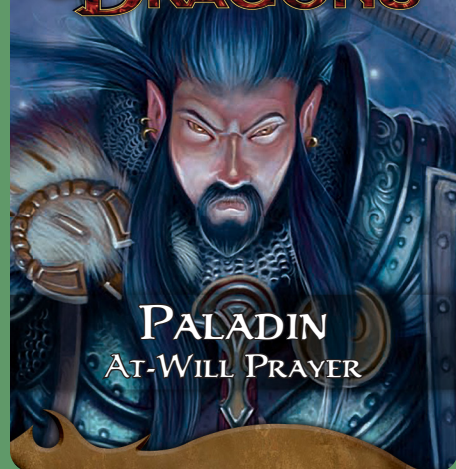
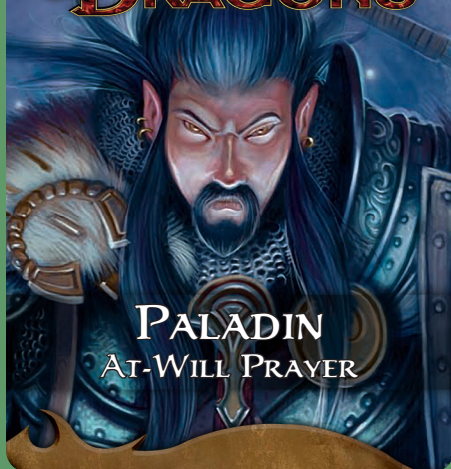


DUNGEONS
& DRAGONS



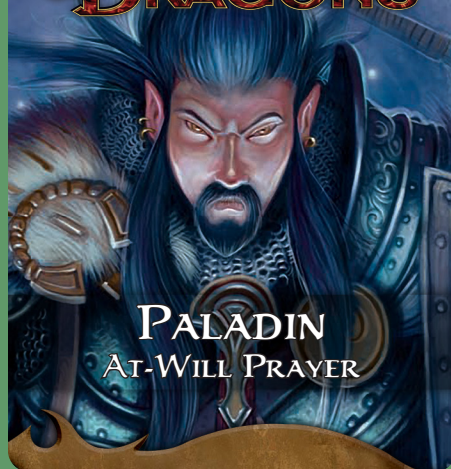
PALADIN
AT-WILL PRAYER

DUNGEONS
& DRAGONS



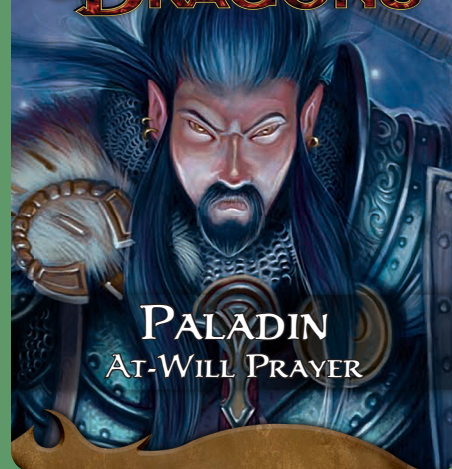
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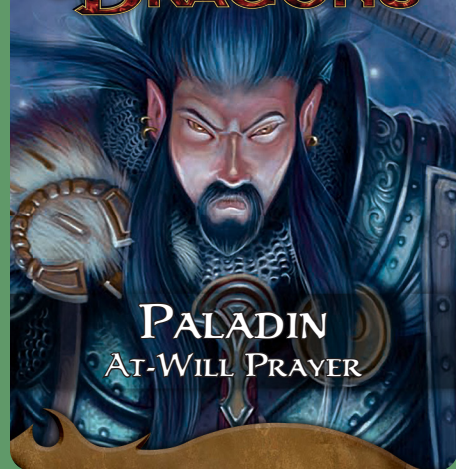
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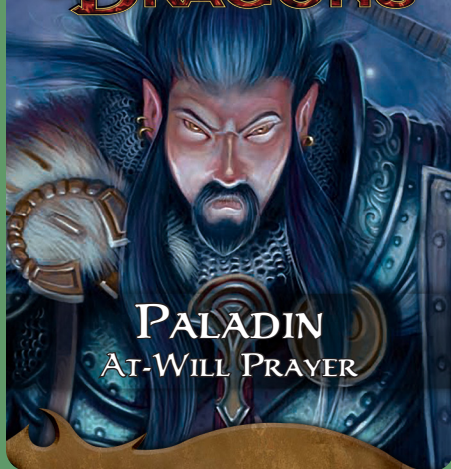
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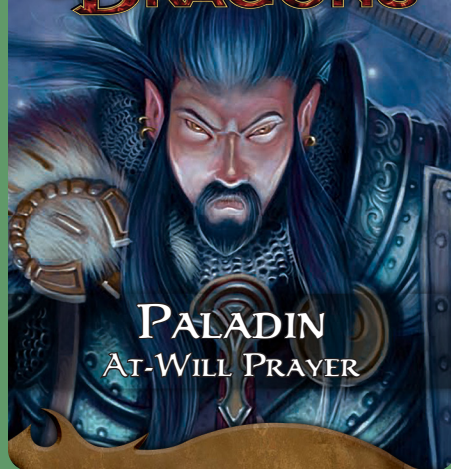
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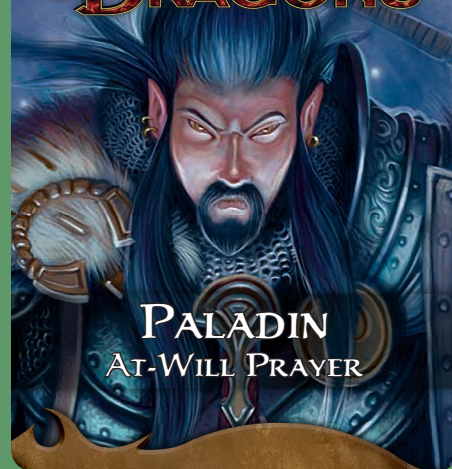
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DUNGEONS
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PALADIN
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DUNGEONS
& DRAGONS



PALADIN
AT-WILL PRAYER

MELEE BASIC ATTACK

Weapon **KEYWORDS**

Standard Action **ON**  Melee weapon

STR vs AC **TA** **TA** 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 **TA** **TA** 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

PHB-287

AT-WILL PRAYER

DUNGEONS & DRAGONS

DIVINE CHALLENGE

Divine, Radiant **KEYWORDS**

Minor Action **ON** **R**  Close burst 5

ATTACK **TA** One creature in burst

Effect: You mark the target. The target remains marked until you use this power against another target, or if you fail to engage the target (see below). A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place. While a target is marked, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. Also, it takes radiant damage equal to 3 + your Charisma modifier the first time it makes an attack that doesn't include you as a target before the start of your next turn. The damage increases to 6 + your Charisma modifier at 11th level, and to 9 + your Charisma modifier at 21st level. On your turn, you must engage the target you challenged or challenge a different target. To engage the target, you must either attack it or end your turn adjacent to it. If none of these events occur by the end of your turn, the marked condition ends and you can't use divine challenge on your next turn. You can use divine challenge once per turn.

Special: Even though this ability is called a challenge, it doesn't rely on the intelligence or language ability of the target. It's a magical compulsion that affects the creature's behavior, regardless of the creature's nature. You can't place a divine challenge on a creature that is already affected by your or another character's divine challenge.

You boldly confront a nearby enemy, searing it with divine light if it ignores your challenge.

Paladin Feature


PHB-91

AT-WILL PRAYER

DUNGEONS & DRAGONS

LAY ON HANDS

Divine, Healing **KEYWORDS**

Minor Action **ON** **R**  Melee touch

ATTACK **TA** One creature

Special: You can use this power a number of times per day equal to your Wisdom modifier (minimum 1), but only once per round.

Effect: You spend a healing surge but regain no hit points. Instead, the target regains hit points as if it had spent a healing surge. You must have at least one healing surge remaining to use this power.

Your divine touch instantly heals wounds.

Paladin Feature

PHB-91

AT-WILL PRAYER

DUNGEONS & DRAGONS

BOLSTERING STRIKE

Divine, Weapon **KEYWORDS**

Standard Action **ON** **R**  Melee weapon

CHA vs AC **TA** **TA** One creature

Hit: 1[W] + Charisma modifier damage, and you gain temporary hit points equal to your Wisdom modifier. Increase damage to 2[W] + Charisma modifier at 21st level.

You attack your foe without mercy or reprieve, and your accuracy is rewarded with a divine gift of vigor.

Paladin Attack 1

PHB-92

AT-WILL PRAYER

DUNGEONS & DRAGONS

ENFEEBLING STRIKE

Divine, Weapon **KEYWORDS**

Standard Action **ON** **R**  Melee weapon

CHA vs AC **TA** **TA** One creature

Hit: 1[W] + Charisma modifier damage. If you marked the target, it takes a -2 penalty to attack rolls until the end of your next turn. Increase damage to 2[W] + Charisma modifier at 21st level.

Your brutal weapon attack leaves your foe weakened.

Paladin Attack 1

PHB-92

AT-WILL PRAYER

DUNGEONS & DRAGONS

HOLY STRIKE

Divine, Radiant, Weapon **KEYWORDS**

Standard Action **ON** **R**  Melee weapon

STR vs AC **TA** **TA** One creature

Hit: 1[W] + Strength modifier radiant damage. If you marked the target, you gain a bonus to the damage roll equal to your Wisdom modifier. Increase damage to 2[W] + Strength modifier at 21st level.

You strike an enemy with your weapon, which ignites with holy light.

Paladin Attack 1

PHB-92

AT-WILL PRAYER

DUNGEONS & DRAGONS

VALIANT STRIKE

Divine, Weapon **KEYWORDS**

Standard Action **ON** **R**  Melee weapon

STR+1 per enemy adjacent to you vs AC **TA** **TA** One creature

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

As you bring your weapon to bear, the odds against you add strength to your attack.

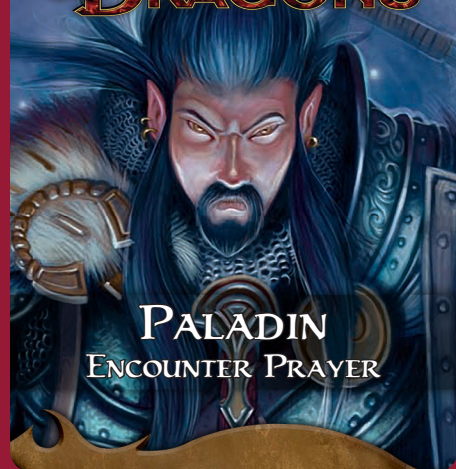
Paladin Attack 1

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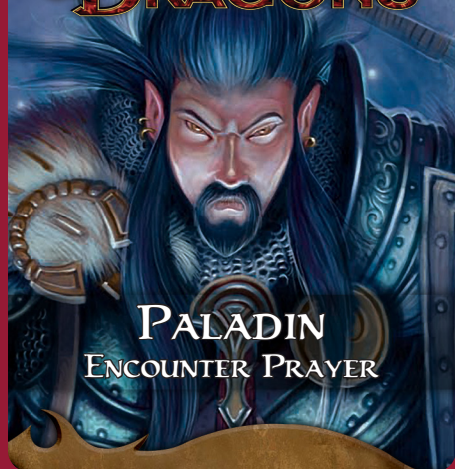
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DUNGEONS & DRAGONS



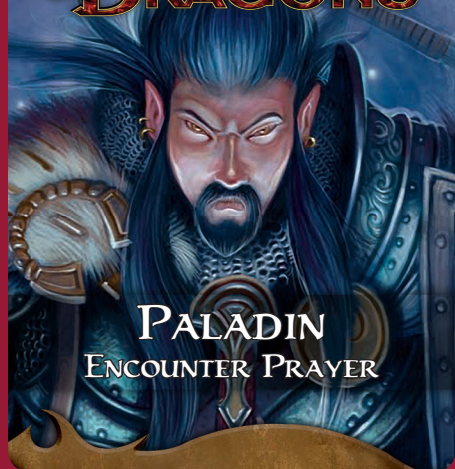
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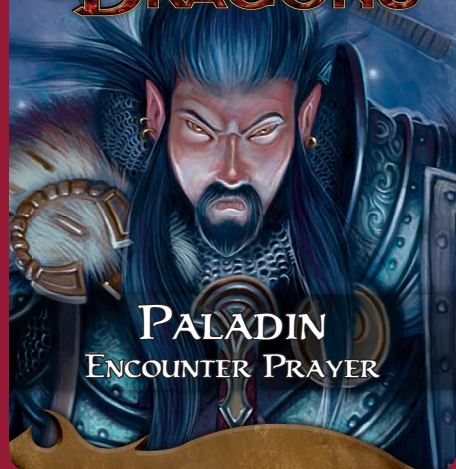
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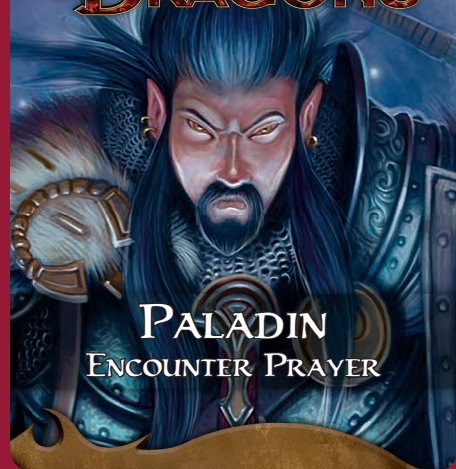
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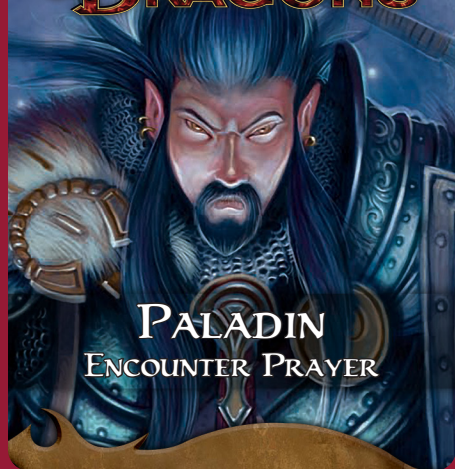
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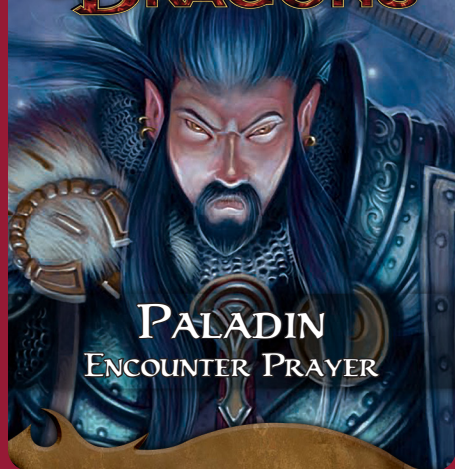
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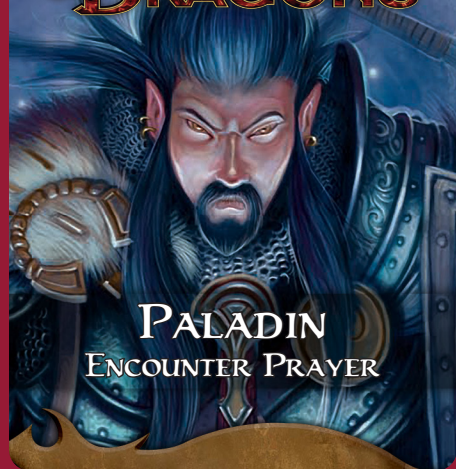
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PALADIN
ENCOUNTER PRAYER

DUNGEONS & DRAGONS



PALADIN
ENCOUNTER PRAYER

CHANNEL DIVINITY: DIVINE METTLE

Divine: **KEYWORDS**

Minor Action **ON** **R** ← Close burst 10
ATTACK **TARGET** One creature in burst

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

Your unswerving faith in your deity empowers a nearby creature to resist a debilitating affliction.

Paladin Feature PHB-91

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

CHANNEL DIVINITY: DIVINE STRENGTH

Divine: **KEYWORDS**

Minor Action **ON** **R** **A** Personal
ATTACK **TARGET**

Effect: Apply your Strength modifier as extra damage on your next attack this turn.

You petition your deity for the divine strength to lay low your enemies.

Paladin Feature PHB-91

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

FEARSOME SMITE

Divine, Fear, Weapon **KEYWORDS**

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

Hit: 2[W] + Charisma modifier damage. Until the end of your next turn, the target takes a penalty to attack rolls equal to your Wisdom modifier.

When you strike a foe with your weapon, the force of the blow causes him to shudder and second-guess his tactics.

Paladin Attack 1 PHB-92

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

PIERCING SMITE

Divine, Weapon **KEYWORDS**

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

Hit: 2[W] + Strength modifier damage, and the target and a number of enemies adjacent to you equal to your Wisdom modifier are marked until the end of your next turn.

Silvery spikes cover your weapon, punching through your foe's armor.

Paladin Attack 1 PHB-92

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

RADIANT SMITE

Divine, Radiant, Weapon **KEYWORDS**

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

Hit: 2[W] + Strength modifier + Wisdom modifier radiant damage.

Your weapon glows with a pearly luminescence. Enemies shrink from its pure light, especially creatures of supernatural evil such as demons and devils.

Paladin Attack 1 PHB-92

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

SHIELDING SMITE

Divine, Weapon **KEYWORDS**

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

Hit: 2[W] + Charisma modifier damage.
Effect: Until the end of your next turn, one ally within 5 squares of you gains a power bonus to AC equal to your Wisdom modifier.

A translucent golden shield forms in front of a nearby ally as you attack with your weapon.

Paladin Attack 1 PHB-92

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

ARCING SMITE

Divine, Weapon **KEYWORDS**

Standard Action **ON** **R** **A** Melee weapon
ATTACK **TARGET** One or two creatures

Attack: One attack per target.
Hit: 1[W] + Strength modifier damage, and the target is marked until the end of your next turn.

You swing your weapon in a wide arc that strikes not one but two creatures within your reach.

Paladin Attack 3 PHB-93

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

INVIGORATING SMITE

Divine, Healing, Weapon **KEYWORDS**

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

Hit: 2[W] + Charisma modifier damage. If you are bloodied, you regain hit points equal to 5 + your Wisdom modifier. Bloodied allies within 5 squares of you also regain hit points equal to 5 + your Wisdom modifier.

When you hit an enemy with your weapon, you and your allies suddenly feel invigorated by the divine power of your faith.

Paladin Attack 3 PHB-93

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

RIGHTEOUS SMITE

Divine, Healing, Weapon

Standard Action **Paladin Attack 3** **Ranged** **Melee weapon**
CHA vs AC **One creature**

Hit: 2[W] + Charisma modifier damage, and you and each ally within 5 squares of you gain temporary hit points equal to 5 + your Wisdom modifier.

Your righteous blow fills you and your nearby allies with preternatural resolve.

Paladin Attack 3

PHB-93

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

STAGGERING SMITE

Divine, Weapon

Standard Action **Paladin Attack 3** **Ranged** **Melee weapon**
STR vs AC **One creature**

Hit: 2[W] + Strength modifier damage, and you push the target a number of squares equal to your Wisdom modifier.

With a mighty swing of your weapon, you knock your enemy back.

Paladin Attack 3

PHB-93

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

BECKON FOE

Divine, Implement

Standard Action **Paladin Attack 7** **Ranged** **5**
CHA vs WILL **One creature**

Hit: 2d10 + Charisma modifier damage, and you pull the target a number of squares equal to your Wisdom modifier.

You pull an enemy toward you, dealing grievous wounds as he tries to rebuke you.

Paladin Attack 7

PHB-94

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

BENIGN TRANSPOSITION

Divine, Teleportation, Weapon

Standard Action **Paladin Attack 7** **Ranged** **Melee weapon**
One ally within squares equal to your WIS modifier

Effect: You and the target swap places. If an enemy is now within your melee reach, you can make a secondary attack against it.

Secondary Target: One enemy

Secondary Attack: Charisma vs. AC

Secondary Hit: 2[W] + Charisma modifier damage.

You call upon the power of your deity to switch places with an ally and strike a foe within reach of your new position.

Paladin Attack 7

PHB-94

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

DIVINE REVERENCE

Divine, Implement, Radiant

Standard Action **Paladin Attack 7** **Ranged** **Close burst 1**
CHA vs WILL **Each enemy in burst**

Hit: 1d8 + Charisma modifier radiant damage, and the target is dazed until the end of your next turn.

You present yourself with such conviction that your enemies cannot help but be awestruck by the power of your faith.

Paladin Attack 7

PHB-94

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

THUNDER SMITE

Divine, Thunder, Weapon

Standard Action **Paladin Attack 7** **Ranged** **Melee weapon**
STR vs AC **One creature**

Attack: If the target is marked by you, the attack can score a critical hit on a roll of 19-20.

Hit: 2[W] + Strength modifier thunder damage, and the target is knocked prone.

Your weapon flashes as it strikes, and moments later, a peal of thunder slams into your foe.

Paladin Attack 7

PHB-94

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

CLEANSING SPIRIT

Divine

Minor Action **Paladin Utility 10** **Ranged** **5**
You or one ally

Effect: The target makes a saving throw with a +2 bonus.

A translucent outline briefly appears above the creature you designate. The divine spirit gestures, relieving some of the creature's suffering, then fades instantly away.

Paladin Utility 10

PHB-95

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

ENTANGLING SMITE

Divine, Weapon

Standard Action **Paladin Attack 13** **Ranged** **Melee weapon**
CHA vs WILL **One creature**

Hit: 2[W] + Charisma modifier damage, and the target is immobilized until the end of your next turn.

Strands of energy erupt from your weapon as it strikes true, wrapping around your foe and rooting it to the ground.

Paladin Attack 13

PHB-95

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

RADIANT CHARGE

Divine, Radiant, Weapon

Standard Action **Melee** weapon

STR vs AC One creature within your melee reach

Effect: You can fly a number of squares equal to your Wisdom modifier and make an attack.

Special: You must charge as part of this attack.

Hit: 3[W] + Strength modifier radiant damage, and the target is marked until the end of your next turn.

You propel yourself through the air toward a nearby foe as brilliant rays of light stream from your weapon.

Paladin Attack 13

PHB-95

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

RENEWING SMITE

Divine, Healing, Weapon

Standard Action **Melee** weapon

CHA vs AC One creature

Hit: 2[W] + Charisma modifier damage, and one ally within 5 squares of you regains hit points equal to 10 + your Wisdom modifier.

As you strike a foe with your weapon, you murmur a prayer of renewal, causing a momentary nimbus of light to engulf and heal a nearby ally.

Paladin Attack 13

PHB-95

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

WHIRLWIND SMITE

Divine, Weapon

Standard Action **Close burst 1**

STR vs AC Each enemy in burst you can see

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

You sweep your weapon in a full circle, attacking all adjacent enemies in a dazzling display of martial prowess.

Paladin Attack 13

PHB-95

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

ENERVATING SMITE

Divine, Weapon

Standard Action **Melee** weapon

CHA vs WILL One creature

Hit: 2[W] + Charisma modifier damage, and the target is weakened until the end of your next turn.

With a mighty blow, you leave your foe horribly weakened.

Paladin Attack 17

PHB-96

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

FORTIFYING SMITE

Divine, Weapon

Standard Action **Melee** weapon

CHA vs AC One creature

Hit: 3[W] + Charisma modifier damage. Until the end of your next turn, you gain a power bonus to AC equal to your Wisdom modifier.

A symphony of otherworldly music resonates throughout your body, fortifying it to withstand the tests to come.

Paladin Attack 17

PHB-97

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

HAND OF THE GODS

Divine, Implement, Radiant

Standard Action **Close burst 1**

CHA vs FORT Each enemy in burst

Hit: 2d10 + Charisma modifier radiant damage, and the target is marked until the end of your next turn.

Effect: Until the end of your next turn, allies in the burst gain a power bonus to attack rolls equal to your Wisdom modifier.

You hold your holy symbol high above your head, and a brilliant flash of divine light explodes from it. The radiance sears your foes and inspires your closest allies.

Paladin Attack 17

PHB-97

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

TERRIFYING SMITE

Divine, Fear, Weapon

Standard Action **Melee** weapon

STR vs AC One creature

Hit: 3[W] + Strength modifier damage, and you push the target a number of squares equal to your Charisma modifier. The target can't move nearer to you on its next turn.

Striking mercilessly, you hound your foe with waves of divine dread.

Paladin Attack 17

PHB-97

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

HERE WAITS THY DOOM

Divine, Implement, Radiant

Standard Action **Ranged 5**

CHA vs WILL One creature

Hit: 4d10 + Charisma modifier radiant damage, and you pull the target a number of squares equal to your Wisdom modifier (minimum 1).

You pull an enemy toward you, searing him with radiant energy as he tries to resist.

Paladin Attack 23

PHB-98

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

MARTYR'S SMITE

Divine, Weapon

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

Hit: 4[W] + Strength modifier damage. Until the end of your next turn, any time the target deals damage, you can choose to take that damage. The target's intended victim takes no damage but is subject to any other effects of the attack.

As you assail your foe, you utter a prayer that grants you the power to absorb the damage from your foe's attacks, even when such attacks aren't directed at you.

Paladin Attack 23

PHB-98

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

RESOUNDING SMITE

Divine, Thunder, Weapon

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

Hit: 3[W] + Strength modifier thunder damage, and the target is knocked prone. Make a secondary attack.

Secondary Target: Each enemy adjacent to you other than the primary target.

Secondary Attack: Strength vs. AC

Secondary Hit: 1[W] + Strength modifier thunder damage, and the target is knocked prone.

You swing your weapon in a mighty arc, unleashing a peal of thunder that knocks adjacent enemies prone.

Paladin Attack 23

PHB-98

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

SUBLIME TRANSPOSITION

Divine, Teleportation, Weapon

Standard Action **RA** **Ranged** 5
vs **ATTACK** **TARGET** One willing ally

Effect: You can teleport the target 5 squares. Until the end of your next turn, you grant the target a power bonus to all defenses equal to your Wisdom modifier. In addition, you teleport to the target's original space and make a secondary attack.

Secondary Target: One creature within your melee reach.

Secondary Attack: Charisma vs. AC

Secondary Hit: 3[W] + Charisma modifier damage.

With a wave of your hand, you teleport an endangered ally to a safer location, teleport yourself to his previous location, and strike a foe within reach.

Paladin Attack 23

PHB-98

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

BLINDING SMITE

Divine, Weapon

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

Hit: 3[W] + Strength modifier damage, and the target is blinded until the end of your next turn.

Your weapon glows with a pale inner light, and your enemy is struck blind by the force of your blow.

Paladin Attack 27

PHB-99

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

BRAND OF JUDGMENT

Divine, Implement, Radiant

Standard Action **RA** **Melee** touch
CHA vs WILL **TARGET** One creature

Hit: 4d8 + Charisma modifier radiant damage. If the target makes an attack on its next turn, it takes half damage from its own attack whether it hits or misses.

You touch your holy symbol to an enemy, branding it with the painfully radiant symbol of your deity and causing it to take damage from its own attacks.

Paladin Attack 27

PHB-99

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

DEIFIC VENGEANCE

Divine, Implement

Immediate Reaction **RA** **Ranged** 20
CHA+2 vs FORT **TARGET** The attacking creature

Trigger: A creature within range attacks you.

Hit: 4d10 + Charisma modifier damage, and the target is weakened until the end of your next turn.

You invoke an ancient prayer that unleashes your deity's ire upon a nearby enemy that has just attacked you.

Paladin Attack 27

PHB-99

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

RESTRICTING SMITE

Divine, Weapon

Standard Action **RA** **Melee** weapon
CHA vs WILL **TARGET** One creature

Hit: 3[W] + Charisma modifier damage, and the target is marked until the end of your next turn. In addition, the target cannot gain line of effect to anyone but you until the end of your next turn.

You strike your enemy with such resolve that he is blind to all foes except you.

Paladin Attack 27

PHB-99

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

STUNNING SMITE

Divine, Weapon

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

Hit: 2[W] + Strength modifier damage, and the target is stunned until the end of your next turn. Make a secondary attack.

Secondary Target: Each enemy other than the primary target adjacent to you

Secondary Attack: Strength vs. Will

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

You swing your weapon in a mighty arc, stunning targets that you hit.

Paladin Attack 27

PHB-99

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

CARVING A PATH OF LIGHT

Divine, Weapon **KEYWORDS**
 Standard Action **ON** **R** † Melee weapon
 STR vs AC **ATTACK** **TARGET** One creature

Hit: 2[W] + Strength modifier damage, and until the end of your next turn, your allies have combat advantage against any enemy adjacent to you.

Your weapon glows with astral light, and as it strikes your enemy, that glow spreads to encompass all enemies adjacent to you, temporarily coating them with a glowing target your allies can see.

Astral Weapon Attack 11 PHB-100

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

PRAY FOR MORE

Divine **KEYWORDS**
 Free Action **ON** **R** † Personal
ATTACK **TARGET**

Effect: If you don't like the damage you have rolled with one of your attacks, reroll your damage. You must use the result of the second roll.

You strike your enemy, but you pray to increase the amount of damage you deal.

Astral Weapon Utility 12 PHB-100

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

CERTAIN JUSTICE

Divine, Weapon **KEYWORDS**
 Standard Action **ON** **R** † Melee weapon
 STR+4 vs AC **ATTACK** **TARGET** One creature

Hit: 1[W] damage. If the target is marked by you, it is also weakened and dazed until it is not marked by you.

You call upon your devotion to law to make your attack strike true.

Champion of Order Attack 11 PHB-100

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

WARDING BLOW

Divine, Weapon **KEYWORDS**
 Standard Action **ON** **R** † Melee weapon
 CHA vs AC **ATTACK** **TARGET** One creature that is marked by you

Hit: 2[W] + Charisma modifier damage, and each ally within 5 squares of you can make a saving throw.

You strike a foe you have challenged, bringing hope and encouragement to nearby allies.

Hospitaler Attack 11 PHB-101

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

JUST RADIANCE

Divine, Implement, Radiant **KEYWORDS**
 Standard Action **ON** **R** † Close burst 5
 CHA vs WILL **ATTACK** **TARGET** Each enemy marked by you in burst

Hit: 2d8 + Charisma modifier radiant damage, and until the end of your next turn, the target cannot make an attack that does not include you.

A burst of light, like purity and justice, explodes from your holy symbol, sending searing pain through enemies you have challenged.

Justiciar Attack 11 PHB-102

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

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

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

KEYWORDS		USED
ACTION	†	‡
ACTION	←	*
VS		
ATTACK	DEFENSE	TARGET
RANGE		
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
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ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

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

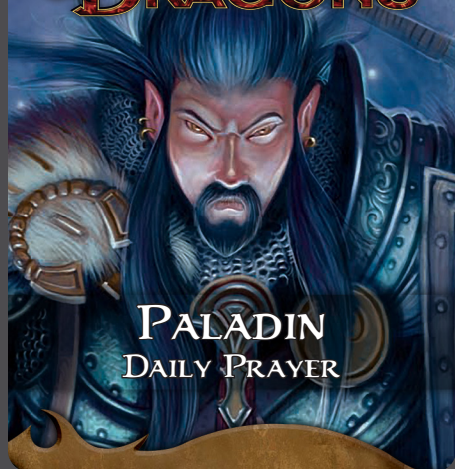
ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

DUNGEONS
& DRAGONS



PALADIN
DAILY PRAYER

DUNGEONS
& DRAGONS



PALADIN
DAILY PRAYER

DUNGEONS
& DRAGONS



PALADIN
DAILY PRAYER

DUNGEONS
& DRAGONS



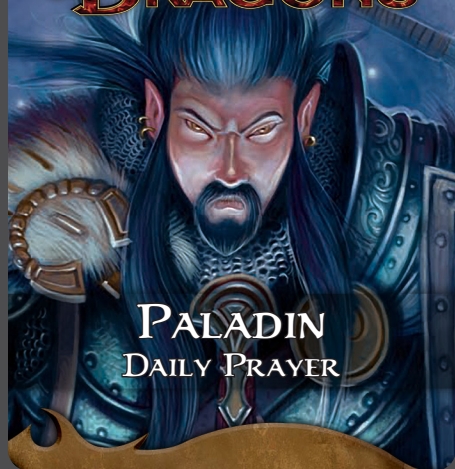
PALADIN
DAILY PRAYER

DUNGEONS
& DRAGONS



PALADIN
DAILY PRAYER

DUNGEONS
& DRAGONS



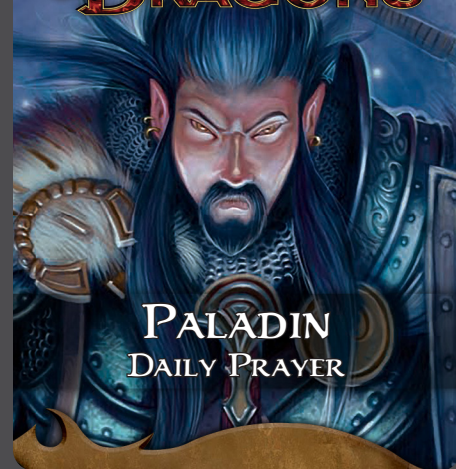
PALADIN
DAILY PRAYER

DUNGEONS
& DRAGONS



PALADIN
DAILY PRAYER

DUNGEONS
& DRAGONS



PALADIN
DAILY PRAYER

ON PAIN OF DEATH

Divine, Implement

Standard Action **RA** Ranged 5
CHA vs WILL **ATTACK** **TARGET** One creature

Hit: 3d8 + Charisma modifier damage. Once per round, the target takes 1d8 damage after making any attacks on its turn (save ends).

Miss: Half damage. Once per round, the target takes 1d4 damage after making any attacks on its turn (save ends).

You invoke a prayer that wracks your foe with terrible pain and causes further pain whenever he makes an attack.

Paladin Attack 1

PHB-93

DAILY PRAYER

DUNGEONS & DRAGONS

PALADIN'S JUDGMENT

Divine, Healing, Weapon

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

Hit: 3[W] + Strength modifier damage, and one ally within 5 squares of you can spend a healing surge.

Miss: One ally within 5 squares of you can spend a healing surge.

Your melee attack punishes your enemy and heals an ally.

Paladin Attack 1

PHB-93

DAILY PRAYER

DUNGEONS & DRAGONS

RADIANT DELIRIUM

Divine, Implement, Radiant

Standard Action **RA** Ranged 5
CHA vs REF **ATTACK** **TARGET** One creature

Hit: 3d8 + Charisma modifier radiant damage, and the target is dazed until the end of your next turn. In addition, the target takes a -2 penalty to AC (save ends).

Miss: Half damage, and the target is dazed until the end of your next turn.

You engulf your enemy in searing ribbons of radiance.

Paladin Attack 1

PHB-93

DAILY PRAYER

DUNGEONS & DRAGONS

ASTRAL SPEECH

Divine

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

Effect: You gain a +4 power bonus to Diplomacy checks until the end of the encounter.

You speak with such compelling conviction that others find it difficult to refute your beliefs and claims.

Paladin Utility 2

PHB-93

DAILY PRAYER

DUNGEONS & DRAGONS

MARTYR'S BLESSING

Divine

Immediate Interrupt **RA** Close burst 1
ATTACK **TARGET**

Trigger: An adjacent ally is hit by a melee or a ranged attack.

Effect: You are hit by the attack instead.

You step into an attack made against an adjacent ally to save your comrade.

Paladin Utility 2

PHB-93

DAILY PRAYER

DUNGEONS & DRAGONS

SACRED CIRCLE

Divine, Implement, Zone

Standard Action **RA** Close burst 3
ATTACK **TARGET**

Effect: The burst creates a zone that, until the end of the encounter, gives you and allies within it a +1 power bonus to AC.

You trace a circle around you with your hand, and it quickly expands into a wide circle of faintly glowing runes that glows brightly and protects you and your close allies.

Paladin Utility 2

PHB-93

DAILY PRAYER

DUNGEONS & DRAGONS

HALLOWED CIRCLE

Divine, Implement, Zone

Standard Action **RA** Close burst 3
CHA vs REF **ATTACK** **TARGET** Each enemy in burst

Hit: 2d6 + Charisma modifier damage.

Effect: The burst creates a zone of bright light that lasts until the end of the encounter. You and your allies gain a +1 power bonus to all defenses while within the zone.

You wave your hand through the air, and a wide circle of faintly glowing symbols appears around you, damaging enemies and protecting allies within its confines.

Paladin Attack 5

PHB-93

DAILY PRAYER

DUNGEONS & DRAGONS

MARTYR'S RETRIBUTION

Divine, Radiant, Weapon

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

Attack: You must spend a healing surge without regaining any hit points.

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

Miss: Half damage.

Divine light engulfs your weapon as you sacrifice your ability to heal in order to strike down your enemy.

Paladin Attack 5

PHB-93

DAILY PRAYER

DUNGEONS & DRAGONS

SIGN OF VULNERABILITY

Divine, Implement, Radiant

Standard Action **RA** Ranged 5

CHA vs FORT **TA** One creature

Hit: 3d8 + Charisma modifier radiant damage, and the target gains vulnerability 5 to radiant damage until the end of the encounter.

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

You cause a nearby foe to convulse with pain and render it more susceptible to radiant energy.

Paladin Attack 5

PHB-94

DAILY PRAYER

DUNGEONS & DRAGONS

DIVINE BODYGUARD

Divine, Keywords

Minor Action **RA** Ranged 5

ATTACK **TARGET**

Effect: Choose an ally within 5 squares of you. You take half that ally's damage until the end of the encounter or until you end the effect as a free action. No power or effect can reduce the damage you take from this power.

As your weapon connects with your enemies, so too does the magic of your god connect you to your allies.

Paladin Utility 6

PHB-94

DAILY PRAYER

DUNGEONS & DRAGONS

ONE HEART, ONE MIND

Divine, Keywords

Minor Action **RA** Close burst 6

ATTACK You and each ally in burst

Effect: Until the end of the encounter, targets can communicate telepathically with each other out to a range of 20 squares, and your aid another actions give a +4 bonus instead of +2.

You and your trusted allies form a telepathic bond.

Paladin Utility 6

PHB-94

DAILY PRAYER

DUNGEONS & DRAGONS

WRATH OF THE GODS

Divine, Keywords

Minor Action **RA** Close burst 1

ATTACK You and each ally in burst

Effect: The targets add your Charisma modifier to damage rolls until the end of the encounter.

A halo of divine light emanates from you, enabling you and nearby allies to strike down your enemies with greater determination.

Paladin Utility 6

PHB-94

DAILY PRAYER

DUNGEONS & DRAGONS

CROWN OF GLORY

Divine, Implement, Radiant

Standard Action **RA** Close burst 1

CHA vs WILL **TA** Each enemy in burst

Hit: 2d8 + Charisma modifier radiant damage.

Effect: Any enemy that starts its turn adjacent to you is slowed until the end of your next turn.

Sustain Minor: You can sustain the power's effect.

A scintillating crown of radiant energy appears above your head, then expands suddenly to cripple nearby enemies.

Paladin Attack 9

PHB-94

DAILY PRAYER

DUNGEONS & DRAGONS

ONE STANDS ALONE

Divine, Implement, Radiant

Standard Action **RA** Close burst 1

CHA vs WILL **TA** Each enemy in burst

Hit: 2d8 + Charisma modifier radiant damage.

Effect: The targets are weakened (save ends).

Special: You cannot use this power if any allies are within 5 squares of you.

Unable to fight alongside your allies, you turn to your faith for protection and press forward undaunted.

Paladin Attack 9

PHB-94

DAILY PRAYER

DUNGEONS & DRAGONS

RADIANT PULSE

Divine, Implement, Radiant

Standard Action **RA** Ranged 10

CHA vs FORT **TA** One creature

Hit: 1d10 + Charisma modifier radiant damage. Make a secondary attack.

Secondary Target: Each enemy adjacent to the primary target.

Secondary Attack: Charisma vs. Fortitude

Secondary Hit: 1d10 + Charisma modifier radiant damage, and you push the target 3 squares.

Sustain Minor: When you sustain this power, you can repeat the secondary attack (the primary target is the same each time).

Miss: Half damage, and no secondary attack.

You target an enemy with a searing, pulsating light that also damages enemies adjacent to him and thrusts them back.

Paladin Attack 9

PHB-95

DAILY PRAYER

DUNGEONS & DRAGONS

NOBLE SHIELD

Divine, Keywords

Immediate Interrupt **RA** Personal

ATTACK **TARGET**

Trigger: You are targeted by a close attack or an area attack.

Effect: A close attack or an area attack targeting you automatically hits you, and any of your allies who are also hit take only half damage. This power does not change other effects the attack might cause.

You quickly throw up your hand, and a vortex of swirling energy surrounds you and your friends, shielding them from harm at your expense.

Paladin Utility 10

PHB-95

DAILY PRAYER

DUNGEONS & DRAGONS

TURN THE TIDE

Divine, **KEYWORDS**

Standard Action **ON** **RANGE** Close burst 3
ATTACK You and each ally in burst

Effect: The targets make saving throws against every effect that a save can end.

You whisper a solemn hymn, and divine light washes gently over you and nearby allies, potentially negating harmful and debilitating afflictions.

Paladin Utility 10

PHB-95

DAILY PRAYER

DUNGEONS & DRAGONS

BLOODED RETRIBUTION

Divine, Healing, Weapon **KEYWORDS**

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

Special: You can use this power only when you are bloodied.

Hit: 4[W] + Strength modifier damage.

Miss: Half damage.

Effect: You can spend a healing surge.

Battered and bloodied, you call upon the divine power of your deity to deal a retributive blow to your enemy and heal your wounds.

Paladin Attack 15

PHB-95

DAILY PRAYER

DUNGEONS & DRAGONS

BREAK THE WALL

Divine, Implement **KEYWORDS**

Standard Action **ON** **RANGE** Ranged 5
ATTACK One creature
CHA vs FORT

Hit: 3d10 + Charisma damage, and the target takes a -2 penalty to all defenses (save ends).

Miss: Half damage, and the target takes a -1 penalty to all defenses (save ends).

You lash out at an enemy with the power of your faith and break down its defenses.

Paladin Attack 15

PHB-96

DAILY PRAYER

DUNGEONS & DRAGONS

TRUE NEMESIS

Divine, Implement **KEYWORDS**

Standard Action **ON** **RANGE** Ranged 5
ATTACK One creature
CHA vs WILL

Hit: 2d10 + Charisma modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, whenever the target is within 5 squares of you and attacks you or an ally, you can make a secondary attack against the target as an immediate reaction.

Secondary Attack: Charisma vs. Will

Secondary Hit: 2d10 + Charisma modifier damage.

Secondary Miss: Half damage.

You extend your holy symbol toward a foe, dealing damage and singling him out as the continuing subject of your divine retribution.

Paladin Attack 15

PHB-96

DAILY PRAYER

DUNGEONS & DRAGONS

ANGELIC INTERCESSION

Divine, Teleportation **KEYWORDS**

Immediate Interrupt **ON** **RANGE** Personal
ATTACK TARGET

Trigger: An ally within 5 squares of you is hit by an attack.

Effect: You teleport adjacent to the ally and are hit by the attack instead.

You teleport to the side of a friend in peril and take the effects of an attack meant for him.

Paladin Utility 16

PHB-96

DAILY PRAYER

DUNGEONS & DRAGONS

DEATH WARD

Divine, Healing **KEYWORDS**

Standard Action **ON** **RANGE** Melee touch
ATTACK One dying creature

Effect: You spend a healing surge but regain no hit points from it. Instead, the target regains hit points as if it had spent two healing surges. Add your Charisma modifier to the hit points regained.

You touch a dying creature and share some of your divine inner light, bestowing upon the recipient the power to resist the call of death.

Paladin Utility 16

PHB-96

DAILY PRAYER

DUNGEONS & DRAGONS

CORONA OF BLINDING RADIANCE

Divine, Radiant, Weapon **KEYWORDS**

Standard Action **ON** **RANGE** Close burst 1
ATTACK Each enemy in burst you can see
CHA vs REF

Hit: 3[W] + Charisma modifier radiant damage, and the target is blinded (save ends).

Miss: Half damage, and the target is blinded until the end of your next turn.

You swing your weapon and brilliant light explodes around you, blinding your enemies.

Paladin Attack 19

PHB-97

DAILY PRAYER

DUNGEONS & DRAGONS

CRUSADER'S BOON

Divine, Weapon **KEYWORDS**

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

Hit: 4[W] + Strength modifier damage.

Miss: Half damage.

Effect: You and allies adjacent to you gain a +1 power bonus to attack rolls until the end of the encounter.

You strike your foe with such conviction that nearby allies can't help but feel inspired.

Paladin Attack 19



PHB-97

DAILY PRAYER

DUNGEONS & DRAGONS

RIGHTEOUS INFERNO

Divine, Fire, Implement, Zone

Standard Action  Area burst 2 within 10 squares
CHA vs REF  Each enemy in burst

Hit: 3d10 + Charisma modifier fire damage, and the target grants combat advantage to you and your allies until the end of your next turn.

Miss: Half damage, and the target does not grant combat advantage.

Effect: The burst creates a zone of fire that lasts until the end of your next turn. Enemies that enter the zone or start their turns there take 1d10 fire damage and grant combat advantage to you and your allies.

Sustain Minor: The zone persists.

A raging inferno of holy fire engulfs your enemies and continues to burn those who are drawn to it like moths.

Paladin Attack 19



PHB-97

DAILY PRAYER

DUNGEONS & DRAGONS

ANGELIC RESCUE

Divine, Teleportation

Standard Action  Ranged sight
ATTACK  One willing ally

Effect: The target is teleported from any square you can see to a square within 5 squares of you that is nearer to you than the target's original square.

White wings of astral brilliance envelop an ally in a sparkling cocoon, then disappear. The wings reappear a short distance away and unfold, bringing the ally closer to you.

Paladin Utility 22

PHB-97

DAILY PRAYER

DUNGEONS & DRAGONS

CLEANSING BURST

Divine, Keywords

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

Effect: All targets make a saving throw against each effect that a save can end. Any penalties to attack rolls or defenses affecting the targets are removed.

Ripples of divine energy wash over you and nearby allies, potentially negating harmful and debilitating afflictions.

Paladin Utility 22

PHB-97

DAILY PRAYER

DUNGEONS & DRAGONS

GIFT OF LIFE

Divine, Healing

Standard Action  Melee touch
ATTACK  One creature

Effect: If the target is alive, it regains hit points no greater than one-half your maximum hit points (your choice), and you take an equal amount of damage. If the target died since the end of your last turn, it returns to life at 0 hit points, and you take damage equal to one-half your maximum hit points. You can't avoid or reduce this damage in any way.

You invoke the greatest of all prayers and touch a wounded or recently slain creature, bestowing upon it the gift of life at the expense of your own health.

Paladin Utility 22

PHB-98

DAILY PRAYER

DUNGEONS & DRAGONS

UNITED IN FAITH

Divine, Healing

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

Effect: Each target can spend a healing surge.

You utter words of faith, instantly healing yourself and nearby allies.

Paladin Utility 22

PHB-98

DAILY PRAYER

DUNGEONS & DRAGONS

EXALTED RETRIBUTION

Divine, Weapon

Standard Action  Melee weapon
STR vs AC  One creature

Hit: 4[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, the target provokes an opportunity attack from you when it attacks (save ends). You gain a +2 bonus to the opportunity attack roll and deal an extra 1[W] damage.

You land a mighty blow, and the symbol of your deity appears above your enemy's head as a glowing red rune that only you can see, flashing brightly to warn you whenever he's about to attack.

Paladin Attack 25

PHB-98

DAILY PRAYER

DUNGEONS & DRAGONS

TO THE NINE HELLS WITH YOU

Divine, Fire, Implement

Standard Action  Close burst 5
CHA vs WILL  Each enemy in burst

Hit: 6d6 + Charisma modifier damage, and ongoing 10 fire damage (save ends). The target is marked until the end of your next turn.

Miss: Half damage, and ongoing 10 fire damage (save ends). The target is marked until the end of your next turn.

Divine light explodes out from your holy symbol, blasting and igniting enemies nearby

Paladin Attack 25

PHB-98

DAILY PRAYER

DUNGEONS & DRAGONS

EVEN HAND OF JUSTICE

Divine, Implement

Standard Action  Ranged 5
CHA vs WILL  One creature

Hit: 5d10 + Charisma modifier damage. Whenever the target makes an attack, its attack works as usual, but it takes the full damage and effects of the attack as well (save ends). Saving throws made to end the effect take a -2 penalty.

Miss: 5d10 + Charisma modifier damage.

Special: Many creatures have immunity or resistance to their own attacks. When taking damage from its own attacks resulting from this power, the target does not gain the benefit of any immunities or resistances.

You pronounce a divine sentence upon your enemy and force him to take the damage of his own attacks.

Paladin Attack 29

PHB-99

DAILY PRAYER

DUNGEONS & DRAGONS

POWERFUL FAITH

Divine, Weapon **KEYWORDS**

Standard Action **RA** **Melee weapon**

STR vs AC **TARGET** One creature

Hit: 7[W] + Strength modifier damage. Make a secondary attack.

Miss: Half damage, and no secondary attack.

Secondary Target: Each enemy within 10 squares of you.

Secondary Attack: Strength vs. Fortitude

Secondary Hit: The target is blinded until the end of your next turn.

You deal a hard blow to your enemy, and divine arcs of light spring from the tip of your weapon and blind those who stand against you.

Paladin Attack 29

PHB-99

DAILY PRAYER

DUNGEONS & DRAGONS

ASTRAL WHIRLWIND

Divine, Fear, Weapon **KEYWORDS**

Standard Action **RA** **Close burst 1**

STR vs AC **TARGET** Each enemy in burst you can see

Hit: 2[W] + Strength modifier damage. In addition, the target takes a -2 penalty to all defenses (save ends).

Special: If this attack kills one or more evil or chaotic evil creatures, roll a d20. On a roll of 10 or higher, you can use this power again during this encounter.

Your faith directs you into a whirling attack that strikes out at every foe within reach, instilling them with fear and weakening their defenses.

Astral Weapon Attack 20

PHB-100

DAILY PRAYER

DUNGEONS & DRAGONS

NONE SHALL PASS

Divine **KEYWORDS**

Free Action **RA** **Personal**

ATTACK **TARGET**

Effect: Until the end of the encounter, every use of your divine challenge targets two enemies rather than one.

You contain two foes instead of just one with your divine challenge.

Champion of Order Utility 12

PHB-101

DAILY PRAYER

DUNGEONS & DRAGONS

RULE OF ORDER

Divine, Radiant, Weapon **KEYWORDS**

Standard Action **RA** **Melee weapon**

STR vs FORT **TARGET** One creature

Special: If the target has scored a critical hit against you or your allies in this encounter, your attack gains a +2 power bonus and deals +2d10 radiant damage.

Hit: 4[W] + Strength modifier damage, and you push the target 1 square. The target is weakened (save ends).

Miss: 1[W] + Strength modifier damage, and the target is weakened (save ends).

You invoke order through your weapon, causing it to glow as you deliver a punishing blow against an enemy.

Champion of Order Attack 20

PHB-101

DAILY PRAYER

DUNGEONS & DRAGONS

HEALING FONT

Divine, Healing **KEYWORDS**

Minor Action **RA** **Personal**

ATTACK **TARGET**

Effect: Until the end of this encounter, when you attack on your turn and hit at least one enemy, you heal an ally. Choose one ally within 10 squares of you. That ally regains a number of hit points equal to 1d6 [ts] your Wisdom modifier.

A short prayer imbues your weapon with healing power, so that whenever it strikes an enemy it heals an ally.

Hospitaler Utility 12

PHB-102

DAILY PRAYER

DUNGEONS & DRAGONS

LIFE-GIVING SMITE

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

Standard Action **RA** **Melee weapon**

CHA vs FORT **TARGET** One creature

Hit: 4[W] + Charisma modifier radiant damage.

Effect: Choose one ally within 10 squares of you. The ally can spend a healing surge. Add your Charisma modifier to the hit points regained.

You imbue your weapon with radiant power, and as you strike at a foe the power of the attack heals an ally.

Hospitaler Attack 20

PHB-102

DAILY PRAYER

DUNGEONS & DRAGONS

STRIKE ME INSTEAD

Divine **KEYWORDS**

Immediate Interrupt **RA** **Personal**

ATTACK **TARGET**

Trigger: An ally within 5 squares of you is attacked.

Effect: The attack misses all of your allies it targets, but automatically hits you even if you weren't a target of the attack.

You call upon your innate sense of justice and honor, whisper a short prayer, and redirect an attack so that you take the hit for those you would protect.

Justiciar Utility 12

PHB-102

DAILY PRAYER

DUNGEONS & DRAGONS

CHALLENGE THE UNJUST

Divine, Implement, Radiant **KEYWORDS**

Standard Action **RA** **Close burst 10**

CHA vs WILL **TARGET** Each enemy in burst

Hit: 3d8 + Charisma modifier radiant damage, and the target is marked until the end of your next turn.

Miss: Half damage, and the target is marked until the end of your next turn.

Your enemies surround you, and the purity within you cries out for justice. You focus a powerful prayer through your holy symbol, sending forth a radiant burst of punishing force that no enemy can ignore.

Justiciar Attack 20

PHB-102

DAILY PRAYER

DUNGEONS & DRAGONS