

out any sort of priestly hierarchy involved. What you do with your powers once you are ordained is up to you, although if you flagrantly and openly defy your deity's tenets, you quickly earn the enmity of the faithful.

GOOD, LAWFUL GOOD, AND UNALIGNED DEITIES

Deity	Alignment	Areas of Influence
Avandra	Good	Change, luck, trade, travel
Bahamut	Lawful good	Justice, honor, nobility, protection
Corellon	Unaligned	Arcane magic, spring, beauty, the arts
Erathis	Unaligned	Civilization, invention, laws
Ioun	Unaligned	Knowledge, prophecy, skill
Kord	Unaligned	Storms, strength, battle
Melora	Unaligned	Wilderness, sea
Moradin	Lawful good	Creation, artisans, family
Pelor	Good	Sun, summer, agriculture, time
Raven Queen	Unaligned	Death, fate, winter
Sehanine	Unaligned	Trickery, moon, love, autumn

EVIL AND CHAOTIC EVIL DEITIES

Deity	Alignment	Areas of Influence
Asmodeus	Evil	Power, domination, tyranny
Bane	Evil	War, conquest
Gruumsh	Chaotic evil	Turmoil, destruction
Lolth	Chaotic evil	Spiders, shadows, lies
Tiamat	Evil	Wealth, greed, vengeance
Torog	Evil	Underdark, imprisonment
Vecna	Evil	Undeath, secrets
Zehir	Evil	Darkness, poison, serpents

You must choose a deity compatible with your alignment: Good clerics serve good deities, lawful good clerics serve lawful good deities, and so on. If a deity is unaligned, your alignment doesn't matter, so a deity such as Melora has good, lawful good, evil, chaotic evil, and unaligned clerics in her service. Similarly, if you're unaligned, you can serve any god. For example, Pelor is served by both good clerics and unaligned clerics, but never by evil, chaotic evil, or lawful good clerics.

For most games, you should choose a good, lawful good, or unaligned deity for your cleric. Ask your Dungeon Master before you select an evil or chaotic evil deity.

IMPLEMENT

Clerics make use of holy symbols to help channel and direct their divine powers. A cleric wearing or holding a magic holy symbol can add its enhancement bonus to the attack rolls and the damage rolls of cleric powers, as well as cleric paragon path powers, that have the implement keyword. Without a holy symbol, a cleric can still use these powers, but he or she doesn't gain the bonus provided by the magic implement.

CLERIC POWERS

Your cleric powers are called prayers. Some are better for the battle cleric and some are better for the devoted cleric, but a cleric can choose any power when making a power selection.

CLASS FEATURES

The cleric has two class features that work like powers: Channel Divinity and *healing word*. The Channel Divinity class feature encompasses multiple powers, two of which (*divine fortune* and *turn undead*) are presented below.

Channel Divinity: Divine Fortune Cleric Feature

In the face of peril, you hold true to your faith and receive a special boon.

Encounter ♦ Divine

Free Action Personal

Effect: You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.

Channel Divinity: Turn Undead Cleric Feature

You sear undead foes, push them back, and root them in place.

Encounter ♦ Divine, Implement, Radiant

Standard Action Close burst 2
(5 at 11th level, 8 at 21st level)

Target: Each undead creature in burst

Attack: Wisdom vs. Will

Hit: 1d10 + Wisdom modifier radiant damage, and you push the target a number of squares equal to 3 + your Charisma modifier. The target is immobilized until the end of your next turn.

Increase damage to 2d10 + Wisdom modifier at 5th level, 3d10 + Wisdom modifier at 11th level, 4d10 + Wisdom modifier at 15th level, 5d10 + Wisdom modifier at 21st level, and 6d10 + Wisdom modifier at 25th level.

Miss: Half damage, and the target is not pushed or immobilized.

Healing Word Cleric Feature

You whisper a brief prayer as divine light washes over your target, helping to mend its wounds.

Encounter (Special) ♦ Divine, Healing

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter.

Minor Action Close burst 5
(10 at 11th level, 15 at 21st level)

Target: You or one ally

Effect: The target can spend a healing surge and regain an additional 1d6 hit points.

Increase the amount of additional hit points regained to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

LEVEL 1 AT-WILL PRAYERS

Lance of Faith

Cleric Attack 1

A brilliant ray of light sears your foe with golden radiance. Sparks of light linger around the target, guiding your ally's attack.

At-Will ♦ Divine, Implement, Radiant

Standard Action **Ranged 5**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target.

Increase damage to 2d8 + Wisdom modifier at 21st level.

Priest's Shield

Cleric Attack 1

You utter a minor defensive prayer as you attack with your weapon.

At-Will ♦ Divine, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you and one adjacent ally gain a +1 power bonus to AC until the end of your next turn.

Increase damage to 2[W] + Strength modifier at 21st level.

Righteous Brand

Cleric Attack 1

You smite your foe with your weapon and brand it with a ghostly, glowing symbol of your deity's anger. By naming one of your allies when the symbol appears, you add divine power to that ally's attacks against the branded foe.

At-Will ♦ Divine, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and one ally within 5 squares of you gains a power bonus to melee attack rolls against the target equal to your Strength modifier until the end of your next turn.

Increase damage to 2[W] + Strength modifier at 21st level.

Sacred Flame

Cleric Attack 1

Sacred light shines from above, searing a single enemy with its radiance while at the same time aiding an ally with its beneficent power.

At-Will ♦ Divine, Implement, Radiant

Standard Action **Ranged 5**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Charisma modifier + one-half your level or to make a saving throw.

Increase damage to 2d6 + Wisdom modifier at 21st level.

LEVEL 1 ENCOUNTER PRAYERS

Cause Fear

Cleric Attack 1

Your holy symbol ignites with the fury of your god. Uncontrollable terror grips your enemy, causing him to instantly recoil.

Encounter ♦ Divine, Fear, Implement

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Will

Hit: The target moves its speed + your Charisma modifier away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

Divine Glow

Cleric Attack 1

Murmuring a prayer to your deity, you invoke a blast of white radiance from your holy symbol. Foes burn in its stern light, but your allies are heartened and guided by it.

Encounter ♦ Divine, Implement, Radiant

Standard Action **Close blast 3**

Target: Each enemy in blast

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier radiant damage.

Effect: Allies in the blast gain a +2 power bonus to attack rolls until the end of your next turn.

Healing Strike

Cleric Attack 1

Divine radiance gleams from your weapon. When you smite your enemy, your deity bestows a minor blessing in the form of healing for you or one of your allies.

Encounter ♦ Divine, Healing, Radiant, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier radiant damage, and the target is marked until the end of your next turn. In addition, you or one ally within 5 squares of you can spend a healing surge.

Wrathful Thunder

Cleric Attack 1

Your arm is made strong by the power of your deity. When you strike, a terrible thunderclap smites your adversary and dazes him.

Encounter ♦ Divine, Thunder, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier thunder damage, and the target is dazed until the end of your next turn.

LEVEL 1 DAILY PRAYERS

Avenging Flame

Cleric Attack 1

You slam your weapon into your foe, who bursts into flame. Divine fire avenges each attack your enemy dares to make.

Daily ♦ Divine, Fire, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and ongoing 5 fire damage (save ends).

Miss: Half damage, and no ongoing fire damage.

Special: If the target attacks on its turn, it can't attempt a saving throw against the ongoing damage.

Beacon of Hope

Cleric Attack 1

A burst of divine energy harms your foes and heals your allies. The radiant energy lingers around your holy symbol and improves your healing powers for the rest of the battle.

Daily ♦ Divine, Healing, Implement

Standard Action Close burst 3

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: The target is weakened until the end of its next turn.

Effect: You and all your allies in the burst regain 5 hit points, and your healing powers restore +5 hit points until the end of the encounter.

Cascade of Light

Cleric Attack 1

A burst of divine radiance sears your foe.

Daily ♦ Divine, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Will

Hit: 3d8 + Wisdom modifier radiant damage, and the target gains vulnerability 5 to all your attacks (save ends).

Miss: Half damage, and the target gains no vulnerability.

Guardian of Faith

Cleric Attack 1

You conjure a ghostly guardian, indistinct except for a glowing shield emblazoned with your deity's symbol. A burst of radiance erupts from it to sear foes that move next to it.

Daily ♦ Conjuration, Divine, Implement, Radiant

Standard Action Ranged 5

Effect: You conjure a guardian that occupies 1 square within range. Every round, you can move the guardian 3 squares as a move action. The guardian lasts until the end of the encounter. Any creature that ends its turn next to the conjured guardian is subject to a Wisdom vs. Fortitude attack. On a hit, the attack deals 1d8 + Wisdom modifier radiant damage.

LEVEL 2 UTILITY PRAYERS

Bless

Cleric Utility 2

You beseech your deity to bless you and your allies.

Daily ♦ Divine

Standard Action Close burst 20

Targets: You and each ally in burst

Effect: Until the end of the encounter, all targets gain a +1 power bonus to attack rolls.

Cure Light Wounds

Cleric Utility 2

You utter a simple prayer and gain the power to instantly heal wounds, and your touch momentarily suffuses you or a wounded creature with a dim silver light.

Daily ♦ Divine, Healing

Standard Action Melee touch

Target: You or one creature

Effect: The target regains hit points as if it had spent a healing surge.

Divine Aid

Cleric Utility 2

You beseech your deity to grant you or one of your allies the strength to overcome a hindrance.

Encounter ♦ Divine

Standard Action Ranged 5

Target: You or one ally

Effect: The target makes a saving throw with a bonus equal to your Charisma modifier.

Sanctuary

Cleric Utility 2

You cast a protective ward upon a creature that makes enemies' attacks less effective.

Encounter ♦ Divine

Standard Action Ranged 10

Target: You or one creature

Effect: The target receives a +5 bonus to all defenses. The effect lasts until the target attacks or until the end of your next turn.

Shield of Faith

Cleric Utility 2

A gleaming shield of divine energy appears over you, granting you and nearby allies protection against attacks.

Daily ♦ Divine

Standard Action Close burst 5

Targets: You and each ally in burst

Effect: The targets gain a +2 power bonus to AC until the end of the encounter.

LEVEL 3 ENCOUNTER PRAYERS

Blazing Beacon

Cleric Attack 3

You invoke your deity's name, and holy light envelops your weapon. When you strike your foe, a blazing beacon in the form of a holy rune floats above its head to guide your allies' ranged attacks as well.

Encounter ♦ Divine, Radiant, Weapon**Standard Action** **Melee weapon****Target:** One creature**Attack:** Strength vs. AC

Hit: 1[W] + Strength modifier radiant damage, and all ranged attack rolls against the target gain a +4 power bonus until the end of your next turn.

Command

Cleric Attack 3

You utter a single word to your foe, a word that demands obedience. You can choose to drive the foe back, order it closer, or cause the foe to throw itself to the ground.

Encounter ♦ Charm, Divine, Implement**Standard Action** **Ranged 10****Target:** One creature**Attack:** Wisdom vs. Will

Hit: The target is dazed until the end of your next turn. In addition, you can choose to knock the target prone or slide the target a number of squares equal to 3 + your Charisma modifier.

Daunting Light

Cleric Attack 3

A burning column of light engulfs your foe. Its brilliance burns and hinders your foe's defense for a short time.

Encounter ♦ Divine, Implement, Radiant**Standard Action** **Ranged 10****Target:** One creature**Attack:** Wisdom vs. Reflex**Hit:** 2d10 + Wisdom modifier radiant damage.

Effect: One ally you can see gains combat advantage against the target until the end of your next turn.

Split the Sky

Cleric Attack 3

You invoke ancient words of wrath as you attack with your weapon. The thundering power of your melee strike causes your foe to stumble backward and fall.

Encounter ♦ Divine, Thunder, Weapon**Standard Action** **Melee weapon****Target:** One creature**Attack:** Strength vs. Fortitude

Hit: 1[W] + Strength modifier thunder damage, and you push the target 2 squares and knock it prone.

LEVEL 5 DAILY PRAYERS

Consecrated Ground

Cleric Attack 5

With a wave of your hand, jagged lines of radiant light spread across the ground around you like a crackling web, moving at your whim. Enemies that stand upon this ground suffer the wrath of your deity.

Daily ♦ Divine, Healing, Radiant, Zone**Standard Action** **Close burst 1**

Effect: The burst creates a zone of sanctified ground that lasts until the end of your next turn. You can move the origin square of the zone 3 squares as a move action. Enemies that start their turns within the zone take 1d6 + your Charisma modifier radiant damage. You and any allies who are bloodied and start their turns within the zone regain hit points equal to 1 + your Charisma modifier.

Sustain Minor: The zone persists.**Rune of Peace**

Cleric Attack 5

You smash your weapon into your foe, leaving behind a glowing rune that prevents your foe from making attacks.

Daily ♦ Charm, Divine, Weapon**Standard Action** **Melee weapon****Target:** One creature**Attack:** Strength vs. Will

Hit: 1[W] + Strength modifier damage, and the target cannot attack (save ends).

Miss: The target cannot attack you until the end of your next turn.

Spiritual Weapon

Cleric Attack 5

You conjure a glowing weapon adorned with the symbol of your deity. The weapon attacks one of your foes and guides your allies' attacks against the same target.

Daily ♦ Conjuration, Divine, Implement**Standard Action** **Ranged 10****Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 1d10 + Wisdom modifier damage.

Effect: You conjure a weapon that appears in the target's square and attacks. Your allies gain combat advantage against the target. You can move the weapon up to 10 squares to another enemy's square as a move action. The weapon lasts until the end of your next turn.

Sustain Minor: When you sustain the power, repeat the attack. Your allies continue to gain combat advantage against the weapon's target.

Weapon of the Gods

Cleric Attack 5

Your weapon glows with divine radiance, enhancing your attacks.

Daily ♦ Divine, Radiant, Weapon**Minor Action** **Melee touch****Target:** One held weapon

Effect: Until the end of the encounter, all attacks made with the weapon deal an extra 1d6 radiant damage. When the weapon hits an enemy, the enemy takes a -2 penalty to AC until the end of the weapon wielder's next turn.

LEVEL 6 UTILITY PRAYERS

Bastion of Health

Cleric Utility 6

You invoke a prayer that instantly fortifies one of your allies.

Encounter ♦ Divine, Healing

Minor Action **Ranged 10**

Target: You or one ally

Effect: The target can spend a healing surge. Add your Charisma modifier to the hit points regained.

Cure Serious Wounds

Cleric Utility 6

You utter a simple prayer and gain the power to instantly heal wounds, and your touch momentarily suffuses you or a wounded creature with bright silver light.

Daily ♦ Divine, Healing

Standard Action **Melee touch**

Target: You or one creature

Effect: The target regains hit points as if it had spent two healing surges.

Divine Vigor

Cleric Utility 6

You call upon your deity to invigorate you and your battle-weary allies.

Daily ♦ Divine, Healing

Minor Action **Close burst 5**

Targets: You and each ally in burst

Effect: Each target regains the use of his or her second wind.

Holy Lantern

Cleric Utility 6

A conjured beacon of divine light shines like a lantern, piercing shadows and deception.

At-Will ♦ Conjunction, Divine

Standard Action **Ranged 3**

Effect: You conjure a lantern that appears in 1 square within range and sheds light 5 squares in all directions. You and allies in the light gain a +2 power bonus to Perception and Insight checks. You can move the lantern up to your speed as a minor action. The lantern lasts for 10 hours, but you can have only a single holy lantern active at a time.

LEVEL 7 ENCOUNTER PRAYERS

Awe Strike

Cleric Attack 7

The supernatural awe and dread that radiates from you as you swing your weapon leaves your foe momentarily frozen in terror.

Encounter ♦ Divine, Fear, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Will

Hit: 1[W] + Strength modifier damage, and the target is immobilized until the end of your next turn.

Break the Spirit

Cleric Attack 7

Calling down the power of your god, you bathe your foe in agonizing radiance, driving strength out of its impending attacks.

Encounter ♦ Charm, Divine, Implement, Radiant

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Will

Hit: 2d8 + Wisdom modifier radiant damage, and the target takes a penalty to attack rolls equal to your Charisma modifier until the end of your next turn.

Searing Light

Cleric Attack 7

You invoke the power of your deity. From your holy symbol a searing ray of light flashes forth, striking and blinding your enemy for a short time.

Encounter ♦ Divine, Implement, Radiant

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier radiant damage, and the target is blinded until the end of your next turn.

Strengthen the Faithful

Cleric Attack 7

You utter a solemn prayer as you bring your weapon down upon your foe, invoking the power of your deity to physically bolster you and nearby allies.

Encounter ♦ Divine, Healing, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you and each ally adjacent to the target can spend a healing surge. Add your Charisma modifier to the hit points regained.

LEVEL 9 DAILY PRAYERS

Astral Defenders

Cleric Attack 9

You conjure two ghostly soldiers, indistinct except for glowing weapons. They lash out with divine radiance against enemies that pass.

Daily ♦ Conjunction, Divine, Implement, Radiant

Standard Action **Ranged 10**

Effect: You conjure two soldiers, each occupying 1 square within range. The conjured soldiers don't attack normally, but whenever an opportunity attack would be provoked from a conjured soldier, the soldier makes a Wisdom vs. Reflex attack. On a hit, the attack deals 1d10 + Wisdom modifier radiant damage.

You can move one soldier or both a total of 3 squares as a move action. Creatures can move through the spaces occupied by the soldiers. The soldiers last until the end of the encounter.

Blade Barrier

Cleric Attack 9

A barrier of whirling blades appears, slashing at those who come too close or try to pass through.

Daily ♦ Conjunction, Divine, Implement

Standard Action Area wall 5 within 10 squares

Effect: You conjure a wall of contiguous squares filled with spinning blades of astral energy that lasts until the end of your next turn. The wall can be up to 5 squares long and up to 2 squares high. The spaces occupied by the blade barrier are difficult terrain.

If a creature enters the barrier's space or starts its turn there, it takes 3d6 + Wisdom modifier damage plus ongoing 5 damage (save ends).

Sustain Minor: The barrier persists.

Divine Power

Cleric Attack 9

You swing your weapon in a wide arc around you, creating a halo of divine energy that drives foes back while fortifying you and your allies.

Daily ♦ Divine, Healing, Radiant, Weapon

Standard Action Close burst 2

Target: Each enemy in burst you can see

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier radiant damage, and you push the target 1 square.

Effect: Until the end of the encounter, you gain regeneration 5, and you and each ally within the burst gain a +2 power bonus to AC.

Flame Strike

Cleric Attack 9

A column of flame roars downward to engulf your foes.

Daily ♦ Divine, Fire, Implement

Standard Action Area burst 2 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 2d10 + Wisdom modifier fire damage, and ongoing 5 + Wisdom modifier fire damage (save ends).

Miss: Half damage, and no ongoing fire damage.

LEVEL 10 UTILITY PRAYERS

Astral Refuge

Cleric Utility 10

With a touch, you send one of your allies to a sequestered location in the Astral Sea, where he can recuperate for a brief time before rejoining the battle.

Daily ♦ Divine, Healing, Teleportation

Standard Action Melee touch

Target: One willing ally

Effect: The target is whisked away to a place of safety in the Astral Sea for 3 rounds. While there, the target can spend a healing surge each round but cannot take any other actions. At the end of the effect, the target reappears in the space he or she left or, if the space is not vacant, in the nearest unoccupied space.

Knights of Unyielding Valor

Cleric Utility 10

You conjure four ghostly knights that carry huge shields emblazoned with the symbol of your deity.

Daily ♦ Conjunction, Divine

Standard Action Ranged 10

Effect: You conjure four ghostly warriors, each occupying 1 square within range. As a move action, you can move any of the knights 2 squares. They can't attack or be attacked or damaged, and they last until the end of the encounter.

Enemies can't enter a square occupied by a conjured knight, but allies can move through the knights' spaces as if the knights were allies. The conjured knights grant cover to allies but not enemies.

Mass Cure Light Wounds

Cleric Utility 10

With a wave of your hand, healing motes of silver light engulf you and all nearby allies.

Daily ♦ Divine, Healing

Standard Action Close burst 5

Targets: You and each ally in burst

Effect: The targets regain hit points as if they had spent a healing surge. Add your Charisma modifier to the hit points regained.

Shielding Word

Cleric Utility 10

You invoke a prayer that instantly defends one of your allies.

Encounter ♦ Divine

Immediate Interrupt Ranged 5

Trigger: An ally in range is hit by an attack

Effect: The ally gains a +4 power bonus to AC until the end of your next turn.

LEVEL 13 ENCOUNTER PRAYERS

Arc of the Righteous

Cleric Attack 13

You channel your god's divine wrath into your weapon, unleashing an arc of lightning with a successful strike that then leaps to another foe within range.

Encounter ♦ Divine, Lightning, Weapon

Standard Action Melee weapon

Primary Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier lightning damage. Make a secondary attack.

Secondary Target: One creature within 3 squares of you

Secondary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier lightning damage.

Inspiring Strike

Cleric Attack 13

You recite a short verse as you strike your enemy with your weapon. If you hit, the power of the quoted verse brings healing to you or an ally close by.

Encounter ♦ Divine, Healing, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you or an ally within 5 squares regains hit points equal to 15 + your Charisma modifier.

Mantle of Glory

Cleric Attack 13

Whispering a prayer to your deity, you invoke a blast of white radiance from your holy symbol. Foes burn in its glorious light, but your allies are fortified by it.

Encounter ♦ Divine, Healing, Implement, Radiant
Standard Action Close blast 5

Target: Each enemy in blast

Attack: Wisdom vs. Will

Hit: 2d10 + Wisdom modifier radiant damage.

Effect: Allies in the blast can spend a healing surge.

Plague of Doom

Cleric Attack 13

You direct your attention at an enemy, whisper an ancient battle prayer, and send jolts of wracking pain through his body.

Encounter ♦ Divine, Implement
Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 3d8 + Wisdom modifier damage, and the target takes a penalty to all defenses equal to your Charisma modifier until the end of your next turn.

LEVEL 15 DAILY PRAYERS**Holy Spark**

Cleric Attack 15

Crackling with heavenly lightning, your weapon hits your foe and engulfs him in glowing arcs. Lightning jumps to other foes that approach the target.

Daily ♦ Divine, Lightning, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Will

Hit: 2[W] + Strength modifier lightning damage, and ongoing 10 lightning damage (save ends). While this power's ongoing damage is in effect, any ally of the target that starts its turn within 3 squares of the target takes 2d10 lightning damage.

Miss: Half damage, and no ongoing lightning damage.

Purifying Fire

Cleric Attack 15

Divine fire engulfs your foes and leaves them burning. Like beacons of holy flame, your burning foes heal your nearby allies while the flames persist.

Daily ♦ Divine, Fire, Healing, Implement
Standard Action Area burst 2 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 3d10 + Wisdom modifier fire damage, and ongoing 10 fire damage (save ends). While this power's ongoing damage is in effect, you and your allies regain hit points equal to 5 + your Charisma modifier when starting a turn adjacent to one or more targets taking the ongoing damage.

Miss: Half damage, and no ongoing fire damage.

Seal of Warding

Cleric Attack 15

You create a circle of faintly glowing divine symbols around you that hinders the movement of enemies caught within it and protects you and your allies from ranged attacks.

Daily ♦ Divine, Implement, Radiant, Zone
Standard Action Close burst 3

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 4d10 + Wisdom modifier radiant damage, and the target is slowed until the end of your next turn.

Miss: Half damage, and the target is not slowed.

Effect: The burst creates a zone of difficult terrain that grants cover to you and your allies against ranged attacks until the end of your next turn.

Sustain Minor: The zone persists.

LEVEL 16 UTILITY PRAYERS**Astral Shield**

Cleric Utility 16

You conjure a shimmering silver shield, which you can then move around the battlefield to provide protection where it is needed most.

Encounter ♦ Conjuration, Divine
Standard Action Ranged 5

Effect: You conjure a shield that appears in 1 square within range. You and any allies adjacent to the shield gain a +2 bonus to AC. Every round, you can move the shield up to 3 squares within range as a move action. It can't be attacked or damaged and lasts until the end of the encounter.

Cloak of Peace

Cleric Utility 16

You utter a prayer as you point toward a nearby ally, surrounding him in a mantle of faint silvery light that repels attacks for as long as he does not attack.

Daily ♦ Divine
Standard Action Ranged 10

Target: You or one ally

Effect: The target gains a +5 power bonus to AC and a +10 power bonus to all other defenses until the end of the encounter. This effect ends if the target makes an attack.

Divine Armor

Cleric Utility 16

As you mutter a fervent prayer, the power of your god encases you and healing motes of silver light surround you and all nearby allies.

Daily ♦ Divine, Healing
Standard Action Close burst 3

Targets: You and each ally in burst

Effect: You gain a +2 power bonus to AC, and all targets gain resist 5 to all damage until the end of the encounter.

Hallowed Ground

Cleric Utility 16

You speak a prayer, and the ground around you becomes hallowed, granting you and your allies divine protection.

Daily ♦ Divine, Zone
Standard Action Close burst 5

Effect: The burst creates a zone of hallowed ground. You and any allies gain the following benefits while within the zone: a +2 power bonus to saving throws, a +2 power bonus to all defenses, and a +2 power bonus to attack rolls. The area remains hallowed until the end of the encounter.

LEVEL 17 ENCOUNTER PRAYERS

Blinking Light

Cleric Attack 17

You utter a brief prayer, and a brilliant nimbus of golden light surrounds your weapon, blinding your enemy on impact.

Encounter ♦ **Divine, Radiant, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier radiant damage, and the target is blinded until the end of your next turn.

Enthrall

Cleric Attack 17

You begin reciting a verse from some ancient holy text. The truths you speak are enough to wound and hamper your enemies.

Encounter ♦ **Charm, Divine, Implement, Psychic**

Standard Action **Area burst 3 within 10 squares**

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 2d10 + Wisdom modifier psychic damage, and the target is immobilized and unable to make attacks against you until the end of your next turn.

Sentinel Strike

Cleric Attack 17

You shout a sacred invocation, and your weapon smolders with silver wisps of divine power. In addition to delivering a stern blow to your enemy, the divine energy clings to your target and foils its attacks for a short time.

Encounter ♦ **Divine, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. Choose one ally within 5 squares of you; if the target attacks that ally before the end of your next turn, reduce the target's damage against that ally to 0.

Thunderous Word

Cleric Attack 17

You shout a word that forcefully thrusts your enemies back while allowing your allies to position themselves more advantageously.

Encounter ♦ **Divine, Implement, Thunder**

Standard Action **Close blast 5**

Target: Each enemy in blast

Attack: Wisdom vs. Reflex

Hit: 3d6 + Wisdom modifier thunder damage, and you push the target a number of squares equal to 3 + your Charisma modifier.

Effect: Allies in the blast can shift 1 square.

LEVEL 19 DAILY PRAYERS

Fire Storm

Cleric Attack 19

A roiling cloud of fire scours your foes, lingering on the battlefield until you allow it to burn itself out.

Daily ♦ **Divine, Fire, Implement, Zone**

Standard Action **Area burst 5 within 10 squares**

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 5d10 + Wisdom modifier fire damage.

Miss: Half damage.

Effect: The burst creates a zone of fire that lasts until the end of your next turn. Enemies that start their turn in this zone take 1d10 + Wisdom modifier fire damage.

Sustain Minor: The zone persists.

Holy Wrath

Cleric Attack 19

A burst of furious light washes over your foes and fortifies you with the wrath of your god.

Daily ♦ **Divine, Healing, Implement, Radiant**

Standard Action **Close burst 3**

Target: Each enemy in burst

Attack: Strength vs. AC

Hit: 2d10 + Strength modifier radiant damage.

Effect: You gain regeneration 10 and a +2 power bonus to attack rolls until the end of the encounter.

Indomitable Spirit

Cleric Attack 19

The divine power of your mighty attack fortifies your allies.

Daily ♦ **Divine, Healing, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: You and each ally within 5 squares of you regain hit points as if you had each spent a healing surge.

Knight of Glory

Cleric Attack 19

You conjure a ghostly warrior clad in the ceremonial armor of your faith. With sword in hand, it attacks your enemies.

Daily ♦ **Conjuration, Divine, Implement**

Standard Action **Ranged 10**

Target: One creature adjacent to the ghostly knight

Attack: Wisdom vs. AC

Hit: 3d10 + Wisdom modifier damage.

Effect: You conjure a ghostly knight that occupies 1 square within range, and the knight attacks an adjacent creature. Once per round as a minor action, you can make the knight attack an adjacent creature. Every round, you can move the knight 5 squares as a move action. It lasts until the end of the encounter.

CLERIC

4



LEVEL 22 UTILITY PRAYERS

Angel of the Eleven Winds

Cleric Utility 22

You conjure a luminous winged angel with indistinct features. It hovers 1 foot above the ground and grants others the power of flight.

Daily ♦ Conjuration, Divine

Standard Action **Ranged 10**

Effect: You conjure the likeness of an angel that occupies 1 square within range. The angel grants any target you can see a speed of fly 8 and a +4 power bonus to AC against opportunity attacks. Changing the target is a minor action. A creature that no longer benefits from the effect lands on the ground safely. The angel can't move or be attacked or damaged, and it lasts until the end of the encounter.

Clarion Call of the Astral Sea

Cleric Utility 22

You beseech your deity for aid. A heavenly trumpet sounds, and you or a nearby ally is instantly whisked away to a fortress on the Astral Sea, restored to full health, and returned safely to the battlefield in short order.

Daily ♦ Divine, Healing, Teleportation

Standard Action **Ranged 10**

Target: You or one willing ally

Effect: The target teleports away to a safe location in the Astral Sea and regains hit points up to its maximum. While it is away, the target can perceive the surroundings of its previous location, but it can't take any actions. At the start of its next turn, it returns to an unoccupied space chosen by you within 5 squares of its previous location.

Cloud Chariot

Cleric Utility 22

You conjure a white cloud that coalesces into a chariot pulled by a winged horse, both made of solid cloudstuff.

Daily ♦ Conjuration, Divine

Standard Action **Ranged 2**

Effect: You conjure a chariot of cloudstuff that occupies a 2-by-2 space within range, and a winged horse of cloudstuff that occupies a 2-by-2 space adjacent to the chariot. The horse and chariot have a speed of fly 8. The chariot can carry up to four Small or Medium creatures, and the horse can hold one Small or Medium rider. The chariot grants cover to its occupants. The chariot and the horse can't attack or be separated, and they can't be attacked or damaged. They remain until you take an extended rest unless you dismiss them (a free action).

Purify

Cleric Utility 22

You wave a hand, releasing golden motes of light that strike nearby allies, ridding them of all lingering afflictions.

Daily ♦ Divine

Standard Action **Close burst 5**

Targets: You and each ally in burst

Effect: Every effect that a save can end is removed from the targets.

Spirit of Health

Cleric Utility 22

You conjure an insubstantial spirit that hovers in the air nearby and heals your wounded comrades.

Daily ♦ Conjuration, Divine, Healing

Standard Action **Ranged 10**

Effect: You conjure a spirit that appears in 1 square within range. You or any ally adjacent to or in the same square as the spirit can spend a healing surge as a minor action. The spirit can heal one target per round and regains its healing ability at the start of each of your turns. Creatures can move through the spirit's space without impediment. The spirit can't move or be attacked or damaged, and it lasts until the end of the encounter.

LEVEL 23 ENCOUNTER PRAYERS

Astral Blades of Death Cleric Attack 23

You invoke a holy phrase. Merciless blades of silvery light suddenly appear around your enemy and begin hacking at it.

Encounter ♦ Divine, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 6d6 + Wisdom modifier radiant damage.

Divine Censure Cleric Attack 23

With a hushed prayer, you imbue your weapon with the divine might of your god, such that one hit with the weapon leaves your enemy reeling.

Encounter ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Haunting Strike Cleric Attack 23

You strike your enemy hard with your weapon and invoke an ancient divine curse that makes him more vulnerable to a subsequent attack.

Encounter ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength + 2 vs. AC

Hit: 4[W] + Strength modifier damage. The next attack roll you make against the target gains a +2 power bonus.

Healing Torch Cleric Attack 23

You whisper an ancient prayer, igniting your holy symbol with divine light that quickly spreads to engulf your enemies and allies. The light sears your foes and momentarily bathes your allies in a protective, healing glow.

Encounter ♦ Divine, Healing, Implement, Radiant

Standard Action Area burst 5 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 3d8 + Wisdom modifier radiant damage.

Effect: You and each ally in the burst gain a power bonus to AC equal to your Charisma modifier until the end of your next turn and can spend a healing surge. Add your Charisma modifier to the hit points regained.

LEVEL 25 DAILY PRAYERS

Nimbus of Doom Cleric Attack 25

Your attack illuminates your foe with a radiant glow, guiding attacks against it.

Daily ♦ Divine, Radiant, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 6[W] + Strength modifier radiant damage.

Effect: The target takes a -2 penalty to all defenses (save ends).

Sacred Word Cleric Attack 25

A single word of divine power damages and stuns nearby foes.

Daily ♦ Divine, Implement, Psychic

Standard Action Close burst 5

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 4d10 + Wisdom modifier psychic damage, and the target is stunned until the end of your next turn.

Miss: Half damage, and the target is not stunned.

Seal of Binding Cleric Attack 25

Faintly glowing symbols encircle your foe, trapping it.

Daily ♦ Divine, Implement

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Will

Hit: 3d10 + Wisdom modifier damage, and the target is stunned and can't be affected by any attack other than this one until the end of your next turn.

Sustain Standard: Each time you sustain the power, you and the target both take 2d10 + Wisdom modifier damage. The target remains stunned and protected against all other attacks. You can't sustain this power if you are bloodied.

Seal of Protection Cleric Attack 25

You create a circle of faintly glowing symbols that halts your enemies and protects you and your allies from attack.

Daily ♦ Divine, Implement, Radiant, Zone

Standard Action Close burst 2

Target: Each enemy in burst

Attack: Strength vs. Reflex

Hit: 3d10 + Strength modifier radiant damage.

Effect: The burst creates a protected zone until the end of your next turn. You and each ally within the zone gain a +2 bonus to AC. Enemies that enter the zone end their current movement.

Sustain Minor: The zone persists.

LEVEL 27 ENCOUNTER PRAYERS

Punishing Strike Cleric Attack 27

With a simple prayer, you gain a sudden clarity of purpose and empower your weapon with the indomitable might of your deity.

Encounter ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength + 2 vs. AC

Hit: 4[W] + Strength modifier damage.

Sacrificial Healing Cleric Attack 27

As you spill the blood of your enemy, you whisper a prayer to your deity, who rewards your battle prowess with a timely blessing upon you and all nearby allies.

Encounter ♦ Divine, Healing, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you and each ally within 10 squares of you can spend a healing surge. Add your Charisma modifier to the hit points regained.

Scourge of the Unworthy

Cleric Attack 27

You utter a divine phrase that lashes your enemy, dealing a terrible wound.

Encounter ♦ Divine, Implement, Necrotic
Standard Action Ranged 20

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 4d10 + Wisdom modifier necrotic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Sunburst

Cleric Attack 27

When you invoke an ancient prayer, a brilliant burst of light explodes in front of you, healing your allies and searing your enemies.

Encounter ♦ Divine, Healing, Implement, Radiant
Standard Action Area burst 2 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 3d8 + Wisdom modifier radiant damage.

Effect: You and each ally in the burst regain hit points equal to 10 + your Charisma modifier and make a saving throw.

LEVEL 29 DAILY PRAYERS

Astral Storm

Cleric Attack 29

You unleash a terrible storm upon your enemies, raining ice, fire, lightning, and thunder down upon them.

Daily ♦ Cold, Divine, Fire, Implement, Lightning, Thunder, Zone

Standard Action Area burst 5 within 20 squares

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 6d10 + Wisdom modifier cold, fire, lightning, and thunder damage. Resistance doesn't reduce the damage unless the target has resistance to all four damage types, and only the weakest resistance applies. A target that has vulnerability to any one of the four damage types is subject to that vulnerability.

Miss: Half damage.

Effect: The burst creates a stormy zone until the end of your next turn.

Sustain Minor: When you sustain this power, make a Wisdom vs. Reflex attack against every enemy within the zone, dealing 2d10 + Wisdom modifier lightning damage if you hit and half damage if you miss.

Godstrike

Cleric Attack 29

Your weapon explodes with brilliant light as you swing it at your foe.

Daily ♦ Divine, Radiant, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 7[W] + Strength modifier radiant damage.

Miss: Half damage.

PARAGON PATHS

ANGELIC AVENGER

"I am as an angel, an avenger for my god."

Prerequisite: Cleric class

You become a special servant of your god, operating with angelic powers to promote the word of your faith. When you use your angelic powers, you briefly take on the aspects of an angel: Your face blurs into angelic blankness, astral wings sprout from your back, and your lower body blurs away.

ANGELIC AVENGER PATH FEATURES

Angelic Action (11th level): When you spend an action point to take an extra action, you also gain a +4 bonus to attack rolls until the start of your next turn.

Astral Vibrance (11th level): Choose an energy form when you gain this feature: lightning, radiant, or thunder. When a bloodied enemy is within 5 squares of you at the start of its turn, it takes energy damage of your chosen type equal to your Charisma modifier.

Weapon Training (11th level): You are proficient with one heavy blade of your choice.



V II

FRANZ VOHWINKEL

Blood and Radiance (16th level): An enemy that bloodies you with an attack is outlined with holy radiance, granting combat advantage to you and your allies until the end of its next turn.

ANGELIC AVENGER PRAYERS

Astral Wave Angelic Avenger Attack 11

As your angelic visage emerges, a wave of astral energy emanates from you and washes over your enemies with deadly effect.

Encounter ♦ Divine, Implement; Lightning, Radiant, or Thunder

Standard Action Close burst 8

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 2d8 + Wisdom modifier damage of the energy type you chose for your Astral Vibrance path feature.

Angelic Presence Angelic Avenger Utility 12

Your features blur into an angel's holy veil, and you are filled with a divine presence.

Daily ♦ Divine, Fear

Minor Action Personal

Effect: Enemies gain a -2 penalty to attack rolls against you until the end of the encounter or until you are bloodied.

Angel Ascendant Angelic Avenger Attack 20

You channel divine energy into a single, powerful attack that transforms you into an angelic being. Wings of radiant light spread from your back as your features transform into those of an angel.

Daily ♦ Divine, Weapon

Standard Action Melee weapon

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage.

Effect: You gain a speed of fly 6 (hover) until the end of the encounter. (See the *Dungeon Master's Guide* for rules on hovering.)

DIVINE ORACLE

"I have seen your fate, written in the waves of the Astral Sea."

Prerequisite: Cleric class

You become the voice of your god, full of prophecy and omens. When you use your prophetic powers, your eyes glow with the silvery depths of the Astral Sea.

DIVINE ORACLE PATH FEATURES

Foresight (11th level): You and each ally within 5 squares of you can't be surprised. Also, you roll twice when making an initiative check; use whichever roll you like.

Prophetic Action (11th level): When you spend an action point to take an extra action, you also gain an extra move action that you can use during another turn later in this encounter.

Terrifying Insight (16th level): Whenever you make an attack against Will, you can roll twice and use the higher result. If the attack misses, you are dazed until the end of your next turn.

DIVINE ORACLE PRAYERS

Prophecy of Doom Divine Oracle Attack 11

You predict dire results for your enemy.

Encounter ♦ Divine

Standard Action Ranged 5

Target: One creature

Effect: You or an ally who hits the target with an attack can choose to make the attack a critical hit. This power lasts until the end of your next turn or until you or an ally uses it to make an attack a critical hit.

Good Omens Divine Oracle Utility 12

You peer into the future and predict good fortune for you and your allies.

Daily ♦ Divine

Standard Action Ranged 10

Targets: You and each ally in range

Effect: The targets gain a +5 power bonus to all d20 rolls until the end of your next turn, but the targets cannot score critical hits while this power is in effect.

Hammer of Fate Divine Oracle Attack 20

You hammer your foe with prophetic words of power. If your foe avoids the barrage, you can untangle the lines of fate and perform a different action.

Daily ♦ Divine, Implement

Standard Action Ranged 20

Target: One creature

Attack: Wisdom vs. Will

Hit: 5d10 + Wisdom modifier damage.

Miss: Rewind your turn to the moment before you made the attack, and you don't use this power. Choose a different standard action this turn. You can't use *hammer of fate* again until the next encounter.

RADIANT SERVANT

"I am the light of faith, banishing the darkness."

Prerequisite: Cleric class

You become the light of your god in the world, shining divine illumination into every dark corner and deep shadow. When you use your radiant powers, your countenance glows with the brightness of the sun.

RADIANT SERVANT PATH FEATURES

Illuminating Attacks (11th level): Your powers that have the radiant keyword can now score a critical hit with a natural die roll of 19 or 20.

Radiant Action (11th level): When you spend an action point to take an extra action, you can also choose

an enemy within 5 squares of you. That enemy takes ongoing radiant damage equal to your level (save ends).

Lasting Light (16th level): Any saving throws made by demons or undead creatures to remove effects you have placed upon them receive a -2 penalty.

RADIANT SERVANT PRAYERS

Solar Wrath

Radiant Servant Attack 11

Radiant light explodes from you like a solar flare, evaporating shadows and dealing illuminating damage to everything around you.

Encounter ♦ Divine, Radiant

Standard Action Close burst 8

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 3d8 + Wisdom modifier radiant damage. If the target is either an undead creature or a demon, it is also stunned until the end of your next turn.

Healing Sun

Radiant Servant Utility 12

A healing sun shines forth from you, repairing the wounds of your allies while keeping creatures of darkness at bay.

Daily ♦ Divine, Healing, Radiant, Zone

Standard Action Close burst 2

Effect: The burst creates a zone of divine light until the end of your next turn. You and each ally who ends his or her turn within the zone regain hit points equal to 5 + your Charisma modifier. A demon or an undead creature that enters the zone or starts its turn there takes 1d10 + your Charisma modifier radiant damage.

Sustain Standard: The zone persists.

Special: The zone ends at the end of your turn if you are bloodied.

Radiant Brilliance

Radiant Servant Attack 20

You fire a brilliant ray of searing light into a foe, igniting that foe and briefly turning it into a small sun.

Daily ♦ Divine, Implement, Radiant

Standard Action Ranged 20

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 3d10 + Wisdom modifier radiant damage.

Effect: At the start of your next turn, the target is the center of a burst 5 radiant explosion that affects only your enemies: Wisdom vs. Will; 3d10 radiant damage; half damage on a miss.

WARPRIEST

“Let loose the gift of battle!”

Prerequisite: Cleric class

Your god demands battle to accomplish the tenets of your faith, and you are the chosen priest at the forefront of the war. When you call upon your divine powers, your weapons glow with holy light.

WARPRIEST PATH FEATURES

Extra Damage Action (11th level): When you spend an action point to take an extra action, you also add one-half your level to the damage dealt by any of your standard action attacks this turn.

Warpriest's Strategy (11th level): Once per encounter, if you or an adjacent ally rolls a 1 when making a melee attack or a close attack, you can call for a reroll.

Warpriest's Training (11th level): You receive a +1 bonus to AC when wearing heavy armor.

Warpriest's Challenge (16th level): When you hit an enemy with an at-will melee attack, you can choose to mark that enemy for the rest of the encounter. The next time that enemy shifts or attacks a creature other than you, you can make an opportunity attack against that enemy. If you mark a new enemy with this feature, any previous marks you have made with this feature end.

WARPRIEST PRAYERS

Battle Cry

Warpriest Attack 11

You attack every enemy next to you, shouting a revitalizing battle cry that inspires your allies.

Encounter ♦ Divine, Healing, Implement

Standard Action Close burst 1

Target: Each adjacent enemy

Attack: Wisdom vs. Fortitude

Hit: 2[W] + Wisdom modifier

Effect: You and each bloodied ally within 10 squares of you can spend a healing surge.

Battle Favor

Warpriest Utility 12

When you score a critical hit against an enemy, your deity favors you with healing or by renewing one of your prayers.

Daily ♦ Divine, Healing

Free Action Personal

Trigger: You roll a natural 20 when making a melee attack

Effect: Regain hit points as if you had spent two healing surges, or recover one daily power you have already used. Once you use this power, you cannot recover it except by taking an extended rest.

Battle Pyres

Warpriest Attack 20

You call upon a powerful prayer that turns your enemies into pyres ablaze with radiant energy.

Daily ♦ Divine, Implement, Radiant

Standard Action Close burst 5

Primary Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 2d8 + Wisdom modifier damage, and ongoing 5 radiant damage (save ends). Make a secondary attack.

Secondary Target: One creature taking ongoing radiant damage within 5 squares of you

Secondary Attack: Wisdom vs. Reflex

Hit: 5d10 + Wisdom modifier damage.

Sustain Standard: You can make the secondary attack in subsequent rounds as long as at least one of your primary targets is taking ongoing radiant damage.