roll is odd, the target gains temporary hit points equal to the roll, and if the target already has temporary hit points, the effect ends. If the roll is even, the target regains hit points equal to the roll, and the effect ends.

Level 11: Roll a d10 instead of a d8.

Level 21: Roll a d12 instead of a d8.


ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

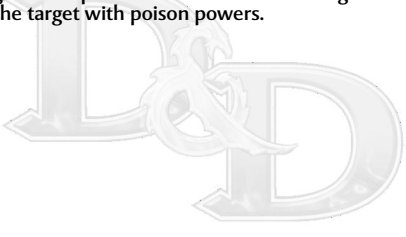
ENCOUNTER POWER

Channel Divinity: Original Poison

Your prayer empowers your venomous attacks.

Divine		
KEYWORDS		
Minor		Ranged 5
ACTION		RANGE
vs		One creature
ATTACK	DEFENSE	TARGET

Effect: Until the end of your next turn, you gain a +2 power bonus to attack rolls against the target with poison powers.




ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE FEAT	LEVEL
-------	--------------------	-------


ENCOUNTER POWER

Channel Divinity: Path of Destruction

A snarled prayer is enough to invoke the power of the Breaker, the Mangler, the Destroyer - your god.

Divine		
KEYWORDS		
Free		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Trigger: You roll damage for a melee attack
Effect: You reroll the damage and use either result.




ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE FEAT	LEVEL
-------	--------------------	-------

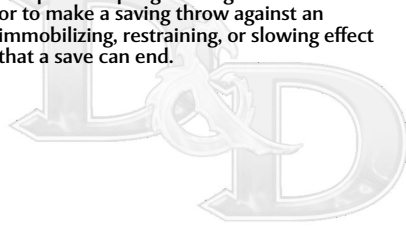
ENCOUNTER POWER

Channel Divinity: Path of Freedom

Through your prayer, you remind your friends that they are always truly free.

Divine		
KEYWORDS		
Minor		Close burst 5
ACTION		RANGE
vs		Each ally in burst
ATTACK	DEFENSE	TARGET

Effect: Each target can choose to make an escape attempt against a grab as a free action or to make a saving throw against an immobilizing, restraining, or slowing effect that a save can end.




ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE FEAT	LEVEL
-------	--------------------	-------

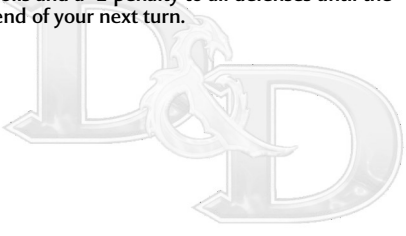
ENCOUNTER POWER

Channel Divinity: Path of War

You encourage your friends to throw themselves into glorious battle.

Divine		
KEYWORDS		
Minor		Close burst 5
ACTION		RANGE
vs		Each ally in burst
ATTACK	DEFENSE	TARGET

Effect: Each target gains a +2 bonus to attack rolls and a -2 penalty to all defenses until the end of your next turn.




ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE FEAT	LEVEL
-------	--------------------	-------

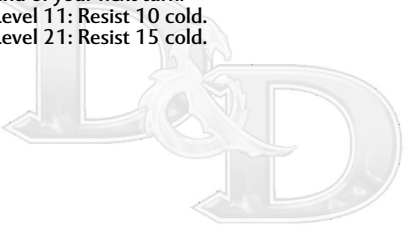
ENCOUNTER POWER

Channel Divinity: Path of Winter

At your prayer, you and your allies endure winter's chill.

Divine		
KEYWORDS		
Minor		Close burst 5
ACTION		RANGE
vs		You and each ally in burst
ATTACK	DEFENSE	TARGET

Effect: Each target gains resist 5 cold until the end of your next turn.
Level 11: Resist 10 cold.
Level 21: Resist 15 cold.




ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE FEAT	LEVEL
-------	--------------------	-------


ENCOUNTER POWER

Channel Divinity: Perfect Torment

Your prayer prolongs your enemies' suffering.

Divine		
KEYWORDS		
Minor		Close burst 5
ACTION		RANGE
vs		Each enemy in burst
ATTACK	DEFENSE	TARGET

Effect: Each target takes a -2 penalty to saving throws until the end of your next turn.




ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE FEAT	LEVEL
-------	--------------------	-------


ENCOUNTER POWER

Channel Divinity: Pulse of Life

In the mortal world, death cannot be entirely denied. But it can be postponed.

Divine		
KEYWORDS		
Imm. Interrupt		Ranged 10
ACTION		RANGE
vs		The triggering creature
ATTACK	DEFENSE	TARGET

Trigger: A creature within 10 squares of you makes a death saving throw
Effect: The target gains a +10 power bonus to the death saving throw.




ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE FEAT	LEVEL
-------	--------------------	-------


ENCOUNTER POWER

Channel Divinity: Screaming Madness

Ambushed by your dread god's madness, your enemy lurches into lunacy.

Divine		
KEYWORDS		
Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: The next enemy you hit during this turn with a fear power hits itself with its melee basic attack the first time it makes an attack on its next turn. The enemy hits itself after its attack is resolved.




ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE FEAT	LEVEL
-------	--------------------	-------


ENCOUNTER POWER

Channel Divinity: Sea Surge

Your prayer calls forth a wave to carry you or your friend to safety.

Divine		
KEYWORDS		
Imm. Reaction		Close burst 10
ACTION		RANGE
vs		The triggering character in burst
ATTACK	DEFENSE	TARGET

Trigger: You or an ally within 10 squares of you is pulled, pushed, or slid
Effect: You slide the target 2 squares.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE FEAT	LEVEL
-------	--------------------	-------

ENCOUNTER POWER

Channel Divinity: Small Vengeance

You channel your god's essence and return pain to your foe.

Divine		
KEYWORDS		
Imm. Reaction		Close burst 10
ACTION	←	RANGE
vs		The triggering enemy in burst
ATTACK	DEFENSE	TARGET

Trigger: You are bloodied by an enemy within 10 squares of you
Effect: The target takes 1d8 damage.
 Level 11: 2d8 damage.
 Level 21: 3d8 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
	FEAT	

ENCOUNTER POWER

Channel Divinity: Solar Enemy

The divine sunlight playing across your enemies is a sign of the radiance to come.

Divine		
KEYWORDS		
Minor		Close burst 2
ACTION	←	RANGE
vs		Each enemy in burst
ATTACK	DEFENSE	TARGET

Effect: Until the end of your next turn, each target gains vulnerable 5 radiant, or its vulnerability to radiant damage increases by 5.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
	FEAT	

ENCOUNTER POWER

Channel Divinity: Storm Sacrifice

If it is your god's will, the coming storm will strike as a blessing.

Divine		
KEYWORDS		
Minor		Ranged 10
ACTION	↗	RANGE
vs		One creature
ATTACK	DEFENSE	TARGET

Effect: You gain vulnerable 5 lightning and vulnerable 5 thunder. If the target has no lightning or thunder resistance, it gains vulnerable 5 lightning and vulnerable 5 thunder. If it has lightning or thunder resistance, it loses that resistance. These effects last until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
	FEAT	

ENCOUNTER POWER

Channel Divinity: Strength of the Gods

From your god, to your ally, and into the enemy: a passage of strength and impact.

Divine		
KEYWORDS		
Minor		Close burst 5
ACTION	←	RANGE
vs		One ally in burst
ATTACK	DEFENSE	TARGET

Effect: The target gains a power bonus equal to your Strength modifier to its next damage roll before the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
	FEAT	

ENCOUNTER POWER

Channel Divinity: Sudden Strife

You sow doubt in two enemies, causing them to question each other's loyalty. Their combat acumen suffers as a result.

Divine, Charm		
KEYWORDS		
Free		Ranged 5
ACTION	↗	RANGE
vs		Two enemies within 3 squares of each other
ATTACK	DEFENSE	TARGET

Effect: Until the end of your next turn, the targets take a -4 penalty to attack rolls while they are within 3 squares of each other.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
	FEAT	

ENCOUNTER POWER

Channel Divinity: Sure Knowledge

Some portion of your god's wisdom flows through you or your ally.

Divine		
KEYWORDS		
Free		Ranged 5
ACTION	↗	RANGE
vs		The triggering character
ATTACK	DEFENSE	TARGET

Trigger: You or an ally within 5 squares of you makes a knowledge check and doesn't like the result
Effect: The target makes the knowledge check again and uses the new result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
	FEAT	

ENCOUNTER POWER

Channel Divinity: Sure Protection

You ensure that a moment of respite is not interrupted.

Divine		
KEYWORDS		
Free		Close burst 5
ACTION	←	RANGE
vs		The triggering character
ATTACK	DEFENSE	TARGET

Trigger: You or an ally within 5 squares of you uses his or her second wind
Effect: The target gains a +3 power bonus to all defenses until the start of his or her next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
	FEAT	

ENCOUNTER POWER

Channel Divinity: Trickster's Fortune

You slyly twist your foe's fate and try to turn its misfortune into your fortune.

Divine		
KEYWORDS		
Imm. Interrupt		Close burst 5
ACTION	←	RANGE
vs		The triggering enemy in burst
ATTACK	DEFENSE	TARGET

Trigger: An enemy within 5 squares of you makes a saving throw
Effect: The target takes a -2 penalty to the saving throw. If the saving throw fails, you or an ally in the burst can make a saving throw.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
	FEAT	

ENCOUNTER POWER

Channel Divinity: Undeath's Ally

At your touch, your friend's life begins to slip away, but he or she gains some of the resilience of undeath.

Divine		
KEYWORDS		
Minor		Melee 1
ACTION	↓	RANGE
vs		One ally
ATTACK	DEFENSE	TARGET

Effect: The target loses a healing surge but gains temporary hit points equal to his or her healing surge value + one-half your level.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
	FEAT	

ENCOUNTER POWER

Create Holy Water



The sparkling water you create seems proof against all impurities.

1 hour		24 hours
TIME		DURATION
Special	50 gp	Religion (no check)
COMP. COST	PRICE	KEY SKILL

This ritual infuses astral radiance into a small quantity of ordinary water. The cost to do so depends on the level of the holy water you choose to create. You cannot create holy water of a level higher than your own. Aside from its effect on undead and demons, holy water acts as normal pure water in all ways. It can be distinguished from normal water with examination and a successful DC 15 Religion or Arcana check.

Holy Water Level 1+

Lvl 1: 20 gp; Lvl 6: 75 gp; Lvl 11: 350 gp; Lvl 16: 1,800 gp; Lvl 21: 9,000 gp; Lvl 26: 45,000 gp

Power (Consumable + Radiant): Minor Action. Make an attack; Ranged 3/6; +4 vs. Reflex; on a hit, the attack deals 1d10 radiant damage to an undead creature or a demon. Level 6: +9 vs. Reflex; 1d10 radiant damage. Level 11: +14 vs. Reflex; 2d10 radiant damage. Level 16: +19 vs. Reflex; 2d10 radiant damage. Level 21: +24 vs. Reflex; 3d10 radiant damage. Level 26: +29 vs. Reflex; 3d10 radiant damage.

CATEGORY CREATION LEVEL 1

RITE

Iron Vigil



Meditation and prayer are all the sustenance you need.

10 minutes		8 hours
TIME		DURATION
35 gp	170 gp	Religion (no check)
COMP. COST	PRICE	KEY SKILL

You invoke your dedication to your god and let it wash your fatigue and needs from you. Iron Vigil fulfills your body's need for food and water when you perform it and allows you to remain aware and alert while taking an extended rest anytime during the ritual's duration.

CATEGORY EXPLORATION LEVEL 4

RITE

Thief's Lament



Those of criminal intent find their talents fail them when they enter the area protected by this magic.

1 hour		24 hours or more (see text)
TIME		DURATION
140 gp, 2 healing surges	360 gp	Arcana or Religion
COMP. COST	PRICE	KEY SKILL

Creatures in the warded area take a -5 penalty to Stealth checks and Thievery checks. Your Arcana or Religion check determines the size of the warded area.

9 or lower: Burst 1
10-19: Burst 3
20-29: Burst 5
30-39: Burst 8
40 or higher: Burst 12

The warding effect lasts for 24 hours, but you (and not any assistants) can extend the duration by an additional 24 hours for each extra healing surge you expend just before the current duration expires. You need not be in the same area or even on the same plane to extend the duration. If you extend the ritual's duration for a year and a day without interruption, the effect becomes permanent.

CATEGORY WARDING LEVEL 6

RITE

Hallowed Temple



A brilliant shrine appears in the area, welcoming those pure of heart and striking fear in those who know only corruption.

1 hour		8 hours
TIME		DURATION
520 gp	1,300 gp	Religion (no check)
COMP. COST	PRICE	KEY SKILL

The Hallowed Temple ritual creates a shimmering temple associated with your deity. The temple occupies a close burst 7 as it materializes around you. The structure incorporates as many appropriate artistic elements as you like: the exterior features iconography, stained-glass windows, and other decorative features, and the interior contains an altar, statues, or other appropriate items related to your faith.

The temple is comfortable, and creatures inside it feel close to your god. It is immune to damage. Access to the interior is through the temple's front (and only) door. The walls of the temple, including the door, are solid obstacles. The temple and all its contents (even items removed from the temple) vanish at the end of the ritual's duration. Demons and undead cannot cross the temple's threshold. Any creatures within the burst (except for you) when the temple materializes are displaced to a space outside the temple as close to their former location as possible. If insufficient space exists either for the temple itself or for the displacement of creatures, the ritual cannot be performed.

CATEGORY CREATION LEVEL 12

RITE

Mark of Justice



Some lessons are best learned through suffering. Your magic ensures that the guilty creature continues its offenses only at great peril.

10 minutes		Permanent
TIME		DURATION
1,000 gp	2,600 gp	Religion (no check)
COMP. COST	PRICE	KEY SKILL

You draw a mark on the subject of the ritual, who must be willing or helpless for the time it takes to perform the ritual. At the ritual's completion, designate an action or a kind of behavior that the mark forbids, and select one of the following penalties or another worked out by you and your DM. When the subject performs the forbidden action or displays the forbidden behavior, the subject is affected by the penalty for the next 24 hours. Example penalties include the following:
Ineptness: When the subject makes a successful d20 roll, it must roll again and use the second result.
Weakness of Flesh: The subject gains vulnerable 10 to all damage.
Curse of Solitude: The subject is blinded and deafened.

No matter the distance, you are aware when the subject triggers the penalty or when the penalty is lifted. The Remove Affliction ritual can end the effect of Mark of Justice, using twice your level as the penalty to the Heal check.

CATEGORY BINDING LEVEL 12

RITE

Adjure



Killed with righteous authority, you order an immortal entity to serve you.

1 hour		8 hours or until discharged
TIME		DURATION
3,000 gp	7,500 gp	Religion
COMP. COST	PRICE	KEY SKILL

You command an immortal creature whose level does not exceed yours. The subject of this ritual must be able to see and hear you and must remain within 5 squares of you for the entire time necessary to perform the ritual. Because most creatures do not willingly submit to this ritual, you must usually make the creature helpless or restrain the creature by means of a Magic Circle ritual. Unless it is prevented from doing so, the creature can leave at any time. Finally, you must be able to communicate with the creature, or the ritual automatically fails.

To determine the extent of your authority over the subject, you engage in a special skill challenge during the time it takes to perform the ritual. The DCs for the checks in this challenge are equal to the subject's level + 10. Religion is the primary skill; each time you or an ally succeeds on a Religion check in the challenge, you or an ally can use Diplomacy, History, Arcana, or Intimidate for one subsequent check. Once you have amassed 3 failures or achieved 10 successes, the skill challenge ends. Consult the following table and apply the effect associated with the number of successes you achieved.

- 0 or 1: The creature has authority over you and can issue one command that you must obey, a task that requires up to a day of effort.
- 2 or 3: You have immediate authority over the creature. You can command the creature to perform one task that takes no more than 5 minutes.
- 4 or 5: You have moderate authority over the creature. You can command the creature to perform a task that requires up to a day of effort.
- 6 or 7: You have significant authority over the creature. You can command the creature to perform a task that requires up to a week of effort.
- 8 or 9: You have great authority over the creature. You can command the creature to perform a task that requires up to a month of effort.
- 10: You have ultimate authority over the creature. You can command the creature to perform a task that requires up to a year and a day of effort.

When the specified task is completed, the ritual is discharged, and the creature (or you) is released from service. You can request any kind of service that does not compel the subject to obey multiple commands, force the subject to engage in combat, or ensure the subject's death. (The subject can engage in combat to achieve a task if it wishes, but combat cannot be required.) If the task is impossible, such as commanding a creature that cannot fly to soar into the sky, the creature can ignore the command.

CATEGORY BINDING LEVEL 16

RITE

Succor



A site sacred to your deity is always open to those in need.

8 hours		Permanent until discharged
TIME		DURATION
5,000 gp, 4 healing surges	25,000 gp	Religion (no check)
COMP. COST	PRICE	KEY SKILL

You must perform this ritual inside a shrine, a temple, or some other site of religious significance to your deity. Succor attunes the ritual's focus to the site, linking the two until the ritual is discharged. After the time required to perform the ritual, the creature holding the focus can spend a standard action to activate the ritual's effect: At the end of the creature's next turn, the creature and up to eight willing creatures within its line of sight teleport to the holy site to which the focus was attuned, and the ritual is discharged. Succor crosses any distance and planar boundaries.

Any effect or condition that prevents teleportation also prevents this ritual from functioning (but does not discharge it).

Focus: Prayer beads, a holy book, or some other item of religious significance worth at least 5,000 gp.

CATEGORY TRAVEL LEVEL 20

RITE

Ease Spirit



Death's memory fades as the spirit settles more firmly into the flesh.

2 hours		Instantaneous
TIME		DURATION
25,000 gp	70,000 gp	Heal (no check)
COMP. COST	PRICE	KEY SKILL

You designate one creature adjacent to you that is currently affected by a death penalty, such as that gained from the Raise Dead ritual. This ritual lessens the subject's death penalty by 1.

CATEGORY RESTORATION LEVEL 25

RITE