

10	11
680	11
28	39
19 24 29	42
Level 22 or 27: Concealment last until the end of encounter	45
Level 14 or 19: Level 24 or 29 Daily	47
	49
Power (Daily ♦ Healing, Teleportation): Immediate Reaction. Use this power while you are bloodied and when an attack damages you. Teleport 6 squares, and you can spend a healing surge.	49
Level 24 or 29:	49
(save ends)	51
Level 24 or 29:	52
Level 25: Level 30:	53
	55
Level 13 or 18: Level 23 or 28:	55
Level 14 or 19: Level 24 or 29	67
(save ends) (save ends)	71
	74
Daily	79
Daily	80
Daily	81
3d4 3d8	89
Once per round when you hit with an attack using this holy	90
none	94
none	95
Level 17 or 22: Level 27:	100
Daily	101
Level 14: Additional hit points equal to a healing surge value +2d8	114
Level 24: Additional hit points equal to a healing surge value +3d8	
Strength Strength Strength	118
Daily	133
(Encounter, 5 Charges/day ♦ Acid, Cold, or Fire):	134
	140
625,000gp	145
Level 23 or 28:	148
+2 +3 +4 +5 +6	150
+1	165
+1	165
blast	172