



Cleric

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Why This Is the Class for You: You like playing a character who helps other characters to fight their best, using your magic to aid their attacks and heal their injuries.

Clerics are mortal followers of the gods who seek to protect what their god loves and battle against the things their god reviles. They blast foes with magical prayers, bolster and heal companions, and lead the way to victory with a mace in one hand and a holy symbol in the other. Clerics run the gamut from humble servants of the common folk to ruthless enforcers of evil gods.

Your choice of deity (or deities) to revere goes a long way toward defining you, or at least how other people in the world see you. You could be a platinum-garbed envoy of Bahamut seeking justice throughout the land, a shadowy follower of Sehanine with a roguish streak, a burly disciple of Kord who believes the virtue of strength is sufficient for all challenges, or a dwarf cleric of Moradin bringing honor to the denizens of your mountain home.

The warpriest and the templar are two types of clerics. The warpriest appears in *Heroes of the Fallen Lands*. The templar first appeared in the *Player's Handbook* as the cleric.

TEMPLAR

Divine Leader: You lead by healing and shielding allies with your prayers, and by drawing on divine power to improve your allies' attacks. Templars lean toward controller as a secondary role, since many of their powers affect multiple foes at once or hinder enemy actions.

Key Abilities: Strength or Wisdom; Charisma

Schooled in religious traditions from childhood, templars wield divine powers entrusted to them through ordination or investiture in the service of a deity. They are expected to further their deity's interests throughout their lives, aiding all who work in the deity's name (whether they realize it or not) and opposing any who seek to thwart the deity's will. Templars try to sway the good people of the world to give honor and worship to the gods by setting an example of courage, understanding, patience, piety, and zeal. Sometimes this is best done through ministering to the needs of the common folk, sometimes by offering advice and counsel to those who hold power in the world, and sometimes by leading the way on bold adventures and inspiring quests. Whenever the faithful are in need, a cleric is called to act.

Templars are not as narrowly focused as warpriests, and they do not specialize in a domain as warpriests do. They draw from a wider variety of cleric powers, simply because such a wide variety of religious orders, priesthoods, and traditions are scattered across the face of the world. However, like warpriests, templars are often skilled, resilient warriors. Their true power lies in the divine magic they command—prayers to heal the injured, protect the weak, and chastise the wicked.

CREATING A TEMPLAR

This section walks you through the steps of creating a templar. As you make choices at each step, consider how those choices relate to your character's personality, backstory, and goals.

Consult the three class tables, one for each tier of play, for a summary of what you gain as you advance in level.

Templar Traits

Hit Points: You start with hit points equal to 12 + your Constitution score. You gain 5 hit points each time you gain a level.

Bonus to Defenses: +2 to Will

Healing Surges per Day: 7 + your Constitution modifier

Armor Proficiencies: Cloth, leather, hide, chainmail

Weapon Proficiencies: Simple melee, simple ranged

Implement Proficiencies: Holy symbols

Class Skills: Arcana (Int), Diplomacy (Cha), Heal (Wis), History (Int), Insight (Wis), Religion (Int)

Trained Skills: Religion, plus three more from the list of class skills

Priestly Order

Templars are invested with their ability to wield divine power through the traditions and authority of priestly orders. A number of priestly orders exist in the world—a single religion might include a dozen or more different ones. Priestly orders are divided into two broad groups: battle orders and devoted orders. All the members of any priestly order are templars, but battle orders and devoted orders have slightly different goals and prefer different methods in the ongoing struggle to guide and defend the faithful against the forces of darkness and evil.

Choose a type of priestly order to belong to, either a battle order or a devoted order.

Battle Order A battle order is a militant society within the priesthood, often dedicated to war-related tasks such as the defense of holy places, the protection of the faithful, or crusades against the enemies of the faith. Templars who hail from this tradition are holy soldiers, ever seeking to directly confront their enemies. They rely on physical prowess more than inner strength, concentrating on powers that help them to fight well in melee and aid comrades fighting at their side. If you are a battle templar, you prefer melee or close attack powers based on your Strength rather than your Wisdom.

Devoted Order A devoted order is dedicated to healing and fortifying the faithful followers of the religion against the perils of the world. Most devoted orders are named after famous saints or relics of the faith—for example, the Order of Saint Sollars the Twice-Martyred, or the Order of the Silver Chalice. Templars of this tradition believe that the best way to serve their deity is by lending power to any who champion righteous causes, and therefore they focus on learning prayers that support and strengthen their allies. If you are a devoted templar, you prefer ranged attack powers based on your Wisdom, not your Strength.

Alignment and Deity

Your character's alignment and choice of deity (or other faith) are fundamental aspects of his or her nature.

Pick an alignment, which represents the moral outlook that helps shape how your character acts.

In addition, all templars choose a faith to which they devote themselves. Usually this faith entails the worship of a specific patron deity—for example, Moradin,

Pelor, or Erathis. Sometimes templars are devoted to religious organizations that venerate groups of deities or even philosophies.

In almost all cases, a cleric's alignment and deity (or faith) are compatible. Good clerics serve good deities, lawful good clerics serve lawful good deities, and so on. If a deity is unaligned, your alignment doesn't matter, so a deity such as Melora has good, lawful good, evil, chaotic evil, and unaligned clerics in her service. Similarly, if you're unaligned, you can serve any god. If you opt for an alignment and a deity that are not compatible, think about how your character's personal ethos clashes with your deity's teachings. Does that conflict play a role in your background?

Your deity does not directly grant you powers. Instead, your ordination or investiture as a cleric grants you the ability to wield divine powers. Templars are usually formally ordained by existing templars who perform a special ritual to do so, but on rare occasions a deity moves to directly ordain a worthy worshiper without any sort of priestly hierarchy involved. What you do with your powers once you are ordained is up to you, although if you flagrantly and openly defy your deity's tenets, you quickly earn the enmity of the faithful.

Race

Choose your race. Dwarf, elf, and human are particularly good choices for a templar.

Dwarf Armed with a bonus to either Strength or Wisdom, you are naturally suited to take up adventuring as a cleric. You can perform well as a devoted templar, but your better choice is battle templar. Heavy armor poses no great hindrance for you, and your racial weapon proficiencies mean that you can begin play with a good martial weapon (the warhammer) instead of the simple mace. A sturdy Constitution also helps you to stand up to damage on the front lines.

Dwarves are a devout, gods-fearing race, and clerics of any sort hold high places in dwarven society. Most dwarven citadels feature great shrines dedicated to Moradin, the special patron and protector of the dwarven people. These shrines often feature working forges; if you choose Moradin as your patron deity, you are likely well versed in smelting, smithing, and other such work.

Elf Elves can choose a bonus to Wisdom, which means you're a good candidate to take up an adventuring career as a devoted templar. Given your natural speed and mobility, becoming a devoted templar is probably the better choice. Your

proficiency with the longbow provides you with a useful alternative to attack powers when you find yourself dealing with an enemy you'd rather keep at a distance.

Corellon and Sehanine are commonly regarded as the patrons of elvenkind, but deities such as Avandra and Melora are also good choices for you. Elves are not much given to large temples or powerful clergies, but they are reverential and spiritual; you are valued and respected among your people.

Human Since you can choose a bonus to any ability score, you are quite capable of excelling in any class you choose. If you decide to take your bonus in Strength, you can be an excellent battle templar; if you prefer to assign your racial ability bonus to Wisdom, you can excel as a devoted templar. Your bonus feat means that you can quickly specialize in an area or broaden your talents at the outset of your career.

As with dwarves, human societies typically support large and well-organized temples, religious orders, faiths, and divine traditions. In fact, many of these traditions and faiths share their place only with difficulty—religious rivalries and competition for influence over important affairs is commonplace



A human cleric channels the power of his god

among human-dominated temples. Regardless of which deity you choose as your patron, you can expect to find allies, rivals, and enemies among the followers of other faiths.

Ability Scores

Determine your ability scores. Your best ability score should be either Strength or Wisdom; battle templars rely on Strength to confront the enemies of the faith, while devoted templars depend on Wisdom for wielding their divine magic. If you prefer to sample both paths, you'll need both a high Strength score and a high Wisdom score to be effective.

Charisma should be your second-highest ability score, since many templar powers have effects that scale with your Charisma score. Whether you are a battle templar or a devoted templar, you are expected to inspire those around you and show leadership in the fight against evil. If you plan to fight in melee a lot, you might decide that Constitution is a better second or third choice than Charisma; extra healing surges and a few extra hit points may be just what you need to survive a tough, close-up fight.

You increase two ability scores of your choice by 1 each when you reach certain levels: 4th, 8th, 14th, 18th, 24th, and 28th. In addition, all your ability scores increase by 1 at 11th and 21st levels.

Dexterity and Intelligence play little part in the effectiveness of your cleric powers, but they help you to customize your character's unique strengths. A good Intelligence score gives you a better Religion check, and might reflect a more scholarly path. On the other hand, a templar who comes from a more physically oriented chapter or belongs to a race that has natural agility—for example, an elf or a halfling—might prefer a good Dexterity score over a good Intelligence score. An elf templar often finds that the race's mastery of the bow provides a useful fallback when dealing with foes at a long distance.

Skills

At 1st level, you have training in Religion. In addition, you choose three more trained skills from the following list of class skills: Arcana, Diplomacy, Heal, History, and Insight.

You wield divine magic, so you might find it useful to be versed in magical theory and traditions with the Arcana skill. Diplomacy and Insight represent your ability to inspire, persuade, and empathize with others—useful talents when

circumstances force you to step up and assume the mantle of leadership. Mastery of the Heal skill is also useful for a cleric, since it provides you with the ability to help your comrades when your magic is exhausted. Finally, many of your faith's sacred writings record events that actually took place long ago and people who really lived; the History skill provides you with the ability to call upon these ancient lessons in confusing times.

Class Features and Powers

Note which class features and powers you gain at 1st level, as specified on the Templar Heroic Tier table on page 5.

You can choose any powers you like, but if you are a battle templar, it's a good idea to choose powers that use Strength attacks; *priest's shield* and *righteous brand* are your best at-will choices, while *healing strike* and *wrathful thunder* are good encounter power choices for you. If you're a devoted templar, you'll find powers that feature Wisdom to be better for you. *Lance of faith* and *sacred flame* are at-will powers relying on Wisdom, and *cause fear* and *divine glow* are good choices for your encounter power. If you have good scores in both Strength and Wisdom, it's a sound idea to choose a mix of melee and close or ranged attacks so that you always have a power at hand for the tactical situation.



Dwarf cleric of Moradin

Feats

Choose one feat at 1st level. You gain an additional feat at every even-numbered level, plus a feat at 11th and 21st levels.

Heroes of the Fallen Lands and *Heroes of the Forgotten Kingdoms* introduce the concept of feat categories to associate similar feats into groups, making the selection process easier. Feats in the divine devotion category are a good place for you to start, since they allow you to more strongly tie your character to your choice of deity.

In addition to the various divine devotion feats, battle templars might prefer to choose feats that help them fight better in close combat. Training in a martial weapon, learning how to wear scale mail, or a feat from the enduring stamina category would all be effective early feat choices.

Devoted templars do more of their fighting with ranged attacks and therefore aren't as exposed to melee as battle templars or warpriests are. A feat from the steadfast willpower category could be more useful to you early in your career.

Equipment

You have proficiency with the following types of armor: cloth, leather, hide, and chainmail. You have proficiency with the following weapon types: simple melee and simple ranged. You also have proficiency with holy symbols (the cleric's traditional implement), although you might channel your divine magic through a weapon when you use some powers.

When it comes to armor, heavier is better. You have 100 gp to buy your starting equipment, so chainmail is usually the best choice. If you have a Dexterity of 16 or higher, hide armor is also a good choice.

A shield helps to increase your Armor Class, but you might want to consider purchasing a two-handed weapon instead. Otherwise, a mace or a spear is a good choice for a starting character. You should also purchase a holy symbol and a ranged weapon, either a crossbow or a sling.

Defenses and Hit Points

Calculate your defenses using your ability modifiers and the bonus for your character's armor. In addition, you gain a +2 bonus to Will.

You start with hit points equal to 12 + your Constitution score. You gain 5 hit points each time you gain a level. You have a number of healing surges per day equal to 7 + your Constitution modifier.

Final Details

At this point, you should have all the mechanical details of your character determined. In this last step, check with your DM to see where you are from in the campaign setting, the people you already know, and what your current situation is. It also helps to spend a few minutes working out how or if you know the other player characters.

HEROIC TEMPLAR

In the beginning of your adventuring career, you rely on the fundamental powers you have been invested with, while slowly mastering more advanced prayers. Your at-will attack powers allow you to set the tone of a battle by singling out enemies for your allies' attention or help you protect your friends from attack, while *healing word* reinvigorates and restores any who falter in the fight.

TEMPLAR HEROIC TIER

Total XP	Level	Feats Known	Class Features and Powers
0	1	1	Channel Divinity Healer's Lore Healing word Ritual Casting At-will powers Encounter power Daily power
1,000	2	+1	Utility power
2,250	3	–	Encounter power
3,750	4	+1	Ability score increase
5,500	5	–	Daily power
7,500	6	+1	Utility power
10,000	7	–	Encounter power
13,000	8	+1	Ability score increase
16,500	9	–	Daily power
20,500	10	+1	Utility power

Level 1: Channel Divinity

Once per encounter you can invoke divine power, filling yourself with the might of your patron deity. With the divine might you invoke, you can wield special powers such as *divine fortune* and *turn undead*. Some clerics learn other uses for this ability by choosing feats that grant additional channel divinity powers.

Benefit: You gain the *divine fortune* and *turn undead* powers. You can use only one channel divinity power per encounter.

Divine Fortune Your deity's power blesses the next act you attempt in battle, whether that is an attack against your enemies or an effort to throw off a hindering condition.

Divine Fortune

Cleric Utility

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

Encounter ♦ Channel Divinity, Divine
Free Action Personal

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

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

Turn Undead Undeath mocks the natural progression of mortality, and most gods demand that their servants lay low the undead at any cost. Channeling your deity's power through your holy symbol, you sear undead creatures with divine radiance and drive them back.

Turn Undead

Cleric Attack

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

Encounter ♦ Channel Divinity, Divine, Implement, Radiant
Standard Action Close burst 2 (3 at 11th level, 5 at 21st level)

Target: Each undead creature in the burst

Attack: Wisdom vs. Will

Hit: 1d10 + Wisdom modifier radiant damage, and you push the target a number of squares up to 3 + your Charisma modifier. The target is immobilized until the end of your next turn.

Level 11: 2d10 + Wisdom modifier radiant damage.

Level 21: 3d10 + Wisdom modifier radiant damage.

Miss: Half damage.

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

Level 1: Healer's Lore

Your study of healing allows you to make the most of your healing prayers.

Benefit: When you restore hit points to a creature by using a cleric power that has the healing keyword, add your Wisdom modifier to the hit points regained, but only if the healing involves the creature spending a healing surge.

Level 1: Healing Word

Healing word allows you to invigorate and restore your allies. As you gain levels, you can restore more hit points with each use.

Healing word is a close burst, but it affects only one creature. You can use this power without provoking opportunity attacks, but remember that you must still be within range of the ally who needs healing.

Benefit: You gain the *healing word* power.

Healing Word

Cleric Utility

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

Encounter (Special) ♦ Healing

Minor Action Close burst 5 (10 at 11th level, 15 at 21st level)

Target: You or one ally in the burst

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

Level 6: 2d6 additional hit points.

Level 11: 3d6 additional hit points.

Level 16: 4d6 additional hit points.

Level 21: 5d6 additional hit points.

Level 26: 6d6 additional hit points.

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter.

Level 1: Ritual Casting

Many supernatural abilities take the form of holy ceremonies and special rites, rather than prayers meant for use in the thick of battle. Templars are typically armed with a variety of useful rituals, giving them access to powerful magical solutions to the various challenges they encounter during their travels.

You can buy new rituals or acquire them during your adventures. Any ritual caster can learn any ritual, but you are especially talented at rituals based on the Heal or Religion skills. Most of these are rituals that allow you to divine hidden information, augur the success or failure of your efforts, and heal creatures

afflicted by unusual curses or diseases. Many templars begin their studies with the Gentle Repose ritual, which preserves the bodies of the fallen.

Benefit: You gain the Ritual Caster feat as a bonus feat, allowing you to use magical rituals.

In addition, you possess a ritual book, and it contains two 1st-level rituals of your choice that you have mastered.

Level 1: At-Will Powers

You have been invested with the authority to wield divine power. The ancient prayers and recitations of your faith are charged with holy energy for you. They are a shield against evil and a weapon against your enemies; no matter how often you call upon these familiar verses, they will not fail you.

Benefit: You gain two 1st-level cleric at-will attack powers of your choice.

Lance of Faith Holy light is a powerful weapon against the forces of darkness. It dispels the pall of evil that shadows the wicked, revealing them to those who serve the light. This prayer creates a single blazing ray from your holy symbol to scour your foe; the light outlines the target, guiding one of your allies in his or her attacks.

Lance of Faith Cleric Attack 1

A brilliant ray of light sears your foe with golden radiance. Sparkles of light linger around the target, guiding your ally's attack.

At-Will ♦ **Divine, Implement, Radiant**

Standard Action **Ranged 5**

Target: One creature

Attack: Wisdom vs. Reflex

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.

Level 21: 2d8 + Wisdom modifier radiant damage.

Priest's Shield Your sacred duty is to confront the wicked and guard the righteous from harm. Speak this prayer as you strike boldly, and a flicker of pale light plays over a nearby ally to deflect attacks from that friend for a short time.

Priest's Shield Cleric Attack 1

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

At-Will ♦ **Divine, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you and one ally adjacent to you gains a +1 power bonus to AC until the end of your next turn.

Level 21: 2[W] + Strength modifier damage.

Righteous Brand Not only do your powers shield your allies from harm, they mark the wicked for justice. The strike of your weapon leaves behind a glowing brand on your foe. The brand provides righteous power to the attacks one of your friends or followers makes against the foe you struck.

Righteous Brand Cleric Attack 1

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.

At-Will ♦ **Divine, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and one ally within 5 squares of you gains a +3 power bonus to melee attack rolls against the target until the end of your next turn.

Level 21: 2[W] + Strength modifier damage.

Sacred Flame The holy light burns evil, but for the virtuous, its touch is a healing balm. With this prayer you sear an enemy with radiant power, while at the same time you help an ally to shake off a lingering debility or guard your friend from future blows.

Sacred Flame

Cleric Attack 1

You bathe your enemy in sacred light, searing it in radiance. You call out to one of your comrades, invigorating him or her with the sight of holy power.

At-Will ♦ **Divine, Implement, Radiant**

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Reflex

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

Level 21: 2d6 + Wisdom modifier radiant damage.

Level 1: Encounter Power

More powerful than the prayers you can wield whenever you like, these battle prayers require you to focus your inner strength and faith as you speak the holy words. The effort is not easily repeated, so you must rest a short time before you can use one of these prayers again.

Benefit: You gain a 1st-level cleric encounter attack power of your choice.

Cause Fear The supernatural power the gods have placed in your hands can overwhelm beasts and mortals alike, who quail in the presence of divine anger. Even the most savage beast or vilest villain is driven back by the wrathful power in your prayer.

Cause Fear

Cleric Attack 1

Your holy symbol ignites with the fury of your god. Uncontrollable terror grips your enemy, causing it to instantly recoil.

Encounter ♦ **Divine, Fear, Implement**

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Will

Hit: The target is compelled to take a free action to move as far away from you as it can, moving a number of squares equal to its speed + your Charisma modifier. It avoids hindering terrain and difficult terrain if it can. This movement is not considered forced movement, so it provokes opportunity attacks.

Divine Glow You learn a prayer that creates a searing flash of holy light from your holy symbol. Its perfect light singses several nearby enemies, but at the same time any of your friends who are touched by the light are strengthened and guided by its holy power. For a short time their attacks strike with uncanny accuracy.

Divine Glow

Cleric Attack 1

With a quick prayer, 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.

Encounter ♦ **Divine, Implement, Radiant**

Standard Action Close blast 3

Target: Each enemy in the blast

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier radiant damage.

Effect: Each ally in the blast gains a +2 power bonus to attack rolls until the end of your next turn.

Healing Strike With one hand a cleric heals, and with the other she smites. *Healing strike* is the embodiment of your role in battle; your prayer charges your mace with radiant power to lay low your foe, and with a successful strike the same holy energy heals you or a nearby ally.

Healing Strike

Cleric Attack 1

You call out your god's might to your enemy as you strike, challenging your foe. Your deity bestows a minor blessing of healing upon you or an ally.

Encounter ♦ **Divine, Healing, Radiant, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

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

Wrathful Thunder The rumble of thunder has always served as a portent of divine anger. With this prayer, the swing of your mace gains the power of a thunderbolt. The foe you smite is struck half senseless and dazed for a short time.

Wrathful Thunder

Cleric Attack 1

Calling upon the divine anger of your god, you bring forth a thunderclap as you strike your foe, dazing it.

Encounter ◆ **Divine, Thunder, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier thunder damage, and the target is dazed until the end of your next turn.

Level 1: Daily Power

The most potent divine powers at your command require you to concentrate all of your devotion, faith, and determination into an inner blaze of holy resolve. By joining your utmost devotion to the holy words of your faith's most ancient and sacred verses, you can wield battle prayers of great power—but any one of these mighty powers is too much to speak aloud more than once in a day.

Benefit: You gain a 1st-level cleric daily attack power of your choice.

Avenging Flame Some of the most useful cleric prayers take the form of divine curses or punishments that compel your foes to mend their wicked ways. *Avenging flame* kindles holy blue flames around your foe with your weapon's strike. Each time your enemy seeks to reply, the flames burn hotter. Destruction is certain unless your enemy refrains from striking back.

Avenging Flame

Cleric Attack 1

You imbue your weapon with divine fire and attack your enemy. Flames spread from it to your foe, avenging each attack it dares to make.

Daily ◆ **Divine, Fire, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and ongoing 5 fire damage (save ends). If the target attacks on its turn, it can't make a saving throw against the ongoing damage on that turn.
Miss: Half damage.

Beacon of Hope Many people are heartened by the ancient words of faith; this prayer charges those same words with the power of healing as well. An invisible mantle of supernatural calm and hopefulness spreads from your shoulders, restoring the vigor of any friend who stands close by you and amplifying the effects of your own healing abilities. What bolsters your friends discourages your enemies, sapping their strength with a wave of crushing despair.

Beacon of Hope

Cleric Attack 1

You release a burst of divine energy that weakens your foes even as it heals your allies. The energy lingers within your holy symbol for a short time, improving your ability to heal your allies.

Daily ◆ **Divine, Healing, Implement**
Standard Action **Close burst 3**
Target: Each enemy in the burst
Attack: Wisdom vs. Will
Hit: The target is weakened until the end of its next turn.
Effect: You and each ally in the burst regain 5 hit points. Until the end of the encounter, whenever you restore hit points with a healing power, the recipient regains 5 additional hit points.

Cascade of Light This prayer summons a single slanting shaft of argent light from overhead, enveloping your enemy in a silvery cascade. The light burns with radiant power, and as long as it clings to your enemy, all of your prayers and attacks against the foe are heightened in effect.

Cascade of Light

Cleric Attack 1

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

Daily ◆ **Divine, Implement, Radiant**
Standard Action **Ranged 10**
Target: One creature
Attack: Wisdom vs. Will
Hit: 3d8 + Wisdom modifier radiant damage, and the target gains vulnerable 5 to all damage from your attacks (save ends).
Miss: Half damage.

Guardian of Faith From time to time, the gods send angelic presences into the mortal world to guard their favored servants in battle. You have mastered a prayer to conjure an ephemeral guardian in times of need. Depending on the deities you venerate, the guardian might take the shape of a heavenly legionnaire, a fiery angel, or even a long-dead ancestor or loved one returned to protect you from harm . . . but whatever its form, its presence is a threat your enemies must respect.

Guardian of Faith

Cleric Attack 1

You conjure a ghostly guardian, which glows with your deity's symbol. It emits a burst of painful radiance against your enemies if they move too close to it.

Daily ♦ Conjunction, Divine, Implement, Radiant
Standard Action Ranged 5

Effect: You conjure a guardian in an unoccupied square within range. The guardian occupies its square, although creatures can move through it. The guardian lasts until the end of the encounter. Any enemy that ends its turn adjacent to the guardian is subject to a Wisdom vs. Fortitude attack. On a hit, the attack deals 1d8 + Wisdom modifier radiant damage.

Move Action: You move the guardian up to 3 squares.

Level 2: Utility Power

Not all battle prayers are meant to chastise your enemies. Many instead arm you with miraculous powers of healing or allow you to bestow powerful blessings on those who stand beside you. The power of these prayers varies greatly from one to the next; some can be used again after only a few minutes, while others are so potent that you can employ them only once per day.

Benefit: You gain a 2nd-level cleric utility power of your choice.

Bless With this benediction, you call upon your patron deity or deities to favor you and your allies in battle. Holy power strengthens arms, inspires zeal, and sweeps away momentary weakness and hesitation in all who hear the words of your prayer.

Bless

Cleric Utility 2

You beseech your deity to bless you and your allies.

Daily ♦ Divine
Minor Action Close burst 20
Target: You and each ally in the burst

Effect: Each target gains a +1 power bonus to attack rolls until the end of the encounter.

Cure Light Wounds Clerics are by definition expert battle healers. *Healing word* is your primary way of countering the wounds, injuries, and other damage your comrades suffer in the good fight, but you might feel the need to arm yourself with even more curative power. *Cure light wounds* permits you to close cuts, knit flesh, or staunch bleeding with a mere touch.

Cure Light Wounds

Cleric Utility 2

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

Daily ♦ Divine, Healing
Standard Action Melee touch
Target: You or one creature

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

Divine Aid Many monsters and villains rely on attacks that hinder or weaken heroes in addition to damaging them. As important as it might be to keep your allies on their feet, sometimes it's more important to help them shed debilitating conditions. *Divine aid* calls down your deity's grace on a hero in need.

Divine Aid

Cleric Utility 2

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

Encounter ♦ Divine
Standard Action Ranged 5
Target: You or one ally

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

Sanctuary This defensive prayer cloaks the recipient in an aura of peace. Even in the middle of a fierce battle, enemies might seem to lose interest in attacking the protected person, and those that persist discover that the prayer provides a powerful defense. Of course, anyone protected by *sanctuary* must refrain from attacking, or else the power of the prayer is broken.

Sanctuary

Cleric Utility 2

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

Encounter ♦ Divine
Standard Action Ranged 10
Target: You or one creature

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

Shield of Faith Through this power, your faith protects you and your allies. In great battles of the past, clerics used *shield of faith* for its defensive value and also to create a rallying point for their allies.

Shield of Faith

Cleric Utility 2

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

Daily ♦ Divine

Minor Action Close burst 5

Target: You and each ally in the burst

Effect: Each target gains a +2 power bonus to AC until the end of the encounter.

Level 3: Encounter Power

At 3rd level you gain another encounter attack power. The prayers you can choose from at this level are a little more powerful than the prayers you learned as a beginning adventurer, but your inner strength has grown as well; you can wield these powers in battle with confidence.

Benefit: You gain a new cleric encounter attack power of your level or lower.

Blazing Beacon When you charge your weapon with this prayer, your strike leaves behind a shining symbol or a rune floating above your enemy's head. This holy rune bestows a powerful blessing upon any ranged attack your allies attempt against the foe. The ranger's arrows, the rogue's sling stones, and even some of the wizard's spells all strike with uncanny accuracy while the holy beacon blazes.

Blazing Beacon

Cleric Attack 3

You invoke your deity's name, and holy light envelops your weapon. When you strike your foe, you brand it with a beacon of blazing light that guides your allies' distant attacks against it.

Encounter ♦ Divine, Radiant, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

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

Command Divine authority fills your voice as you speak a word of command to your enemy, compelling the subject to obey. Depending on the circumstances, commands such as "Flee," "Kneel," "Grovel," "Surrender," or "Approach" might be appropriate. Most foes can resist the compulsion (with some effort), so it is unlikely that you can compel an enemy to stop fighting or to injure himself—but forcing your foe to hesitate, retreat a few steps, or fall to his knees can be very useful.

Command

Cleric Attack 3

You utter a single command backed by divine will that requires obedience from your foe, directing it to move as you wish or to fall to the ground.

Encounter ♦ Charm, Divine, Implement

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Will

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

Daunting Light You lead the way in battle because many of your prayers serve to guide the attacks of allies whose strikes follow yours. *Daunting light* is an excellent example. Not only do you smite a foe with a fierce column of holy light lancing down from above, your attack dazzles the enemy so that he doesn't see the threat posed by one of your allies.

Daunting Light

Cleric Attack 3

A burning column of light engulfs your foe. Its brilliance burns your enemy and hinders its defenses for a short time.

Encounter ♦ Divine, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Reflex

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.

Split the Sky The power of a divine thunderbolt accumulates in your weapon as you intone the words of this prayer. When your strike lands, you send your enemy flying back and blast it off its feet.

Split the Sky

Cleric Attack 3

As you strike, you invoke ancient words of holy wrath that rumble with the power of storm clouds, causing your foe to stumble backward and fall.

Encounter ♦ **Divine, Thunder, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Fortitude

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

Level 4: Ability Score Increase

Your constant training hones your body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 5: Daily Power

Your faith and understanding continue to grow, and with them so does your ability to wield the power you have been granted. Before, you could use a daily power only once without requiring a long rest to replenish your abilities, but now you can call on prayers of this sort twice in a day. These prayers are so powerful that their effects linger or inhibit a foe even if your attack misses.

Benefit: You gain a new cleric daily attack power of your level or lower.

Consecrated Ground Most shrines, temples, and burial grounds are sanctified by various minor rituals, but with this prayer you can consecrate the ground on which you stand with a few powerful words. Any villain or monster that dares to remain on the ground you have made holy suffers damage, but your friends find that this same power salves the sorely wounded.

Consecrated Ground

Cleric Attack 5

You create a crackling web of radiant light upon the ground around you. Enemies within the light suffer the wrath of your deity, while you and your allies bask in it.

Daily ♦ **Divine, Healing, Radiant, Zone**

Standard Action **Close burst 1**

Effect: The burst creates a zone that lasts until the end of your next turn. Any enemy that starts its turn in the zone takes 1d6 + your Charisma modifier radiant damage. If you or any ally of yours is bloodied and starts his or her turn in the zone, he or she regains hit points equal to 1 + your Charisma modifier.

Sustain Minor: The zone persists until the end of your next turn.

Rune of Peace Like *righteous brand* or *blazing beacon*, this prayer creates a holy sigil that hovers near the foe you smite with your weapon. In this case, the rune's power subdues and pacifies the foe, preventing it from raising its hand against the righteous—you and your allies.

Rune of Peace

Cleric Attack 5

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

Daily ♦ **Charm, Divine, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Will

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.

Spiritual Weapon You have learned to conjure a glowing blade or bludgeon made of light that floats in the air, an image of your deity's chosen weapon. At your command, the weapon slashes and stabs at your enemies, serving as a tangible sign of your deity's disfavor.

Spiritual Weapon

Cleric Attack 5

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 that same enemy.

Daily ♦ **Conjuration, Divine, Implement****Standard Action** **Ranged 10****Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 1d10 + Wisdom modifier damage.

Effect: You conjure a weapon in a square occupied by the target. The weapon lasts until the end of your next turn. Your allies have combat advantage against any enemy in the weapon's square.

Move Action: You move the weapon up to 10 squares into the space of an enemy within range.

Sustain Minor: You can repeat the attack against an enemy in the weapon's square, and the weapon persists until the end of your next turn.

Weapon of the Gods With this prayer you charge a single weapon with radiant power. For the rest of the battle, it releases a burst of holy power against whomever the wielder smites. You might wield the energized weapon yourself, or you could find it more useful to speak this prayer over a weapon belonging to one of your allies.

Weapon of the Gods

Cleric Attack 5

The weapon you touch glows with divine radiance, enhancing its attacks.

Daily ♦ **Divine****Minor Action** **Melee touch****Target:** One held weapon

Effect: Until the end of the encounter, the target deals 1d6 extra radiant damage when used to make a weapon attack. In addition, whenever an enemy is hit by a weapon attack using the target, that enemy takes a -2 penalty to AC until the end of the next turn of the target's wielder.

Level 6: Utility Power

Along with the increasing variety and power of your offensive prayers, you steadily add to your selection of prayers that serve solely to heal and support. You learn another utility power.

Benefit: You gain a new cleric utility power of your level or lower.

Bastion of Health If you are the only hero in your adventuring band who has access to healing powers, or if you find that your comrades favor an especially reckless approach to battle, you might find it necessary to maximize your capacity for healing. This prayer calls upon your wounded companion's natural powers of recovery, chasing away fatigue and accelerating the normal healing process as if your friend had just rested for hours.

Bastion of Health

Cleric Utility 6

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

Encounter ♦ **Divine, Healing****Minor Action** **Ranged 10****Target:** You or one ally

Effect: The target can spend a healing surge and regains additional hit points equal to your Charisma modifier.

Cure Serious Wounds Sometimes an ally is so gravely wounded that an ordinary healing prayer simply won't get him or her back into the fight. This powerful prayer is almost twice as effective as other healing abilities. In contrast to *bastion of health*, *cure serious wounds* can be used only once per day—but it can turn the tide of a battle by restoring a bloodied ally to full health, or saving an ally from almost certain defeat.

Cure Serious Wounds

Cleric Utility 6

You utter a simple prayer and gain the power to instantly heal wounds. Your touch suffuses you or a wounded creature with a bright silver light that restores health and vigor.

Daily ♦ **Divine, Healing****Standard Action** **Melee touch****Target:** You or one creature

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

Divine Vigor Like the other healing utility powers available to you, *divine vigor* helps you to keep your allies on their feet and in the fight. However, this prayer offers the ability to affect every hero in your party at once by refreshing each one's ability to benefit from a short breather in the middle of battle by taking a second wind. Dwarf clerics are especially fond of *divine vigor*, since it helps them take advantage of their race's natural hardiness and resilience.

Divine Vigor

Cleric Utility 6

*You call upon your deity to invigorate you and your battle-weary allies.***Daily** ♦ **Divine****Minor Action** **Close burst 5****Target:** You and each ally in the burst**Effect:** Each target regains the use of his or her second wind.

Holy Lantern Light is a powerful weapon against darkness—both spiritual and physical. With this prayer you conjure an intangible lamp or beacon that glows softly with holy light. It lasts for hours, hovering near you. Many an adventuring party lost in the tunnels of the Underdark has been saved from a grim and terrible fate by a cleric's ability to illuminate its path.

Holy Lantern

Cleric Utility 6

*You conjure a beam of divine light that shines like a lantern, piercing shadows and deception.***At-Will** ♦ **Conjuration, Divine****Standard Action** **Ranged 3****Effect:** You conjure a holy lantern in a square within range. The lantern sheds bright light in its square and within a 5-square radius. You and your allies gain a +2 power bonus to Insight checks and Perception checks while in the light. The lantern lasts for 10 hours or until you use this power again.**Minor Action:** You move the lantern up to your speed.**Level 7: Encounter Power**

The gods smile upon your courage and devotion, rewarding you with even greater ability to call upon the divine power with which you have been invested. You gain another encounter attack power, giving you greater endurance in battle and increasing your options for dealing with your foes.

Benefit: You gain a new cleric encounter attack power of your level or lower.

Awe Strike The touch of divine power can be an overwhelming experience for the wicked. With this prayer you mantle yourself in an unseen aura of might and dread; when your blow lands, your enemy is rooted to the spot in terror for a short time.

Awe Strike

Cleric Attack 7

*You call on your deity's immortal power, infusing your attack with supernatural energy that leaves your enemy momentarily frozen with terror.***Encounter** ♦ **Divine, Fear, Weapon****Standard Action** **Melee weapon****Target:** One creature**Attack:** Strength vs. Will**Hit:** 1[W] + Strength modifier damage, and the target is immobilized until the end of your next turn.

Break the Spirit This prayer infuses the subject with the harsh light of divine judgment. Doubts, fears, and weaknesses swim to the front of the wrongdoer's mind in the merciless glare, disheartening him and sapping his will to fight with his full strength and skill.

Break the Spirit

Cleric Attack 7

*You bathe your enemy in the agonizing radiance of your deity, stealing the strength from its impending attacks.***Encounter** ♦ **Charm, Divine, Implement, Radiant****Standard Action** **Ranged 10****Target:** One creature**Attack:** Wisdom vs. Will**Hit:** 2d8 + Wisdom modifier radiant damage, and the target takes a penalty to attack rolls until the end of your next turn. The penalty equals your Charisma modifier.

Searing Light The most brilliant manifestations of holy light literally strike your enemies blind. An enemy struck by *searing light* is momentarily unable to see, which means that he or she is very unlikely to mount an effective counterattack and is an easy target for your allies.

Searing Light

Cleric Attack 7

*You raise your holy symbol and lance your foe with a blistering ray of light that blinds it for a short time.***Encounter** ♦ **Divine, Implement, Radiant****Standard Action** **Ranged 10****Target:** One creature**Attack:** Wisdom vs. Reflex**Hit:** 2d6 + Wisdom modifier radiant damage, and the target is blinded until the end of your next turn.

Strengthen the Faithful Much like *healing strike*, *strengthen the faithful* allows you to both smite and heal at the same stroke. You deal a mighty blow to an enemy, and each ally close to you is washed over by a wave of healing power.

Strengthen the Faithful

Cleric Attack 7

You utter a solemn prayer as you attack your foe, invoking the power of your deity to physically bolster yourself and nearby allies.

Encounter ♦ **Divine, Healing, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage. In addition, you and each ally adjacent to the target can spend a healing surge and regain additional hit points equal to your Charisma modifier.

Level 8: Ability Score Increase

You reap the reward of constant challenge by increasing your physical and mental well-being.

Benefit: You increase two ability scores of your choice by 1.

Level 9: Daily Power

You are becoming a hero of great renown, and your divine patrons are taking note of the example you are setting in the mortal world. By your efforts, the power and majesty of the gods is made apparent to friends and foes alike. You learn another daily power to better serve your divine masters.

Benefit: You gain a new cleric daily attack power of your level or lower.

Astral Defenders This prayer conjures two ephemeral warriors to guard you in battle. They might appear as silver-armored knights or winged angels, but regardless of their form, they pose a keen threat to your foes. Enemies that move past them or ignore their presence provoke opportunity attacks from the defenders' radiant swords.



A city guard unwisely challenges a cleric of Melora

Astral Defenders

Cleric Attack 9

You conjure a pair of ghostly soldiers bearing glowing weapons. They lash out against any of your enemies that would fail to heed them.

Daily ♦ **Conjuration, Divine, Implement, Radiant**
Standard Action **Ranged 10**

Effect: You conjure two soldiers, each one in a different unoccupied square within range.

The soldiers occupy their squares, although creatures can move through them. The soldiers last until the end of the encounter. Each soldier has an opportunity attack that it can use without you taking an opportunity action. When an enemy triggers the attack, the soldier makes a Wisdom vs. Reflex attack against that enemy. On a hit, the attack deals 1d10 + Wisdom modifier radiant damage.

Move Action: You move one soldier or both a total of 3 squares.

Blade Barrier A spectacular and deadly prayer, *blade barrier* conjures a wall of whirling razorlike blades made from glowing golden astral energy. You can use it to lash your enemies by summoning it where they stand, but it is perhaps most effective as an obstacle—few foes are willing to dare the flying blades by crossing the barrier.

Blade Barrier

Cleric Attack 9

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

Daily ♦ **Conjuration, Divine, Implement**

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

Effect: You conjure a wall of spinning astral blades that lasts until the end of your next turn. The wall can be up to 2 squares high. The wall's squares are difficult terrain. Any creature that enters the wall or starts its turn there takes 3d6 + Wisdom modifier damage, plus ongoing 5 damage (save ends).

Sustain Minor: The wall persists until the end of your next turn.

Divine Power This prayer floods your body with divine energy, giving you the ability to make a great, sweeping strike with your weapon against any enemy close to you. The energy lingers, fortifying you; for the duration of the battle you heal at an extraordinary rate, and you (and any ally nearby when you used the prayer) are warded from enemy blows.

Divine Power

Cleric Attack 9

You swing your weapon in a wide arc, driving back foes and creating a halo of divine energy that fortifies you and your allies.

Daily ♦ **Divine, Healing, Radiant, Weapon**

Standard Action **Close** burst 2

Target: Each enemy you can see in the burst

Attack: Strength vs. Fortitude

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

Effect: Until the end of the encounter, you have regeneration 5 while you are bloodied, and you and each ally in the burst gain a +2 power bonus to AC.

Flame Strike As a direct manifestation of divine wrath, few prayers can match the terrible splendor and power of *flame strike*. A pillar of fire rushing down from above, the sudden flash of its heat and the thundering roar of its combustion seem to fill the world for an instant.

Flame Strike

Cleric Attack 9

You call forth a column of holy flame to engulf your foes.

Daily ♦ **Divine, Fire, Implement**

Standard Action **Area** burst 2 within 10 squares

Target: Each enemy in the burst

Attack: Wisdom vs. Reflex

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

Miss: Half damage.

Level 10: Utility Power

At the height of the heroic tier, you gain access to your most powerful non-attack power.

Benefit: You gain a new cleric utility power of your level or lower.

Astral Refuge When battle presses so closely that a wounded ally faces certain death before your healing powers can restore her strength, *astral refuge* offers safety. Your prayer shifts your ally away from the mortal world into an extraplanar refuge, giving her time to recover before resuming the fight.

Astral Refuge

Cleric Utility 10

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

Daily ♦ **Divine, Healing**

Standard Action **Melee** touch

Target: One ally

Effect: The target is removed from play. The target is gone for his or her next two turns and reappears at the start of the third. Until the target reappears, he or she can spend a healing surge on each of his or her turns, but cannot take any actions. When the effect ends, the target reappears in the space he or she last occupied or in the nearest unoccupied space.

Knights of Unyielding Valor Much like *guardian of faith* and *astral defenders*, this prayer summons an angelic presence to aid you—four phantasmal warriors bearing great shields. The knights do not attack, but they block your enemies and use their shields to cover your allies.

Knights of Unyielding Valor

Cleric Utility 10

*You conjure four ghostly knights, which carry shields emblazoned with the symbol of your deity.***Daily** ♦ **Conjuration, Divine****Standard Action** **Ranged 10****Effect:** You conjure four ghostly knights, each occupying a different square within range. The knights last until the end of the encounter. They grant partial cover to you and your allies. Enemies can't enter the knights' spaces, but you and your allies can move through them. The knights can't attack or be attacked or damaged.**Move Action:** You move each knight up to 2 squares.**Mass Cure Light Wounds** This potent healing prayer allows you to aid multiple allies at the same time, essentially bestowing a *cure light wounds* power on each wounded comrade within range.**Mass Cure Light Wounds**

Cleric Utility 10

*With a wave of your hand, healing motes of silver light engulf you and all nearby allies.***Daily** ♦ **Divine, Healing****Standard Action** **Close burst 5****Target:** You and each ally in the burst**Effect:** Each target regains hit points equal to his or her healing surge value, plus additional hit points equal to your Charisma modifier.**Shielding Word** Consisting of but a single word, this prayer instantly bolsters the defenses of an ally who is about to be hit. You can use it when it's not your turn, interrupting enemy attacks as they occur.**Shielding Word**

Cleric Utility 10

*You call out a quick prayer to instantly defend a nearby ally from harm.***Encounter** ♦ **Divine****Immediate Interrupt** **Ranged 5****Trigger:** An ally within 5 squares of you is hit by an attack**Target:** The triggering ally**Effect:** The target gains a +4 power bonus to AC until the end of your next turn.

PARAGON TEMPLAR

Having mastered the fundamental powers of your profession, you now concentrate on refining your skill. In the paragon tier, your capabilities improve to match the demons, titans, and similar enemies you might face.

At 11th level, you choose a paragon path (see pages 29–33 for a selection of cleric paragon paths).

TEMPLAR PARAGON TIER

Total XP	Level	Feats Known	Class Features and Powers
26,000	11	+1	Ability score increase Paragon path features
32,000	12	+1	Paragon path feature
39,000	13	–	Encounter power
47,000	14	+1	Ability score increase
57,000	15	–	Daily power
69,000	16	+1	Utility power Paragon path feature
83,000	17	–	Encounter power
99,000	18	+1	Ability score increase
119,000	19	–	Daily power
143,000	20	+1	Paragon path feature

Level 11: Ability Score Increase

Your improved physical and mental prowess highlights your entrance into the paragon tier.

Benefit: Each of your ability scores increases by 1.

Level 11: Paragon Path Features

The paragon path you choose provides you with one or more features that you gain right away.

Benefit: You gain features associated with your paragon path.

Level 12: Paragon Path Feature

As you begin your climb through the paragon tier, you gain another ability from your paragon path.

Benefit: You gain a feature (typically a utility power) associated with your paragon path.

Level 13: Encounter Power

You are now a cleric of the paragon tier, and it is time to leave behind one of the encounter attack powers you first relied on when you began your adventuring career, learning a new and more powerful prayer in its place.

Benefit: You can gain a new cleric encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Arc of the Righteous Lightning is a powerful expression of divine displeasure. This prayer charges your weapon with the crackling energy of a lightning bolt, which is released when you smite your foe. The bolt then leaps to another foe nearby, shocking it as well.

Arc of the Righteous

Cleric Attack 13

You channel your god's divine wrath into your weapon as lightning, striking your foe and sending an arc of lightning at another nearby enemy.

Encounter ♦ **Divine, Lightning, Weapon**

Standard Action **Melee weapon**

Primary Target: One creature

Primary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier lightning damage. Make the secondary attack.

Secondary Attack

Close burst 3

Secondary Target: One creature in the burst

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier lightning damage.

Inspiring Strike Great power is contained in holy verses. When you speak the words of a sacred verse and strike your enemy, that power fires you or your ally with divine inspiration. Most healing powers require the recipient to spend one or more healing surges, but *inspiring strike* heals without limitation.

Inspiring Strike

Cleric Attack 13

You pray to your god as you attack, asking for a healing boon for yourself or an ally. Your prayer is rewarded when you strike your enemy.

Encounter ♦ **Divine, Healing, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you or an ally within 5 squares of you regains hit points equal to 15 + your Charisma modifier.

Mantle of Glory Raising high your holy symbol, you bring forth a blast of glorious white light, bathing friend and foe alike in a wide area. The radiance sears foes caught in the blast, but it heals your allies at the same time.

Mantle of Glory

Cleric Attack 13

Whispering a prayer to your deity, you invoke a blast of radiant light from your holy symbol. Your foes burn in its glorious light, while your allies are fortified by it.

Encounter ♦ **Divine, Healing, Implement, Radiant**

Standard Action **Close blast 5**

Target: Each enemy in the blast

Attack: Wisdom vs. Will

Hit: 2d10 + Wisdom modifier radiant damage.

Effect: Each ally in the blast can spend a healing surge.

Plague of Doom This dire prayer inflicts a divine curse upon your foe, crippling it with stabbing pains. In addition to dealing damage, it weakens the target's defenses for a time, perhaps rendering a tough enemy more vulnerable to your allies' attacks.

Plague of Doom

Cleric Attack 13

You whisper an ancient battle prayer and send jolts of wracking pain through your enemy to weaken its defenses.

Encounter ♦ **Divine, Implement**

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 3d8 + Wisdom modifier damage, and the target takes a penalty to all defenses until the end of your next turn. The penalty equals your Charisma modifier.

Level 14: Ability Score Increase

Each new challenge only makes you stronger in body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 15: Daily Power

Your divine powers are becoming formidable indeed, and what seemed like a prayer of great power when you began your adventuring career now pales in comparison to the powers you can wield.

Benefit: You can gain a new cleric daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

Holy Spark This prayer strongly resembles *arc of the righteous*, but the divine lightning you invoke does not dissipate in a single stroke. It clings to your enemy, continuing to shock and sear the target. In addition, any of the target's allies that stray too close are lashed by holy lightning too.

Holy Spark

Cleric Attack 15

You infuse your weapon with holy energy and strike your enemy, engulfing the foe in glowing arcs of crackling lightning that lance out at any of its allies that approach it.

Daily ♦ Divine, Lightning, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Will

Hit: 2[W] + Strength modifier lightning damage, and ongoing 10 lightning damage (save ends). Until the ongoing damage ends, any ally of the target that starts its turn within 3 squares of the target takes 2d10 lightning damage.

Miss: Half damage.

Purifying Fire Fire has long been the means by which the gods erase works of sin and folly. This prayer calls down a scourge of divine flames that ignite any enemy in the area and burn the unfortunates to ash. Yet the same divine combustion is a balm to the righteous, healing any of your allies who stand near the burning foes.

Purifying Fire

Cleric Attack 15

You engulf your foes in divine fire that continues to burn. The cleansing flames provide relief to you and your allies, healing those who move near your burning enemies.

Daily ♦ Divine, Fire, Healing, Implement

Standard Action **Area burst 2 within 10 squares**

Target: Each enemy in the burst

Attack: Wisdom vs. Reflex

Hit: 2d10 + Wisdom modifier fire damage, and ongoing 10 fire damage (save ends). You or any ally regains hit points equal to 5 + your Charisma modifier when starting his or her turn adjacent to one or more targets taking the ongoing damage.

Miss: Half damage.

Seal of Warding This prayer creates a ring of holy sigils in the air around you, warding the area against enemy movement or attacks. The sigils are charged with radiant energy, searing any foe close by you when you use the power.

Seal of Warding

Cleric Attack 15

You create a circle of faintly glowing symbols around you that hinders enemy movement and protects you and your allies from ranged attacks.

Daily ♦ Divine, Implement, Radiant, Zone

Standard Action **Close burst 3**

Target: Each enemy in the burst

Attack: Wisdom vs. Will

Hit: 4d6 + Wisdom modifier radiant damage, and the target is slowed until the end of your next turn.

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of your next turn. The zone is difficult terrain for your enemies. You and your allies have partial cover against ranged attacks while in the zone.

Sustain Minor: The zone persists until the end of your next turn.

Level 16: Paragon Path Feature

You are now in the upper half of the paragon tier. To mark this status, you gain a new feature of your paragon path.

Benefit: You gain a feature associated with your paragon path.

Level 16: Utility Power

These prayers might not offer many ways to strike directly at your foes, but they can easily sway a battle in your favor or help you to save an ally in grave danger.

Benefit: You gain a new cleric utility power of your level or lower.

Astral Shield This prayer creates a shield of silvery astral energy. Any who stand near are protected against enemy attack. It is not an impervious defense, but it can be very useful when your enemies press you closely.

Astral Shield

Cleric Utility 16

You conjure a shimmering silver shield, which you can then move around the battlefield to provide protection where it is needed most.

Encounter ♦ Conjuration, Divine
Standard Action Ranged 5

Effect: You conjure an astral shield in 1 square within range. The shield lasts until the end of the encounter. You or any ally gains a +2 bonus to AC while in the shield's square or adjacent to it. The shield can't be attacked or damaged.

Move Action: You move the shield up to 3 squares within range.

Cloak of Peace Like the lower-level power *sanctuary*, *cloak of peace* surrounds the recipient with a powerful aura of peace. As long as the person protected refrains from attacking, the prayer provides a nearly insuperable defense against many forms of attack. It's extremely useful for guarding a wounded ally surrounded by a sea of foes, or for escorting someone unskilled in fighting through a desperate battle.

Cloak of Peace

Cleric Utility 16

You utter a prayer, placing a mantle of faint silvery light upon yourself or an ally. The mantle repels attacks as long as its wearer doesn't attack.

Daily ♦ Divine
Standard Action Ranged 10

Target: 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. These bonuses end if the target makes an attack.

Divine Armor A powerful blessing in battle, *divine armor* guards all nearby allies with an aura that deflects blows and makes them resistant to all types of injury. Legends tell of seven dwarf temple guards who held the doorway of a shrine for hours against an orc-horde, guarded by the power of this prayer.

Divine Armor

Cleric Utility 16

As you mutter a fervent prayer, the power of your god shrouds you and nearby allies in protective motes of silver light.

Daily ♦ Divine
Standard Action Close burst 3

Target: You and each ally in the burst

Effect: Each target gains both a +2 power bonus to AC and resist 5 to all damage until the end of the encounter.

Hallowed Ground Holy power protects shrines, temples, and burial places throughout the world; the evil dare not set foot within the proscribed bounds. This prayer allows you to instantly consecrate an area around you, guarding it with the same sort of powerful blessing. You and your allies gain a bonus to your attacks and defenses as long as you are within the area.

Hallowed Ground

Cleric Utility 16

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

Daily ♦ Divine, Zone
Standard Action Close burst 5

Effect: The burst creates a zone that lasts until the end of the encounter. You and your allies gain a +2 power bonus to attack rolls, saving throws, and all defenses while in the zone.

Level 17: Encounter Power

Divine magic arms you and protects you as you progress through the paragon tier. Prayers are your sword and shield against the forces of darkness.

Benefit: You can gain a new cleric encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Blinding Light Your enemies cannot abide the touch of the pure light that you serve. Your weapon glows brightly as you summon the light's power into it; when you strike, the brilliant flash strikes your foe blind for a short time.

Blinding Light

Cleric Attack 17

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

Encounter ♦ **Divine, Radiant, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: Strength vs. Fortitude
Hit: 2[W] + Strength modifier radiant damage, and the target is blinded until the end of your next turn.

Enthral Divine authority gathers about you as you begin to recite a powerful verse from the old texts of your faith. Enemies are rooted to the spot by the power in your voice, and they suffer mortal anguish as they are forced to confront the depths of their own wickedness and failures.

Enthral

Cleric Attack 17

You recite a verse from an ancient holy text. The power of those words wounds your enemies and hampers their attacks against you.

Encounter ♦ **Charm, Divine, Implement, Psychic**
Standard Action **Area burst 1 within 10 squares**
Target: Each enemy in the burst
Attack: Wisdom vs. Will
Hit: 2d10 + Wisdom modifier psychic damage. Until the end of your next turn, the target is immobilized and cannot attack you.

Sentinel Strike Not only does this prayer charge your weapon for a crushing blow against your enemy, it provides one ally of your choice with absolute protection against your enemy's attacks for a short time. This is an excellent way to safeguard an ally who might be in danger, but be warned—if the foe you strike can't harm your comrade, he might turn on you.

Sentinel Strike

Cleric Attack 17

You imbue your weapon with divine power and then strike. Your foe is overcome by the power of your god, foiling its attacks against a chosen ally.

Encounter ♦ **Divine, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage. Choose one ally within 5 squares of you. Until the end of your next turn, the damage of the target's attacks against that ally is reduced to 0.

Thunderous Word Sacred texts record a handful of names and words so holy that merely speaking one aloud smites your enemies with a powerful blow. *Thunderous word* is one such; when you speak it, your enemies are driven back a great distance and take significant damage. Allies in the area are not harmed, and in fact gain the opportunity to improve their positions. Use this prayer to rearrange the battlefield to your advantage.

Thunderous Word

Cleric Attack 17

You shout a word of power that thrusts your enemies back while allowing your allies to reposition themselves.

Encounter ♦ **Divine, Implement, Thunder**
Standard Action **Close blast 5**
Target: Each enemy in the blast
Attack: Wisdom vs. Reflex
Hit: 3d6 + Wisdom modifier thunder damage, and you push the target a number of squares up to 3 + your Charisma modifier.
Effect: Each ally in the blast can shift 1 square as a free action.

Level 18: Ability Score Increase

You are a true paragon of physical and mental achievement.

Benefit: You increase two ability scores of your choice by 1.

Level 19: Daily Power

The most powerful prayers of the paragon tier, these mighty invocations are almost miraculous in their effects. Wield them with care; only a few mortals are entrusted with such divine might.

Benefit: You can gain a new cleric daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

Fire Storm Like *flame strike* and *purifying fire*, this prayer places holy fire in your hands—the most fearsome agency of divine destruction. The true and righteous need not fear, for the flames will not touch them—but any foe that defies you is consumed. If you need to, you can sustain the searing storm in place, creating a wide area where no enemy can long remain.

Fire Storm

Cleric Attack 19

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

Daily ♦ Divine, Fire, Implement, Zone

Standard Action Area burst 3 within 10 squares

Target: Each enemy in the burst

Attack: Wisdom vs. Reflex

Hit: 3d10 + Wisdom modifier fire damage.

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of your next turn. Any enemy that ends its turn in the zone takes 1d10 + your Wisdom modifier fire damage.

Sustain Minor: The zone persists until the end of your next turn.

Holy Wrath The light sustains and invigorates you even as it blisters those that are the enemies of your god. Any foe near you when you use this prayer is seared, and for the rest of the battle the holy light bathing you swiftly closes your wounds and strengthens your attacks.

Holy Wrath

Cleric Attack 19

You bring down the wrath of your god upon your foes in a burst of furious light that shines from your weapon. It scours your enemies even as it fortifies you.

Daily ♦ Divine, Healing, Radiant, Weapon

Standard Action Close burst 3

Target: Each enemy in the burst

Attack: Strength vs. AC

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

Effect: Until the end of the encounter, you gain regeneration 10 while you are bloodied and a +2 power bonus to attack rolls.

Indomitable Spirit Filled by the intangible presence of your divine patron, you deal your foe a stern blow with your weapon. Even if you miss, your enemy still takes damage. In addition, the spirit in you heals you and all allies nearby.

Indomitable Spirit

Cleric Attack 19

The divine power of your mighty attack fortifies your allies.

Daily ♦ Divine, Healing, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

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.

Knight of Glory The heavens are full of mortal souls chosen to serve the gods after death. With prayers such as *guardian of faith* or *astral defenders*, you channel weak echoes of these saintly spirits, but this prayer conjures a much stronger, more tangible, and more persistent champion of the heavens. It fights skillfully on your behalf, attacking any foe you command it to engage.

Knight of Glory

Cleric Attack 19

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

Daily ♦ Conjuraton, Divine, Implement

Standard Action Ranged 10

Effect: You conjure a ghostly knight that occupies 1 square within range, and the knight makes the following melee attack. The knight lasts until the end of your next turn. You can move it up to 5 squares as a move action.

Target: One creature adjacent to the ghostly knight

Attack: Wisdom vs. AC

Hit: 3d10 + Wisdom modifier damage.

Sustain Minor: The knight persists, and it repeats the attack.

Level 20: Paragon Path Feature

You gain the capstone ability of your paragon path at 20th level.

Benefit: You gain a feature (typically a daily attack power) associated with your paragon path.

EPIC TEMPLAR

The power you now wield grows in strength to match the same abilities wielded by your deity. Where you once faced the minions of a god or primordial, you now battle such potent foes directly.

When your cleric reaches 21st level, he or she takes on an epic destiny. This epic destiny represents the grand finale of your adventuring career, and like your paragon path, it grants a set of related features and powers.

TEMPLAR EPIC TIER

Total XP	Level	Feats Known	Class Features and Powers
175,000	21	+1	Ability score increase Epic destiny feature
210,000	22	+1	Utility power
255,000	23	—	Encounter power
310,000	24	+1	Ability score increase Epic destiny feature
375,000	25	—	Daily power
450,000	26	+1	Epic destiny feature
550,000	27	—	Encounter power
675,000	28	+1	Ability score increase
825,000	29	—	Daily power
1,000,000	30	+1	Epic destiny feature

Level 21: Ability Score Increase

You have become an epic hero, and your physical strength and mental acuity have expanded beyond normal mortal limits.

Benefit: Each of your ability scores increases by 1.

Level 21: Epic Destiny Feature

Your epic destiny provides you with a feature that you gain when you select that destiny.

Benefit: You gain a feature associated with your epic destiny.

Level 22: Utility Power

At 22nd level, you gain your last cleric utility power. You will continue to learn new attack powers throughout the epic tier, but from this point on your epic destiny determines your utility powers and class features.

Benefit: You gain a new cleric utility power of your level or lower.

Angel of the Eleven Winds With this prayer, you can grant one ally at a time the ability to fly, and provide that ally with an excellent defensive bonus against opportunity attacks. Not only is flight highly useful in battle, it offers you the ability to overcome otherwise impossible obstacles such as huge chasms, rivers of lava, or sheer walls.

Angel of the Eleven Winds

Cleric Utility 22

You conjure a luminous winged angel with indistinct features that grants protection and the power of flight to an ally.

Daily ♦ **Conjuration, Divine**

Standard Action **Ranged 10**

Effect: You conjure the likeness of an angel that occupies 1 square within range. The angel grants one ally you can see a fly speed of 8 and a +4 power bonus to AC against opportunity attacks. These benefits last until the angel disappears or until you grant them to a different ally, which you can do as a minor action. When the fly speed ends on an ally, that ally descends safely to the ground if he or she has no means of staying aloft. The angel can't move or be attacked or damaged, and it lasts until the end of the encounter.

Clarion Call of the Astral Sea This prayer resembles *astral refuge*, allowing you to send one comrade (or yourself) to your deity's celestial realm for a short time. The subject returns in the next round, fully healed.

Clarion Call of the Astral Sea

Cleric Utility 22

You beseech your deity for aid. In answer, a heavenly trumpet sounds, and you or an ally is whisked to your god's dominion, restored to full health, and returned to the battlefield.

Daily ♦ **Divine, Healing**

Standard Action **Ranged 10**

Target: You or one ally

Effect: The target is removed from play and regains all of his or her hit points. The target can perceive the surroundings of his or her previous location, but can't take actions. At the start of the target's next turn, he or she reappears in an unoccupied space chosen by you within 5 squares of his or her previous location.

Cloud Chariot This potent conjuration shapes clouds into the form of a flying chariot pulled by a winged horse. It lasts for a day or more, providing you with the ability to fly overland in reasonable comfort and safety. The chariot is usable in battle, but it is limited in that all characters wishing to fight from the air must remain together in the chariot or on the horse.

Cloud Chariot

Cleric Utility 22

You conjure a white cloud that coalesces into a chariot pulled by a winged horse that waits to carry you and your companions across the skies.

Daily ♦ Conjunction, Divine
Standard Action Ranged 2

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 fly speed of 8. You can move the chariot up to its speed as a move action. The chariot can carry up to four Small or Medium creatures, and the horse can hold one Small or Medium rider. The chariot grants partial cover to its occupants. The chariot and horse can't attack or be separated, and they can't be attacked or damaged. They last until you take an extended rest or until you dismiss them as a free action.

Purify The most dangerous enemies have attacks that poison, charm, stun, cripple, or otherwise hinder you and your companions. Your healing powers are now the match of almost any affliction your foes can employ. You can purge any persistent conditions from all your companions at once with this powerful prayer of healing.

Purify

Cleric Utility 22

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

Daily ♦ Divine
Minor Action Close burst 5

Target: You and each ally in the burst

Effect: Every effect that a save can end is removed from each target.

Spirit of Health In the most hard-fought battles, your allies might require swifter healing than you can manage alone. *Spirit of health* effectively adds another healer to your party for the duration of the battle by conjuring an angelic presence that bestows healing once per round on your allies.

Spirit of Health

Cleric Utility 22

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

Daily ♦ Conjunction, Divine, Healing
Standard Action Ranged 10

Effect: You conjure a spirit that appears in 1 square within range. You or any ally adjacent to the spirit or in its square 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. The spirit can't move or be attacked or damaged, and it lasts until the end of the encounter.

Level 23: Encounter Power

The prayers you rely upon in battle after battle continue to grow more powerful in the epic tier. They might not be as awe-inspiring as prayers of daily power, but your ability to call upon them several times a day means that these are potent weapons against the forces of darkness.

Benefit: You can gain a new cleric encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Astral Blades of Death Unlike many other attack powers, *astral blades of death* doesn't shield your allies from injury or aid their attacks. It simply conjures a dozen or more floating blades of astral energy that lash furiously at the target of your ire, dealing excellent damage.

Astral Blades of Death

Cleric Attack 23

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

Encounter ♦ Divine, Implement, Radiant
Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 6d6 + Wisdom modifier radiant damage.

Divine Censure When you speak the words of this prayer, you beg your deity to judge the worth of your foe, pass judgment on his or her wrongs and misdeeds, and make your weapon the vessel for divine punishment. Not only do you strike a sore blow against your foe, your deity's anger inhibits your enemy's attacks for a time.

Divine Censure

Cleric Attack 23

With a hushed prayer, you imbue your weapon with the divine might of your god and attack, sending your foe reeling.

Encounter ♦ **Divine, Weapon****Standard Action** **Melee weapon****Target:** One creature**Attack:** Strength vs. AC**Hit:** 3[W] + Strength modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Haunting Strike As a high-ranking servant of your deity, you have the authority to condemn any creature you deem an enemy of the faith. The divine anger you invoke charges your weapon for a single powerful attack; your deity signals his or her approval of your actions by empowering your next strike against the object of your wrath.

Haunting Strike

Cleric Attack 23

As you deliver a terrible blow upon your enemy, you invoke a divine curse to make your foe vulnerable to your next attack.

Encounter ♦ **Divine, Weapon****Standard Action** **Melee weapon****Target:** One creature**Attack:** Strength + 2 vs. AC**Hit:** 4[W] + Strength modifier damage. The next attack roll you make against the target gains a +2 power bonus.

Healing Torch The most powerful cleric prayers heal your allies at the same time that they chastise your foes. Similar to *mantle of glory*, this prayer washes a wide area with a brilliant, holy light. The light burns foes in the area with radiant damage, but heals friends and protects them with a holy blessing.

Healing Torch

Cleric Attack 23

Your holy symbol ignites with divine light that sears your foes and bathes you and your friends in a protective, healing glow.

Encounter ♦ **Divine, Healing, Implement, Radiant****Standard Action** **Area burst 2 within 10 squares****Target:** Each enemy in the burst**Attack:** Wisdom vs. Will**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. In addition, you and each ally in the burst can spend a healing surge and regain additional hit points equal to your Charisma modifier.**Level 24: Ability Score Increase**

The threats of the epic challenges you face are countered by the perfection of your body and mind.

Benefit: You increase two ability scores of your choice by 1.**Level 24: Epic Destiny Feature**

Your epic destiny continues to transform you, granting you abilities and talents that are beyond the merely mortal.

Benefit: You gain a feature associated with your epic destiny.**Level 25: Daily Power**

At this level, daily attack powers are miraculous events. Few enemies indeed can withstand the divine wrath you are now capable of unleashing.

Benefit: You can gain a new cleric daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

Nimbus of Doom You beseech your god for the strength to destroy his or her enemies, and your deity responds by granting your wish. The holy purpose filling your weapon deals a blow of staggering power, and a deadly glow of inescapable doom settles over your enemy. Your comrades find that the *nimbus of doom* fatally weakens your enemy's defenses.

Nimbus of Doom

Cleric Attack 25

*Your attack illuminates your foe with a radiant glow, guiding future attacks against it.***Daily** ♦ **Divine, Radiant, Weapon****Standard Action** **Melee weapon****Target:** One creature**Attack:** Strength vs. AC**Hit:** 6[W] + Strength modifier radiant damage.**Miss:** Half damage.**Effect:** The target takes a -2 penalty to all defenses (save ends).

Sacred Word The ancient language of the gods includes a handful of words that normally cannot be spoken by mere mortals, such as the true names of divine beings, or secret words that encompass the totality of powerful concepts such as truth or good. You know one such word, and you have learned how to speak it aloud. The effort to do so is almost overwhelming, but so are the effects of the word: All enemies close to you are stricken senseless by its power.

Sacred Word

Cleric Attack 25

*You utter a single word of divine power that damages and stuns the enemies around you.***Daily** ♦ **Divine, Implement, Psychic****Standard Action** **Close burst 2****Target:** Each enemy in the burst**Attack:** Wisdom vs. Fortitude**Hit:** 4d10 + Wisdom modifier psychic damage, and the target is stunned until the end of your next turn.**Miss:** Half damage.

Seal of Binding Tracing a design in the air with your holy symbol, you draw sigils of holy power that appear around your enemy, forming an inescapable prison. The seal holds your enemy powerless and unable to act, at the cost of walling out the attacks of all others. It is best used to hold a powerful enemy out of battle while your companions deal with your foe's minions or followers.

Seal of Binding

Cleric Attack 25

*Faintly glowing symbols encircle your foe, trapping it.***Daily** ♦ **Divine, Implement****Standard Action** **Ranged 10****Target:** One creature**Attack:** Wisdom vs. Will**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:** You take 15 damage, and the target remains stunned and protected against all other attacks until the end of your next turn. You can't sustain this power if you are bloodied.

Seal of Protection Like *seal of binding*, this prayer creates a ring of sigils glowing with holy power. However, *seal of protection* surrounds you and any companions nearby with the sigils. The seal damages enemies within its bounds, stops enemies that try to enter, and helps to protect you and your allies from enemy attack.

Seal of Protection

Cleric Attack 25

*You trace a circle of faintly glowing symbols with your weapon. The circle halts your enemies and protects you and your allies from attack.***Daily** ♦ **Divine, Radiant, Weapon, Zone****Standard Action** **Close burst 2****Target:** Each enemy in the burst**Attack:** Strength vs. Reflex**Hit:** 3[W] + Strength modifier radiant damage.**Effect:** The burst creates a zone that lasts until the end of your next turn. You and your allies gain a +2 bonus to AC while in the zone. Any enemy that enters the zone ends its current movement.**Sustain Minor:** The zone persists until the end of your next turn.**Level 26: Epic Destiny Feature**

At 26th level, your epic destiny provides you with another ability.

Benefit: You gain a feature (typically a utility power) associated with your epic destiny.

Level 27: Encounter Power

At this level you gain your final encounter powers, the most powerful prayers that you can use more than once in a day.

Benefit: You can gain a new cleric encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Punishing Strike A grim, purposeful prayer for swift and certain divine justice, *punishing strike* has long been the signature battle strike of the most powerful champions and priests of Bahamut and Bane, warlike deities who are the principal dispensers of divine punishment among the gods. It is a straightforward weapon attack offering excellent damage, but it is uncannily accurate—you won't often miss with *punishing strike*.

Punishing Strike

Cleric Attack 27

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

Encounter ♦ **Divine, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: Strength + 4 vs. AC
Hit: 4[W] + Strength modifier damage.

Sacrificial Healing Your prayer dedicates the foe you face as a sacrifice to your deity. The enemy's defeat will honor your patron and demonstrate your deity's power for all to see; your god rewards you for smiting your foe in his or her name by bestowing healing on you and your companions.

Sacrificial Healing

Cleric Attack 27

As you spill the blood of your enemy, you whisper a prayer to your deity, who rewards you and your allies with a blessing of health.

Encounter ♦ **Divine, Healing, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage. In addition, you and each ally within 10 squares of you can spend a healing surge and regain additional hit points equal to your Charisma modifier.

Scourge of the Unworthy The great majority of cleric prayers rely on elements associated with holiness or divine action, but *scourge of the unworthy* calls upon unholy power, dealing necrotic damage to the enemy you curse in your deity's name. The gods reserve this terrible punishment for the vilest and most wicked of your foes.

Scourge of the Unworthy

Cleric Attack 27

You utter a divine phrase that lashes your enemy, robbing it of its aggressiveness for a short time.

Encounter ♦ **Divine, Implement, Necrotic**
Standard Action **Ranged 20**
Target: One creature
Attack: Wisdom vs. Reflex
Hit: 4d10 + Wisdom modifier necrotic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Sunburst This prayer invokes an explosion of brilliant, holy light as pure and powerful as the dawning of the sun itself. Its touch burns the wicked with radiant damage; like any prayer that employs radiant energy, it is often especially effective against undead. In addition, the touch of *sunburst* grants healing to you and your companions, but this healing does not require you to expend a healing surge.

Sunburst

Cleric Attack 27

You invoke an ancient prayer for succor and retribution, and a brilliant burst of light explodes in front of you, healing your allies and searing your enemies.

Encounter ♦ **Divine, Healing, Implement, Radiant**
Standard Action **Area burst 2 within 10 squares**
Target: Each enemy in the burst
Attack: Wisdom vs. Will
Hit: 3d8 + Wisdom modifier radiant damage.
Effect: You and each ally in the burst regain hit points equal to 10 + your Charisma modifier and can make a saving throw.

Level 28: Ability Score Increase

Training, practice, and experience have molded your abilities. Even as you near your final destiny, you continue to hone your talents for the tests you will soon face.

Benefit: You increase two ability scores of your choice by 1.

Level 29: Daily Power

As your adventures in the mortal world draw to a close, you gain access to the most powerful prayers known to mortals or gods alike.

Benefit: You can gain a new cleric daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

Astral Storm Long ago the gods imposed order upon the elements of the unformed world, shaping the work of the primordials to suit their creation. This awesome prayer likewise harnesses the powers of primal energy, creating a storm of ice, fire, lightning, and thunder in a wide area to scourge your enemies. You can maintain the storm in place for multiple rounds, pummeling creatures with blasts of lightning as long as they remain in the area.

Astral Storm

Cleric Attack 29

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

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

Standard Action Area burst 3 within 20 squares

Primary Target: Each enemy in the burst

Primary Attack: Wisdom vs. Reflex

Hit: 4d10 + Wisdom modifier cold, fire, lightning, and thunder damage.

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of your next turn.

Sustain Minor: The zone persists until the end of your next turn, and you can make the secondary attack.

Secondary Attack (Divine, Implement, Lightning)

Secondary Target: Each enemy in the zone

Attack: Wisdom vs. Reflex

Hit: 2d10 + Wisdom modifier lightning damage.

Miss: Half damage.

Godstrike This prayer beseeches your deity to guide your arm directly as you prepare to strike. Your deity hears and responds, extending his or her unseen hand to touch your hand or shoulder and pour divine might into your body for one awesome blow.

Godstrike

Cleric Attack 29

You call on the direct power of your deity, causing your weapon to burst with brilliant light as you strike your foe.

Daily ♦ Divine, Radiant, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

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

Miss: Half damage.

Level 30: Epic Destiny Feature

Your epic destiny is fully realized, and you reach the heights of fame and accomplishment for which you have been striving so long. You are mortal no longer!

Benefit: You gain a feature associated with your epic destiny.

CLERIC PARAGON PATHS

Cleric paragon paths typically allow you to devote yourself to a specific order within a religion, an aspect of a deity's power, or a particular expression of divine magic.

ANGELIC AVENGER

Prerequisite: Cleric

You become a special servant of your god, operating with angelic powers to promote the word of your faith. When you use your angelic avenger powers, you briefly take on the aspect of an angel: Your face blurs into beatific blankness, astral wings sprout from your back, and your lower body blurs away.

Level 11: Angelic Action

The divine fervor you have cultivated grows all the stronger when you push yourself beyond your usual limits. Bolstered by your faith, you fight with greater strength and determination.

Benefit: When you spend an action point to take an extra action, you also gain a +4 bonus to attack rolls until the start of your next turn.

Level 11: Astral Vibrance

As you become a living embodiment of divine power, the air around you seethes with energy. Although this energy is too weak to disrupt a healthy foe, those that have been battered and bruised by your attacks slowly succumb to its power.

Benefit: Choose a damage type: lightning, radiant, or thunder. When any bloodied enemy starts its turn within 5 squares of you, it takes damage of the chosen type equal to your Charisma modifier.

Level 11: Astral Wave

This power allows you to channel divine energy through your weapon. It emerges as a vicious shock wave that blasts through your foes in a pulse of energy.

Benefit: You gain the *astral wave* power.

Astral Wave

Angelic Avenger Attack 11

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

Encounter ♦ **Divine, Weapon; Varies**

Standard Action **Close burst 2**

Target: Each enemy in the burst

Attack: Strength vs. Will

Hit: 2[W] + Strength modifier damage of the type you chose for your Astral Vibrance feature.

Level 11: Weapon Training

Your ability to emulate an angel also extends to your training. You gain skill in a weapon commonly associated with those creatures.

Benefit: You gain proficiency with one heavy blade of your choice.

Level 12: Angelic Presence

When pressed, you shed your mortal mask to reveal the divine power that lies within your soul.

Benefit: You gain the *angelic presence* power.

Angelic Presence

Angelic Avenger Utility 12

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

Daily ♦ **Divine, Fear**

Minor Action **Personal**

Requirement: You must not be bloodied.

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

Level 16: Blood and Radiance

The power that burns within you becomes visible for a brief moment when you are badly injured, distracting your foe with a mix of fear and awe.

Benefit: When any enemy bloodies you with an attack, it grants combat advantage until the end of its next turn.

Level 20: Angel Ascendant

Having mastered the innermost mysteries of this paragon path, you are ready to learn its mightiest power. The purification of your soul extends to your physical form, as you become an angel in service of the gods.

Benefit: You gain the *angel ascendant* power.

Angel Ascendant

Angelic Avenger Attack 20

You channel divine energy into a single 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.

Daily ♦ **Divine, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage.

Effect: You gain a fly speed of 6 (hover) that lasts until the end of the encounter.

DIVINE ORACLE

Prerequisite: Cleric

You become the voice of your god, full of prophecy and omens. When you use your oracular powers, your eyes glow with the silvery depths of the Astral Sea.

Level 11: Foresight

The future unfolds all around. You, however, can glimpse it before it occurs, sensing hidden enemies before they strike. Your presence can thwart any ambush.

Benefit: You and each ally within 5 squares of you cannot be surprised. In addition, whenever you make an initiative check, roll twice and use either result.

Level 11: Prophecy of Doom

Creatures author their own futures by the choices they make and the circumstances surrounding those choices. You pick out one possible future and alter fate to serve your interests.

Benefit: You gain the *prophecy of doom* power.

Prophecy of Doom

Divine Oracle Attack 11

You predict dire results for your enemy.

Encounter ♦ **Divine**

Standard Action **Ranged 5**

Target: One creature

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

Level 11: Prophetic Action

When the need is great and you must go beyond your normal limits, you experience a sudden vision, a path to safety or success. You need only take it to realize what comes next.

Benefit: When you spend an action point to take an extra action, you also gain an extra move action that you can use on a different turn of yours during this encounter.

Level 12: Good Omens

You cast your senses outward to identify the omens and portents all around you. In recognizing them, you shift fortune to your favor, showing your allies the path to a more fortuitous future.

Benefit: You gain the *good omens* power.

Good Omens

Divine Oracle Utility 12

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

Daily ♦ **Divine**

Standard Action **Ranged 10**

Target: You and each ally

Effect: Each target gains a +5 power bonus to all d20 rolls until the end of your next turn, but cannot score a critical hit while this power is in effect.

Level 16: Terrifying Insight

Your mind travels time's threads, identifying all the possible futures so that you can make more effective decisions. When you use prayers that affect a target's mind, you can see your target's destiny and shape it to suit your needs. If you make the wrong choice, however, you feel fate's rebuke in your own thoughts.

Benefit: When you make an attack roll against Will, you can roll twice and use the higher result. If you do so and the attack misses, you are dazed until the end of your next turn.

Level 20: Hammer of Fate

The prophetic words you speak shape reality to suit your vision. Even if the target of your barrage does not succumb in the way you hoped, the enemy finds itself having to fend off another assault right away.

Benefit: You gain the *hammer of fate* power.

Hammer of Fate

Divine Oracle Attack 20

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

Daily ♦ **Divine, Implement**

Standard Action Ranged 20

Target: One creature

Attack: Wisdom vs. Will

Hit: 5d10 + Wisdom modifier damage.

Miss: Neither this power nor the standard action is expended. You can take a different standard action during this turn, but you can't use this power again until your next encounter.

RADIANT SERVANT

Prerequisite: Cleric

You become the light of your god in the world, shining divine illumination into every dark corner and deep shadow. When you use your radiant powers, your countenance glows with the brightness of the sun.

Level 11: Illuminating Attacks

You are a beacon on the battlefield, a shining presence embodying your god's holy power. When you call upon astral radiance to bolster your attacks, you strike with even greater efficacy.

Benefit: You can score a critical hit with cleric attacks and radiant servant attacks on a roll of 19–20, but only if they have the radiant keyword.

Level 11: Radiant Action

You can call upon your inner light to transcend normal limits, to attempt more and achieve more than you otherwise would be able to. When you do so, light flares outward from you to scorch a nearby foe.

Benefit: When you spend an action point to take an extra action, you can also choose an enemy within 5 squares of you. That enemy takes ongoing 10 radiant damage (save ends).

Level 11: Solar Wrath

The light within you begs for release, and when you loose it you become as the sun, a righteous brilliance meant to scour darkness from the world. Demons and undead are particularly susceptible to this radiance, their senses blasted by the sudden flare of holy light.

Benefit: You gain the *solar wrath* power.

Solar Wrath

Radiant Servant Attack 11

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

Encounter ♦ **Divine, Implement, Radiant**

Standard Action Close burst 3

Target: Each enemy in the burst

Attack: Wisdom vs. Will

Hit: 2d6 + 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.

Level 12: Healing Sun

You call forth a scintillating mote hanging in the Astral Sea to surround you in its healing light. You and your allies feel pain subside when you are in its illuminating presence, while filth and corruption cannot bear its brightness.

Benefit: You gain the *healing sun* power.

Healing Sun

Radiant Servant Utility 12

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

Daily ♦ **Divine, Healing, Radiant, Zone**
Standard Action **Close burst 2**

Effect: The burst creates a zone of bright light that lasts until the end of your next turn. You or any ally who ends his or her turn in the zone regains hit points equal to 5 + your Charisma modifier. A demon or an undead creature that ends its turn in the zone takes 5 + your Charisma modifier radiant damage.

Sustain Standard: The zone persists until the end of your next turn.

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

Level 16: Lasting Lght

Your god's foes cannot abide your prayers. The doom you call down upon their heads lingers, subjecting them to your righteous wrath.

Benefit: Any saving throws made by demons or undead creatures to remove effects you have placed on them take a -2 penalty.

Level 20: Radiant Brilliance

The light you harbor defines you, shapes you, and gives you your identity. You can call upon its power with ease and focus it into whatever form you wish. This prayer lets you direct your inner light into a terrible beam. The creature it strikes erupts in a brilliant burst to scourge distant foes.

Benefit: You gain the *radiant brilliance* power.

Radiant Brilliance

Radiant Servant Attack 20

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

Daily ♦ **Divine, Implement, Radiant**
Standard Action **Ranged 20**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 3d10 + Wisdom modifier radiant damage.

Effect: At the start of your next turn, the target is the center of a burst 5 attack that affects only your enemies (not including the target): Wisdom vs. Will; 3d10 radiant damage on a hit, and half damage on a miss.

TACTICAL WARPRIEST

Prerequisite: Cleric

Your god demands battle to accomplish the tenets of your faith, and you are the chosen priest at the forefront of the war. When you call upon your divine powers, your weapons glow with holy light.

Level 11: Battle Cry

To obey your god's commands, you fling yourself into battle, fighting on the front lines. When beset by your foes, you can loose a battle cry as you hammer into your enemies, rallying those who fight alongside you.

Benefit: You gain the *battle cry* power.

Battle Cry

Tactical Warpriest Attack 11

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

Encounter ♦ **Divine, Healing, Weapon**
Standard Action **Close burst 1**

Target: Each enemy in the burst

Attack: Strength or Wisdom vs. Fortitude

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

Effect: You (if you are bloodied) and each bloodied ally within 10 squares of you can spend a healing surge.

Level 11: Extra Damage Action

When you dig deep and find the will to press on beyond your normal limits, you feel righteous fury lending new strength to your attacks.

Benefit: When you spend an action point to take an extra action, your standard action attacks this turn deal extra damage equal to one-half your level.

Level 11: Warpriest's Strategy

No stranger to combat, you can find ways to succeed where another might fail. Your insights can give an ally another chance to salvage what would be a disastrous effort.

Benefit: Once per encounter, if you or an adjacent ally rolls a 1 when making a melee attack or a close attack, you can call for a reroll.

Level 11: Warpriest's Training

Although your faith shields you from enemy attacks, you never underestimate the value of heavy armor. You learn how to maximize armor's protective qualities to better protect you in battle.

Benefit: You gain a +1 bonus to AC while wearing heavy armor.

Level 12: Battle Favor

Your patron rewards your continuing success with a boon to help you shrug off your injuries or reclaim expended divine energy.

Benefit: You gain the *battle favor* power.

Battle Favor

Tactical Warpriest Utility 12

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

Daily ♦ **Divine, Healing**

Free Action **Personal**

Trigger: You roll a natural 20 when making a melee attack.

Effect: You regain hit points as if you had spent two healing surges, or you regain the use of one cleric daily attack power that you have already used today. Once you use this power, you cannot recover it except by taking an extended rest.

Level 16: Warpriest's Challenge

You are ferocious in battle, a terrible force powered by righteous fury and singular dedication. An enemy that you confront can see doom in your eyes and knows that to take its focus from you would be to invite certain disaster.

Benefit: When you hit an enemy with an at-will melee attack, you can choose to mark that enemy for the rest of the encounter. The next time that enemy shifts or attacks a creature other than you while the enemy is adjacent to you, you can make an opportunity attack against the enemy. If you mark a new enemy with this feature, any previous mark you have made with this feature ends.

Level 20: Battle Pyres

Your trusted weapon has helped you win victory after victory. Having perfected your methods, you learn to feed divine power through it to sear your enemies with overwhelming radiance.

Benefit: You gain the *battle pyres* power.

Battle Pyres

Tactical Warpriest Attack 20

You channel a powerful prayer through your weapon, turning your enemies into pyres ablaze with radiant energy.

Daily ♦ **Divine, Radiant, Weapon**

Standard Action **Close burst 5**

Primary Target: Each enemy in the burst

Primary Attack: Strength or Wisdom vs. Will

Hit: 10 + Strength or Wisdom modifier radiant damage, and ongoing 5 radiant damage (save ends). Make the secondary attack.

Secondary Attack

Secondary Target: One creature within 5 squares of you that is taking this power's ongoing damage

Attack: Strength or Wisdom vs. Reflex

Hit: 5[W] + Strength or Wisdom modifier radiant damage.

Effect: Until the ongoing damage ends on every primary target, you can take a standard action on your subsequent turns to repeat the secondary attack.

FEAT UPDATES

Pacifist Healer

Prerequisite: Cleric

Benefit: When you use *healing word* or a divine power that allows a target to spend a healing surge, the target regains additional hit points equal to 1d6 + your Charisma modifier. The additional hit points increase to 2d6 + your Charisma modifier at 11th level, and to 3d6 + your Charisma modifier at 21st level.

Also, whenever you deal damage to a bloodied enemy, you are stunned until the end of your next turn.

Beatific Healer

Prerequisite: 21st level, cleric, trained in Heal

Benefit: When you use *healing word* or a divine healing power, add your Charisma modifier to the hit points the recipient regains.

Addendum: Cleric Updates in Brief (*Divine Power*)

Name	Page	Change
Pacifist Healer	136	Explicitly applies to <i>healing word</i> .
Beatific Healer	140	Explicitly applies to <i>healing word</i> .

Cleric Updates in Brief (*Player's Handbook*)

Name	Page	Change
Turn Undead	62	Removes the damage increases at all levels except 11 and 21. Reduces burst size increases.
Consecrated Ground	65	Removes the user's ability to move the zone.
Astral Refuge	67	Cuts the extraneous teleportation keyword. Clarifies when the target returns to play.
Divine Power	67	Restricts the regeneration's operation to when the target is bloodied.
Purifying Fire	68	Reduces the power's damage from 3d10 to 2d10.
Seal of Warding	68	Changes the damage dice from 4d10 to 4d6. Updates the zone language in the Effect entry to clearly define the effects on allies and enemies.
Enthrall	69	Reduces the power's burst size from 3 to 1. Tightens the wording on the additional effects in the Hit entry.
Thunderous Word	69	The allies' shift granted by the Effect entry now requires a free action.
Fire Storm	69	Reduces the power's burst size from 5 to 3. Reduces the power's damage from 5d10 to 3d10. Clarifies that the damage timing in the Effect entry occurs at the end of a creature's turn, not at the start.
Holy Wrath	69	Changes the damage from 2d10 to 2[W], replacing the implement keyword with the weapon keyword and making the power a weapon attack. Restricts the regeneration's operation to when the target is bloodied.
Clarion Call of the Astral Sea	70	Cuts the extraneous teleportation keyword.
Healing Torch	71	Reduces the power's burst area from 5 to 2.
Nimbus of Doom	71	Adds a Miss entry to the power.
Sacred Word	71	Reduces the power's burst area from 5 to 2.
Seal of Protection	71	Changes the damage from 3d10 to 3[W], replacing the implement keyword with the weapon keyword and making the power a weapon attack.
Astral Storm	72	Reduces the power's burst area from 5 to 3. Reduces the power's damage from 6d10 to 4d10. Removes the resistance explanation from the Hit entry. Updates the formatting of the Effect and Sustain entries for the secondary attack that occurs when the power is sustained.
Astral Wave	73	Reduces the power's burst area from 8 to 2. Updates damage type from 2d8 to 2[W], replacing Implement keyword with the Weapon keyword and making the power a weapon attack. Changes the Attack type from Wisdom to Strength.
Angel Ascendant	73	Adds a Target entry to the power.
Illuminating Attacks	73	Now applies only to cleric attacks and radiant servant attacks.
Radiant Action	73	Changes amount of ongoing damage to a static value of 10.
Healing Sun	74	Changes the damage timing in the Effect to occur at the end of a creature's turn, not at the start. Updates the damage roll in the Effect to a static value.
Radiant Brilliance	74	Clarifies that the burst doesn't affect the target.
Tactical Warpriest	74	Updates the name from "Warpriest" to avoid confusion between the paragon path name and the subclass name.
Battle Cry	74	Updates the Attack type from "Wisdom" to "Strength or Wisdom" vs. Fortitude.
Battle Favor	74	In the Effect entry, clarifies that you regain a "cleric daily attack power" instead of a "daily power" and tightens wording.
Battle Pyres	74	Updates damage from 2d8 to 10 in the Hit entry, and from 5d10 to 5[W] in the Secondary Hit entry, replacing the Implement keyword with the Weapon keyword. Updates the Attack type in each Hit entry from "Wisdom" to "Strength or Wisdom," increasing versatility. Updates all damage to radiant. Clarifies that the Secondary Target must be a creature taking ongoing damage from this power. Changes the Sustain entry to an Effect.