

### CHANNEL DIVINITY: ARMOR OF BAHAMUT

Divine: **KEYWORDS**

Immediate Interrupt **RA** ⚡ Ranged 5  
**ATTACK** **TARGET**

**Trigger:** An enemy scores a critical hit on you or an ally.

**Effect:** Turn a critical hit against you or an ally within range into a normal hit.

**Special:** You must take the Armor of Bahamut feat to use this power.

*Bahamut protects you or a friend from devastating harm.*

Feat Power PHB-193

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

### CHANNEL DIVINITY: AVANDRA'S RESCUE

Divine: **KEYWORDS**

Move Action **ION** **RA** ⚡ Melee 1  
**ATTACK** **TARGET** One ally

**Effect:** Shift into the space of an adjacent ally; that ally simultaneously shifts into your space. Your space and your ally's space must be the same size.

*Avandra smiles upon you and helps you rescue a friend in need.*

Feat Power PHB-194

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

### CHANNEL DIVINITY: CORELLON'S GRACE

Divine: **KEYWORDS**

Immediate Interrupt **ION** **RA** ⚡ Ranged 10  
**ATTACK** **TARGET**

**Trigger:** Another creature within range spends an action point to take an extra action

**Effect:** You take a move action.

**Special:** You must take the Corellon's Grace feat to use this power.

*Corellon's grace allows you to move when others take action.*

Feat Power PHB-194

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

### CHANNEL DIVINITY: HARMONY OF ERATHIS

Divine: **KEYWORDS**

Minor Action **ION** **RA** ⚡ Ranged 10  
**ATTACK** **TARGET** One ally

**Effect:** If you have at least three allies within range, grant one of those allies a +2 power bonus to the first attack roll he or she makes before the start of your next turn.

**Special:** You must take the Harmony of Erathis feat to use this power.

*Erathis brings harmony of purpose to like-minded allies.*

Feat Power PHB-195

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

### CHANNEL DIVINITY: IOUN'S POISE

Divine: **KEYWORDS**

Minor Action **ION** **RA** ⚡ Ranged 5  
**ATTACK** **TARGET** You or one ally

**Effect:** The target gains a +5 power bonus to Will defense until the start of your next turn.

**Special:** You must take the Ioun's Poise feat to use this power.

*Ioun grants strength of will to those she favors.*

Feat Power PHB-198

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

### CHANNEL DIVINITY: KORD'S FAVOR

Divine, Healing **KEYWORDS**

Free Action **ION** **RA** ⚡ Ranged 5  
**ATTACK** **TARGET**

**Trigger:** You or an ally within range scores a critical hit with a melee attack.

**Effect:** You or the ally can spend a healing surge.

**Special:** You must take the Kord's Favor feat to use this power.

*Kord favors a strong hit in combat with healing.*

Feat Power PHB-198

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

### CHANNEL DIVINITY: MELORA'S TIDE

Divine, Healing **KEYWORDS**

Minor Action **ION** **RA** ⚡ Ranged 5  
**ATTACK** **TARGET** You or one ally; bloodied target only

**Effect:** The target gains regeneration 2 until the end of the encounter or until he or she is no longer bloodied. If you are 11th level or higher, this power grants regeneration 4 instead. If you are 21st level or higher, this power grants regeneration 6 instead.

**Special:** You must take the Melora's Tide feat to use this power.

*Melora sends a tide of healing energy to aid you or a bloodied friend.*

Feat Power PHB-199

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

### CHANNEL DIVINITY: MORADIN'S RESOLVE

Divine: **KEYWORDS**

Minor Action **ION** **RA** ⚡ Personal  
**ATTACK** **TARGET**

**Effect:** Until the end of your next turn, you gain a +2 bonus to attack rolls against Large or larger creatures.

**Special:** You must take the Moradin's Resolve feat to use this power.

*Moradin's blessing puts the small on more equal footing with the large.*

Feat Power PHB-199

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

CHANNEL DIVINITY: PELOR'S RADIANCE

Divine, Implement, Radiant

Standard Action **Close burst 1 (3 at 11th, 5 at 21st)**

WIS vs WILL **Each undead creature in burst**

**Hit:** 1d12 + Wisdom modifier radiant damage, and the target is stunned until the end of your next turn. Increase damage to 2d12 at 5th level, 3d12 at 11th, 4d12 at 15th, 5d12 at 21st, and 6d12 at 25th.

**Special:** You must take the Pelor's Radiance feat to use this power.

*When undead creatures abound, Pelor's radiance shines to aid the faithful.*

Feat Power PHB-199

CHANNEL DIVINITY: RAVEN QUEEN'S BLESSING

Divine, Healing

Free Action **Ranged 10**

**ATTACK TARGET**

**Trigger:** Your attack drops an enemy within range to 0 hit points or fewer.

**Effect:** You or an ally within 5 squares of the enemy can spend a healing surge.

**Special:** You must take the Raven Queen's Blessing feat to use this power.

*The Raven Queen grants a boon to those who send the dead on their way.*

Feat Power PHB-200

CHANNEL DIVINITY: SEHANINE'S REVERSAL

Divine

No Action **Ranged 5**

**ATTACK TARGET**

**Trigger:** You roll a natural 20 on a saving throw.

**Effect:** Choose an enemy within range; that creature gains the condition you just saved against.

**Special:** You must take the Sehanine's Reversal feat to use this power.

*Sehanine's blessing turns the powers of your enemies against them.*

Feat Power PHB-200

KEYWORDS USED

ACTION	+ ↻	RANGE
VS	← *	TARGET
ATTACK	DEFENSE	TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

KEYWORDS USED

ACTION	+ ↻	RANGE
VS	← *	TARGET
ATTACK	DEFENSE	TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

KEYWORDS USED

ACTION	+ ↻	RANGE
VS	← *	TARGET
ATTACK	DEFENSE	TARGET

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CLASS LEVEL PAGE

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CLASS LEVEL PAGE

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