

Cascade of Light

Daily ♦ Standard Action

Symbol of Life +1: +8 vs. Will, 3d8+5 damage

Ranged 10 **Target:** One creature

You raise your holy symbol and sear your foe with divine radiance.

Keywords: Divine, Implement, Radiant

Attack: Wisdom vs. Will

Hit: 3d8 + Wis modifier (+4) radiant damage, and the target gains vulnerable 5 to all damage from your attacks (save ends).

Miss: Half damage.

Additional Effects

Cleric Attack 1

Used

Revealing Light

Daily ♦ Standard Action

Symbol of Life +1: +8 vs. Reflex, 3d6+5 damage

Ranged 10 **Target:** One creature

A narrow beam of brilliant blue-white light lances down to illuminate a foe that seeks the shadows.

Keywords: Divine, Implement, Radiant

Attack: Wisdom vs. Reflex. The attack ignores concealment and cover.

Hit: 3d6 + Wis modifier (+4) radiant damage.

Effect: The target takes ongoing 5 radiant damage and cannot become hidden (save ends both).

Additional Effects

Cleric Attack 5

Used

Healing Word

Encounter (Special) ♦ Minor Action

Unarmed:

Close burst 5 (10 at 11th level, 15 at 21st level) **Target:** You or one ally in the burst level)

You utter a soothing word that mends wounds of the body and spirit.

Keyword: Healing

Effect: The target can spend a healing surge and regain 1d6 additional hit points. Level 6: 2d6 additional hit points.

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.

Additional Effects

Cleric Utility

Used

Divine Fortune

Encounter ♦ Free Action

Personal

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

Keywords: Channel Divinity, Divine

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

Special: You can use only one channel divinity power per encounter.

Additional Effects

Cleric Feature

Used

Turn Undead

Encounter ♦ Standard Action

Symbol of Life +1: +8 vs. Will, 1d10+5 damage

Close burst 2 (3 at 11th level, 5 at 21st level) **Target:** Each undead creature in the burst

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

Keywords: Channel Divinity, Divine, Implement, Radiant

Attack: Wisdom vs. Will

Hit: 1d10 + Wis modifier (+4) radiant damage, and you push the target a number of squares up to 3 + your Cha modifier (+2). The target is immobilized until the end of your next turn.

Miss: Half damage.

Special: You can use only one channel divinity power per encounter.

Additional Effects

Cleric Feature

Used

Use Vulnerability

Encounter ♦ Free Action

Personal

You know the strengths and weaknesses of the creature you're facing.

Keyword: Arcane

Trigger: You succeed on a monster knowledge check against a monster that you can see or hear.

Effect: If your check result meets or exceeds the hard DC for the monster's level, you gain a +4 power bonus to all defenses against the monster's attacks until the end of your next turn. Additionally, until the end of your next turn, you gain a power bonus to damage rolls against the target equal to your Int modifier (+1), but not when you deal damage that the target resists. If your check result does not meet or exceed the hard DC, your attacks against the target deal only half damage until the end of your next turn.

Additional Effects

Scholar Utility

Used

Cure Light Wounds

Daily ♦ Standard Action

Unarmed:

Melee touch **Target:** You or one creature

You utter a simple prayer, and your touch momentarily suffuses you or a wounded creature with a dim silver light that heals minor injuries.

Keywords: Divine, Healing

Effect: The target regains hit points as if it had spent a healing surge.

Additional Effects

Cleric Utility 2

Used

Stream of Life

Daily ♦ Minor Action

Unarmed:

Personal

Your life energy flows into a companion and grants your friend the vigor to fight on.

Keywords: Divine, Healing

Effect: You take ongoing 5 damage (save ends). This damage can't be reduced in any way. At the end of your turn, you can choose not to make a saving throw against this ongoing damage. Whenever you take the ongoing damage, an ally within 5 squares of you regains 15 hit points.

Additional Effects

Cleric Utility 6

Used

Map of Unseen Lands

Wondrous Item ♦ Level 7

Properties

You gain a +2 item bonus to Nature checks and Perception checks to navigate through areas mapped by this item's power.

Utility Power **Daily** (Standard Action)

Effect: You command the map to redraw itself, depicting the surface area in a 10-mile radius around you. The map doesn't go into precise detail, but it is accurate. It shows only aboveground terrain, not underground areas. The map displays the following features.

- *: General terrain, such as mountains, rivers, and lakes
 - *: Structures 5,000 square feet or larger in area
 - *: Structures important for travel, such as bridges and portals
 - *: Lairs of creatures that are significant threats
 - *: Names or general descriptions of any of the above features, if such information is well known within the area represented by the map.
- The sketch remains on the map until this power is used again.