

KELEMVOR'S CIRCLE

Divine, Healing, Implement, Radiant

Standard Action **Close burst 5**
CHA vs FORT Each enemy in burst

Hit: 2d6 + Charisma modifier radiant damage.
Effect: Your allies in the burst regain 5 hit points, or 10 hit points if your attack hit at least one undead enemy.

You throw your arms wide to fling out a circle of holy radiance. Foes nearby burn, and undead creatures explode into white motes, but your allies are soothed by holy warmth.

Doomguide Attack 11

FRPG-50

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

GAIN HEART

Divine, Healing, Weapon

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

Hit: 3[W] damage. If you are bloodied when you use this power, you regain hit points equal to one-half your level + your Constitution modifier.

You draw on the power of the earth to heal your wounds and lend weight to your attack.

Eartheart Defender Attack 11

FRPG-52

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

EARTHSIGHT

Divine, Keywords

Standard Action **Personal**
ATTACK TARGET

Effect: Until the end of your next turn, so long as you are touching the ground, you gain a +5 bonus on Perception checks and can see invisible creatures.

The earth speaks silently to you, telling you when a foe draws near no matter what might deceive your eyes.

Eartheart Defender Utility 12

FRPG-52

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

SIREN VOICE

Divine, Implement

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

Hit: The target is dominated until the end of your next turn or until the target is attacked.

Your words inflame the passions of your adversary, mesmerizing your enemy for a short time.

Heartwarder Attack 11

FRPG-56

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

PURE GLOW

Divine, Implement, Radiant

Standard Action **Close burst 5**
INT, WIS, or CHA vs WILL Each enemy in burst

Hit: 2d8 + Intelligence, Wisdom, or Charisma modifier radiant damage.
Effect: Until the end of your next turn, enemies that begin their turn in the burst take 10 radiant damage.

With a whispered prayer, a warm, white radiance spreads from you in waves that burn your foes with holy energy.

Morninglord Attack 11

FRPG-59

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

RALLYING ATTACK

Martial, Weapon

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

Hit: 2[W] + Strength modifier damage, and your allies gain a +2 power bonus to attack rolls against the target until the end of your next turn.

As you lay into your foe with another powerful swing, the ring of steel and your mighty war cry show your allies that victory is yours for the taking.

Purple Dragon Knight Attack 11

FRPG-60

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

RALLYING CRY

Martial

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

Effect: Until the end of your next turn, all targets gain a +2 power bonus to speed and a +1 power bonus to saving throws.

You shout an inspiring war cry, and your voice rings above the din of battle. Your allies surge into the fight.

Purple Dragon Knight Utility 12

FRPG-60

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

TEARS OF SELÛNE

Divine, Implement, Psychic

Standard Action **Ranged 10**
INT, WIS, or CHA vs WILL One creature

Hit: While you are bloodied, deal 3d10 + Intelligence, Wisdom, or Charisma modifier psychic damage. If you are not bloodied, the target is instead stunned until the start of its next turn.

You conjure a small orb of luminescent silver light that streaks to your enemy. Its power is unpredictable, but so are the moods of the moon.

Silverstar Attack 11

FRPG-61

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

UNSULLIED HEART

Divine: **KEYWORDS**

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

Trigger: You or an ally is hit by an attack against Fortitude or Will defense.

Effect: The target of the attack gains a +5 power bonus to Fortitude or Will defense until the end of your next turn.

Kelemvor wards those whom you call friend. With his name you purge your ally of a baleful effect before it takes hold.

Doomguide Utility 12

FRPG-50

DAILY PRAYER

DUNGEONS & DRAGONS

KELEMVOR'S SWORD

Divine, Healing, Radiant, Weapons

Standard Action **RA** Melee weapon
ATTACK **TARGET**

Hit: 4[W] + Strength modifier radiant damage, and the target is dazed (save ends). An undead creature hit by this power is stunned (save ends) rather than dazed.

Effect: You and each of your allies within 10 squares regain 15 hit points.

You hold your blade high, and a holy fire envelops its length. Your strike is charged with dazzling, radiant power, and you and your allies are healed by Kelemvor's grace.

Doomguide Attack 20

FRPG-50

DAILY PRAYER

DUNGEONS & DRAGONS

EARTHSURGE

Divine, Weapon, Zone

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

Hit: 5[W] damage.

Effect: The burst creates a zone that lasts until the end of the encounter. An enemy that begins its turn within 3 squares of you, or that moves to within 3 squares of you, is slowed.

Special: The zone always remains centered on you, even if you move after casting the spell.

You bring your weapon crashing down on the ground at your feet. The earth answers, roiling like a storm-tossed sea and hampering nearby foes.

Earthheart Defender Attack 20

FRPG-52

DAILY PRAYER

DUNGEONS & DRAGONS

SUNE'S SHIELD

Divine: **KEYWORDS**

Minor Action **RA** Ranged 10
ATTACK **TARGET** Two allies, or you and an ally

Targets: Both targets must be within 5 squares of each other.

Effect: Until the end of the encounter, any time one of the targets takes damage, the other target can choose to take half that damage in the first target's stead.

With divine compassion, you ward your ally from harm at your own expense.

Heartwarder Utility 12

FRPG-56

DAILY PRAYER

DUNGEONS & DRAGONS

SUNE'S KISS

Divine, Implement

Standard Action **RA** Melee touch
ATTACK **TARGET** One creature

Hit: You push the target 4 squares, and the target is dazed (save ends). In addition, until the end of the encounter or until you are reduced to 0 hit points or fewer, each time you take damage, the target takes half as much damage as you took.

Miss: You push the target 2 squares, and the target is dazed until the end of its next turn.

Your touch plants a seed of love in your foe's heart, overwhelming your enemy. Harm that befalls you injures your foe as well.

Heartwarder Attack 20

FRPG-56

DAILY PRAYER

DUNGEONS & DRAGONS

RISING SUN

Divine, Healing

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

Effect: You and your allies regain hit points equal to 5 + your Charisma modifier.

Sustain Minor: Bloodied allies within 5 squares regain hit points equal to your Charisma modifier.

Radiance emanating from you soothes the spirits and wounds of your allies, knitting rent flesh and granting them the strength they need to continue the fight.

Morninglord Utility 12

FRPG-59

DAILY PRAYER

DUNGEONS & DRAGONS

LANCE OF DAWN

Divine, Implement, Radiant

Standard Action **RA** Ranged 10
ATTACK **TARGET** One creature

Hit: 3d10 + Intelligence, Wisdom, or Charisma modifier radiant damage.

Effect: Ongoing 5 radiant damage (save ends). Each time the target fails the saving throw against this ongoing damage, increase the ongoing damage by 5.

With eye-burning brilliance, a nimbus of radiant power streaks into your foe, filling your enemy with holy energy.

Morninglord Attack 20

FRPG-59

DAILY PRAYER

DUNGEONS & DRAGONS

FOR CORMYR!

Fear, Martial

Standard Action **RA** Close burst 5
ATTACK **TARGET** Each enemy in burst

Hit: You push the target 2 squares. The target takes a -2 penalty to attack rolls, all defenses, and saving throws (save ends).

Miss: The target takes a -2 penalty to attack rolls, all defenses, and saving throws (save ends).

Effect: Each ally in the burst gains 25 temporary hit points.

Your battle cry becomes a chant as one after another of your allies join in. The enemy recoils in fear.

Purple Dragon Knight Attack 20

FRPG-60

DAILY PRAYER

DUNGEONS & DRAGONS

MOONGLOW

Divine **KEYWORDS**

Minor Action **ATTACK** **RANGED** **TARGET** Personal

Effect: Until the end of the encounter, darkness within 6 squares of you counts as dim light.

Where you walk in the power of your goddess, darkness yields to silvery splendor.

Silverstar Utility 12 FRPG-61

MOONFIRE

Divine, Healing, Implement, Radiant

Standard Action **ATTACK** **RANGED** **TARGET** Ranged 10
INT, WIS, or CHA vs REF One creature

Hit: 4d10 + Intelligence, Wisdom, or Charisma modifier radiant damage, and all allies within 5 squares of the target regain hit points equal to one-half your level + your Charisma modifier.

Miss: Half damage, and all bloodied enemies within 5 squares of the target take radiant damage equal to your Charisma modifier.

From overhead a spiraling column of cold, white light descends against your foe. Even as it consumes the wicked, your allies are soothed by its cool glow.

Silverstar Attack 20 FRPG-61

KEYWORDS USED

ACTION **RANGE**
ATTACK **DEFENSE** **TARGET**

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS **LEVEL** **PAGE**

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