



#### CLASS TRAITS

**Role:** Leader, Controller. Depending on the planar origins you choose, you can bolster allies by melding different forms on them or manipulate the battlefield by melding different effects on to it.

**Power Source:** Planar. You channel planar energy and apply its form upon yourself and those around you.

**Key Abilities:** Charisma, Intelligence, Constitution, Wisdom

**Armor Proficiencies:** Cloth, leather, hide; light shield

**Weapon Proficiencies:** Simple melee, simple ranged

**Bonus to Defense:** +1 Reflex, +1 Will

**Hit Points at 1st Level:** 12 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 7 + Constitution modifier

**Trained Skills:** Religion or Arcana (your choice). From the class skills list below, choose three more trained skills at 1st level.

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

**Build Options:** ?

**Class Features:** *Planar Origin, Planar Knowledge, Power Bonded*

Incarnists are manipulators, controllers, and crooks of the most powerful kind: reality thieves. They forcibly inject pirated emulation of the exterior planes upon existence, directing the shape of everything around them with an alien nature. Incarnists can focus on multiple aspects of this theft, from mass destruction to the peaceful intrusion of divine calm.

As an incarnist, the first significant choice that you need to make is the source of your power, your planar origins that you kindly borrow from. Weaker incarnists are not capable of wrestling this power from more than any two planes and the choice limits their capabilities nigh-forevermore. Once chosen, these origins shape and define the incarnist, warping their perception as well as how those perceive them. Though exceptions can be made. What is more comforting than beastly, tentacled, avengers of good, after all?

Shall you lead your planes in order to strike fear in to the hearts of the evil around you, at times – literally. Will you rest peace to a falling kingdom with a soothing lake of fire? Or perhaps neither and rule them all with evangelical superiority. These, and more, are the choices in store for true incarnists.

#### INCARNIST OVERVIEW

**Characteristics:** Incarnists are intended for close battle manipulation, adjusting the power of allies, and striking at groups enemies. Most of their powers are in some form utilitarian, especially at higher levels, with the intent of either taking advantage of or setting up unique opportunities.

**Religion:** Incarnists have a broad range of possible gods to support. Depending on their planar origins, incarnists can find inspiration in almost any divine direction.

**Races:** The role of incarnists tend to attract outsiders as well as the more versatile races. Half-elves, humans, and tieflings all make suitable incarnists.

# BUILDING AN INCARNIST

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## INCARNIST CLASS FEATURES

All Incarnists have these class features.

### PLANAR KNOWLEDGE

Incarnists have an inherent understanding of their planar origins (see planar origin class feature). This intuition provides them with a +5 bonus to all knowledge checks concerning their chosen planar origins as well as the creatures from those planes.

### PLANAR JAUNT

Incarnists can toss allies momentarily in to their chosen planes, protecting and empowering that ally with planar energy. You gain the *planar jaunt* power.

### PLANAR ORIGIN

Incarnists pull much of their power from the planes, melding their very existence on to those around them. Each meld steals from a different source, emulating anything from simple objects to creatures born of the planes they focus.

Incarnists must choose two planar origins of which all their power derives from. Each power requiring an origin has an additional power entry of **Origins** beneath the keywords entry. When you choose your two planar origins, you may not choose any power of which has an origin other than at least one of the two you chose. This does not effect the selection of powers without an origin. The available planar origins are as follows:

#### CELESTIA

You meld the defensive powers of celestia through your surroundings, weaving divine protections among your allies and holy vengeance within your enemies. The celestia planar origin uses charisma primarily.

**Celestial Presence:** You and each ally adjacent to you gains regeneration 2 as long as they are bloodied. The regeneration amount increases to 3 at 6th level, 4 at 11th level, 5 at 16th level, 6 at 21st level, and 7 at 26th level.

**At-Will Attack Power:** You gain either the *divine wind* or *mark of purity* power.

#### ELEMENTAL

You meld the chaotic powers of the elementals through your surroundings, shaping destruction among all things around you. The elemental planar origin uses constitution primarily.

**Elemental Focus:** You gain the *elemental focus* power.

**At-Will Attack Power:** You gain either the *heedless hailstone* or *storming meteor* power.

#### HELL

You meld the corrupting powers of hell through your surroundings, placing unholy tortures upon your enemies and a veil of deceit among your allies. The hell planar origin uses intelligence primarily.

**Hellish Presence:** Bloodied enemies who begin their turn adjacent to you are dealt 2 necrotic damage. The damage amount increases to 3 at 6th level, 4 at 11th level, 5 at 16th level, 6 at 21st level, and 7 at 26th level.

**At-Will Attack Power:** You gain the either the *agony barbs* or the *soul's chains* power.

## SHADOWFELL

You meld gloom and death from the shadowfell into your surroundings, wrapping your allies in decrepit barriers and your enemies in putrefaction. The shadowfell planar origin uses wisdom primarily.

**Shadow Presence:** When you use either an encounter power or a daily power you can shift an ally within 2 squares of you 1 square. At 16th level, instead shift the ally 2 squares.

**At-Will Attack Power:** You gain either the *decrepit touch* or *shadow convulsion* power.

## POWER BONDED

Incarnists do not rely on items to channel and control their power, rather, they prefer to harness their own juggling of the planes through sheer force. Overcoming these limitations leaves them at a loss for specialized weaponry, however, it does give them a notable benefit when even stripped bear.

You gain a +1 bonus to attack rolls with all planar keyword powers. This bonus increases to +2 at level 5, +3 at level 9, +4 at level 13, +5 at level 17, +6 at level 21, +7 at level 25, and +8 at level 29.

## KEYWORDS

Incarnists use new keywords for their powers.

### PLANAR

Planar powers apply effects that either transfer energy from or emulate things on other planes. They do not have a noticeable effect on the planes they take from or from the inhabitants of those planes.

### DUAL SUSTAIN

When a power with the dual sustain keyword allows you to sustain its effects, you may sustain another current power that shares the dual sustain keyword with that same action.

## INCARNIST POWERS

Incarnist powers are called melds. Incarnist pull an emulation of the planes in to the battle, melding it into current existence.

## CLASS FEATURES

All Incarnists have the *planar jaunt* power, given as a class feature. Incarnists who chose the elemental origin also gain the *elemental focus* power.

### Elemental Focus

#### Incarnist Feature

*Through mental force you drive an element's powers to further within your control. Minor details of your form shift towards the coloration of your new focus.*

Encounter ♦ Planar

Origins: Elemental

Minor Action                      Personal

**Effect:** Until the end of encounter, you gain either your Charisma modifier, Intelligence modifier, or Wisdom modifier (your choice) bonus to damage rolls that has one of the following damage types (your choice): acid, cold, fire, lightning, or thunder. You choose which modifier you apply and which damage type you apply for the current encounter with this power.

### Planar Jaunt

#### Incarnist Feature

*You shift your ally in to your planar decide temporarily, protecting them and granting them a temporary otherworldly advantage.*

Encounter (Special) ♦ Planar

Minor Action

Ranged 5

(10 at 11th level, 15 at 21st level)

Target: You or one ally

**Effect:** The target gains resistance to all damage equal to your highest ability modifier until the beginning of your next turn, then choose one of the following effects that shares a name with one of your planar origins:

**Celestia:** The target makes a saving throw.

**Hell:** Until the end of your next turn, the target gains a +2 bonus to attack rolls made to hit the fortitude or will defenses.

**Elemental:** Until the end of your next turn, all attacks made by the target changes to one of the following damage types (your choice): acid, cold, fire, lightning, or thunder.

**Shadowfell:** The target gains temporary hit points equal to 5 + half your level.

**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, but only once per round.

## LEVEL 1 AT WILL MELDS

### Agony Barbs

#### Incarnist Attack 1

*A hundred crimson barbs encase your opponent, slowly ripping and grinding in to their flesh.*

At Will ♦ Planar, Zone

Origins: Hell

Standard Action

Area burst 1 within 5 squares

**Effect:** The burst creates a zone of barbs until the beginning of your next turn. The first creature to either begin their turn in the zone or enter the zone takes ongoing 3 damage (save ends).

*Level 21:* Ongoing 6 damage (save ends).

### Decrepit Touch

#### Incarnist Attack 1

*A small skeletal hand gently runs a finger across the mouth of your opponent, causing them to visibly age.*

At Will ♦ Fear, Necrotic, Planar

Origins: Shadowfell

Standard Action

Ranged 10

Target: One creature

Attack: Wisdom vs. Reflex

**Hit:** 1d6 + Wisdom modifier necrotic damage. Make a secondary attack against the same target.

*Level 21:* 2d6 + Wisdom modifier necrotic damage.

**Secondary Attack:** Wisdom vs. Will

**Hit:** The target is weakened until the beginning of your next turn.

### Divine Wind Incarnist Attack 1

*You embrace an ally with the divine winds of celestia, pulling them to your protective presence.*

At Will ♦ Planar

Origins: Celestia

Standard Action Ranged 5

Target: One ally

Effect: Pull the target 5 squares. Until the beginning of your next turn and as long as the target is adjacent to you, the target gains a +2 power bonus to AC and when the next enemy enters a square adjacent to the target, the target may take an opportunity attack against that enemy.

### Heedless Hailstone Incarnist Attack 1

*You condense a large ball of ice down with the force of a chaotic gale before recklessly hurling it towards your opponent.*

At Will ♦ Cold, Planar, Thunder

Origins: Elemental

Standard Action Close burst 10

Target: One creature

Attack: Constitution vs. Reflex

Hit: 1d6 + Constitution modifier cold and thunder damage.

*Level 21:* 2d6 + Constitution modifier cold and thunder damage.

Special: You can choose to take a -2 penalty to the attack roll and be knocked prone when you make this attack. If you do so increase this attack's range to close burst 20 and roll d10 instead of d6 for damage.

### Mark of Purity Incarnist Attack 1

*A divine and shining symbol appears upon your opponent, searing into their skin and granting your ally new hope.*

At Will ♦ Planar, Radiant

Origins: Celestia

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier radiant damage.

*Level 21:* 2d8 + Charisma modifier radiant damage.

Effect: You can grant an ally adjacent to the target a saving throw.

### Shadow Convulsion Incarnist Attack 1

*Your ally's shadow consumes them, before jumping forward and striking out at an enemy.*

At Will ♦ Planar, Teleportation

Origins: Shadowfell

Standard Action Ranged 5

Target: One ally

Effect: Teleport the target 2 squares. After the teleport, the target may make a melee basic attack.

### Soul's Shackles Incarnist Attack 1

*The same ghastly chains that bind tortured souls form around your enemies, draining their ability to protect themselves from the forthcoming onslaught.*

At Will ♦ Planar

Origins: Hell

Standard Action Close burst 3

Target: Each enemy in burst

Effect: Each target receives a -2 penalty to either AC, Fortitude, Reflex, or Will defense until the end of your next turn.

### Storming Meteor Incarnist Attack 1

*You tear an amalgamation of elements in to the current plane, accelerating a ball of greenish flame and stone towards your opponents.*

At Will ♦ Acid, Fire, Lightning, Planar, Thunder, Zone

Origins: Elemental

Standard Action Area burst 1 within 10 squares.

Target: One creature

Attack: Constitution vs. Reflex

Hit: 1d6 acid and fire damage.

*Level 21:* 2d6 acid and fire damage.

Effect: The burst creates a zone of elemental energy until the end of your next turn. Each creature who enters or begins their turn in this zone is dealt Constitution modifier lightning and thunder damage. Minions are not damaged by this effect.

## LEVEL 1 ENCOUNTER MELDS

### Light of the Heavens Incarnist Attack 1

*You shift open a rift in to divinity, overwhelming your enemies with radiant energy and humbling their aggression.*

Encounter ♦ Planar, Radiant, Zone

Origins: Celestia

Standard Action Area burst 3 within 5 squares.

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier radiant damage.

Effect: The burst creates a zone of divine energy until the beginning of your next turn. Enemies in the zone receive a -2 penalty to attack rolls.

### Revel the Cadaver Incarnist Attack 1

*An inversion of color encases the opponent, visibly showing everything beneath their skin and granting your allies opportune strikes.*

Encounter ♦ Planar

Origins: Shadowfell

Standard Action Ranged 10

Target: One nonundead humanoid creature

Attack: Wisdom vs. Will

Hit: The target is dazed (save ends). The target gains an incremental +1 bonus to this saving throw each time they fail their saving through against this power.

Effect: Until the beginning of your next turn, all creatures have combat advantage against the target.

### Rift Bolt Incarnist Attack 1

*Through a searing blue line crackling the air, a sudden shift in space shudders then releases a curving bolt of lightning directly above the target.*

Encounter ♦ Lightning, Planar

Origins: Elemental

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Reflex

Hit: 2d6 + Constitution modifier lightning damage and the target is dazed until the beginning of your next turn.

Miss: A creature adjacent to the target (your choice) takes 1d6 + Constitution modifier lightning damage.

### Ensanguine Reprieve Incarnist Attack 1

*Netherflames spill from your palms, wrapping themselves among the wounds of your target, teasing and searing their wounds.*

Encounter ♦ Fire, Planar

Origins: Hell

Standard Action Close burst 5

Target: Up to 3 enemies in burst

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier fire damage. The targets cannot regain hit points and take a -2 penalty on all saving throws until the beginning of your next turn.

## LEVEL 1 DAILY MELDS

### Carapace Incarnist Attack 1

*The husk of a recently deceased humanoid wraps your ally, its sinew tensing in reflection to their movement. An aura of power and fear binds itself to each attack.*

Daily ♦ Dual Sustain, Fear, Planar

Origins: Shadowfell

Standard Action Ranged 5

Primary Target: One ally

Effect: Until the beginning of your next turn, the primary target gains a +2 power bonus to AC and attack rolls and may make the following secondary attack once during each of the target's turns.

Minor Action Melee 1

Secondary Target: One creature the primary target hit with an attack this turn

Secondary Attack: Charisma or Wisdom vs. Will

Secondary Hit: Your Wisdom modifier damage and the secondary target is immobilized until the end of its next turn.

Sustain Minor: You can sustain this power's effects.

### Chains' Caress Incarnist Attack 1

*An ally's arms slowly birth chains, seemingly ripping from their flesh, which immediately begin to dance and strike out at their enemies.*

Daily ♦ Dual Sustain, Planar

Origins: Hell

Standard Action Ranged 3

Target: One ally

Effect: Until the end beginning of your next turn, all melee attacks made by the target deal additional damage equal to your Intelligence modifier. When the target hits an enemy with a melee attack, the enemy is restrained until the end of the target's next turn.

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

### Grace of the Choir Incarnist Attack 1

*A divine grace blossoms from the target as their eyes begin to reveal a golden glow, and the power of their voice bolsters to provoke and shake down even the most terrifying enemy.*

Daily ♦ Dual Sustain, Planar

Origins: Celestia

Standard Action Ranged 3

Target: One ally

Effect: Until the beginning of your next turn, the target may declare vengeance upon an enemy within 5 squares of him or her at the beginning of his or her turn. Until the beginning of the target's next turn, whenever that enemy hits the target they are dealt damage equal to your Charisma modifier.

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

### Robe of the Lava Sea Incarnist Attack 1

*The target's legs harden and crack, their skin reddens. From the fissures, a slow drip of lava spills out, raging in flame as it consumes the ground behind their each step.*

Daily ♦ Dual Sustain, Fire, Planar, Zone

Origins: Elemental

Standard Action Ranged 3

Target: One ally

Effect: Until the beginning of your next turn, whenever the target enters a square they create a zone of fire in that square that lasts until the beginning of their next turn. Creatures who enter or begin their turn in or adjacent to this zone are dealt 1d6 + Constitution modifier fire damage. The target is immune to this damage and gains resist 5 to fire.

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

## LEVEL 2 UTILITY MELDS

### Contract in Blood

Incarnist Utility 2

*After forcing a small cut in your hand and smearing the bloody palm upon a piece of parchment, words coalesce in to a shared language.. and supernal.*

Encounter ♦ Planar

Origins: Hell

Minor Action Personal

Effect: Until end of encounter, you may use the contract with a diplomacy check against a willing creature. Doing so gives you a -3 penalty on the diplomacy check. If the diplomacy check is successful, it counts for 3 successes.

### Earthy Embrace

Incarnist Utility 2

*Stone forms from your ally's legs, gravel rolling out to coalesce with the earth below, securely holding your ally in to place.*

Encounter ♦ Planar

Origins: Elemental

Minor Action Ranged 10

Target: One ally in range

Effect: Until end of encounter, while the target is adjacent to solid grounding they can not be forced to move by a pull, a push, or a slide and the target takes a -1 penalty to their speed.

### Guardian Angel

Incarnist Utility 2

*A small silvery hand appears behind an ally and pushes them along out of danger.*

Encounter ♦ Planar

Origins: Celestia

Immediate Interrupt Ranged 5

Trigger: An ally in range is hit by an opportunity attack or a trap

Effect: Shift the ally 1 square.

### Impetuous Propulsion

Incarnist Utility 2

*You pull in the basic elements around your ally, hurling them along at brisk speeds.*

Encounter ♦ Planar

Origins: Elemental

Move Action Ranged 10

Target: One ally in range

Effect: Push the ally 10 squares. This movement ignores difficult terrain. The ally is then knocked prone.

### Lifedrinker

Incarnist Utility 2

*An ally's weapon is wrapped in a necrotic mist, sucking the life out of its next bite.*

Encounter ♦ Planar

Origins: Shadowfell

Minor Action Ranged 5

Target: One ally

Effect: Until the end of your next turn, with the next melee attack the target deals damage with they gain temporary hit points equal to the damage dealt + your Wisdom modifier.

### Order of the Styx

Incarnist Utility 2

*With the visual command of a single finger before your mouth, you silence that annoying voice in your enemy's mind.*

Daily ♦ Planar

Origins: Hell

Minor Action Ranged 5

Target: One creature

Effect: Target can not recharge any powers until the beginning of your next turn.

### Paint Thy Hands Red

Incarnist Utility 2

*A small red halo appears to only your eyes above everyone who stands against you.*

Encounter ♦ Planar

Origins: Celestia

Minor Action Personal

Target: Each creature you can see when you first use this power.

Effect: Until the end of next turn, you know if a target considers you an enemy or not and you gain a +5 power bonus to insight checks against these targets.

### Twilight March

Incarnist Utility 2

*You shroud your allies in a translucent white fog, allowing them the benefits of stepping in to the shadowfell.*

Daily ♦ Planar, Teleportation

Origins: Shadowfell

Minor Action Ranged 5

Target: Each ally in range.

Effect: Until the end of encounter, each target may teleport 2 squares as a move action.

## LEVEL 3 ENCOUNTER MELDS

### Humble Glory

Incarnist Attack 3

*A piece of heaven wraps your enemies in a gentle caress, glorifying their presence and punishing their sins.*

Encounter ♦ Planar, Radiant

Origins: Celestia

Standard Action Area burst 3 within 5 squares

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier radiant damage and each target has a -5 penalty to stealth checks and whenever they deal damage to your ally they take Charisma modifier radiant damage until the beginning of your next turn.

### Nupperibo Ruination

Incarnist Attack 3

*Those surrounding you shriek in pain, as their eyelids collapse upon themselves and their flesh tears and melts, causing a torrent of blood to wash over their eyes.*

Encounter ♦ Planar, Necrotic

Origins: Hell

Standard Action Close burst 1

Target: Up to 3 enemies in burst

Effect: Targets are dealt 1d6 + Intelligence modifier necrotic damage. If a target ends its turn adjacent to you it is blinded (save ends). The blinded condition occurs after saving throws are made.

### Tear into Gloom Incarnist Attack 3

*You send your target bolting through the shadowfell with a series of necrotic hands grasping for them as they return to reality.*

Encounter ♦ Necrotic, Planar, Teleportation

Origins: Shadowfell

Standard Action Ranged 5

Target: One creature

Effect: Teleport the target up to a number of squares equal to your Wisdom modifier. In the middle of this teleport, you may make a secondary attack against the target.

Secondary Attack: Wisdom vs. Fortitude

Secondary Hit: 2d8 + Wisdom modifier necrotic damage.

Special: The target is not considered to be adjacent or within range of any other creature or object when you make the secondary attack.

### Torrent of Winds Incarnist Attack 3

*An ally slowly lifts off the ground as a fierce windstorm begins to wrap their body. With another press upon the planes, you send them hurtling in a whirling chaos of death towards a group of enemies.*

Encounter ♦ Planar, Thunder

Origins: Elemental

Standard Action Ranged 3

Target: One ally

Effect: Push the target 3 squares. At the end of this push, the target makes a melee basic attack against each enemy adjacent to them and deals your Constitution modifier thunder damage in addition to any other damage the attacks deal.

## LEVEL 5 DAILY MELDS

### Angelic Beacon Incarnist Attack 5

*Wings appear to rise from your form with an awing moment of absolute silence and the stunning glory of shining arrows seemingly fall from the heavens. Your enemies are left injured and drained. Your allies who responded, newly confident.*

Daily ♦ Dual Sustain, Planar, Radiant

Origins: Celestia

Standard Action Close burst 3

Target: Each enemy in burst

Attack: Charisma vs. Reflex

Hit: 1d8 + Charisma modifier radiant damage and each target is weakened until the beginning of your next turn.

Effect: Each ally adjacent to you at the beginning of your next turn may make a saving throw.

### Legion Lucidity Incarnist Attack 5

*You and your allies' skin and eyes redden, focused. The visage of battle covers your clothes, and thoughts, as the sensory of your allies overwhelm. As all of your thoughts tune and focus, your next thought rings clear to all.*

Daily ♦ Dual Sustain, Planar

Origins: Hell

Standard Action Close burst 10

Targets: You and each ally in burst

Effect: Each target shifts 2 squares then may make a basic attack. Until the beginning your next turn, targets may communicate telepathically and their speed is increased by 1.

Sustain Minor: You can sustain the telepathic communication and speed increase.

### Storm Embrace Incarnist Attack 5

*Your ally's body is wrapped with elemental might. Blue energy ripples and dances upon their flesh, stone heeding their every step's call. A cyclone of wind lifts their weapon from their grasps, directed by a new sense of control.*

Daily ♦ Dual Sustain, Planar

Origins: Elemental

Standard Action Ranged 5

Target: One ally

Effect: Until the beginning of your next turn, the target gains a climb speed of 3 and may make a melee basic attack as a minor action. This attack has a reach of 2.

Sustain Minor: You can sustain this power's effects.

### Spiritmeld Incarnist Attack 5

*You pull a spirit from its rest in the shadowfell straight into the soul of your opponent.*

Daily ♦ Necrotic, Planar

Origins: Shadowfell

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Will

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

Aftereffect: 1d8 + Wisdom modifier necrotic damage.

Miss: The target is dazed until the end of your next turn.

## LEVEL 6 UTILITY MELDS

### Bulwark of Stone Incarnist Utility 6

*The earth in front of you trembles as you rend a massive construct of unworked minerals upon it, a dense mass of materials this plane rarely comes to hold.*

Daily ♦ Conjunction, Dual Sustain, Planar

Origins: Elemental

Standard Action Area wall 8 within 10 squares.

Effect: You meld in a solid wall of contiguous squares filled with planar stone until the beginning of your next turn. The wall can be up to 8 squares long and 6 squares high.

The wall blocks line of sight and prevents movement. No creature can enter a square containing the wall.

Special: As a standard action, a creature can attack one square of the wall. Each square has 200 hit points.

Sustain Minor: You can sustain this power's effects.

### Eventide Mantle Incarnist Utility 6

*You drag darkness upon your ally, fostering their being.*

Encounter ♦ Planar, Teleportation

Origins: Shadowfell

Move Action Personal

Hit: Teleport up to your speed. After you teleport, one ally adjacent to you (your choice) gains temporary hit points equal to one-half your level + your Wisdom modifier.

### Crown of Life Incarnist Utility 6

*A brilliant halo shines above your crown spilling its illumination and vitality unto your form. With each following step the verdure beneath you flourishes.*

Encounter ♦ Planar, Healing

Origins: Celestia

Move Action Personal

Effect: At the beginning of your next turn, you and each adjacent ally may spend a healing surge with a power bonus equal to your Charisma modifier.

### Scare Tactics Incarnist Utility 6

*With a series of skin wrenching commands, spoken from a tongue of fire, the inherent fear of Phlegethos sinks in to your allies forcing their actions further.*

At Will ♦ Planar

Origins: Hell

Move Action Close burst 5

Target: Each ally in burst

Effect: Push each target 2 squares.

## LEVEL 7 ENCOUNTER MELDS

### Deleterious Escutcheon Incarnist Attack 7

*A translucent shield, bearing the image of a seraph driving its sword into the heart of a pit fiend, appears before an ally. The shield dances its guard against attacks, striking at those that pass through.*

Encounter ♦ Planar, Radiant

Origins: Celestia

Standard Action Ranged 5

Target: You or an ally

Effect: Until the beginning of your next turn, the target gains a +1 power bonus to AC and reflex and whenever an enemy damages the target with a melee attack, they are dealt your Charisma modifier radiant damage. This damage cannot reduce a creature below 1 hit point.

Sustain Minor: When you sustain this power, you may choose either you or an ally as a target instead of the current target.

### Flashfreeze Incarnist Attack 7

*A cold wind blows from you person followed quickly by a dead, cold silence. The newborn frozen air rips at skin and wounds, cracking flesh and crystallizing revealed blood.*

Encounter ♦ Planar

Origins: Elemental

Standard Action Close burst 5

Target: All creatures in burst

Attack: Constitution vs. Fortitude; bloodied creatures are always considered hit by this attack.

Hit: 2d8 + Constitution modifier cold damage and targets are slowed until the beginning of your next turn.

### Hypochondria Incarnist Attack 7

*A slew of insidious spirits grasp at the mind of your target, opening the eyes to the truth in pain.*

Encounter ♦ Fear, Planar, Psychic

Origins: Shadowfell

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Will

Hit: 2d8 + Wisdom psychic damage and the target takes a -5 penalty to all saving throws until the beginning of your next turn.

### Infernal Debt Incarnist Attack 7

*You rip an ichor-soaked dagger in to existence, swiftly sending it in to your foe's side, causing feelings of fatigue and sloth to consume them. Their debt, they realize, best lies in the anguish of their allies.*

Encounter ♦ Planar

Origins: Hell

Standard Action Melee 1

Target: One creature

Attack: Intelligence vs. AC

Hit: Intelligence modifier damage and the target has a -2 penalty to attack rolls and saving throws until either the end of encounter or until they willfully attack one of their allies.



## LEVEL 9 DAILY MELDS

### Archangel's Trumpet Incarnist Attack 9

*You grasp a single hand towards an invisible object in front of you and lift it towards your mouth as the beautiful platinum horn avows its existence. Within a single breath, the trumpet sounds a beautiful hymn.*

Daily ♦ Planar, Thunder

Origins: Celestia

Standard Action Close burst 3

Target: Each creature in burst

Primary Attack: Charisma vs. Reflex

Hit: Each primary target is knocked prone. Make a secondary attack against each primary target.

Secondary Attack: Charisma vs. Will

Secondary Hit: 5d6 + Charisma modifier thunder damage.

Secondary Miss: Half damage.

Effect: Each ally within 10 squares may make a saving throw with a power bonus equal to your Charisma modifier.

### Bearded Tendrils Incarnist Attack 9

*An ally's face darkens as veins visibly enlarge and course down to the base of their chin. The veins tear and crawl their way forward, slithering about and draining the life of all they approach.*

Daily ♦ Dual Sustain, Planar

Origins: Hell

Standard Action Ranged 5

Target: One ally

Effect: Until the beginning of your next turn, enemies that begin their turns adjacent to the target take 5 damage.

Sustain Minor: You can sustain this power's effects.

### Psychosomatic Plague Incarnist Attack 9

*The pain-wretched minds of ravaged souls converge upon those around you, wracking their thoughts with the sights and feelings of mortal strewn plagues upon their own body as they're forced to claw out the insects fleeing their skin.*

Daily ♦ Fear, Planar

Origins: Shadowfell

Standard Action Area burst 3 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 2d8 + Wisdom modifier damage and the target is dazed (save ends). If the target fails its first saving throw against this power, the target is dealt an additional 3d8 damage and becomes stunned (save ends).

Miss: The target is dazed until the beginning of your next turn.

### Titanic Fury Incarnist Attack 9

*Raw energy courses rapidly through your blood, your skin turning in of itself as molten stone pours forth from each pour. With another tug upon reality, you bring your new wonder in to existence, just before fleshing fire in to ice.*

Daily ♦ Acid, Cold, Dual Sustain, Fire, Lightning, Planar, Thunder

Origins: Elemental

Standard Action Close burst 5

Effect: Choose damage type between acid, cold, fire, lightning, or thunder. References in this power that refers to the chosen damage type refers to this choice.

Target: Each creature in burst

Attack: Constitution vs. Fortitude

Hit: Each target is dealt 1d6 + Constitution modifier damage of the chosen type.

Effect: The burst creates a zone of energy of the chosen damage type until the beginning of your next turn. Creatures who enter a square in this zone are dealt Constitution modifier damage of the chosen damage type.

Effect: You gain resist 20 to the chosen damage type until the beginning of your next turn.

Sustain Minor: When you sustain this power, choose a different damage type.

## LEVEL 10 UTILITY MELDS

### Alabaster Sentinel Incarnist Utility 10

*Reacting upon the enemies' hostility, you shroud yourself in celestial robes of silver and white melding with a humbling aura against those who oppose you.*

Daily ♦ Planar

Origins: Celestia

Immediate Interrupt Close burst 10

Trigger: You roll initiative

Target: Each enemy in burst

Effect: Each target takes a -5 penalty to initiative.

### Beauty of the Brachina Incarnist Utility 10

*Your form slowly melts away in to that of a pleasure devil, a female humanoid appearing fiend with graceful curves and a stunningly gorgeous face. Your armors and clothing become seemingly replaced by silken garments that smoothly fit your new frame.*

Encounter ♦ Planar

Origins: Hell

Standard Action Personal

Effect: You are seen as a beautiful woman with features you designate until you take a short or extended rest. While in this form, you gain a +5 power bonus to all Charisma based skill checks. You take a -5 penalty to all Charisma based skill checks instead against any creatures who observed you taking this form or leaving this form, until end of encounter.

## Grim Riposte

Incarnist Utility 10

*As the enemy strikes down upon your ally, the point of impact rapidly shifts in to a skeletal figure, the shadowy muscles inside it flailing out and imposing your enemy's misery upon themselves.*

Encounter ♦ Planar

Origins: Shadowfell

Immediate Interrupt Ranged 5

**Trigger:** A melee attack imposes either the blinded, dazed, deafened, immobilized, restrained, slowed, stunned, or weakened condition upon you or an ally

**Target:** The triggering attacker

**Effect:** The target does not impose the triggering condition and instead you impose the triggering condition on the target until the end of the target's next turn.

## Warp the Flaccid Flesh

Incarnist Utility 10

*A veil of cold wind wraps your ally, their skin adjusting to match its patterns.*

Daily ♦ Dual Sustain, Planar

Origins: Elemental

Minor Action Ranged 5

Target: One ally

**Effect:** Until the beginning of your next turn, the target gains resistance to either acid, cold, fire, lightning, or thunder (your choice) equal to twice your Constitution modifier. If the chosen resistance type is the same as your damage type for *elemental focus*, double this resistance.

**Sustain Minor:** You can sustain this power's effects.

# FEAT DESCRIPTIONS

## SHADOWFELL [INCARNIST]

**Prerequisite:** Incarnist, Shadowfell planar origin

**Benefit:** Whenever you use a standard action to take a second wind, you may use any at-will power you have available with the shadowfell origin as a free action.

# DESIGN NOTES

Reflavoring is fun!

## Extended Prehensile

Incarnist Attack 5

*Your ally's body quickly wrenches from sudden stress, their back bulging. The boils burst in a crimson mucus as flailing tentacles vehemently writhe out, the twisted and toothed claws on their ends grasping towards everything around.*

Daily ♦ Dual Sustain, Planar

Origins: Elemental

Standard Action Ranged 5

Target: One ally

Effect: Until the beginning of your next turn, the target gains a climb speed of 3 and may make a melee basic attack as a minor action. This attack has a reach of 2.

Sustain Minor: You can sustain this power's effects.

Special: This power is considered an alternative equal to *storm embrace*. You can not take both this power and *storm embrace*.

Temporary power

## Gravemist

Incarnist Attack 1

*A dark fog drifts from a hole in the air, bringing a bone chilling cold within it.*

Daily ♦ Cold, Dual Sustain, Planar

Origins: Shadowfell

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: Wisdom modifier cold damage and target is slowed until the beginning of your next turn.

Effect: This power creates a zone of a bitter cold fog that provides partial concealment.

Sustain Minor: The zone persists, and you can increase the size by 1 to a maximum of burst 5. Then repeat the attack against any creature within the zone.

Vivify : Recharge power additional? Another paragon?

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