

Invoker Attack 1

Sun Strike

A beam of radiant energy extends from your hands to bathe a foe in searing light and force it to move.

At-Will **Divine, Implement, Radiant**
Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier radiant damage, and you slide the target 1 square.
Level 21: 2d8 + Wisdom modifier radiant damage.

Special: You can use this power as a ranged basic attack.

Published in [Player's Handbook 2](#), page(s) 103.

Invoker Attack 1

Vanguard's Lightning

Bolts of divine lightning arc from your hands to scorch the area before you. The bolts linger, ready to avenge any attacks made by your foes

At-Will **Divine, Implement, Lightning**
Standard Action **Area burst 1 within 10**

Target: Each creature in the burst

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier lightning damage. Whenever the target makes an opportunity attack before the end of your next turn, the target takes lightning damage equal to your Intelligence modifier.
Level 21: 2d6 + Wisdom modifier lightning damage.

Published in [Player's Handbook 2](#), page(s) 103.

Hamadryad Racial Utility

Hamadryad Aspects

Drawing on fey magic, you call on your primal beauty and strength to thwart your foes.

Encounter
Minor Action **Personal**

Effect: Choose one of the following aspects each time you use this power. You gain that aspect's benefits.

Spellbinding Beauty: Every enemy that can see you grants combat advantage to you until the end of your next turn.

Wooden Form: You gain resist 5 to all damage until the end of your next turn.
Level 11: Resist 10.
Level 21: Resist 15.

Published in [Heroes of the Feywild](#), page(s) 22.

Invoker Feature

Maledictor's Doom

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

Encounter **Divine, Fear**
Minor Action **Close blast 5**

Channel Divinity: You can use only one channel divinity power per encounter

Target: Each enemy in the blast

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.

Published in [Divine Power](#), page(s) 56.

Invoker Feature

Rebuke Undead

Undead flee and then cower in your presence, their bodies seared by divine light.

Encounter (Special) **Divine, Implement, Radiant**
Standard Action **Close blast 5**

Channel Divinity: You can use only one channel divinity power per encounter.

Target: Each undead creature in the blast

Attack: Wisdom vs. Will

Hit: 1d10 + Wisdom modifier radiant damage. You push the target 2 squares, and it is dazed until the end of your next turn.
Level 5: 2d10 + Wisdom modifier radiant damage.
Level 11: 3d10 + Wisdom modifier radiant damage.
Level 15: 4d10 + Wisdom modifier radiant damage.
Level 21: 5d10 + Wisdom modifier radiant damage.
Level 25: 6d10 + Wisdom modifier radiant damage.

Miss: Half damage.

Published in [Player's Handbook 2](#), page(s) 103.

Invoker Attack 1

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.

Encounter **Charm, Divine, Implement, Radiant**
Standard Action **Close burst 5**

Target: One or two creatures in the burst

Attack: Wisdom vs. Will

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.

Published in [Divine Power](#), page(s) 57.

Invoker Attack 1

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.

Daily **Divine, Implement, Thunder**
Standard Action **Close blast 3**

Target: Each creature in the blast

Attack: Wisdom vs. Fortitude

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.

Published in [Divine Power](#), page(s) 58.