

CLERIC POWER CARD (Heroic)

HEALING WORD

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



ENCOUNTER POWER

CLERIC FEATURE

Minor
Action

Close
Burst 5

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.

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.

Increase Burst range to 10 at 11th level, 15 at 21st level.

DIVINE, HEALING

CHANNEL DIVINITY: DIVINE FORTUNE

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



ENCOUNTER POWER

CLERIC FEATURE

Free
Action

Personal

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

DIVINE

CLERIC POWER CARD (Heroic)

**CHANNEL DIVINITY:
TURN UNDEAD**

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



ENCOUNTER POWER

CLERIC FEATURE


Standard Action Close Burst 2

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

DIVINE, IMPLEMENT,
RADIANT

LANCE OF FAITH

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



AT-WILL POWER

CLERIC ATTACK 1

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.

DIVINE, IMPLEMENT,
RADIANT

CLERIC POWER CARD (Heroic)

PRIEST'S SHIELD

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



AT-WILL POWER

CLERIC ATTACK 1


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.

DIVINE, WEAPON

RIGHTEOUS BRAND

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 POWER

CLERIC ATTACK 1

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.

DIVINE, WEAPON

CLERIC POWER CARD (Heroic)

SACRED FLAME

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 POWER

CLERIC ATTACK 1


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.

DIVINE, IMPLEMENT, RADIANT

CAUSE FEAR

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



ENCOUNTER POWER

CLERIC ATTACK 1

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, FEAR, IMPLEMENT

CLERIC POWER CARD (Heroic)

DIVINE GLOW

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 POWER

CLERIC ATTACK 1

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.

DIVINE, IMPLEMENT,
RADIANT

HEALING STRIKE

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 POWER

CLERIC ATTACK 1

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.

DIVINE, HEALING,
RADIANT, WEAPON

CLERIC POWER CARD (Heroic)

WRATHFUL THUNDER

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



ENCOUNTER POWER

CLERIC ATTACK 1

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.

DIVINE, THUNDER, WEAPON

AVENGING FLAME

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



DAILY POWER

CLERIC ATTACK 1

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.

DIVINE, FIRE, WEAPON

CLERIC POWER CARD (Heroic)

BEACON OF HOPE

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 POWER

CLERIC ATTACK 1

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.

DIVINE, HEALING,
IMPLEMENT

CASCADE OF LIGHT

A burst of divine radiance sears your foe.



DAILY POWER

CLERIC ATTACK 1

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.

DIVINE, IMPLEMENT,
RADIANT

CLERIC POWER CARD (Heroic)

GUARDIANS OF FAITH

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 POWER

CLERIC ATTACK 1

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 enemy 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. Creatures can move through the space occupied by the guardian

CONJURATION, DIVINE,
IMPLEMENT, RADIANT

BLESS

You beseech your deity to bless you and your allies.



DAILY POWER

CLERIC UTILITY 2

Standard
Action

Close
Burst 20


Target: You and each ally in burst
Effect: Until the end of the encounter, all targets gain a +1 power bonus to attack rolls.

DIVINE

CLERIC POWER CARD (Heroic)

CURE LIGHT WOUNDS

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 POWER

CLERIC UTILITY 2


Standard Action **Melee Touch**

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

DIVINE, HEALING

DIVINE AID

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



ENCOUNTER POWER

CLERIC UTILITY 2

Standard Action **Ranged 5**


Target: You or one ally
Effect: The target makes a saving throw with a bonus equal to your Charisma modifier.

DIVINE

CLERIC POWER CARD (Heroic)

SANCTUARY

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



ENCOUNTER POWER

CLERIC UTILITY 2


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.

DIVINE

SHIELD OF FAITH

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



DAILY POWER

CLERIC UTILITY 2

Standard Action Close Burst 5

Target: You and each ally in burst
Effect: The targets gain a +2 power bonus to AC until the end of the encounter.

DIVINE

CLERIC POWER CARD (Heroic)

BLAZING BEACON

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 POWER

CLERIC ATTACK 3

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.

DIVINE, RADIANT, WEAPON

COMMAND

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 POWER

CLERIC ATTACK 3

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.

CHARM, DIVINE,
IMPLEMENT

CLERIC POWER CARD (Heroic)

DAUNTING LIGHT

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



ENCOUNTER POWER

CLERIC ATTACK 3

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.

DIVINE, IMPLEMENT,
RADIANT

SPLIT THE SKY

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 POWER

CLERIC ATTACK 3

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.

DIVINE, THUNDER, WEAPON

CLERIC POWER CARD (Heroic)

**CONSECRATED
GROUND**

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 POWER

CLERIC ATTACK 5

**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.

DIVINE, HEALING,
RADIANT, ZONE

RUNE OF PEACE

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



DAILY POWER

CLERIC ATTACK 5

**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.

CHARM, DIVINE, WEAPON

CLERIC POWER CARD (Heroic)

SPIRITUAL WEAPON

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 POWER

CLERIC ATTACK 5

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.

CONJURATION, DIVINE,
IMPLEMENT

WEAPON OF THE GODS

Your weapon glows with divine radiance, enhancing your attacks.



DAILY POWER

CLERIC ATTACK 5

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.

DIVINE, RADIANT, WEAPON

CLERIC POWER CARD (Heroic)

BASTION OF HEALTH

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



ENCOUNTER POWER

CLERIC UTILITY 6


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.

DIVINE, HEALING

CURE SERIOUS WOUNDS

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 POWER

CLERIC UTILITY 6

Standard Action **Melee Touch**

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

DIVINE, HEALING

CLERIC POWER CARD (Heroic)

DIVINE VIGOR

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



DAILY POWER

CLERIC UTILITY 6


Minor Action Close Burst 5

Target: You and each ally in burst
Effect: Each target regains the use of his or her second wind.

DIVINE, HEALING

HOLY LANTERN

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



AT-WILL POWER

CLERIC UTILITY 6

Standard Action Melee Weapon

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.

CONJURATION, DIVINE

CLERIC POWER CARD (Heroic)

AWE STRIKE

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



ENCOUNTER POWER

CLERIC ATTACK 7


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.

DIVINE, FEAR, WEAPON

BREAK THE SPIRIT

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



ENCOUNTER POWER

CLERIC ATTACK 7

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.

CHARM, DIVINE, IMPLEMENT, RADIANT

CLERIC POWER CARD (Heroic)

SEARING LIGHT

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 POWER

CLERIC ATTACK 7

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.

DIVINE, IMPLEMENT,
RADIANT

STRENGTHEN THE FAITHEFUL

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 POWER

CLERIC ATTACK 7

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.

DIVINE, HEALING, WEAPON

CLERIC POWER CARD (Heroic)

ASTRAL DEFENDERS

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



DAILY POWER

CLERIC ATTACK 9

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.

CONJURATION, DIVINE, IMPLEMENT, RADIANT

BLADE BARRIER

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



DAILY POWER

CLERIC ATTACK 9

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.

CONJURATION, DIVINE, IMPLEMENT

CLERIC POWER CARD (Heroic)

DIVINE POWER

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 POWER

CLERIC ATTACK 9

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.

DIVINE, HEALING,
RADIANT, WEAPON

FLAME STRIKE

A column of flame roars downward to engulf your foes.



DAILY POWER

CLERIC ATTACK 9

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.

DIVINE, FIRE, IMPLEMENT

CLERIC POWER CARD (Heroic)

ASTRAL REFUGE

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 POWER

CLERIC UTILITY 10

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.

DIVINE, HEALING,
TELEPORTATION

KNIGHTS OF UNYIELDING VALOR

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



DAILY POWER

CLERIC UTILITY 10

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.

CONJURATION, DIVINE

CLERIC POWER CARD (Heroic)

MASS CURE LIGHT WOUNDS

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



DAILY POWER

CLERIC UTILITY 10

Standard Action


Close Burst 5

Target: 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.

DIVINE, HEALING

SHIELDING WORD

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



ENCOUNTER POWER

CLERIC UTILITY 10

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.

DIVINE