

CHANNELING THE DIVINE: EVIL GODS

The Player's Handbook presents several feats to expand upon the cleric's and paladin's Channel Divinity class feature. The included feats, however, are tied to good or unaligned deities, fitting the theme of heroic characters carrying the torch of light in a world of points of light. However, not all players play in such a world and sometimes the DM wishes to desire evil divine characters, using the feats as inspiration for the villains' abilities. For those needs, variant feats are helpful, expanding the options for evil aligned Channel Divinity feats.

ASMODEUS' COMMAND [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Asmodeus.

Benefit: You can invoke the power of your deity to use Asmodeus' Command.

Channel Divinity: Asmodeus' Command Feat Power

You utter a single command, invested with the very voice of your master himself.

Encounter • Divine

Minor Action **Close** burst 1
(burst 2 at 11th, burst 5 at 21st)

Target: One creature in the burst

Effect: You slide the target 1 square.

Special: You must take the Asmodeus' Command feat to use this power.

BANE'S CHARGE [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Bane.

Benefit: You can invoke the power of your deity to use Bane's Charge.

Channel Divinity: Bane's Charge Feat Power

Bane favours the warmongers; hence he favours your martial efforts.

Encounter • Divine

Minor Action

Ranged 5

Target: You or an ally.

Effect: Until the end of your next turn, the target's speed improves by 2 squares when it makes a charge.

Increase the movement bonus to +4 squares on 11th level and +6 squares on 21st level.

Special: You must take the Bane's Charge feat to use this power.

GRUUMSH'S STRENGTH [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Gruumsh.

Benefit: You can invoke the power of your deity to use Gruumsh's Strength.

Channel Divinity: Gruumsh's Strength Feat Power

You channel the raw power of Gruumsh to crush your enemies.

Encounter • Divine

Immediate Interrupt

Close burst 5

Trigger: You or an ally within range makes a critical hit in melee.

Effect: The triggering melee attack deals +1d6 extra damage.

Increase the damage to +2d6 on 11th level and to +3d6 on 21st level.

Special: You must take the Gruumsh's Strength feat to use this power.

LOLTH'S GAIT [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Lolth.

Benefit: You can invoke the power of your deity to use Lolth's Gait.

Channel Divinity: Lolth's Gait Feat Power

By invoking the power of the spider queen, you scuttle through the shadows like a deadly spider.

Encounter • Divine

Move Action

Personal

Effect: Shift 1 + your Charisma modifier squares.

Special: You must take the Lolth's Gait feat to use this power.

THARIZDUN'S THROES [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Tharizdun

Benefit: You can invoke the power of your deity to use Tharizdun's Throes.

Channel Divinity: Tharizdun's Throes Feat Power

In the moment of death, you surrender your soul to oblivion and let your master touch reality for a brief moment.

Encounter • Divine

Immediate Interrupt

Close Burst 1

(burst 2 at 11th, burst 3 at 21st)

Trigger: You are brought below 0 hp by a melee attack

Target: You and all creatures in the burst

Effect: The target takes 1d6 damage.

Increase the damage to 2d6 on 11th level and to 3d6 at 21st level.

Special: When you use this power, you die forever.
Special: You must take the Tharizdun's Throes feat to use this power.

TIAMAT'S VENGEANCE [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Tiamat.

Benefit: You can invoke the power of your deity to use Tiamat's Vengeance.

Channel Divinity:	Feat Power
Tiamat's Vengeance	

As your mistress, you retaliate against anybody trespassing against you or your servants.

Encounter • Divine

Immediate interrupt **Close** burst 5

Trigger: You or an ally in range is hit by a critical hit

Effect: Make a basic melee attack against the enemy triggering this power.

Special: You must take the Tiamat's Vengeance feat to use this power.

TOROG'S DELIGHT [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Torog.

Benefit: You can invoke the power of your deity to use Torog's Delight.

Channel Divinity: Torog's Delight	Feat Power
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While receiving pain, you feel the caress of Torog, inspiring you share the gift of pain.

Encounter • Divine

Free Action **Close** burst 5

Trigger: You are hit by a melee attack

Target: You or an ally

Effect: The target takes 1d6 damage and gets a

+2 power bonus on melee attacks until the end of your next turn.

Special: You must take the Torog's Delight feat to use this power.

VECNA'S WHISPERS [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Vecna.

Benefit: You can invoke the power of your deity to use Vecna's Whispers.

Channel Divinity:	Feat Power
Vecna's Whispers	

Thanks to Vecna, your mind is filled with dark secrets, driving your enemies mad.

Encounter • Divine, Psychic

Immediate Interrupt **Personal**

Trigger: You are hit by a charm, psychic, or domination power.

Effect: The attacker, who triggered this power, takes 1/2 your level psychic damage.

Special: You must take the Vecna's Whispers feat to use this power.

ZEHIR'S VENOM [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Zehir

Benefit: You can invoke the power of your deity to use Zehir's Venom.

Channel Divinity: Zehir's Venom	Feat Power
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You invoke Zehir's might and a fresh wound of your enemy is filled with a potent poison.

Encounter • Divine, Poison

Minor Action **Close** burst 10

Target: One creature hit by your attack this turn.

Effect: The target takes ongoing 2 poison damage

(save ends).

Increase the damage to 5 at 11th level, and 10 at 21st level.

Special: You must take the Zehir's Venom feat to use this power.

DESIGN COMMENTARY

Unlike most of the powers presented in the Player's Handbook, these Channel Divinity powers don't use the Healing Surge mechanic in any way and more offensive than the ones presented there.

This is a deliberate choice to change the feel of the feats – these are feats for evil characters and generally embrace an aspect of "evil" – selfishness.

Further notes:

Asmodeus' Command: The current version is fairly powerful, forcing a movement as minor action with no chances of failure – hence the very restrictive range until higher levels. The multi-use as tool to help allies is also a nice effect, as it cements the users role as "commander" and leader, a niche shared by the cleric and the paladin (to a certain extent).

Tharizdun's Throes: Well, it's a gimmick and a tool for malicious DMs. And for players who want to get rid of their character in style.

Torog's Delight: The interesting thing about this is the auto-scaling of the feat for higher tiers – since a bonus is always valuable (especially in 4th Edition), there is no need to increase it. The feat does get better (like most Channel Divinity feats) - simply by the rise of hit points of the characters.

Vecna's Whispers: This feat is very situational, but since one shouldn't plan for the current MM only, it's probably better to lower damage, since it's automatic damage. It's automatic damage, since I feel that the Channel Divinity feats should rather feel passive, because in flavour, they're more like a "nudge" by the user's deity than an overt attack.
