



## Cascade of Light

Divine, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: WIS vs. Will

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

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

*A burst of divine radiance sears your foe.*

Cleric Attack 1

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## Cause Fear

Divine, Fear, Implement

Standard Action Ranged 10

Target: One creature

Attack: WIS vs. Will

Hit: The target moves its speed + 2 squares away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

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

Cleric Attack 1

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## Channel Divinity

Divine, Implement, Radiant

• TURN UNDEAD •

Standard Action Close Burst 2

Target: Each undead creature in burst

Attack: WIS vs. Will

Hit: 1d10 + WIS radiant damage, and you push the target 5 squares. The target is immobilized until the end of your next turn.

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

Special: You can use divine fortune, power of Amaunator, or turn undead once per encounter, but only one of them per encounter.

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

Cleric Feature

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## Channel Divinity

Divine, Radiant

• POWER OF AMAUNATOR •

Free Action Personal

Trigger: You hit an enemy with a power with the radiant keyword.

Effect: Your power deals an extra 1d10 radiant damage to all targets hit by the power used. If a power deals half damage on a miss, you deal half of the extra damage as well.

Special: You can use divine fortune, power of Amaunator, or turn undead once per encounter, but only one of them per encounter.

*Your prayer to Amaunator creates a white-hot surge of radiance.*

Cleric Feat Power

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## Channel Divinity

Divine

• DIVINE FORTUNE •

Free Action Personal

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

Special: You can use divine fortune, power of Amaunator, or turn undead once per encounter, but only one of them per encounter.

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

Cleric Feature

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## Healing Word

Divine, Healing

Minor Action Close Burst 5

Target: You or one ally

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

Special: You can use this power twice per encounter, but only once per round.

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

Cleric Feature

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## Lance of Faith

Divine, Implement, Radiant

Standard Action Ranged 5

Target: One creature

Attack: WIS vs. Reflex

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

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

Cleric Attack 1

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## Priest's Shield

Divine, Weapon

Standard Action Melee Weapon

Target: One creature

Attack: Melee vs. AC

Hit: 1(W) + STR damage and you and one adjacent ally gain a power bonus to AC equal to your CHA modifier until the end of your next turn.

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

Cleric Attack 1

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## Sacred Flame

Divine, Implement, Radiant

Standard Action      Ranged 5

**Target:** One creature

**Attack:** WIS vs. Reflex

**Hit:** 1d6 + WIS radiant damage, and one ally you can see chooses either to gain 2 temporary hit points or to make a saving throw.

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

Cleric Attack 1

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