

## New Feats

### **Spirit of Illikan**

**Prerequisite:** Any primal class.

**Benefit:** The first time you become no longer dying in an encounter, enemies gain vulnerable 5 to all of your attacks until the end of your next turn. This increases to 8 at Paragon level and 10 at Epic Level.

### **Undead to Ash [Divinity]**

You can channel the holy power granted to you by Ash, Exarch of Kelemvor, to empower your next attack to destroy a single Undead creature.

**Prerequisite:** Channel Divinity class feature, must worship Ash or Kelemvor.

**Benefit:** You can invoke the power of your deity to use *Undead to Ash*

<b>Channel Divinity: Undead to Ash</b>	Feat Power
<i>Drawing upon the holy power granted to you by Ash, you empower your next attack to strike down a single Undead creature.</i>	
<b>Encounter ♦ Divine</b>	
<b>Minor Action</b>	<b>Personal</b>
<b>Effect:</b> The next attack you make against an Undead creature before the end of your turn gains the High Crit and Brutal 1 properties (Brutal 2 at level 16), and can score a critical hit on a 19-20.	
<b>Special:</b> You must take the Undead to Ash feat to use this power.	

### **Armor Against Undead [Divinity]**

You can channel the holy power granted to you by Erasmus, Exarch of Kelemvor, to protect yourself or an ally against attacks from Undead.

**Prerequisite:** Channel Divinity class feature, must worship Erasmus or Kelemvor.

**Benefit:** You can invoke the power of your deity to use *Armor Against Undead*.

<b>Channel Divinity: Armor Against Undead</b>	Feat Power
<i>You conjure a shell of divine armor that prevents a portion of an undead's attacks from penetrating.</i>	
<b>Encounter ♦ Divine</b>	
<b>Minor Action</b>	<b>Close burst 5</b>
<b>Target:</b> You or one ally in burst.	
<b>Effect:</b> The target gains resist 5 (all) against attacks from Undead until the end of his next turn. This resistance increases to 8 at Paragon level and 10 at Epic level.	
<b>Special:</b> You must take the Armor Against Undead feat to use this power.	

### Not Yet Dead [Divinity]

You can channel the holy power granted to you by Drake to prevent an ally from dying.

**Prerequisite:** Channel Divinity class feature, must worship Drake or Kelemvor.

**Benefit:** You can invoke the power of your deity to use *Not Yet Dead*.

Channel Divinity: Not Yet Dead	Feat Power
<i>You bring forth the power of Drake to prevent a soul from journeying to the Fugue before their allotted time.</i>	
<b>Encounter ♦ Divine</b>	
<b>Minor Action</b>	<b>Close burst 5</b>
<b>Target:</b> One dying creature in burst	
<b>Effect:</b> The target no longer has to make death saving throws until the next time they are dying.	
<b>Special:</b> You must take the Not Yet Dead feat to use this power.	

### Pig's Freezer [Divinity]

You can channel the primordial power granted to you by Dirty Pig to freeze the terrain before you.

**Prerequisite:** Channel Divinity class feature, must worship Dirty Pig.

**Benefit:** You can invoke the power of your deity to use *Pig's Freezer*.

Channel Divinity: Pig's Freezer	Feat Power
<i>Drawing upon the primordial power granted to you by Dirty Pig, you freeze the terrain before you.</i>	
<b>Encounter ♦ Divine</b>	
<b>Minor Action</b>	<b>Close blast 4</b>
<b>Target:</b> Terrain in blast	
<b>Effect:</b> You gain the Ice Walk feature. In addition, the terrain gains the following features until the end of your next turn.:	
<ul style="list-style-type: none"><li>• Snow and Ice squares cover the ground and are difficult terrain for anyone without the Ice Walk feature</li><li>• Anyone without Ice Walk who enters this zone must make an Acrobatics check (DC = 10 + Your Level + 4) or fall prone</li><li>• Anyone within the zone (other than you) has vulnerable 10 cold.</li></ul>	
<b>Sustain Minor:</b> The terrain persists and you can move it up to 4 squares.	
<b>Special:</b> You must take the Pig's Freezer feat to use this power.	

### War Machine [Divinity]

You can channel the holy power granted to you by Voulge to unleash a fury of attacks on your foes.

**Prerequisite:** Channel Divinity class feature, must worship Voulge.

**Benefit:** You can invoke the power of your deity to use *War Machine*.

Channel Divinity: War Machine	Feat Power
<i>Through the divine power granted to you by the warforged god Voulge, you unleash a fury of high tech weaponry on your foes. A pair of shoulder cannons materializes on your body to fire at all enemies within range.</i>	
<b>Encounter ♦ Divine</b>	
<b>Standard Action</b>	<b>Close burst 5</b>
<b>Target:</b> Each enemy in burst	
<b>Effect:</b> Highest mental ability modifier damage.	
<b>Special:</b> You must take the War Machine feat to use this power.	

### Arcane Weaknesses [Divinity]

You can channel the holy power granted to you by Karsus to enhance your powers over the arcane.

**Prerequisite:** Channel Divinity class feature, must worship Karsus.

**Benefit:** You can invoke the power of your deity to use *Arcane Weaknesses*.

Channel Divinity: Arcane Weaknesses	Feat Power
<i>You speak the words of Karsus the great, god of Netheril, to make others weaker against the might of your magic.</i>	
<b>Encounter ♦ Divine</b>	
<b>Minor Action</b>	<b>Close burst 10</b>
<b>Target:</b> Each enemy in burst	
<b>Effect:</b> Each target gains vulnerable 5 (Arcane) until the end of your next turn.	
<b>Special:</b> You must take the Arcane Weaknesses feat to use this power.	

## New Chosen Powers

The following are additions to the level 26 utility powers for the Chosen Epic Destiny. The powers associated with the new deities from Chronicles of Netheril are described.

<b>Persistent Radiance</b>	Chosen of Ash Utility 26
<i>Ash knows well the power of light over the undead, which has served him greatly. He bestows this power unto you and your allies.</i>	
<b>Daily ♦ Radiant, Stance</b>	
<b>Minor Action</b>	<b>Personal</b>
<b>Effect:</b> You enter the stance of Persistent Radiance. Until the stance ends, you and each ally that can see or hear you gain the Radiant keyword for all powers when used against Undead creatures.	

<b>Cold Winds</b>	Chosen of Dirty Pig Utility 26
<i>The master of frost creates a whirlwind of snapping cold that surrounds you, chilling your enemies to the core and protecting your allies.</i>	
<b>Daily ♦ Cold, Zone</b>	
<b>Minor Action</b>	<b>Close burst 10</b>
<b>Target:</b> Each creature in burst.	
<b>Effect:</b> The burst creates a zone of cold that lasts until the end of your next turn. While within the zone allies gain resist 10 cold. If they already have resistance to cold, this increases by 5. Enemies in the zone gain vulnerable 10 cold. If they already have vulnerability to cold, this increases by 5.	
<b>Sustain Minor:</b> The zone persists.	

<b>Repulse Undead</b>	Chosen of Drake Utility 26
<i>Drake pushes the undead away from you, prompting nearby allies to attack.</i>	
<b>Daily</b>	
<b>Minor Action</b>	<b>Close burst 10</b>
<b>Target:</b> Each undead creature in burst.	
<b>Effect:</b> You push each target a number of squares equal to your highest mental ability modifier. For each square they are pushed adjacent to an ally, that ally gets a free basic attack against the target (maximum of one attack per target, per ally). In addition, your allies ignore the targets' resistances and the insubstantial quality with this attack.	

## Undead Weakening

Chosen of Erasmus Utility 26

*Erasmus protects you from the powers of the undead near you.*

**Daily**

**Minor Action**

**Personal**

**Effect:** You activate an aura 1 that lasts until the end of the encounter. Any Undead who enter or start their turn within the aura lose their resistances and the insubstantial quality until the end of their next turn.

## System Reboot

Chosen of Voulge Utility 26

*Advanced constructs often have a backup system that kicks in when most needed. Voulge allows you to repair, put up a shield, and cloak yourself when in most danger.*

**Daily ♦ Healing**

**Immediate Interrupt**

**Personal**

**Prerequisite:** You must be bloodied.

**Trigger:** You take damage.

**Effect:** You spend a healing surge. In addition, you gain a +4 power bonus to all defenses until the end of your next turn. You also become invisible until you attack.

## Arcana Most High

Chosen of Karsus Utility 26

*Knowledge of Magic is key for Netherse Arcanists. Karsus grants you the utmost knowledge in this regard.*

**Daily**

**Minor Action**

**Personal**

**Effect:** Until the end of your next turn, when you make an Arcana check, you can instead choose to take 10 if you dislike the result. In addition, you get a +5 power bonus to the check.