

Divine Glow • Cleric Attack 1



Encounter • Divine, Implement, Radiant

Standard • Close blast 3

Target: each enemy in blast

Attack: +4 vs. Reflex

Hit: 1d8+4 radiant damage.

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

Cascade of Light • Cleric Attack 1



Daily • Divine, Implement, Radiant

Standard • Ranged 10

Target: one creature

Attack: +4 vs. Reflex

Hit: 3d8+4 radiant damage, and the target gains vulnerability 5 to your attacks (save ends).

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

