

Eldritch Blast		
Arcane, Implement		
STD	10	1 Creature
ACTION	RANGE	TARGET
7	vs. REF	TRIGGER
ATTACK	DEFENSE	Ranged Basic
Hit: 1d10 + 5 dmg.		
CLASS	Warlock	level REF. 132
AT-WILL POWER		

Eyebite		
Arcane, Charm, Implement, Psychic		
STD	10	1 Creature
ACTION	RANGE	TARGET
7	vs. WILL	TRIGGER
ATTACK	DEFENSE	
Hit: 1d6 + 5 and I am invisible to target until the end of <i>my</i> next turn.		
CLASS	Warlock	level REF. 132
AT-WILL POWER		

Righteous Brand		
Divine, Weapon		
STD	Melee	1 Creature
ACTION	RANGE	TARGET
	vs. AC	TRIGGER
ATTACK	DEFENSE	
Hit: 1d10 + __ Damage and one ally w/i 5 squares gains a +__ Power bonus to attacks until end of my next turn.		
CLASS	Cleric	level REF. 63
AT-WILL POWER		

Lance of Faith		
Divine, Implement, Radiant		
STD	5	One Crea
ACTION	RANGE	TARGET
8	vs. REF	TRIGGER
ATTACK	DEFENSE	
Hit: 1d8 + 6 Radiant Damage and one ally you can see gains a +2 Power bonus to his next attack vs same target.		
CLASS	Cleric	level REF. 63
AT-WILL POWER		

Lance of Faith		
Divine, Implement, Radiant		
STD	5	One Crea
ACTION	RANGE	TARGET
8	vs. REF	TRIGGER
ATTACK	DEFENSE	
Hit: 1d8 + 6 Radiant Damage and one ally you can see gains a +2 Power bonus to his next attack vs same target.		
CLASS	Cleric	level REF. 63
AT-WILL POWER		

Lance of Faith		
Divine, Implement, Radiant		
STD	5	One Crea
ACTION	RANGE	TARGET
8	vs. REF	TRIGGER
ATTACK	DEFENSE	
Hit: 1d8 + 6 Radiant Damage and one ally you can see gains a +2 Power bonus to his next attack vs same target.		
CLASS	Cleric	level REF. 63
AT-WILL POWER		

Diabolic Grasp		
Arcane, Implement		
STD	10	1 Creature
ACTION	RANGE	TARGET
6	vs. FORT	TRIGGER
ATTACK	DEFENSE	
Hit 2d8 + 4 dmg and slide target 2 squares.		
CLASS Warlock	level	REF. 132
ENCOUNTER POWER		

Witchfire		
Arcane, Fire, Implement		
STD	10	1 Creature
ACTION	RANGE	TARGET
7	vs. REF	TRIGGER
ATTACK	DEFENSE	
Hit: 2d6 + 5 Fire damage. Target takes -4 attack rolls until the end of <i>my</i> next turn.		
CLASS Warlock	level	REF. 132
ENCOUNTER POWER		

Ethereal Stride		
Arcane, Teleportation		
Mov	Personal	Personal
ACTION	RANGE	TARGET
NA	vs. NA	TRIGGER
ATTACK	DEFENSE	
Teleport me 3 squares and gain +2 to all Defenses until the end of <i>my</i> next turn.		
CLASS Warlock	level	REF. 133
ENCOUNTER POWER		

Frigid Darkness		
Arcane, Cold, Fear, Implement		
STD	10	1 Creature
ACTION	RANGE	TARGET
6	vs. FORT	TRIGGER
ATTACK	DEFENSE	
Hit: 2d8 + 4 Cold dmg and target grants combat advantage until the end of <i>my</i> next turn		
CLASS Warlock	level	REF. 133
ENCOUNTER POWER		

Otherwind Stride		
Arcane, Implement, Teleportation		
STD	Burst 1	ALL
ACTION	RANGE	TARGET
7	vs. FORT	TRIGGER
ATTACK	DEFENSE	
Hit: 1d8 + 5 and target(s) is immobilized until the end of <i>my</i> next turn.		
Effect: TP 7 Squares.		
CLASS Warlock	level	REF. 134
ENCOUNTER POWER		

Sacred Flame		
Divine, Implement, Radiant		
STD	5	1 Creature
ACTION	RANGE	TARGET
5	vs. REF	TRIGGER
ATTACK	DEFENSE	
Hit: 1d6 + 3 Radiant Damage and 1 ally I can see gains 6 temp HP or a free saving throw		
CLASS Cleric	level	REF. 63
ENCOUNTER POWER		

Curse of the Dark Dream		
Arcane, Charm, Implement, Psychic		
STD	10	1 Creature
ACTION	RANGE	TARGET
7	vs. WILL	TRIGGER
ATTACK	DEFENSE	
<p>Hit: 3d8 + 5 damage and slide target 3 squares.</p> <p>Sustain Minor: Slide Target 1 square (hit or miss). Save Ends</p>		
CLASS Item	level	REF. 230
DAILY POWER		

Avernian Eruption		
Arcane, Fire, Implement		
STD	Bur 1, w/i 10	ALL
ACTION	RANGE	TARGET
6	vs. REF	TRIGGER
ATTACK	DEFENSE	
<p>Hit: 2d10 + 4 fire damage.</p> <p>Ongoing 5 fire damage, save ends.</p>		
CLASS Warlock	level	REF. 134
DAILY POWER		

Healing Word		
Divine, Healing		
Min	Burst 5	1 Creature
ACTION	RANGE	TARGET
NA	vs. NA	TRIGGER
ATTACK	DEFENSE	
<p>Target spends Healing Surge and Gains 1d6 additional HP.</p>		
CLASS Cleric	level	REF. 62
DAILY POWER		

Spiritual Weapon		
Conjure, Divine, Implement		
STD	10	1 Creature
ACTION	RANGE	TARGET
8	vs. AC	TRIGGER
ATTACK	DEFENSE	
<p>Hit: 1d10+6 dmg. Weapon grants combat advantage.</p> <p>Move Action: Move it 10 squares.</p> <p>Sustain: Minor</p>		
CLASS Item	level	REF. 230
DAILY POWER		

Symbol of Life		
Healing		
Min	Me	Me
ACTION	RANGE	TARGET
NA	vs. NA	TRIGGER
ATTACK	DEFENSE	
<p>Until the end of my next turn each character healed by one of my encounter powers or daily powers gains 1d6 + 10 additional HP.</p>		
CLASS Item	level	REF. 237
DAILY POWER		

Beacon of Hope		
Divine, Healing, Implement		
STD	Burst 3	ALL
ACTION	RANGE	TARGET
8	vs. Will	TRIGGER
ATTACK	DEFENSE	
<p>Hit: Target is weakened until end of it's next turn.</p> <p>Effect: You and all allies in burst gain 10 HP and all of your healing powers until the end of the encounter heal an extra 5 HP.</p>		
CLASS Item	level	REF. 237
DAILY POWER		