

## MELEE BASIC ATTACK

Weapon **KEYWORDS**

Standard Action **ON** **⚔** Melee weapon

STR vs AC **TARGET** One creature

**Hit:** 1[W] + Strength modifier damage. Increase damage to 2[W] + Strength modifier at 21st level.

**Special:** You can use an unarmed attack as a weapon to make a melee basic attack.

You resort to the simple attack you learned when you first picked up a melee weapon.

Basic Attack

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AT-WILL PRAYER

DUNGEONS & DRAGONS

## RANGED BASIC ATTACK

Weapon **KEYWORDS**

Standard Action **ON** **🏹** Ranged weapon

DEX vs AC **TARGET** One creature

**Hit:** 1[W] + Dexterity modifier damage. Increase damage to 2[W] + Dexterity modifier at 21st level.

**Special:** Weapons with the heavy thrown property (see Player's Handbook, page 216) use Strength instead of Dexterity for attack rolls and damage rolls.

You resort to the simple attack you learned when you first picked up a ranged weapon.

Basic Attack

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## LANCE OF FAITH

Divine, Implement, Radiant **KEYWORDS**

Immediate Interrupt **ON** **🏹** Ranged 5

WIS vs REF **TARGET** One creature

**Hit:** 1d8 + Wisdom modifier radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target. Increase damage to 2d8 + Wisdom modifier at 21st level.

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 **KEYWORDS**

Standard Action **ON** **🏹** Melee weapon

STR vs AC **TARGET** One creature

**Hit:** 1[W] + Strength modifier damage, and you and one adjacent ally gain a +1 power bonus to AC until the end of your next turn. Increase damage to 2[W] + Strength modifier at 21st level.

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

Cleric Attack 1

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## RIGHTEOUS BRAND

Divine, Weapon **KEYWORDS**

Standard Action **ON** **🏹** Melee weapon

STR vs AC **TARGET** One creature

**Hit:** 1[W] + Strength modifier damage, and one ally within 5 squares of you gains a power bonus to melee attack rolls against the target equal to your Strength modifier until the end of your next turn. Increase damage to 2[W] + Strength modifier at 21st level.

You smite your foe with your weapon and brand it with a ghostly, glowing symbol of your deity's anger. By naming one of your allies when the symbol appears, you add divine power to that ally's attacks against the branded foe.

Cleric Attack 1

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## SACRED FLAME

Divine, Implement, Radiant **KEYWORDS**

Standard Action **ON** **🏹** Ranged 5

WIS vs REF **TARGET** One creature

**Hit:** 1d6 + Wisdom modifier radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Charisma modifier + one-half your level or to make a saving throw. Increase damage to 2d6 + Wisdom modifier at 21st level.

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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DUNGEONS & DRAGONS

## HOLY LANTERN

Conjuration, Divine **KEYWORDS**

Standard Action **ON** **🏹** Ranged 3

ATTACK **TARGET**

**Effect:** You conjure a lantern that appears in 1 square within range and sheds light 5 squares in all directions. You and allies in the light gain a +2 power bonus to Perception and Insight checks. You can move the lantern up to your speed as a minor action. The lantern lasts for 10 hours, but you can have only a single holy lantern active at a time.

A conjured beacon of divine light shines like a lantern, piercing shadows and deception.

Cleric Utility 6

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AT-WILL PRAYER

DUNGEONS & DRAGONS

KEYWORDS **USED**

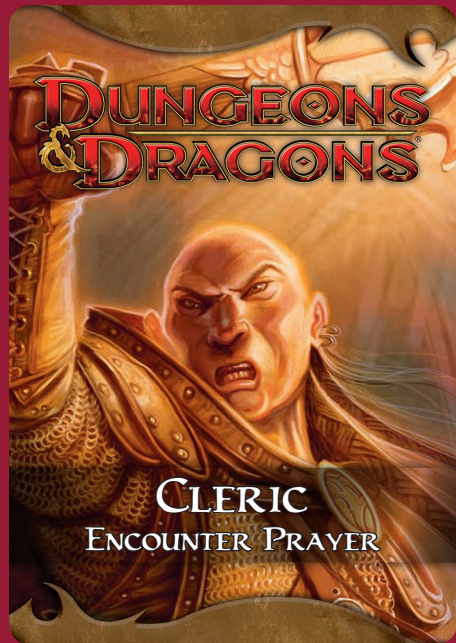
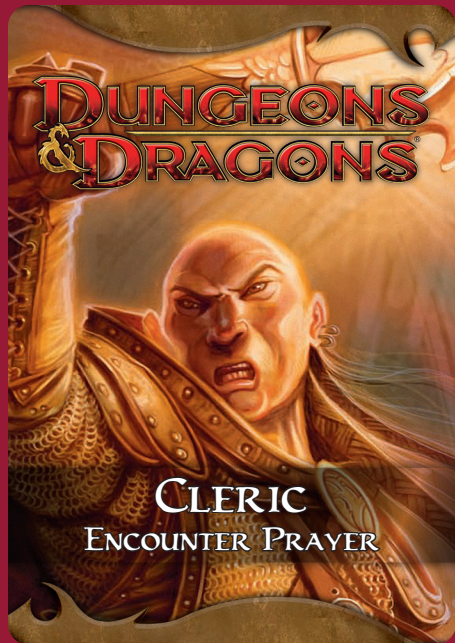
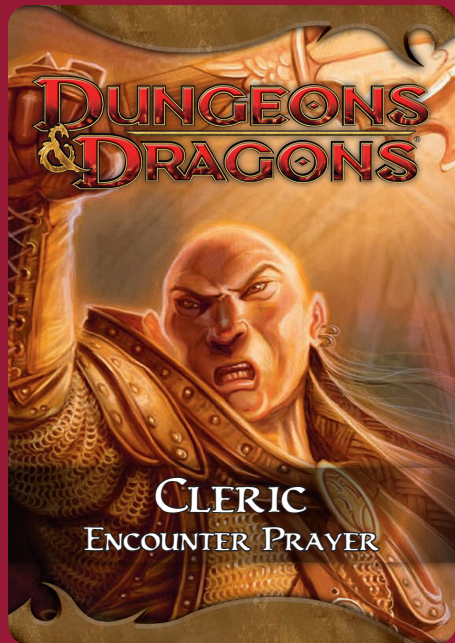
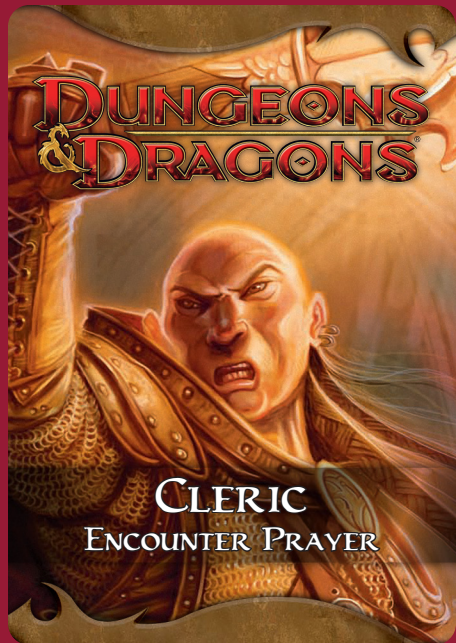
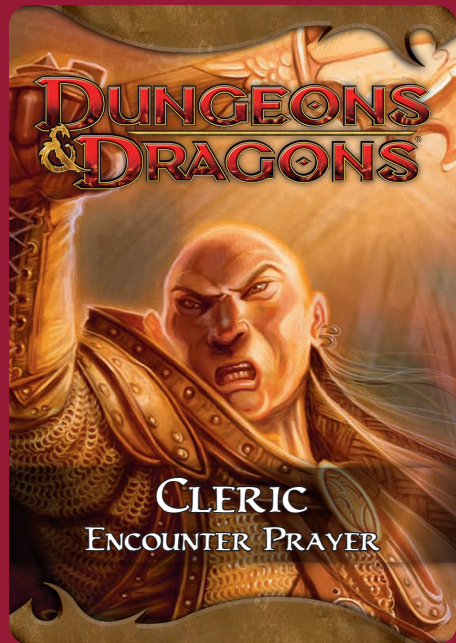
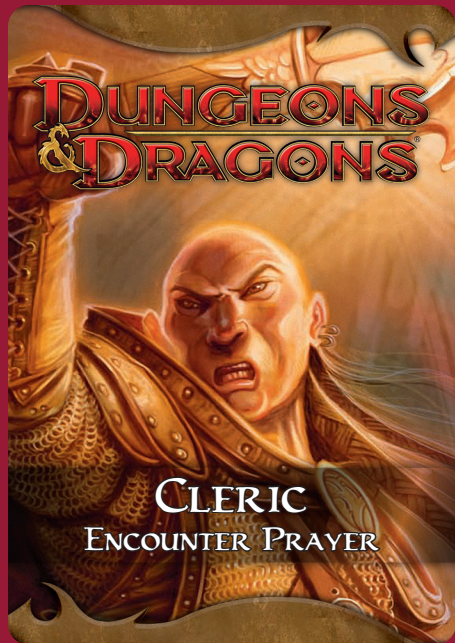
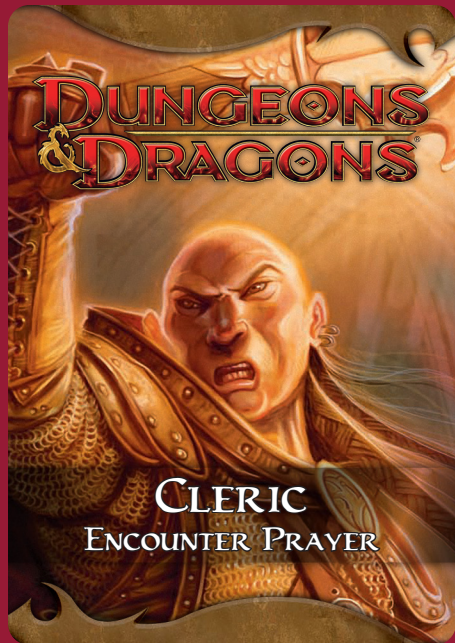
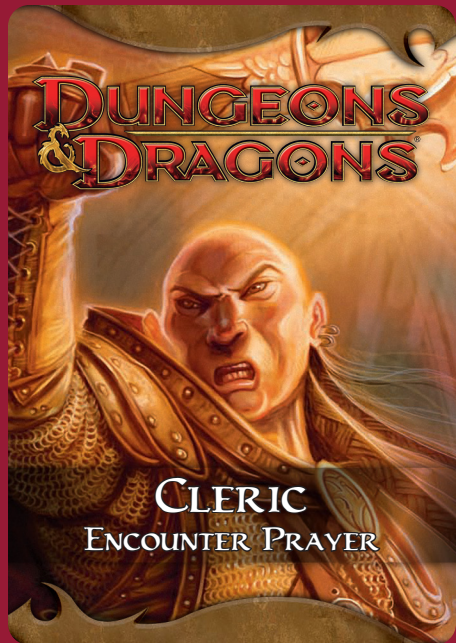
ACTION	⚔	🏹	RANGE
ATTACK	vs	DEFENSE	TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS **LEVEL** **PAGE**

AT-WILL PRAYER

DUNGEONS & DRAGONS



### CHANNEL DIVINITY: DIVINE FORTUNE

Divine: **KEYWORDS**

Free Action **ON** **RANGED** **PERSONAL**  
**ATTACK** **TARGET**

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

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

Cleric Feature

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

### CHANNEL DIVINITY: TURN UNDEAD

Divine, Implement, Radiant **KEYWORDS**

Standard Action **ON** **RANGED**  
**ATTACK** **TARGET** Close burst 2 (5 at 11th, 8 at 21st)  
WIS vs WILL Each undead creature in burst

**Hit:** 1d10 + Wisdom modifier radiant damage, and you push the target a number of squares equal to 3 + your Charisma modifier. The target is immobilized until the end of your next turn. Increase damage to 2d10 + Wisdom modifier at 5th level, 3d10 + Wisdom modifier at 11th level, 4d10 + Wisdom modifier at 15th level, 5d10 + Wisdom modifier at 21st level, and 6d10 + Wisdom modifier at 25th level.

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

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

Cleric Feature

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

### HEALING WARD

Divine, Healing **KEYWORDS**

Minor Action **ON** **RANGED**  
**ATTACK** **TARGET** Close burst 5 (10 at 11th, 15 at 21st)  
You or one ally

**Effect:** The target can spend a healing surge and regain an additional 1d6 hit points. Increase the amount of additional hit points regained to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

**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.

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

Cleric Feature

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

### CAUSE FEAR

Divine, Fear, Implement **KEYWORDS**

Standard Action **ON** **RANGED**  
**ATTACK** **TARGET** Ranged 10  
WIS vs WILL One creature

**Hit:** The target moves its speed + your Charisma modifier 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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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

### DIVINE GLOW

Divine, Implement, Radiant **KEYWORDS**

Standard Action **ON** **RANGED**  
**ATTACK** **TARGET** Close blast 3  
WIS vs REF Each enemy in blast

**Hit:** 1d8 + Wisdom modifier radiant damage.  
**Effect:** Allies in the blast gain a +2 power bonus to attack rolls until the end of your next turn.

*Murmuring a prayer to your deity, you invoke a blast of white radiance from your holy symbol. Foes burn in its stern light, but your allies are heartened and guided by it.*

Cleric Attack 1

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

### HEALING STRIKE

Divine, Healing, Radiant, Weapon **KEYWORDS**

Standard Action **ON** **RANGED**  
**ATTACK** **TARGET** Melee weapon  
STR vs AC One creature

**Hit:** 2[W] + Strength modifier radiant damage, and the target is marked until the end of your next turn. In addition, you or one ally within 5 squares of you can spend a healing surge.

*Divine radiance gleams from your weapon. When you smite your enemy, your deity bestows a minor blessing in the form of healing for you or one of your allies.*

Cleric Attack 1

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

### WRATHFUL THUNDER

Divine, Thunder, Weapon **KEYWORDS**

Standard Action **ON** **RANGED**  
**ATTACK** **TARGET** Melee weapon  
STR vs AC One creature

**Hit:** 1[W] + Strength modifier thunder damage, and the target is dazed until the end of your next turn.

*Your arm is made strong by the power of your deity. When you strike, a terrible thunderclap smites your adversary and dazes him.*

Cleric Attack 1

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

### DIVINE AID

Divine: **KEYWORDS**

Standard Action **ON** **RANGED**  
**ATTACK** **TARGET** Ranged 5  
You or one ally

**Effect:** The target makes a saving throw with a bonus equal to your Charisma modifier.

*You beseech your deity to grant you or one of your allies the strength to overcome a hindrance.*

Cleric Utility 2

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

## SANCTUARY

Divine, **KEYWORDS**

Standard Action **ON** **R** **⚔** Ranged 10  
**ATTACK** **TARGET** You or one creature

**Effect:** The target receives a +5 bonus to all defenses. The effect lasts until the target attacks or until the end of your next turn.

*You cast a protective ward upon a creature that makes enemies' attacks less effective.*

Cleric Utility 2

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

## BLAZING BEACON

Divine, Radiant, **KEYWORDS**

Standard Action **ON** **R** **⚔** Melee weapon  
**ATTACK** **TARGET** One creature

**Hit:** 1[W] + Strength modifier radiant damage, and all ranged attack rolls against the target gain a +4 power bonus until the end of your next turn.

*You invoke your deity's name, and holy light envelops your weapon. When you strike your foe, a blazing beacon in the form of a holy rune floats above its head to guide your allies' ranged attacks as well.*

Cleric Attack 3

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

## COMMAND

Charm, Divine, **KEYWORDS**

Standard Action **ON** **R** **⚔** Ranged 10  
**ATTACK** **TARGET** One creature

**Hit:** The target is dazed until the end of your next turn. In addition, you can choose to knock the target prone or slide the target a number of squares equal to 3 + your Charisma modifier.

*You utter a single word to your foe, a word that demands obedience. You can choose to drive the foe back, order it closer, or cause the foe to throw itself to the ground.*

Cleric Attack 3

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

## DAUNTING LIGHT

Divine, Implement, Radiant **KEYWORDS**

Standard Action **ON** **R** **⚔** Ranged 10  
**ATTACK** **TARGET** One creature

**Hit:** 2d10 + Wisdom modifier radiant damage.  
**Effect:** One ally you can see gains combat advantage against the target until the end of your next turn.

*A burning column of light engulfs your foe. Its brilliance burns and hinders your foe's defense for a short time.*

Cleric Attack 3

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

## SPLIT THE SKY

Divine, Thunder, **KEYWORDS**

Standard Action **ON** **R** **⚔** Melee weapon  
**ATTACK** **TARGET** One creature

**Hit:** 1[W] + Strength modifier thunder damage, and you push the target 2 squares and knock it prone.

*You invoke ancient words of wrath as you attack with your weapon. The thundering power of your melee strike causes your foe to stumble backward and fall.*

Cleric Attack 3

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

## BASTION OF HEALTH

Divine, Healing **KEYWORDS**

Minor Action **ON** **R** **⚔** Ranged 10  
**ATTACK** **TARGET** You or one ally

**Effect:** The target can spend a healing surge. Add your Charisma modifier to the hit points regained.

*You invoke a prayer that instantly fortifies one of your allies.*

Cleric Utility 6

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

## AWE STRIKE

Divine, Fear, **KEYWORDS**

Standard Action **ON** **R** **⚔** Melee weapon  
**ATTACK** **TARGET** One creature

**Hit:** 1[W] + Strength modifier damage, and the target is immobilized until the end of your next turn.

*The supernatural awe and dread that radiates from you as you swing your weapon leaves your foe momentarily frozen in terror.*

Cleric Attack 7

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

## BREAK THE SPIRIT

Charm, Divine, Implement, Radiant **KEYWORDS**

Standard Action **ON** **R** **⚔** Ranged 10  
**ATTACK** **TARGET** One creature

**Hit:** 2d8 + Wisdom modifier radiant damage, and the target takes a penalty to attack rolls equal to your Charisma modifier until the end of your next turn.

*Calling down the power of your god, you bathe your foe in agonizing radiance, driving strength out of its impending attacks.*

Cleric Attack 7

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**



## BLINDING LIGHT

Divine, Radiant, Weapon

Standard Action **R** † Melee weapon  
STR vs FORT One creature

**Hit:** 2[W] + Strength modifier radiant damage, and the target is blinded until the end of your next turn.

*You utter a brief prayer, and a brilliant nimbus of golden light surrounds your weapon, blinding your enemy on impact.*

Cleric Attack 17

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

## ENTHRALL

Charm, Divine, Implement, Psychic

Standard Action **R** ✦ Area burst 3 within 10 squares  
WIS vs WILL Each enemy in burst

**Hit:** 2d10 + Wisdom modifier psychic damage, and the target is immobilized and unable to make attacks against you until the end of your next turn.

*You begin reciting a verse from some ancient holy text. The truths you speak are enough to wound and hamper your enemies.*

Cleric Attack 17

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

## SENTINEL STRIKE

Divine, Weapon

Standard Action **R** † Melee weapon  
STR vs AC One creature

**Hit:** 3[W] + Strength modifier damage. Choose one ally within 5 squares of you; if the target attacks that ally before the end of your next turn, reduce the target's damage against that ally to 0.

*You shout a sacred invocation, and your weapon smolders with silver wisps of divine power. In addition to delivering a stern blow to your enemy, the divine energy clings to your target and foils its attacks for a short time.*

Cleric Attack 17

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

## THUNDEROUS WORD

Divine, Implement, Thunder

Standard Action **R** ⇐ Close blast 5  
WIS vs REF Each enemy in blast

**Hit:** 3d6 + Wisdom modifier thunder damage, and you push the target a number of squares equal to 3 + your Charisma modifier.

**Effect:** Allies in the blast can shift 1 square.

*You shout a word that forcefully thrusts your enemies back while allowing your allies to position themselves more advantageously.*

Cleric Attack 17

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

## ASTRAL BLADES OF DEATH

Divine, Implement, Radiant

Standard Action **R** ✦ Ranged 10  
WIS vs REF One creature

**Hit:** 6d6 + Wisdom modifier radiant damage.

*You invoke a holy phrase. Merciless blades of silvery light suddenly appear around your enemy and begin hacking at it.*

Cleric Attack 23

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

## DIVINE CENSURE

Divine, Weapon

Standard Action **R** † Melee weapon  
STR vs AC One creature

**Hit:** 3[W] + Strength modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

*With a hushed prayer, you imbue your weapon with the divine might of your god, such that one hit with the weapon leaves your enemy reeling.*

Cleric Attack 23

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

## HAUNTING STRIKE

Divine, Weapon

Standard Action **R** † Melee weapon  
STR+2 vs AC One creature

**Hit:** 4[W] + Strength modifier damage. The next attack roll you make against the target gains a +2 power bonus.

*You strike your enemy hard with your weapon and invoke an ancient divine curse that makes him more vulnerable to a subsequent attack.*

Cleric Attack 23

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

## HEALING TORCH

Divine, Healing, Implement, Radiant

Standard Action **R** ✦ Area burst 5 within 10 squares  
WIS vs WILL Each enemy in burst

**Hit:** 3d8 + Wisdom modifier radiant damage.

**Effect:** You and each ally in the burst gain a power bonus to AC equal to your Charisma modifier until the end of your next turn and can spend a healing surge. Add your Charisma modifier to the hit points regained.

*You whisper an ancient prayer, igniting your holy symbol with divine light that quickly spreads to engulf your enemies and allies. The light sears your foes and momentarily bathes your allies in a protective, healing glow.*

Cleric Attack 23

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

## PUNISHING STRIKE

Divine, Weapon

Standard Action **Melee** weapon  
STR+4 vs AC One creature

**Hit:** 4[W] + Strength modifier damage.

*With a simple prayer, you gain a sudden clarity of purpose and empower your weapon with the indomitable might of your deity.*

Cleric Attack 27

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

## SACRIFICIAL HEALING

Divine, Healing, Weapon

Standard Action **Melee** weapon  
STR vs AC One creature

**Hit:** 3[W] + Strength modifier damage, and you and each ally within 10 squares of you can spend a healing surge. Add your Charisma modifier to the hit points regained.

*As you spill the blood of your enemy, you whisper a prayer to your deity, who rewards your battle prowess with a timely blessing upon you and all nearby allies.*

Cleric Attack 27

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

## SCOURGE OF THE UNWORTHY

Divine, Implement, Necrotic

Standard Action **Ranged** 20  
WIS vs REF One creature

**Hit:** 4d10 + Wisdom modifier necrotic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

*You utter a divine phrase that lashes your enemy, dealing a terrible wound.*

Cleric Attack 27

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

## SUNBURST

Divine, Healing, Implement, Radiant

Standard Action **Area** burst 2 within 10 squares  
WIS vs WILL Each enemy in burst

**Hit:** 3d8 + Wisdom modifier radiant damage.

**Effect:** You and each ally in the burst regain hit points equal to 10 + your Charisma modifier and make a saving throw.

*When you invoke an ancient prayer, a brilliant burst of light explodes in front of you, healing your allies and searing your enemies.*

Cleric Attack 27

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

## ASTRAL WAVE

Divine, Implement; Lightning, Radiant, or Thunder

Standard Action **Ranged** Close burst 8  
WIS vs WILL Each enemy in burst

**Hit:** 2d8 + Wisdom modifier damage of the energy type you chose for your Astral Vibrance path feature.

*As your angelic visage emerges, a wave of astral energy emanates from you and washes over your enemies with deadly effect.*

Angelic Avenger Attack 11

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

## PROPHECY OF DOOM

Divine

Standard Action **Ranged** 5  
WIS vs WILL One creature

**Effect:** You or an ally who hits the target with an attack can choose to make the attack a critical hit. This power lasts until the end of your next turn or until you or an ally uses it to make an attack a critical hit.

*You predict dire results for your enemy.*

Divine Oracle Attack 11

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

## SOLAR WRATH

Divine, Radiant, Implement

Standard Action **Ranged** Close burst 8  
WIS vs WILL Each enemy in burst

**Hit:** 3d8 + Wisdom modifier radiant damage. If the target is either an undead creature or a demon, it is also stunned until the end of your next turn.

*Radiant light explodes from you like a solar flare, evaporating shadows and dealing illuminating damage to everything around you.*

Radiant Servant Attack 11

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

## BATTLE CRY

Divine, Healing, Implement

Standard Action **Ranged** Close burst 1  
WIS vs FORT Each adjacent enemy

**Hit:** 2[W] + Wisdom modifier

**Effect:** You and each bloodied ally within 10 squares of you can spend a healing surge.

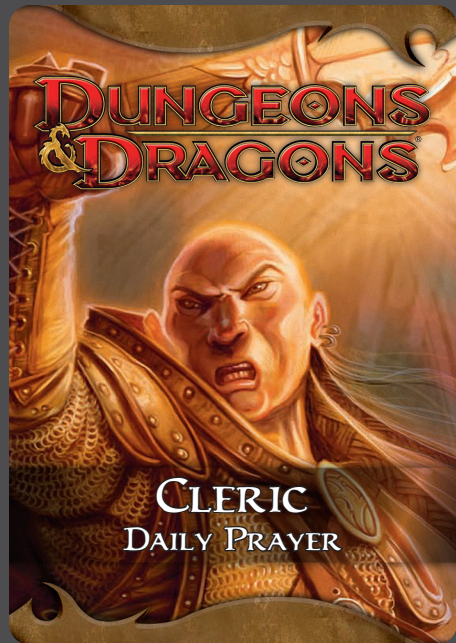
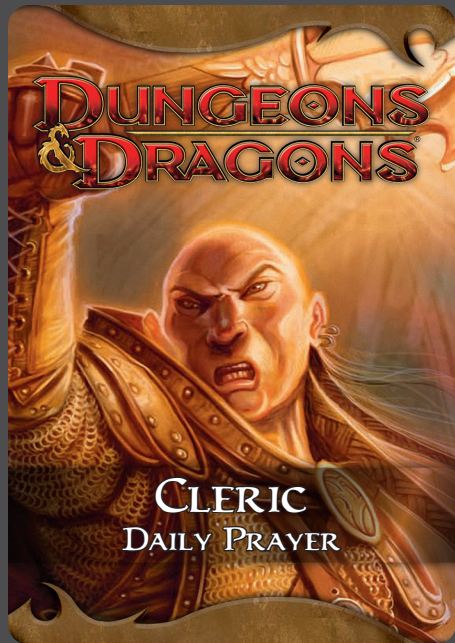
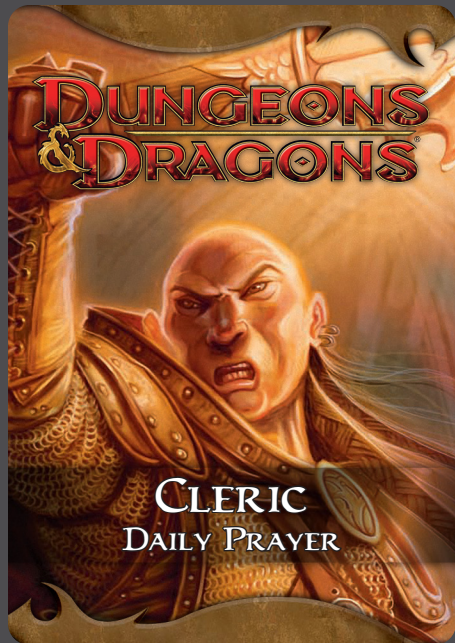
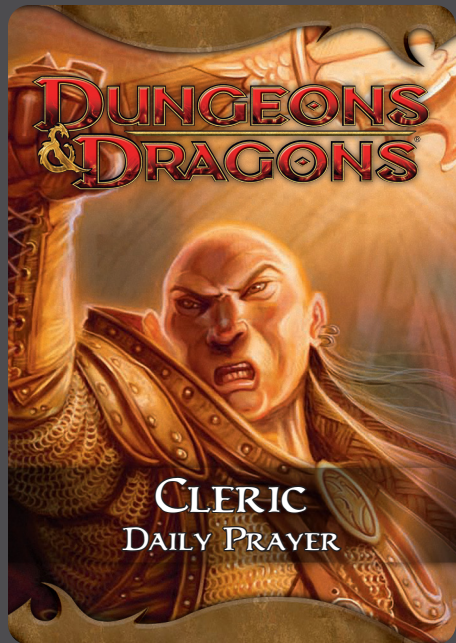
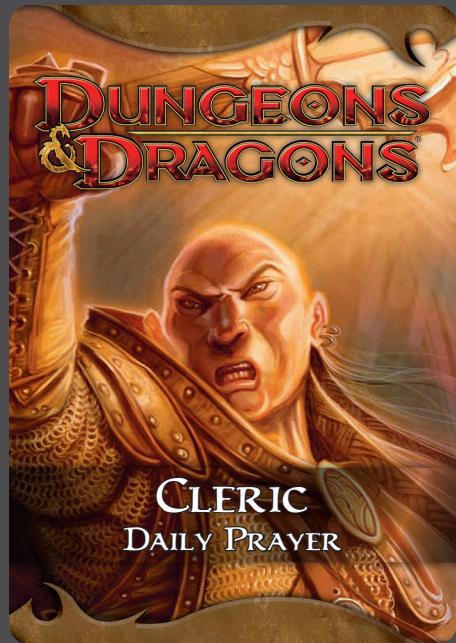
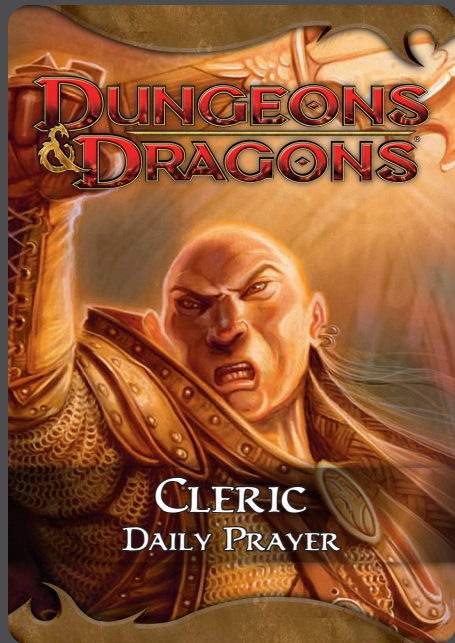
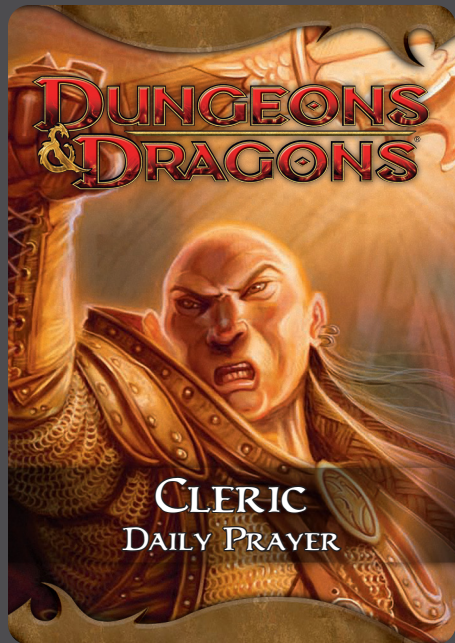
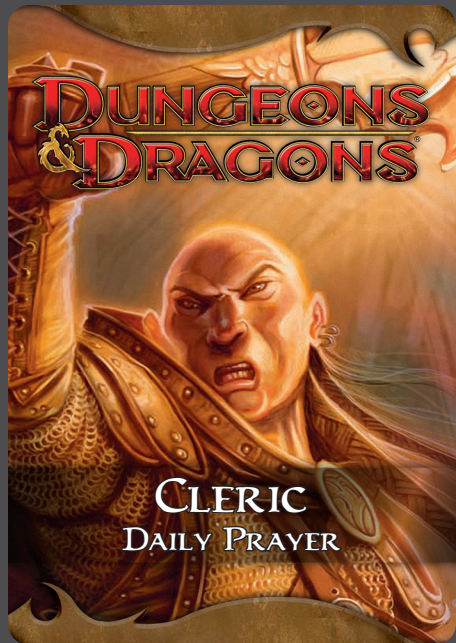
*You attack every enemy next to you, shouting a revitalizing battle cry that inspires your allies.*

Warpriest Attack 11

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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**





## AVENGING FLAME

Divine, Fire, Weapon

Standard Action **Melee** weapon  
STR vs AC One Creature

**Hit:** 2[W] + Strength modifier damage, and ongoing 5 fire damage (save ends).

**Miss:** Half damage, and no ongoing fire damage.

**Special:** If the target attacks on its turn, it can't attempt a saving throw against the ongoing damage.

*You slam your weapon into your foe, who bursts into flame. Divine fire avenges each attack your enemy dares to make.*

Cleric Attack 1

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DAILY PRAYER

DUNGEONS & DRAGONS

## BEACON OF HOPE

Divine, Healing, Implement

Standard Action **Close burst** 3  
WIS vs WILL Each enemy in burst

**Hit:** The target is weakened until the end of its next turn.

**Effect:** You and all your allies in the burst regain 5 hit points, and your healing powers restore +5 hit points until the end of the encounter.

*A burst of divine energy harms your foes and heals your allies. The radiant energy lingers around your holy symbol and improves your healing powers for the rest of the battle.*

Cleric Attack 1

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DAILY PRAYER

DUNGEONS & DRAGONS

## CASCADE OF LIGHT

Divine, Implement, Radiant

Standard Action **Ranged** 10  
WIS vs WILL One creature

**Hit:** 3d8 + Wisdom modifier 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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DAILY PRAYER

DUNGEONS & DRAGONS

## GUARDIAN OF FAITH

Conjuration, Divine, Implement, Radiant

Standard Action **Ranged** 5

**Effect:** You conjure a guardian that occupies 1 square within range. Every round, you can move the guardian 3 squares as a move action. The guardian lasts until the end of the encounter. Any enemy that ends its turn next to the conjured guardian is subject to a Wisdom vs. Fortitude attack. On a hit, the attack deals 1d8 + Wisdom modifier radiant damage. Creatures can move through the space occupied by the guardian.

*You conjure a ghostly guardian, indistinct except for a glowing shield emblazoned with your deity's symbol. A burst of radiance erupts from it to sear foes that move next to it.*

Cleric Attack 1

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DAILY PRAYER

DUNGEONS & DRAGONS

## BLESS

Divine, Word

Standard Action **Close burst** 20  
You and each ally in burst

**Effect:** Until the end of the encounter, all targets gain a +1 power bonus to attack rolls.

*You beseech your deity to bless you and your allies.*

Cleric Utility 2

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DAILY PRAYER

DUNGEONS & DRAGONS

## CURE LIGHT WOUNDS

Divine, Healing

Standard Action **Melee** touch  
You or one creature

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

*You utter a simple prayer and gain the power to instantly heal wounds, and your touch momentarily suffuses you or a wounded creature with a dim silver light.*

Cleric Utility 2

PHB-64

DAILY PRAYER

DUNGEONS & DRAGONS

## SHIELD OF FAITH

Divine, Word

Standard Action **Close burst** 5  
You and each ally in burst

**Effect:** The targets gain a +2 power bonus to AC until the end of the encounter.

*A gleaming shield of divine energy appears over you, granting you and nearby allies protection against attacks.*

Cleric Utility 2

PHB-64

DAILY PRAYER

DUNGEONS & DRAGONS

## CONSECRATED GROUND

Divine, Healing, Radiant, Zone

Standard Action **Close burst** 1

**Effect:** The burst creates a zone of sanctified ground that lasts until the end of your next turn. You can move the origin square of the zone 3 squares as a move action. Enemies that start their turns within the zone take 1d6 + your Charisma modifier radiant damage. You and any allies who are bloodied and start their turns within the zone regain hit points equal to 1 + your Charisma modifier.

**Sustain Minor:** The zone persists.

*With a wave of your hand, jagged lines of radiant light spread across the ground around you like a crackling web, moving at your whim. Enemies that stand upon this ground suffer the wrath of your deity.*

Cleric Attack 5

PHB-65

DAILY PRAYER

DUNGEONS & DRAGONS

## RUNE OF PEACE

Charm, Divine, Weapon

Standard Action **Melee weapon**  
STR vs WILL **One creature**

**Hit:** 1[W] + Strength modifier damage, and the target cannot attack (save ends).

**Miss:** The target cannot attack you until the end of your next turn.

*You smash your weapon into your foe, leaving behind a glowing rune that prevents your foe from making attacks.*

Cleric Attack 5

PHB-65

DAILY PRAYER

DUNGEONS & DRAGONS

## SPIRITUAL WEAPON

Conjuration, Divine, Implement

Standard Action **Ranged 10**  
WIS vs AC **One creature**

**Hit:** 1d10 + Wisdom modifier damage.

**Effect:** You conjure a weapon that appears in the target's square and attacks. Your allies gain combat advantage against the target. You can move the weapon up to 10 squares to another enemy's square as a move action. The weapon lasts until the end of your next turn.

**Sustain Minor:** When you sustain the power, repeat the attack. Your allies continue to gain combat advantage against the weapon's target.

*You conjure a glowing weapon adorned with the symbol of your deity. The weapon attacks one of your foes and guides your allies' attacks against the same target.*

Cleric Attack 5

PHB-65

DAILY PRAYER

DUNGEONS & DRAGONS

## WEAPON OF THE GODS

Divine, Radiant, Weapon

Minor Action **Melee touch**  
ATTACK **One held weapon**

**Effect:** Until the end of the encounter, all attacks made with the weapon deal an extra 1d6 radiant damage. When the weapon hits an enemy, the enemy takes a -2 penalty to AC until the end of the weapon wielder's next turn.

*Your weapon glows with divine radiance, enhancing your attacks.*

Cleric Attack 5

PHB-65

DAILY PRAYER

DUNGEONS & DRAGONS

## CURE SERIOUS WOUNDS

Divine, Healing

Standard Action **Melee touch**  
ATTACK **You or one creature**

**Effect:** The target regains hit points as if it had spent two healing surges.

*You utter a simple prayer and gain the power to instantly heal wounds, and your touch momentarily suffuses you or a wounded creature with bright silver light.*

Cleric Utility 6

PHB-66

DAILY PRAYER

DUNGEONS & DRAGONS

## DIVINE VIGOR

Divine, Healing

Minor Action **Close burst 5**  
ATTACK **You and each ally in burst**

**Effect:** Each target regains the use of his or her second wind.

*You call upon your deity to invigorate you and your battle-weary allies.*

Cleric Utility 6

PHB-66

DAILY PRAYER

DUNGEONS & DRAGONS

## ASTRAL DEFENDERS

Conjuration, Divine, Implement, Radiant

Standard Action **Ranged 10**

**Effect:** You conjure two soldiers, each occupying 1 square within range. The conjured soldiers don't attack normally, but whenever an opportunity attack would be provoked from a conjured soldier, the soldier makes a Wisdom vs. Reflex attack. On a hit, the attack deals 1d10 + Wisdom modifier radiant damage. You can move one soldier or both a total of 3 squares as a move action. Creatures can move through the spaces occupied by the soldiers. The soldiers last until the end of the encounter.

*You conjure two ghostly soldiers, indistinct except for glowing weapons. They lash out with divine radiance against enemies that pass.*

Cleric Attack 9

PHB-66

DAILY PRAYER

DUNGEONS & DRAGONS

## BLADE BARRIER

Conjuration, Divine, Implement

Standard Action **Area wall 5 within 10 squares**

**Effect:** You conjure a wall of contiguous squares filled with spinning blades of astral energy that lasts until the end of your next turn. The wall can be up to 5 squares long and up to 2 squares high. The spaces occupied by the blade barrier are difficult terrain. If a creature enters the barrier's space or starts its turn there, it takes 3d6 + Wisdom modifier damage plus ongoing 5 damage (save ends).

**Sustain Minor:** The barrier persists.

*A barrier of whirling blades appears, slashing at those who come too close or try to pass through.*

Cleric Attack 9

PHB-67

DAILY PRAYER

DUNGEONS & DRAGONS

## DIVINE POWER

Divine, Healing, Radiant, Weapon

Standard Action **Close burst 2**  
STR vs FORT **Each enemy in burst you can see**

**Hit:** 2[W] + Strength modifier radiant damage, and you push the target 1 square.

**Effect:** Until the end of the encounter, you gain regeneration 5, and you and each ally within the burst gain a +2 power bonus to AC.

*You swing your weapon in a wide arc around you, creating a halo of divine energy that drives foes back while fortifying you and your allies.*

Cleric Attack 9

PHB-67


DAILY PRAYER

DUNGEONS & DRAGONS

## FLAME STRIKE

Divine, Fire, Implement

Standard Action  Area burst 2 within 10 squares

WIS vs REF  Each enemy in burst

**Hit:** 2d10 + Wisdom modifier fire damage, and ongoing 5 + Wisdom modifier fire damage (save ends).

**Miss:** Half damage, and no ongoing fire damage.

*A column of flame roars downward to engulf your foes.*

Cleric Attack 9

PHB-67

DAILY PRAYER

DUNGEONS & DRAGONS

## ASTRAL REFUGE

Divine, Healing, Teleportation

Standard Action  Melee touch

ATTACK  One willing ally

**Effect:** The target is whisked away to a place of safety in the Astral Sea for 3 rounds. While there, the target can spend a healing surge each round but cannot take any other actions. At the end of the effect, the target reappears in the space he or she left or, if the space is not vacant, in the nearest unoccupied space.

*With a touch, you send one of your allies to a sequestered location in the Astral Sea, where he can recuperate for a brief time before rejoining the battle.*

Cleric Utility 10

PHB-67

DAILY PRAYER

DUNGEONS & DRAGONS

## KNIGHTS OF UNYIELDING VALOR

Conjuration, Divine

Standard Action  Ranged 10

ATTACK 

**Effect:** You conjure four ghostly warriors, each occupying 1 square within range. As a move action, you can move any of the knights 2 squares. They can't attack or be attacked or damaged, and they last until the end of the encounter. Enemies can't enter a square occupied by a conjured knight, but allies can move through the knights' spaces as if the knights were allies. The conjured knights grant cover to allies but not enemies.

*You conjure four ghostly knights that carry huge shields emblazoned with the symbol of your deity.*

Cleric Utility 10


PHB-67

DAILY PRAYER

DUNGEONS & DRAGONS

## MASS CURE LIGHT WOUNDS

Divine, Healing

Standard Action  Close burst 5

ATTACK  You and each ally in burst

**Effect:** The targets regain hit points as if they had spent a healing surge. Add your Charisma modifier to the hit points regained.

*With a wave of your hand, healing motes of silver light engulf you and all nearby allies.*

Cleric Utility 10

PHB-67

DAILY PRAYER

DUNGEONS & DRAGONS

## HOLY SPARK

Divine, Lightning, Weapon

Standard Action  Melee weapon

STR vs WILL  One creature

**Hit:** 2[W] + Strength modifier lightning damage, and ongoing 10 lightning damage (save ends). While this power's ongoing damage is in effect, any ally of the target that starts its turn within 3 squares of the target takes 2d10 lightning damage.

**Miss:** Half damage, and no ongoing lightning damage.

*Crackling with heavenly lightning, your weapon hits your foe and engulfs him in glowing arcs. Lightning jumps to other foes that approach the target.*

Cleric Attack 15

PHB-68


DAILY PRAYER

DUNGEONS & DRAGONS

## PURIFYING FIRE

Divine, Fire, Healing, Implement

Standard Action  Area burst 2 within 10 squares

WIS vs REF  Each enemy in burst

**Hit:** 3d10 + Wisdom modifier fire damage, and ongoing 10 fire damage (save ends). While this power's ongoing damage is in effect, you and your allies regain hit points equal to 5 + your Charisma modifier when starting a turn adjacent to one or more targets taking the ongoing damage.

**Miss:** Half damage, and no ongoing fire damage.

*Divine fire engulfs your foes and leaves them burning. Like beacons of holy flame, your burning foes heal your nearby allies while the flames persist.*

Cleric Attack 15

PHB-68


DAILY PRAYER

DUNGEONS & DRAGONS

## SEAL OF WARDING

Divine, Implement, Radiant, Zone

Standard Action  Close burst 3

WIS vs WILL  Each enemy in burst

**Hit:** 4d10 + Wisdom modifier radiant damage, and the target is slowed until the end of your next turn.

**Miss:** Half damage, and the target is not slowed.

**Effect:** The burst creates a zone of difficult terrain that grants cover to you and your allies against ranged attacks until the end of your next turn.

**Sustain Minor:** The zone persists.

*You create a circle of faintly glowing divine symbols around you that hinders the movement of enemies caught within it and protects you and your allies from ranged attacks.*

Cleric Attack 15


PHB-68


DAILY PRAYER

DUNGEONS & DRAGONS

## CLOAK OF PEACE

Divine, Utility

Standard Action  Ranged 10

ATTACK  You or one ally

**Effect:** The target gains a +5 power bonus to AC and a +10 power bonus to all other defenses until the end of the encounter. This effect ends if the target makes an attack.

*You utter a prayer as you point toward a nearby ally, surrounding him in a mantle of faint silvery light that repels attacks for as long as he does not attack.*

Cleric Utility 16

PHB-68

DAILY PRAYER

DUNGEONS & DRAGONS

## DIVINE ARMOR

Divine, Healing

Standard Action **Close burst 3**

**ATTACK** You and each ally in burst

**Effect:** You gain a +2 power bonus to AC, and all targets gain resist 5 to all damage until the end of the encounter.

*As you mutter a fervent prayer, the power of your god encases you and healing motes of silver light surround you and all nearby allies.*

Cleric Utility 16

PHB-68

DAILY PRAYER

DUNGEONS & DRAGONS

## HALLOWED GROUND

Divine, Zone

Standard Action **Close burst 5**

**ATTACK** You and any allies within the zone

**Effect:** The burst creates a zone of hallowed ground. You and any allies gain the following benefits while within the zone: a +2 power bonus to saving throws, a +2 power bonus to all defenses, and a +2 power bonus to attack rolls. The area remains hallowed until the end of the encounter.

*You speak a prayer, and the ground around you becomes hallowed, granting you and your allies divine protection.*

Cleric Utility 16

PHB-68

DAILY PRAYER

DUNGEONS & DRAGONS

## FIRE STORM

Divine, Fire, Implement, Zone

Standard Action **Area burst 5 within 10 squares**

**WIS vs REF** Each enemy in burst

**Hit:** 5d10 + Wisdom modifier fire damage.

**Miss:** Half damage.

**Effect:** The burst creates a zone of fire that lasts until the end of your next turn. Enemies that start their turn in this zone take 1d10 + Wisdom modifier fire damage.

**Sustain Minor:** The zone persists.

*A roiling cloud of fire scours your foes, lingering on the battlefield until you allow it to burn itself out.*

Cleric Attack 19

PHB-69

DAILY PRAYER

DUNGEONS & DRAGONS

## HOLY WRATH

Divine, Healing, Implement, Radiant

Standard Action **Close burst 3**

**STR vs AC** Each enemy in burst

**Hit:** 2d10 + Strength modifier radiant damage.

**Effect:** You gain regeneration 10 and a +2 power bonus to attack rolls until the end of the encounter.

*A burst of furious light washes over your foes and fortifies you with the wrath of your god.*

Cleric Attack 19

PHB-69

DAILY PRAYER

DUNGEONS & DRAGONS

## INDOMITABLE SPIRIT

Divine, Healing, Weapon

Standard Action **Ranged 10**

**STR vs AC** One creature

**Hit:** 3[W] + Strength modifier damage.

**Miss:** Half damage.

**Effect:** You and each ally within 5 squares of you regain hit points as if you had each spent a healing surge.

*The divine power of your mighty attack fortifies your allies.*

Cleric Attack 19

PHB-69

DAILY PRAYER

DUNGEONS & DRAGONS

## KNIGHT OF GLORY

Conjuration, Divine, Implement

Standard Action **Ranged 10**

**WIS vs AC** One creature adjacent to the ghostly knight

**Hit:** 3d10 + Wisdom modifier damage.

**Effect:** You conjure a ghostly knight that occupies 1 square within range, and the knight attacks an adjacent creature. Once per round as a minor action, you can make the knight attack an adjacent creature. Every round, you can move the knight 5 squares as a move action. It lasts until the end of the encounter.

*You conjure a ghostly warrior clad in the ceremonial armor of your faith. With sword in hand, it attacks your enemies.*

Cleric Attack 19

PHB-69

DAILY PRAYER

DUNGEONS & DRAGONS

## ANGEL OF THE ELEVEN WINDS

Conjuration, Divine

Standard Action **Ranged 10**

**ATTACK** Ranged 10

**Effect:** You conjure the likeness of an angel that occupies 1 square within range. The angel grants any target you can see a speed of fly 8 and a +4 power bonus to AC against opportunity attacks. Changing the target is a minor action. A creature that no longer benefits from the effect lands on the ground safely. The angel can't move or be attacked or damaged, and it lasts until the end of the encounter.

*You conjure a luminous winged angel with indistinct features. It hovers 1 foot above the ground and grants others the power of flight.*

Cleric Utility 22

PHB-70

DAILY PRAYER

DUNGEONS & DRAGONS

## CLARION CALL OF THE ASTRAL SEA

Divine, Healing, Teleportation

Standard Action **Ranged 10**

**ATTACK** You or one willing ally

**Effect:** The target teleports away to a safe location in the Astral Sea and regains hit points up to its maximum. While it is away, the target can perceive the surroundings of its previous location, but it can't take any actions. At the start of its next turn, it returns to an unoccupied space chosen by you within 5 squares of its previous location.

*You beseech your deity for aid. A heavenly trumpet sounds, and you or a nearby ally is instantly whisked away to a fortress on the Astral Sea, restored to full health, and returned safely to the battlefield in short order.*

Cleric Utility 22

PHB-70

DAILY PRAYER

DUNGEONS & DRAGONS

## CLOUD CHARIOT

Conjuration, Divine

Standard Action **RA** Ranged 2

**ATTACK** **TARGET**

**Effect:** You conjure a chariot of cloudstuff that occupies a 2-by-2 space within range, and a winged horse of cloudstuff that occupies a 2-by-2 space adjacent to the chariot. The horse and chariot have a speed of fly 8. The chariot can carry up to four Small or Medium creatures, and the horse can hold one Small or Medium rider. The chariot grants cover to its occupants. The chariot and the horse can't attack or be separated, and they can't be attacked or damaged. They remain until you take an extended rest unless you dismiss them (a free action).

*You conjure a white cloud that coalesces into a chariot pulled by a winged horse, both made of solid cloudstuff.*

Cleric Utility 22

PHB-70

DAILY PRAYER

DUNGEONS & DRAGONS

## PURIFY

Divine

Standard Action **RA** Close burst 5

**ATTACK** **TARGET** You and each ally in burst

**Effect:** Every effect that a save can end is removed from the targets.

*You wave a hand, releasing golden motes of light that strike nearby allies, ridding them of all lingering afflictions.*

Cleric Utility 22

PHB-70

DAILY PRAYER

DUNGEONS & DRAGONS

## SPIRIT OF HEALTH

Conjuration, Divine, Healing

Standard Action **RA** Ranged 10

**ATTACK** **TARGET**

**Effect:** You conjure a spirit that appears in 1 square within range. You or any ally adjacent to or in the same square as the spirit can spend a healing surge as a minor action. The spirit can heal one target per round and regains its healing ability at the start of each of your turns. Creatures can move through the spirit's space without impediment. The spirit can't move or be attacked or damaged, and it lasts until the end of the encounter.

*You conjure an insubstantial spirit that hovers in the air nearby and heals your wounded comrades.*

Cleric Utility 22

PHB-70

DAILY PRAYER

DUNGEONS & DRAGONS

## NIMBUS OF DOOM

Divine, Radiant, Weapon

Standard Action **RA** Melee weapon

**STR vs AC** **ATTACK** **TARGET** One creature

**Hit:** 6[W] + Strength modifier radiant damage.

**Effect:** The target takes a -2 penalty to all defenses (save ends).

*Your attack illuminates your foe with a radiant glow, guiding attacks against it.*

Cleric Attack 25

PHB-71

DAILY PRAYER

DUNGEONS & DRAGONS

## SACRED WORD

Divine, Implement, Psychic

Standard Action **RA** Close burst 5

**WIS vs FORT** **ATTACK** **TARGET** Each enemy in burst

**Hit:** 4d10 + Wisdom modifier psychic damage, and the target is stunned until the end of your next turn.

**Miss:** Half damage, and the target is not stunned.

*A single word of divine power damages and stuns nearby foes.*

Cleric Attack 25

PHB-71

DAILY PRAYER

DUNGEONS & DRAGONS

## SEAL OF BINDING

Divine, Implement

Standard Action **RA** Ranged 10

**WIS vs WILL** **ATTACK** **TARGET** One creature

**Hit:** 3d10 + Wisdom modifier damage, and the target is stunned and can't be affected by any attack other than this one until the end of your next turn.

**Sustain Standard:** Each time you sustain the power, you and the target both take 2d10 + Wisdom modifier damage. The target remains stunned and protected against all other attacks. You can't sustain this power if you are bloodied.

*Faintly glowing symbols encircle your foe, trapping it.*

Cleric Attack 25

PHB-71

DAILY PRAYER

DUNGEONS & DRAGONS

## SEAL OF PROTECTION

Divine, Implement, Radiant, Zone

Standard Action **RA** Close burst 2

**STR vs REF** **ATTACK** **TARGET** Each enemy in burst

**Hit:** 3d10 + Strength modifier radiant damage.

**Effect:** The burst creates a protected zone until the end of your next turn. You and each ally within the zone gain a +2 bonus to AC. Enemies that enter the zone end their current movement.

**Sustain Minor:** The zone persists.

*You create a circle of faintly glowing symbols that halts your enemies and protects you and your allies from attack.*

Cleric Attack 25

PHB-71

DAILY PRAYER

DUNGEONS & DRAGONS

## ASTRAL STORM

Cold, Divine, Fire, Implement, Lightning, Thunder, Zone

Standard Action **RA** Area burst 5 within 20 squares

**WIS vs REF** **ATTACK** **TARGET** Each enemy in burst

**Hit:** 6d10 + Wisdom modifier cold, fire, lightning, and thunder damage. Resistance doesn't reduce the damage unless the target has resistance to all four damage types, and only the weakest resistance applies. A target that has vulnerability to any one of the four damage types is subject to that vulnerability.

**Miss:** Half damage.

**Effect:** The burst creates a stormy zone until the end of your next turn.

**Sustain Minor:** When you sustain this power, make a Wisdom vs. Reflex attack against every enemy within the zone, dealing 2d10 + Wisdom modifier lightning damage if you hit and half damage if you miss.

*You unleash a terrible storm upon your enemies, raining ice, fire, lightning, and thunder down upon them.*

Cleric Attack 29

PHB-72

DAILY PRAYER

DUNGEONS & DRAGONS

## GODSTRIKE

Divine, Radiant, Weapon

Standard Action **WORDS** **RA** Melee weapon  
**STR** vs **AC** **ATTACK** **TARGET** One creature

**Hit:** 7[W] + Strength modifier radiant damage.  
**Miss:** Half damage.

*Your weapon explodes with brilliant light as you swing it at your foe.*

Cleric Attack 29

PHB-77

DAILY PRAYER

DUNGEONS & DRAGONS

## ANGELIC PRESENCE

Divine, Fear

Minor Action **WORDS** **RA** Personal  
**ATTACK** **TARGET**

**Effect:** Enemies gain a -2 penalty to attack rolls against you until the end of the encounter or until you are bloodied.

*Your features blur into an angel's holy veil, and you are filled with a divine presence.*

Angelic Avenger Utility 12

PHB-73

DAILY PRAYER

DUNGEONS & DRAGONS

## ANGEL ASCENDANT

Divine, Weapon

Standard Action **WORDS** **RA** Melee weapon  
**STR** vs **AC** **ATTACK** **TARGET**

**Hit:** 5[W] + Strength modifier damage.  
**Effect:** You gain a speed of fly 6 (hover) until the end of the encounter. (See the Dungeon Master's Guide for rules on hovering.)

*You channel divine energy into a single, powerful attack that transforms you into an angelic being. Wings of radiant light spread from your back as your features transform into those of an angel.*

Angelic Avenger Attack 20

PHB-73

DAILY PRAYER

DUNGEONS & DRAGONS

## GOOD OMENS

Divine, **WORDS**

Standard Action **WORDS** **RA** Ranged 10  
**ATTACK** **TARGET** You and each ally in range

**Effect:** The targets gain a +5 power bonus to all d20 rolls until the end of your next turn, but the targets cannot score critical hits while this power is in effect.

*You peer into the future and predict good fortune for you and your allies.*

Divine Oracle Utility 12

PHB-73

DAILY PRAYER

DUNGEONS & DRAGONS

## HAMMER OF FATE

Divine, Implement

Standard Action **WORDS** **RA** Ranged 20  
**WIS** vs **WILL** **ATTACK** **TARGET** One creature

**Hit:** 5d10 + Wisdom modifier damage.  
**Miss:** Rewind your turn to the moment before you made the attack, and you don't use this power. Choose a different standard action this turn. You can't use hammer of fate again until the next encounter.

*You hammer your foe with prophetic words of power. If your foe avoids the barrage, you can untangle the lines of fate and perform a different action.*

Divine Oracle Attack 20

PHB-73

DAILY PRAYER

DUNGEONS & DRAGONS

## HEALING SUN

Divine, Healing, Radiant, Zone

Standard Action **WORDS** **RA** Close burst 2  
**ATTACK** **TARGET**

**Effect:** The burst creates a zone of divine light until the end of your next turn. You and each ally who ends his or her turn within the zone regain hit points equal to 5 + your Charisma modifier. A demon or an undead creature that enters the zone or starts its turn there takes 1d10 + your Charisma modifier radiant damage.

**Sustain Standard:** The zone persists.

**Special:** The zone ends at the end of your turn if you are bloodied.

*A healing sun shines forth from you, repairing the wounds of your allies while keeping creatures of darkness at bay.*

Radiant Servant Utility 12

PHB-74

DAILY PRAYER

DUNGEONS & DRAGONS

## RADIANT BRILLIANCE

Divine, Implement, Radiant

Standard Action **WORDS** **RA** Ranged 20  
**WIS** vs **REF** **ATTACK** **TARGET** One creature

**Hit:** 3d10 + Wisdom modifier radiant damage.  
**Effect:** At the start of your next turn, the target is the center of a burst 5 radiant explosion that affects only your enemies: Wisdom vs. Will; 3d10 radiant damage; half damage on a miss.

*You fire a brilliant ray of searing light into a foe, igniting that foe and briefly turning it into a small sun.*

Radiant Servant Attack 20

PHB-74

DAILY PRAYER

DUNGEONS & DRAGONS

## BATTLE FAVOR

Divine, Healing

Free Action **WORDS** **RA** Personal  
**ATTACK** **TARGET**

**Trigger:** You roll a natural 20 when making a melee attack  
**Effect:** Regain hit points as if you had spent two healing surges, or recover one daily power you have already used. Once you use this power, you cannot recover it except by taking an extended rest.

*When you score a critical hit against an enemy, your deity favors you with healing or by renewing one of your prayers.*

Warpriest Utility 12

PHB-74

DAILY PRAYER

DUNGEONS & DRAGONS

# BATTLE PYRES

Divine, Implement, Radiant

Standard Action Close burst 5

WIS vs WILL Each enemy in burst

**Hit:** 2d8 + Wisdom modifier damage, and ongoing 5 radiant damage (save ends). Make a secondary attack.

**Secondary Target:** One creature taking ongoing radiant damage within 5 squares of you.

**Secondary Attack:** Wisdom vs. Reflex

**Secondary Hit:** 5d10 + Wisdom modifier damage.

**Sustain Standard:** You can make the secondary attack in subsequent rounds as long as at least one of your primary targets is taking ongoing radiant damage.

*You call upon a powerful prayer that turns your enemies into pyres ablaze with radiant energy*

Warpriest Attack 20

PHB-74

DAILY PRAYER

KEYWORDS		USED
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS	LEVEL	PAGE

DAILY PRAYER

KEYWORDS		USED
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET
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DAILY PRAYER

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DAILY PRAYER