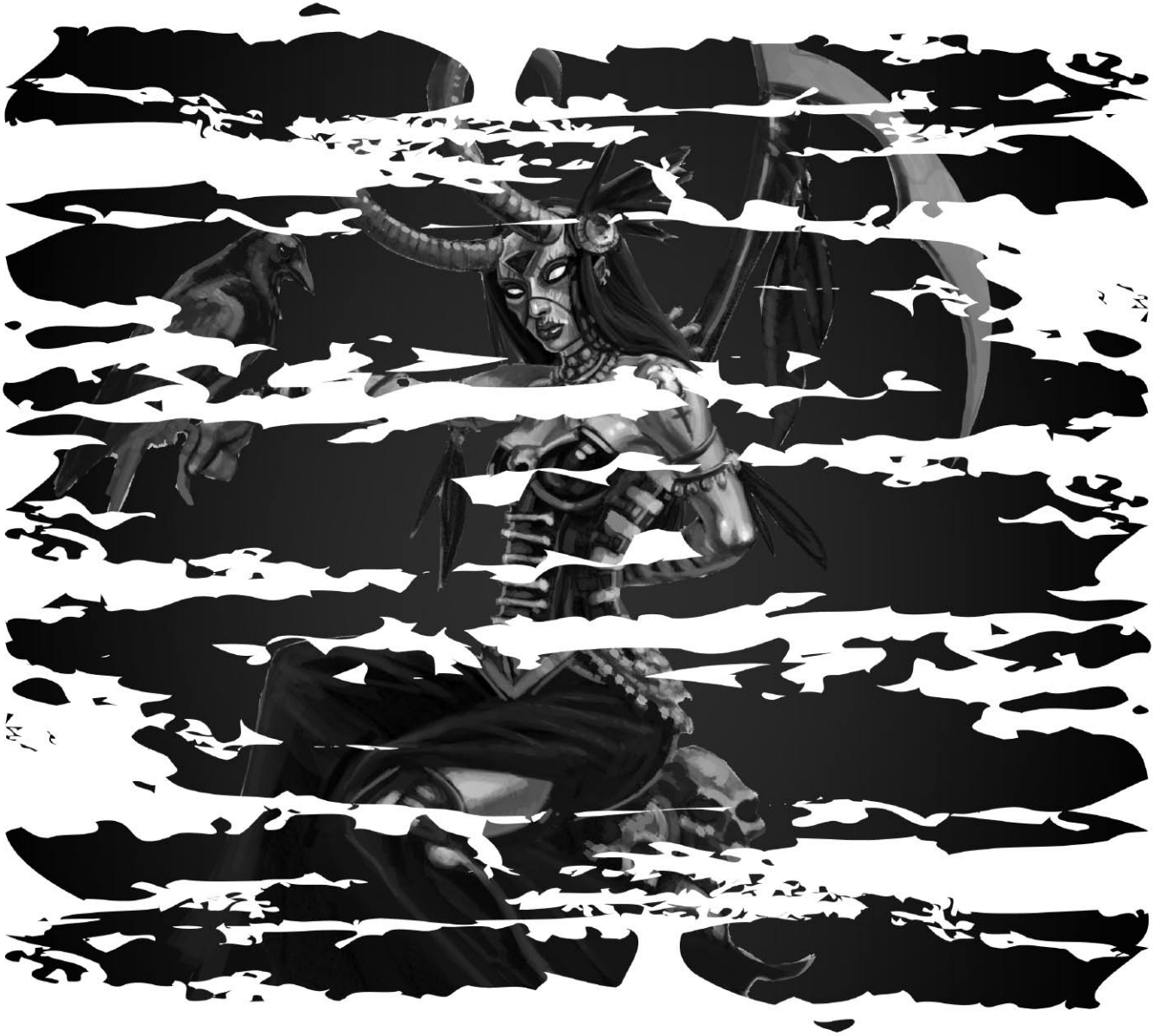


FORGOTTEN HEROES

SCYTHE AND SHROUD



RULES FOR 4E ASSASSINS, DEATHWARDENS,
NECROMANCERS, AND SPIRITSWORN



FORGOTTEN HEROES

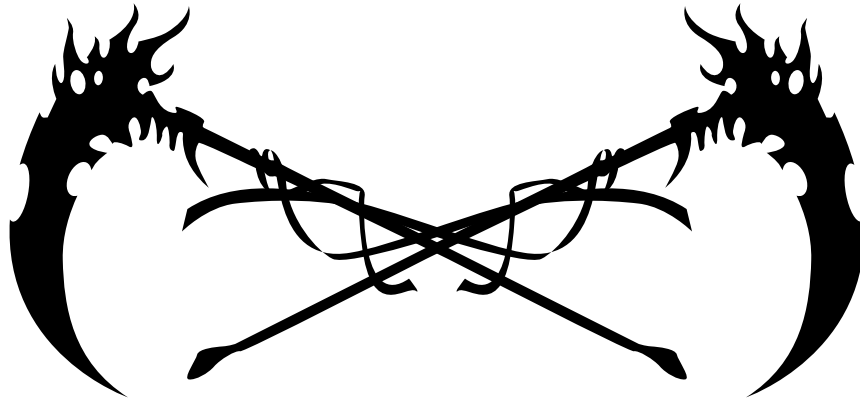
SCYTHE AND SHROUD

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INTRODUCTION

Death is the ever-present companion of life. Mortals are driven to strive for great achievements by the desire to create something that will live on in legends after their own time is over. When the things that matter most are at stake, conflicts find their ultimate escalation in a fight to the death. One way or another, all who seek adventure must come to grips with the fact that death is certain to follow them wherever they go.

In the worlds of fantasy, death is not the end. The power of death can be overturned, as when fallen heroes are brought back to life by powerful rituals. Death's power can also be perverted into undeath, allowing corpses and spirits to remain active in the mortal world, even after their lives have fled. And even when a mortal does pass beyond the veil of death, his existence does not necessarily come to an end. The souls of the dead may find new forms in the afterlife, and powers both light and dark can call on such souls to provide guidance from beyond, or even to return briefly to the mortal realm to provide material assistance.

These themes are at the heart of *Forgotten Heroes: Scythe and Shroud*. Because player characters are the focus of everything that happens in a role-playing game, this book presents four "forgotten" character classes: the assassin, deathwarden, necromancer, and spiritsworn; along with the powers, paragon paths, rituals, feats, and magical items that give them depth. Including these classes in your campaign gives you a unique way to explore the meaning of death and its implications for the world of your game.

Forgotten Heroes: Scythe and Shroud introduces death as a new power source for Fourth Edition characters. All of the four new character classes presented in this book draw upon the death power source, with powers known as harrowings. Each class has a special relationship to mortality that goes deeper than every adventurer's concern with avoiding his own death and hastening that of his enemies. Although the assassin, deathwarden, necromancer, and spiritsworn may be familiar archetypes to any fan of fantasy literature and role-playing games, listed below is a short summary of the role and abilities of each one, as presented in this product.

The assassin is a dedicated killer that relentlessly stalks his victim, waiting in the shadows for just the right moment to launch a deadly assault. The assassin's instrument of lethality may be a sharp blade, a crossbow bolt from the darkness, or caustic venom; the assassin specializes in them all. The assassin's role is the striker, and none can match his talent for studying a chosen foe and dispatching it quickly. Prowler assassins focus on striking from concealment, while sinewy assassins are more eager to do their dirty work up close and personal.

Both assassin builds are formidable combatants with an array of deadly tricks up their sleeves.

The deathwarden is a sentinel on the boundary between life and death who uses his shield to make sure that, when trouble arrives, his friends and enemies each wind up on the right side of that boundary. Always standing near the front lines ready to provide cover for a fallen ally, the deathwarden's role is the leader. All deathwardens can use their influence over death to buy time for a comrade whose sand is running out. Channeling deathwardens focus on borrowing the power of death's intermediaries to deliver devastating melee attacks, while portal deathwardens specializing in using a shield as a gateway to release waves of energy from the next world into this one.

The necromancer is a student of death and undeath who is at home with the grimmest tokens of mortality. His dark arts give him command of the entropic forces that blossom when death triumphs over life, as well as the negative energies that allow the dead to rise again and wreak vengeance on the living. The necromancer fulfills his role as a controller by scattering his foes with necrotic eruptions and terrifying apparitions. Reaper necromancers use a scythe to reap a wide swath through the ranks of the enemy, while animator necromancers specialize in calling forth the risen dead to do their bidding.

The spiritsworn is an armored knight who fights on behalf of those who are no longer among the living. His relationship to the souls of the departed allows him to draw upon the spirits to aid his cause. A spiritsworn in full battle array is often wreathed in a haze of spectral warriors, flowing from his weapons and armor. The spiritsworn excels at the defender's role, using his allied spirits to beat foes back within reach of his weapon if they try to flee his wrath. A warding spiritsworn concentrates on presenting an impenetrable defense, while a vengeful spiritsworn typically forsakes a shield to gain a scythe's greater reach.

As mentioned earlier, all adventurers are vitally concerned with death. Further exploration of the theme of mortality is certainly not required to introduce these classes into your campaign. In fact, it can be abandoned altogether. Regardless of which approach you prefer, the assassin, deathwarden, necromancer, and spiritsworn can fit right into your fantasy world alongside classes with other power sources. But death will always be present in your game, and when you are ready to peer beyond its veil, you'll find plenty of information in *Forgotten Heroes: Scythe and Shroud* to help death and the afterlife become a wellspring of inspiration in your campaign.

LEAVING THIS WORLD AND ENTERING THE NEXT

DEATH IS THE BEGINNING OF THE SOUL'S JOURNEY

The process of death begins when the body can no longer sustain life. It is impossible to pick a single moment when this takes place. Being decapitated is certainly fatal, but the unfortunate individual nevertheless has a few remaining moments in which they can look back on their headless body and regret their fate! In most cases, the line between life and death is a zone of transition rather than a sharp dividing line, and it is possible to linger on the brink for some time before one's fate is sealed. Those who have been brought back from this brink often report an out-of-body experience in which they perceive their surroundings from an invisible elevation.

Player characters enter this risky transition zone of dying when they are reduced to 0 or fewer hit points. Death is certain only when a character's hit points are reduced as far below zero as their bloodied value – or when the fates of the game decree an instant death. Within this zone, progress towards or away from the brink is reflected by the death saving throw. When a dying character's turn comes up on the initiative board, this saving throw provides a moment of high drama because so much is at stake. DMs can enhance this drama by giving the player a description of their character's experiences as they approach the end. This suggestion is inspired by one of our fellow playtesters, who used such moments to great effect by giving characters a message from their deity or a loved one who had passed away. Table 1 presents dying moments especially appropriate to each of the new character classes in this book.

TABLE 1. NEAR DEATH EXPERIENCES BY CLASS

| Class | Failed Death Save | Successful Death Save |
|-------------|---|--|
| Assassin | You see the spirits of those you have killed, waiting to stand on the balance with you as your soul is weighed by the judges of the dead. | You wave confidently to the waiting souls. Someday they will serve as your honor guard as you enter the afterlife, but you have many foes to add to their number before that happens. |
| Deathwarden | You project your soul out of your body, as you have many times before, but seeing the servants of death closing in, you are less certain that you'll be able to return this time. | You feel confident that the silver cord connecting your soul to your body will hold, and from your detached perspective you patiently watch the efforts of your comrades to finish the battle and revive you. |
| Necromancer | Your body is too damaged to respond to the ordinary commands of your will, yet enough of life's spark remains that you cannot animate your corpse in undeath. How frustrating! | Your own eyes still won't open, but you can tell that your carcass is not yet headed for the boneyard. Perhaps there is a corpse around here through whose eyes you could enjoy the rest of the combat as an interested spectator. |
| Spiritsworn | You hear the voices of those who have preceded you into the halls of the dead. Some welcome you with tears of joy, while others rage that you are leaving the mortal realm with your work still unfinished. | Your kindred spirits show you the place of honor that is being held for you when you join them, reaffirm their vows to serve you until that day comes, and provide opinionated advice on how you should proceed when you regain consciousness. |

WHERE DEAD SOULS GO

In fantasy role-playing games, the voyage of the departed soul is a journey across the planes. While each campaign presents its own cosmology, the following section discusses the common archetypes that formed the basis for our assumptions in writing *Forgotten Heroes: Scythe and Shroud*. These concepts gave flavor to the mechanics in this book, but you can be confident that you can use the material we present in subsequent chapters in your game even if your world has a radically different planar structure.

Classic fantasy cosmology presents three destinations that souls might reach in the afterlife, which (as shown in Table 2 below) we call the Seven Heavens, the Nine Hells, and Sheol. However, it is by no means certain that a soul will successfully reach any of these three realms, because it must first navigate the journey through the Land of the Dead. Some souls may be unable to make this transition because they can't relinquish an unresolved issue binding them to mortal affairs. These souls can become ghosts, cursed to haunt the living as long as they remain stuck on the threshold. There are also hazards in the Land of the Dead that can trap a soul in undeath against its will. Mortals know the most potent of these threats as the dread lord Orcus.

Fortunately, the cosmic powers of death have empowered lesser intermediaries to usher dead souls to their proper destinations. These servants are known as soul conductors, or psychopomps. The deathwarden is the new class most intimately concerned with these intermediaries. In the names and illustrative text for the deathwarden's powers, we have drawn inspiration from the rich array of soul conductors presented in classical mythology from many different cultures. Such creative borrowing from real-world mythology is definitely part of the old-school traditions of the game, but if it's not to your taste, we hope that the evocative lore of figures like Charon and the Valkyries will provide useful inspiration as you replace them with powers appropriate to your own campaign world.

PLANAR DESTINATIONS IN THE AFTERLIFE

Land of the Dead

AKA: Purgatory, Transitory Plane, Shadow Realm

Keywords: Shadow, necrotic; a gloomy borderland full of graves, ruins, and haunted forests

Denizens: Undead, Orcus

Destination For: Souls that refuse to move on to the afterlife or have been forsaken by the gods and have no one to guide them onward.

Adventure Hook: A magic sword rips a tear in the membrane between the realms of life and death whenever it is swung and draws blood. A death knight who seeks to draw adventurers into his crypt wields the sword. Whether they fall to his blade or wield it themselves, the heroes unwillingly aid the vile quest of opening a breach through which death's legions can conquer the mortal world.

Seven Heavens

AKA: Celestial Kingdom, Astral Plane

Keywords: Radiant, healing; light-filled realms of soothing winds, soaring temples, and pristine beauty

Denizens: Angels, good-aligned deities

Destination For: Souls that have demonstrated their virtue during life; faithful worshippers of the celestial gods.

Adventure Hook: In her youth, an archmage created a vault that only she could enter. The party needs an item stored in the vault, but the archmage has passed on to her heavenly reward, and enjoys it too much to return to the mortal realm. The party must determine what worldly affairs might compel her interest.





Nine Hells

AKA: Abyss, Inferno, Nether Planes

Keywords: Fire, cold; subterranean nightmare landscapes of burning seas and frozen wastes

Denizens: Devils, demons, evil-aligned deities

Destination For: Wicked mortals whose crimes in life deserve eternal punishment, or who traded their souls to infernal powers in return for worldly power.

Adventure Hook: Hideous plant creatures given malevolent intelligence by trapped human souls plague various outposts. They emerge from a massive blight of vegetation, with a vast hollow root that descends impossibly far – all the way to a jungle layer of the Nine Hells. This hell-stalk was created by an Archduke too powerful to confront directly, but poisoning the plant's taproot and destroying the seeds the duke's agents have planted elsewhere in the world above can thwart this hellish plan.

Sheol

AKA: Limbo, the Unknown Realm, the Final Destination

Keywords: May contain everything or nothing: the essential world of ideal forms, or a void of utter nullification

Denizens: No confirmed reports of creatures returning from or native to Sheol

Destination For: The ultimate stop for souls that are not claimed by other powers and can no longer remain in Sheol; may be the realm of dead gods.

Adventure Hook: A seasoned group of planar travelers are building a sphere of onyx and ivory that they believe will enable them to make the first successful journey to Sheol and back. Some deities are seeking agents to stop this voyage by any means necessary. A renegade angel claims Sheol holds a secret the gods do not want mortals to learn.

TABLE 2. HISTORICAL ERAS OF THE ETERNAL KINGDOM

| Era | Government | Key Figures | Adventure Sites |
|------------|--|--|---|
| Dawn | Tribal bands united by beliefs in the afterlife and rituals to appease the judges of the dead. | Deathwarden shamans valued for healing and funereal rites. | Step pyramids and burial mounds containing the worldly possessions of tribal chieftains, including the weapons they wielded in the primordial war against the titans and their construct guardian/servants. |
| Morning | Feudal hierarchies whose hereditary king enacts the will of his ancestors. | Spiritsworn knights building castles to pacify the surrounding lands. | Reliquaries built to house the mortal remains of fallen kings, who were privy to much lore of interest to treasure-seekers, such as the location of royal armories that have avoided looting due to their burial beneath encroaching glaciers or rising seas. |
| Afternoon | An ever- growing empire of conquered tributary states. | Necromancers who ensured that, alive or dead, no one would escape service in the imperial legions. | Recurring battlefields where, centuries later, nothing will grow because the salt in the blood of the fallen has ruined the soil, and construction was begun on a thanatopic drilling station that would tap the dark energies of this pooled subterranean blood. |
| Twilight | A decadent aristocracy that has fallen back to their original capital, dreaming of past glories. | Assassins who decapitate any nation that contemplates an invasion of the kingdom's homeland. | Safe houses and rendezvous points for spy-masters who collect intelligence on all those in the region who might pose a threat, and disburse gold and poisons as necessary to their network of informants, turncoats, and killers. |

THE POWER OF DEATH IN YOUR WORLD

Because assassin, deathwarden, necromancer, and spiritsworn characters each draw upon the death power source, using these classes in your game can automatically enable rich exploration of the themes of mortality and the afterlife. In our playtest games, we sought to take this further by setting up connections between the characters and the world that shaped them, and that their actions shape in return. The tool we came up with to make these connections was a fallen empire we call the Eternal Kingdom. As shown in Table 2, our history for this empire was designed to express the themes of each of the new character classes.

We intended the Eternal Kingdom to be easy to drop into existing campaign worlds. Its heyday is far enough in the

past, and its current activities cloaked in such secrecy, that most people might well be unaware that it had ever taken a turn on the world stage. Its homeland might be an isolated island chain or otherwise on a faraway shore beyond the edges of your map.

You might also choose to apply the concepts of the Eternal Kingdom to another empire that already exists in your world. We intentionally reached for classic archetypes and painted with broad strokes to increase the likelihood that you already have something in your game that could serve as your own Eternal Kingdom with just a little bit of spin.

And, as with everything else in this introduction, you don't need to use the Eternal Kingdom in your game at all. In the next section, though, we'll demonstrate how something like this idea can help you set up conflicts, the essential fuel of role-playing games.

CONFLICTS

The theme of this book is death, which is already the central issue at stake in the majority of your game's conflicts – will the heroes escape with their lives and deal death to their enemies? You probably already know how to create exciting life or death struggles. This section shows how you can use death as the subject of more subtle conflicts between and within the assassin, deathwarden, necromancer, and spiritsworn classes. You won't find this expressed directly in the rest of the book, because it's designed to be usable with any campaign. It's all in the tables below.

BODIES AND SOULS

Two of the classes in this book are fundamentally concerned with death and undeath. We refer to these classes – the assassin and the necromancer – as affiliated with bodies. The other two new classes, the deathwarden and the spiritsworn, are more concerned with the afterlife and the realm of the spirits. We consider these classes to be affiliated with souls. This distinction is not as clear-cut as the difference between good and evil, and a party that contains some soul-types and some body-types is likely to get along just fine. In Table 4, however, we suggest some situations that might use the friction generated by this subtle distinction to spark an adventure that offers unique role-playing opportunities for players of each class.

TABLE 3. CLASSES, THEIR AFFILIATIONS, AND CONFLICTS BETWEEN CLASSES

| Class | Affiliation | Thematic Goals | Conflict Situation |
|-------------|-------------|--|---|
| Assassin | Bodies | Turn creatures into carcasses, unconcerned for the victim's spirit unless it returns to life and has to be killed again. | A sacrilegious noble prefers to deny the reality of any existence beyond that of the flesh, but is haunted by the ghost of a man he murdered. He now seeks an assassin to destroy someone who's already dead. Doing so requires the help of those accustomed to dealing with souls, but their reverence for the spirit world may make this plan difficult for them to accept. |
| Deathwarden | Souls | Draw power from the realms to which souls travel after death and the intermediaries that conduct them there. | The Angel of Death is frustrated by a witch's cauldron that intercepts the departing souls of those killed in its vicinity and traps them in shells of decaying flesh. Deactivating the cauldron is a job for a necromancer, who might be unwilling to see such a potent artifact go to waste. |
| Necromancer | Bodies | Compel the spirits of the dead to remain among the living as undead, or destroy souls for the energy they yield, either way preventing them from reaching the afterlife. | A long-dead necromancer holds secrets of vital interest to the living practitioners of his art, but contacting his spirit is difficult, as the intermediaries of death have banished his soul to a special purgatory – a fitting punishment those who deal with the spirit world may be reluctant to undo. |
| Spiritsworn | Souls | Form an alliance with the souls of the departed in order to fulfill their shared destiny. | A renegade spiritsworn has betrayed those who supported him among the halls of the dead, but he has found a way to hide himself and his captive spirits from any occult retribution, necessitating the talents of an assassin. |

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TABLE 4. CONFLICTS WITHIN THE CLASSES

| Class | Connection to Eternal Kingdom | Resultant Internal Conflict |
|-------------|--|---|
| Assassin | May be a current or former member of one of the Kingdom's espionage networks, or trained by a mentor who was. | Other assassins hunt characters who have turned against the Kingdom's spymasters; those who remain loyal may be asked to pursue and punish a renegade. |
| Deathwarden | May have grown up in or joined one of the ancient shamanic sects that secretly persist in regions once conquered by the Kingdom. | Some sects cherish the dream of returning the Kingdom to its rightful place in the world, while others feel that the fall of its empire was inevitable when the shamanic ideals were corrupted. Sectarian violence is constant and restrained only by both sides' need to remain covert. |
| Necromancer | Often a member of a scholar's covenant established during the Kingdom's rule, many of which support its return to power. | Grave robbing by a particularly enthusiastic re-animator has created considerable ill-will among local authorities. Some of his fellows stand by the covenant's code that permits his actions, while others would turn him over to the law of the land – either to assuage political tensions or their own professional jealousy. |
| Spiritsworn | Because souls can persist forever, the hierarchy of the Kingdom is ever-present among the dead, and has much to offer its living servants. | When the orders of the Kingdom's spirit hierarchs are disobeyed, other spiritsworn are dispatched to re-establish the chain of command. Characters may find themselves unwilling to accept the Kingdom's desires and ethics, or they may be ordered to chastise others suffering such a conflict. |

EMPIRE AND DISSENTION

Not every conflict happens across the broad lines of an affiliation. The most vicious struggles are often found among one's own kind. Such internecine warfare was a constant concern in the Eternal Kingdom, which provides a useful context for illustrating how members of each class might come into conflict with others like themselves. Table 5 suggests some ways that player characters might still be tied to the Kingdom centuries after its fall, and how these connections can create intra-class tension.

PLAY ON!

You should have everything you need to run an exciting 4th Edition game with the assassin, deathwarden, necromancer, and spiritsworn, with or without a focus on the themes of death. But if you have questions, don't hesitate to visit the Goodman Games forums at www.goodman-games.com/forum.htm to get rules clarifications from the authors, or just let us know how our creation is fitting into yours.

ASSASSIN

*“Have you prayed to the god of death yet today?
Perhaps you should.”*

Class Traits

Role: Striker. Careful study and meticulous planning allow you to strike at the heart of your target with your poisoned blade.

Power Source: Death

Key Abilities: Dexterity, Intelligence, Strength

Armor Training: Cloth, Leather

Weapon Proficiencies: Simple melee, military one-handed melee, simple ranged, military ranged, superior ranged, rapier

Bonus to defense: +1 Reflex, +1 Fortitude

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level gained: 5

Healing Surges: 6 + Constitution modifier

Trained Skills: Stealth (Dexterity) and Thievery (Dexterity). From the class skills list below, choose four more trained skills at 1st level.

Class Skills: Acrobatics (Dexterity), Athletics (Str), Bluff (Cha), History (Int), Insight (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis), Streetwise (Cha)

Build Options: Prowling Assassin, Sinewy Assassin

Class Features: Anticipatory Study, Death Study, Kill Shot, Hit Man

Assassins are ruthless dealers of death. They stalk the battlefield, striking against their foes with eviscerating swipes designed to cripple, weaken, and eventually eliminate their victims.

All that matters is the kill. As an assassin, you exist to perform a task. What that task is and how you go about is completely up to you. You could be a xenophobic dwarf out to rid the world of all goblinoids, a cold-blooded murderer who kills indiscriminately and is pleased when it coincides with a purse of coins, an agent for the benevolent king who finds his job distasteful but necessary, a righteous warrior serving his god by destroying the scions of an evil empire, or a hit man who has found he is good for nothing, except as an instrument of death.

Some clerics might sermonize that killing is wrong no matter what the circumstances. The assassin knows that he serves a purpose, and that the same clerics who damn him might think nothing of later employing him to purge a heretical colleague. The assassin does not care; all that matters is the assignment.

CREATING AN ASSASSIN

The two builds of Assassin are the prowling assassin and the sinewy assassin. Both builds use Dexterity as a main attribute, with Intelligence benefiting prowling assassins and Strength aiding sinewy assassins in their attacks.

Prowling Assassin

Prowlers use stealth to their advantage, attacking from the shadows whenever possible. You prefer to sneak into a guarded room from the darkness outside the window rather than bash the door down. Dexterity is important, as most of your attacks use this attribute. A prowler knows that a smart attack is often a deadly attack. A high Intelligence makes many of your assassin attacks more lethal. Strength is important in order to get out of a sticky situation by jumping or running away. You should take powers that emphasize stealth and damage with poison.

Suggested Feat: Nimble Blade (Human Feat: Action Surge)

Suggested Skills: Acrobatics, Athletics, Perception

Suggested At-Will Powers: *unerring incision*, *writhing shadows*

Suggested Encounter Power: *concealed strike*

Suggested Daily Power: *out of sight*

Sinewy Assassin

Sinewy assassins are pure muscle. Like a finely honed blade, your body is made for the singular purpose of reaching your target and taking him down. Sinewy assassins excel at bringing down foes as effectively and quickly as possible, shadows be damned. You use your Dexterity to attack but your Strength often adds extra weight and damage to your powers. Intelligence is tertiary to your goal, but a quick wit never hurts. Powers that deal the most damage and hamper movement are ideal for sinewy assassins.

Suggested Feat: Power Attack (Human Feat: Powerful Charge)

Suggested Skills: Athletics, Intimidate, Streetwise

Suggested At-Will Powers: *lunge*, *deathly pin*

Suggested Encounter Power: *tough blow*

Suggested Daily Power: *stupefy*

Assassin Overview

Characteristics: You deal the greatest damage when you have engaged an enemy for some time. Your skills and powers allow you to pick your target and isolate it to increase this advantage.

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Religion: On the whole, assassins are not godly people. Those that are religious fall on opposite sides of the spectrum, either as a maniacal servant of lawful good deities or a fanatical follower of the gods of death.

Races: Dragonborn make excellent sinewy assassins, while eladrin and tieflings are able to prowl expertly. Humans, elves and halflings can be either build.

Assassin Class Features

You have the following class features.

Anticipatory Study

In a surprise round, you earn 1 study point against every creature that cannot act within 10 squares of you. On the first round of combat, you gain 1 study point against every creature within 10 squares that cannot see you because of invisibility, total concealment, or a successful Stealth check.

Death Study

By striking at an enemy, you gain useful insight into how they move and react, as well as weaknesses in their armor or other defenses. When you hit a foe with an assassin power, you gain a number of study points specified in the power text. Against any one target, you can accrue a number of points equal to 1 plus your Intelligence modifier. Any points accrued in excess of this limit are lost. Except for the bonuses gained with the Kill Shot feature, any points accrued against a target are lost when the target drops below 0 hit points or you take a short rest.

When the assassin attacks a target he has study points against, he gains power bonuses to attack and damage based on how many points he possesses before the attack is rolled. These bonuses always function on a hit, including attacks in which the study points are spent. When you

Study Points

The rules for spending and possessing study points can create some interesting situations, so here are a few examples to guide you.

At the start of the assassin's turn, you have 5 study points against a Young Black Dragon and you declare you are spending 2 with your next attack to gain bonus damage. Your attack gains a +1 to hit, deals 4d6 damage from possessing 5 points plus 2d6 for spending the points. Your attack hits and you gain 1 study point as per the text in your assassin power. Your balance of study points against the dragon is now 4.

There are assassin feats in this book which grant the ability to spend points to impart conditions to your target, and their use is outlined in this example: You have 7 study points against an Ancient Red Dragon. At the start of your turn, you declare you are spending 3 points on Studied Cripple, 2 points on Studied Infection, and 2 points to deal extra damage. You roll your attack (with a +2 for possessing points) and hit. In addition to whatever damage your attack power deals, you inflict 7d10 bonus damage (5d10 for possessing 7 points and 2d10 for spending 2), and bestow the weakened condition until the end of your next turn on the Ancient Red Dragon as well as 11 ongoing poison damage (save ends). You gain 1 point for a successful attack so your balance against the Ancient Red Dragon is now 1 point.

| Points Possessed | Heroic Tier | Paragon | Epic |
|------------------|--------------|--------------|--------------|
| 1 | +1d6 Damage | +1d8 Damage | +1d10 Damage |
| 2 | +1d6 Damage | +1d8 Damage | +1d10 Damage |
| 3 | +1 to attack | +1 to attack | +1 to attack |
| 4 | +1d6 Damage | +1d8 Damage | +1d10 Damage |
| 5 | +1d6 Damage | +1d8 Damage | +1d10 Damage |
| 6 | +1 to attack | +1 to attack | +1 to attack |

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possess more than one study point, all of the bonuses on the table below are cumulative. For example, possessing 6 study points against a target grants you +4d6 damage and a +2 to attack rolls. For more than 6 study points, continue the alternating pattern of damage and bonuses to attack.

In addition, when you hit with an assassin power, you can spend study points to deal extra damage in addition to the damage from possessing points. You must declare what points you are spending before you attack, but you do not lose points with a miss. You cannot use points earned during the attack in which you are spending them. You can spend any number of points you possess against one target during your attack. Each point spent increases the bonus damage by 1d6. The bonus damage die when spending points increases with level: 1d8 at paragon tier and 1d10 at epic tier.



Kill Shot

Choose one of the following three benefits to occur once per turn when damage from one of your powers, poisons, or attacks (including opportunity attacks and ongoing damage) results in a creature dropping below 0 hit points. Additional benefits are derived from possessing study points against the target when it expires, including points gained from the killing attack, if any. This choice is permanent.

Nourishing Kill: By absorbing part of your foe's life force, you gain temporary hit points equal to 1d10 + your Dexterity modifier. You gain an additional 2 temporary hit points for each study point you possess against the creature when it is killed.

Reaping Kill: Your body is infused with necrotic energy, and you can charge a creature as a free action with a power bonus to the attack roll equal to the number of unspent study points you possess against the creature when it is killed.

Shadowy Kill: You are invisible until the end of the next turn, and for one additional turn for every 2 study points you have remaining against the slain target. If you make an attack while invisible, you become visible immediately after resolving the attack.

Hit Man

Assassins don't always seek out a specific target, but they are more effective when they do. When you undertake a minor or major quest, you gain a +1 bonus on all attacks against the individual subject of the quest, if one exists.

Poison Mastery

You are skilled in the art of applying and creating poisons. You can apply a poison to your weapon as a minor action, instead of a standard action. In addition, you gain the Artisan feat as a bonus feat, and at 1st level you know the Poisoner craft. (See Rituals chapter, page. 97)

FORGOTTEN HEROES

ASSASSIN POWERS

Your death powers are known as harrowings. Some cause a lot of damage through force of muscle, and some use the art of striking from shadow.

Level I At-Will Harrowings

Deathly Pin **Assassin Attack I**

You jam your weapon into and opponent and when you wrench it away, a purple echo remains to damage him again.

At-Will ♦ Death, Weapon Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] and you can shift 1 square after the attack. You gain one study point against the target. If the target takes a move action before the end of your next turn, he takes additional necrotic damage equal to your Dexterity modifier. Increase damage to 2[W] + Dexterity modifier at 21st level.

Lunge **Assassin Attack I**

A powerful thrust aimed at the right place.

At-Will ♦ Death, Weapon Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage. You gain one study point against the target. Increase damage to 2[W] + Dexterity modifier at 21st level.

Special: This power counts as a basic melee attack. When you are able to make a basic melee attack, you can use this power.

Unerring Incision **Assassin Attack I**

Trading accuracy for lethality, you strike only to learn how your foe reacts.

At-Will ♦ Death, Weapon Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity + 2 vs. Reflex

Hit: 1[W] damage, and you gain one study point against the target. Increase damage to 2[W] damage at 21st level.

Writhing Shadows **Assassin Attack I**

The spirits of death favor you with their cloying mists.

At-Will ♦ Death, Weapon Standard Action **Melee** or **Ranged** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and you are invisible to the target until the start of your next turn. You gain one study point against the target. Increase damage to 2[W] + Dexterity modifier at 21st level.

Level I Encounter Harrowings

Concealed Strike **Assassin Attack I**

Shadows offer a perfect place from which to attack.

Encounter ♦ Death, Weapon Standard Action **Melee** or **Ranged** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and you gain one study point against the target.

Special: If you are invisible to the target when making this attack, you deal additional damage equal to your Intelligence modifier.

Heel Slice **Assassin Attack I**

Hampering movement prevents the cowardly from escaping their doom.

Encounter ♦ Death, Weapon Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage, and the target is slowed until the end of your next turn. You gain one study point against the target.

Isolate and Destroy **Assassin Attack I**

You consider your enemy as he lies beneath your feet. Pitiful creature.

Encounter ♦ Death, Weapon Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] damage, and the target is knocked prone. You gain study points against the target equal to one half your Intelligence modifier.

SCYTHE & SHROUD

Tough Blow **Assassin Attack 1**

Hit him hard

Encounter ♦ Death, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier + Strength modifier damage, and you gain one study point against the target.

Level 1 Daily Harrowings

Stupefy **Assassin Attack 1**

He can hit you or run, but not both, and not for long.

Daily ♦ Death, Weapon

Standard Action **Melee** weapon

Attack: Dexterity vs. AC

Target: One creature

Hit: 2[W] + Dexterity modifier, and target is dazed (save ends). You gain one study point against the target.

Miss: Half damage. Target is dazed until the end of your next turn. You gain one study point against the target.

Out of Sight **Assassin Attack 1**

You can convince your enemy that you're not even there.

Daily ♦ Charm, Death, Reliable, Weapon

Standard Action **Melee** weapon

Attack: Intelligence vs. Will

Target: One creature

Hit: 1[W] + Dexterity modifier damage, and you are invisible to the target (save ends). You gain one study point against the target.

Poison Release **Assassin Attack 1**

You twist your blade and a secret compartment opens, dripping a green viscous liquid onto its edge.

Daily ♦ Death, Poison, Weapon

Minor Action **Melee** touch

Target: One weapon

Effect: Until the end of the encounter, any successful melee attack made with the targeted weapon allows you to make a secondary attack.

Secondary attack: Dexterity vs. Fortitude

Secondary Hit: 1d6 poison damage, and the target takes a -2 penalty to its Fortitude defense (save ends).

Steady Strike **Assassin Attack 1**

Anticipation and study will pay off in the end.

Daily ♦ Death, Weapon

Standard Action

Melee or
Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and you gain two study points against the target.

Miss: Half damage. You gain one study point against the target.

Level 2 Utility Harrowings

Death Stride **Assassin Utility 2**

Drawing on necrotic energies, you move faster than the light.

Encounter ♦ Death, Teleportation

Move Action **Personal**

Effect: You can teleport a number of squares equal to one-half your speed. In addition, you gain a +2 power bonus to your Stealth checks until the end of your next turn.

Force of Strength **Assassin Utility 2**

You push your way past.

Daily ♦ Death

Minor Action

Personal

Effect: For the rest of the encounter, you can shift a number of squares equal to half your Strength modifier as a minor action.

Quick Study **Assassin Utility 2**

You take a moment to study your opponent, noting where to strike next.

Encounter ♦ Death

Minor Action

Ranged 10

Target: One creature

Effect: You gain one study point against the target.

Step Into Shadow **Assassin Utility 2**

You can hide anywhere at a moment's notice.

Encounter ♦ Death

Minor Action

Personal

Prerequisite: You must be trained in Stealth.

Effect: Make a Stealth check. If you succeed, you are invisible, but you must end your turn in a concealed square or one that blocks line of sight to remain hidden.

FORGOTTEN HEROES

Level 3 Encounter Harrowings

Flashing Daggers **Assassin Attack 3**

The smaller the weapon, the faster the bleeding.

Encounter ♦ Death, Weapon
Standard Action **Melee** or **Ranged** weapon

Target: One creature

Requirement: You must be wielding a dagger.

Attack: Dexterity vs. AC, two attacks

Hit: 1[W] + Dexterity modifier damage. If both attacks hit, the target takes extra damage equal to 5 + your Intelligence modifier. You gain one study point against the target.

Probing Strike **Assassin Attack 3**

A fencer knows how to draw out your foe's defensive strategy.

Encounter ♦ Death, Weapon
Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and you can shift 3 squares. You gain two study points against the target.

Special: If you are using a rapier, you deal additional damage equal to your Intelligence modifier.

Slice and Shove **Assassin Attack 3**

With one quick movement, you cut your opponent and push him away.

Encounter ♦ Death, Weapon
Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and you slide the target a number of squares equal to your Strength modifier. You gain one study point against the target.

Level 5 Daily Harrowings

Eye Slice **Assassin Attack 5**

He can't hit you if he can't see you.

Daily ♦ Death, Weapon
Standard Action **Melee** weapon

Attack: Dexterity vs. Reflex

Target: One creature

Hit: 1[W] + Dexterity modifier damage, and target is blinded (save ends). You gain one study point against the target.

Miss: Half damage. You gain one study point against the target.

From Nowhere **Assassin Attack 5**

You pounce on your foe, catching him unaware.

Daily ♦ Death, Reliable, Weapon
Standard Action **Melee** or **Ranged** weapon

Attack: Dexterity vs. AC

Target: One creature

Hit: 3[W] + Dexterity modifier damage, and you gain one study point against the target.

Special: If you are invisible to the target when making this attack, you deal additional damage equal to your Intelligence modifier. In addition, you do not need to make another Stealth check to remain hidden after using this power.

Sapping Strength **Assassin Attack 5**

Slicing your enemy's biceps makes it hard for him to raise his arms.

Daily ♦ Death, Weapon
Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2[W] + Dexterity modifier damage, and the target takes -3 penalty to melee attack rolls (save ends). You gain one study point against the target.

Miss: Half damage, and the target takes -1 penalty to melee attack rolls (save ends).

Shadow Bolt **Assassin Attack 5**

You sense the life force leaving your prey, and you release a ray of negative energy to rid him of it entirely.

Daily ♦ Death, Necrotic
Standard Action **Ranged 10**

Requirement: Target must be bloodied.

Target: One creature

Attack: Intelligence vs. Will

Hit: 3d10 + Intelligence modifier necrotic damage, and you gain one study point against the target.

Miss: Half damage.

Level 6 Utility Harrowings

Fast Murder **Assassin Utility 6**

A helpless enemy shouldn't have a chance.

Encounter ♦ Death
No Action **Personal**

Effect: When you use the coup de grace action, use this power to roll two d20s to hit and take the better result.

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Get Off Me **Assassin Utility 6**

"Your arms can't hold me."

At-Will ♦ Death

Move Action

Personal

Effect: When you make an Athletics check as part of an escape in combat, you can roll two d20s and take the better result. In addition, you can shift 2 squares as part of this move action.

Slink **Assassin Utility 6**

Tread softly, only to strike again.

At-Will ♦ Death

Move Action

Personal

Prerequisite: You must be trained in Stealth

Effect: You can move your speed and make a Stealth check. You do not take the normal penalty for movement on this check. You must end your movement in a square farther away from the enemy nearest to your original square.

Twist Away **Assassin Utility 6**

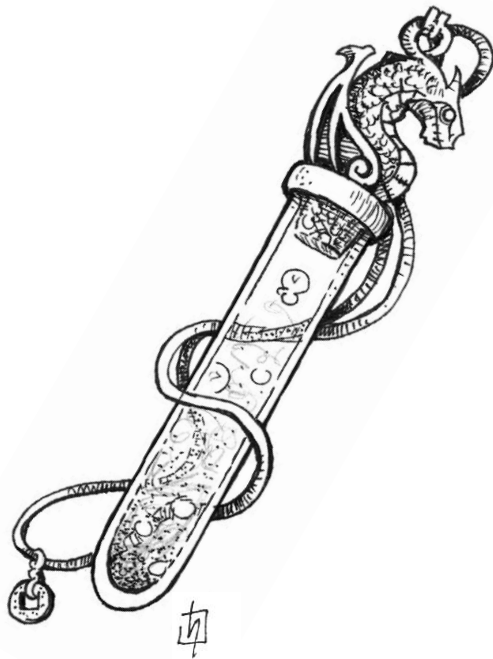
Turning into the blow, you absorb its kinetic energy so that it does not affect you.

Encounter ♦ Death

Immediate Interrupt **Personal**

Trigger: You are hit by an attack that targets your AC.

Effect: You gain +4 power bonus to your AC until the end of your next turn.



Level 7 Encounter Harrowings

Deep Toxin **Assassin Attack 7**

You plunge your blade deep into your foe, poisoning his core.

Encounter ♦ Death, Poison, Weapon Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and you can make a secondary attack. You gain one study point against the target.

Secondary Attack: Dexterity vs. Fortitude

Hit: 1d6 + Intelligence modifier poison damage. You gain one study point against the target.

I Shoot, You Run **Assassin Attack 7**

Good eye, sniper!

Encounter ♦ Death, Weapon Standard Action **Ranged** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and the target cannot make opportunity attacks until the end of your next turn. You gain one study point against the target.

Dazzle **Assassin Attack 7**

You move your weapon so fast that your opponent is dumbstruck.

Encounter ♦ Death, Weapon Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity vs. Will

Hit: 1[W] + Dexterity modifier damage, and the target is dazed until the end of your next turn. You gain one study point against the target.

Special: If you are using a one-handed light blade, you gain two study points against the target instead of one.

Scare Tactics **Assassin Attack 7**

Intimidation is the art of appearing more formidable than you actually are.

Encounter ♦ Death, Fear, Weapon Standard Action **Melee** weapon

Requirement: You must be trained in Intimidate.

Target: One creature

Attack: Dexterity vs. Will

Hit: 2[W] + Dexterity modifier damage, and the target is pushed a number of squares equal to your Strength modifier. You gain one study point against the target.

FORGOTTEN HEROES

Level 9 Daily Harrowings

God of Death

Assassin Attack 9

A quick prayer gives your weapon the necessary potency to gift your deity another soul.

Daily ♦ Death, Necrotic, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity vs. Will

Hit: 3[W] + Dexterity modifier necrotic damage, and ongoing 5 necrotic damage (save ends). You gain one study point against the target.

Miss: Half damage, and no ongoing damage. You gain one study point against the target.

Hamper

Assassin Attack 9

"You're not going anywhere. At least, not very fast."

Daily ♦ Death, Weapon

Standard Action **Melee** or
Ranged weapon

Attack: Dexterity vs. AC

Target: One creature

Hit: 1[W] + Dexterity modifier damage, and the target is slowed (save ends) and knocked prone. You gain one study point against the target.

Miss: Half damage, and no ongoing damage. You gain one study point against the target.

Hit What You Can't See Assassin Attack 9

Hiding doesn't help if your foe is also invisible.

Daily ♦ Death, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 3[W] + Dexterity modifier damage, and you gain one study point against the target.

Miss: Half damage.

Special: If the target is invisible, or has cover or concealment, ignore these conditions during this attack. If the target is invisible, you must still target an occupied square.

Profound Study

Assassin Attack 9

You choose your target, and learn much of him.

Daily ♦ Death, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and you gain a +1 bonus on attack rolls against this target until the end of the encounter. You gain two study points against the target.

Miss: Half damage. You gain 1 study point against the target.

Level 10 Utility Harrowings

All Fours

Assassin Utility 10

Like a cat.

At-Will ♦ Death

Move Action

Personal

Prerequisite: You must be trained in Athletics

Effect: Make an Athletics check to climb a surface.

You can move your full speed. In addition, you take no damage from a fall while using this power.

Disappear

Assassin Utility 10

You appear to melt into shadow.

Encounter ♦ Death

Minor Action

Personal

Effect: You are invisible until the start of your next turn.

Interrogate

Assassin Utility 10

Sometimes you don't want to kill; you need information on your next target.

Encounter ♦ Death

Minor Action

Personal

Prerequisite: You must be trained in Intimidate

Effect: Make an Intimidate or Diplomacy check with a +5 power bonus.

Quick Delay Trap

Assassin Utility 10

"Get through while I can still hold it!"

Encounter ♦ Death

Minor Action

Personal

Prerequisite: You must be trained in Thievery

Effect: You can roll a Thievery check to disarm a trap. In addition, the trap cannot be triggered until the end of your next turn, even if you fail the DC by more than 5.

Level 13 Encounter Harrowings

Poison Aid

Assassin Attack 13

Some poisons only weaken the body, making it susceptible to worse toxins.

Encounter ♦ Death, Poison, Weapon

Standard Action

Melee or
Ranged weapon

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 1[W] + Dexterity modifier poison damage, and the target is immobilized. You gain one study point against the target.

Special: You gain a bonus equal to your Intelligence modifier to the secondary attack granted by any poison applied to your weapon during this attack.

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Sneaky Stab Assassin Attack 13

Out of shadow, you pounce.

Encounter ♦ **Death, Weapon**

Standard Action **Melee** weapon

Requirement: You must be using a light blade.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and you gain one study point against the target.

Special: If you are invisible to the target when making this attack, you deal additional damage equal to 5 + your Intelligence modifier.

Strength Before Stealth Assassin Attack 13

Subtlety is great, but when the cat's out of the bag, there is no escaping you.

Encounter ♦ **Death, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and the target is dazed until the end of your next turn. You gain one study point against the target.

Special: You can use this power in place of a basic attack at the end of a charge. If you do, you deal additional damage equal to your Strength modifier.

Studied Accuracy Assassin Attack 13

The more you have engaged the enemy, the more you attack its weak points.

Encounter ♦ **Death, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity vs. AC

Special: You can spend study points on this attack to add a bonus to the attack roll equal to the number of points spent.

Hit: 3[W] + Dexterity modifier damage, and you gain one study point against the target.

Level 15 Daily Harrowings

Stink of Death Assassin Attack 15

You open a pot of carefully decomposed goblin brains, releasing a foul stench that assaults your target's senses.

Daily ♦ **Death, Necrotic, Poison**

Standard Action **Close** burst 1

Target: All creatures in burst

Attack: Dexterity + 2 vs. Fortitude

Hit: 2d10 + Dexterity poison damage and ongoing 5 necrotic damage (save ends). You gain one study point against the target.

Miss: Half damage and no ongoing damage.

Throat Slice Assassin Attack 15

A second smile is terrifying.

Daily ♦ **Death, Weapon**

Standard Action **Melee** weapon

Attack: Dexterity vs. AC

Target: One creature

Hit: 3[W] + Dexterity modifier damage, and you gain one study point against the target.

Miss: Half damage and no ongoing damage.

Special: If the target is bloodied, you deal ongoing damage equal to 5 + your Strength modifier (save ends). On the target's third failed save, it falls unconscious.

No Escape Assassin Attack 15

"I hate it when I have to chase my quarry."

Daily ♦ **Death, Weapon**

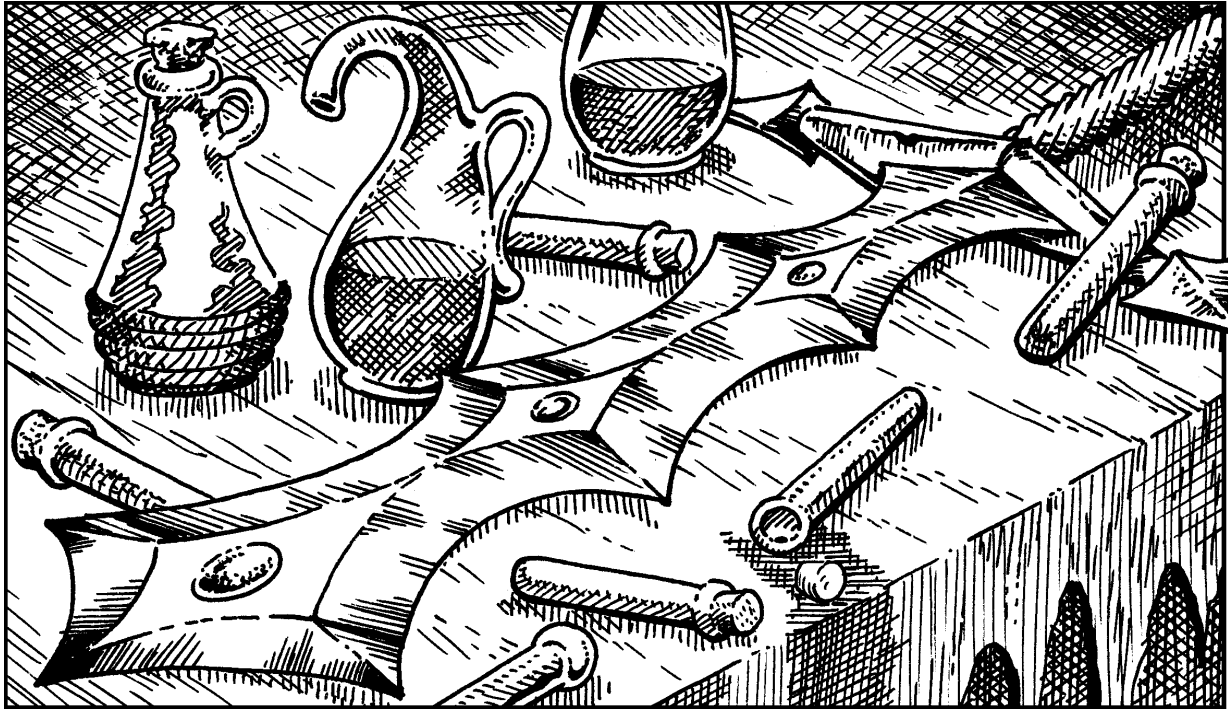
Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage, and the target is slowed (save ends). You gain one study point against the target.

Miss: Half damage, and the target is slowed until the end of your next turn. You gain one study point against the target.



Level 16 Utility Harrowings

Breath of Death **Assassin Utility 16**

You create a shadow of yourself that can deal a devastating blow.

Encounter ♦ Death

Minor Action **Personal**

Effect: If you are within 5 squares of a creature, your next attack this turn can be delivered as if you were adjacent to the target.

Death Lift **Assassin Utility 16**

The stuff of souls is surprisingly buoyant.

Daily ♦ Death

Move Action **Personal**

Prerequisite: You must be trained in Acrobatics
Effect: Make an Acrobatics check to perform an Acrobatic Stunt or to Balance with a +5 power bonus to your Acrobatics. During this action, you can move your full speed + 2.

Double Poison **Assassin Utility 16**

Waste not, want not.

Daily ♦ Death, Poison

Immediate Reaction **Personal**

Trigger: The attack from an applied poison misses.
Effect: This attack does not consume the poison.

Evade **Assassin Utility 16**

Not even a fireball can touch a swift enough assassin.

Encounter ♦ Death

Immediate Interrupt **Personal**

Trigger: A melee or ranged attack misses you, but still deals damage.

Effect: You take no damage.

Level 17 Encounter Harrowings

Disarm **Assassin Attack 17**

Most thugs can't do anything without their club.

Encounter ♦ Death, Weapon

Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage, and you gain one study point against the target.

Special: If the target is using a weapon, it drops that weapon, which lands on the ground in the target's square.

SCYTHE & SHROUD

Leveler Assassin Attack 17

A swift cut underneath slices your enemy's feet out from under him.

Encounter ♦ Death, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and you knock the target prone. You can shift a number of squares equal to one half your Strength modifier. You gain one study point against the target.

Special: If you are using a two-handed weapon, you deal additional damage equal to your Strength modifier.

Lie in Wait Assassin Attack 17

Let them come to you.

Encounter ♦ Death, Weapon
Immediate Interrupt Melee or Ranged weapon

Trigger: A creature includes you in an attack.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and you gain one study point against the target.

Effect: You gain a bonus to the defense targeted by the triggering attack equal to your Intelligence modifier until the end of your next turn.

Sloppy But Effective Assassin Attack 17

You open yourself to attack to get that kill.

Encounter ♦ Death, Weapon
Standard Action Melee weapon

Target: One creature

Special: You must charge as part of this attack.

Attack: Dexterity +2 vs. AC

Hit: 3[W] + Dexterity modifier + Strength modifier damage, and you gain one study point against the target.

Special: You gain a -2 penalty to your AC until the start of your next turn.

Level 19 Daily Harrowings

Basilisk's Gaze Assassin Attack 19

You have learned to distill the beast's paralytic gaze into a stunning attack on the senses.

Daily ♦ Death, Charm, Reliable, Weapon
Standard Action Melee or Ranged weapon

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2[W] + Dexterity modifier damage, and the target is stunned (save ends). You gain one study point against the target.

Brain Slice Assassin Attack 19

Spellcasters beware, an assassin can fight through your manifestations.

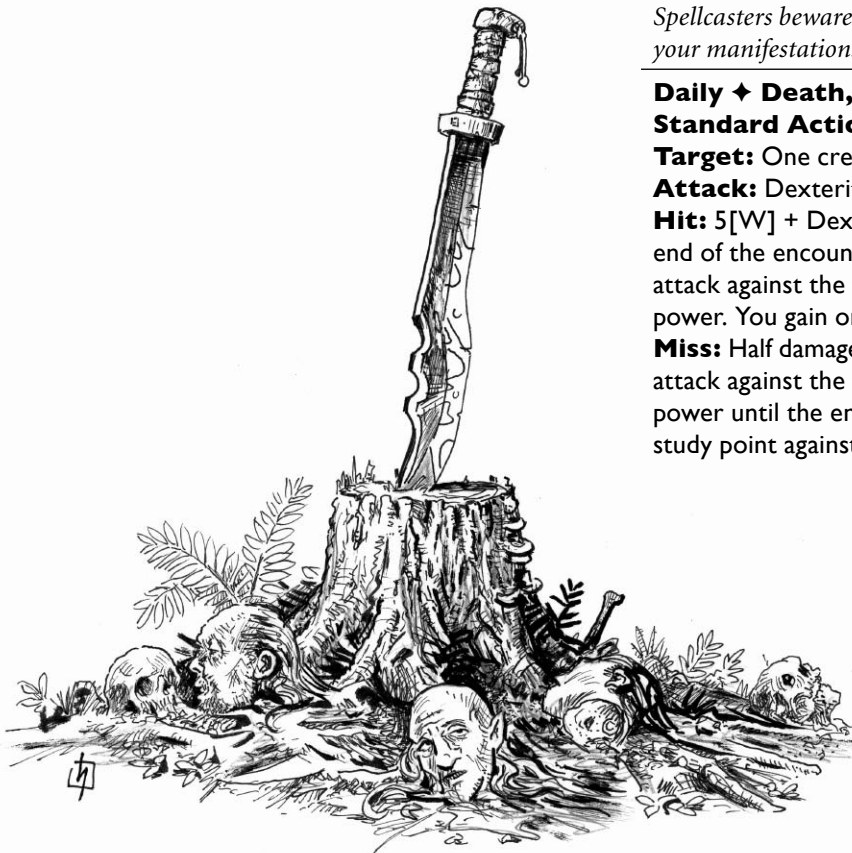
Daily ♦ Death, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 5[W] + Dexterity modifier damage. Until the end of the encounter, you can make an opportunity attack against the target when it uses a close or area power. You gain one study point against the target.

Miss: Half damage, and you can make an opportunity attack against the target when it uses a close or area power until the end of your next turn. You gain one study point against the target.



FORGOTTEN HEROES

Deathblade **Assassin Attack 19**

Your blade becomes a sacrificial instrument of death.

Daily ♦ **Death, Necrotic, Poison, Weapon Standard Action** **Melee** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and you can make a secondary attack. You gain one study point against the target.

Secondary Attack: Dexterity vs. Fortitude

Hit: 2d8 + Dexterity modifier poison and necrotic damage, and the target is immobilized (save ends). You gain one study point against the target.

Miss: Half damage, and no secondary attack. You gain one study point against the target.

Level 22 Utility Harrowings

Dance with Shadows **Assassin Utility 22**

A flip and a turn, and you are in the shadows again, ready to stab anew.

Encounter ♦ **Death**

Move Action

Personal

Effect: You can shift a number of squares equal to your Intelligence modifier, and you are invisible until the start of your next turn.

Infiltrate **Assassin Utility 22**

When you study your opponent, you steal a part of its soul and pass it off as yours.

Daily ♦ **Death**

No Action

Personal

Prerequisite: You must be trained in Streetwise.

Effect: Use this power when a creature you have study points against is dropped below 0 hit points by one of your powers. You gain the appearance, mannerisms, and voice of that creature. Your statistics are unaffected. This effect lasts until the end of the encounter or five minutes.

Portable Shadow **Assassin Utility 22**

You are draped in darkness.

Daily ♦ **Death**

Minor Action

Personal

Prerequisite: You must be trained in Stealth.

Effect: Until the end of the encounter, you are always considered to be in a lightly obscured square.

Level 23 Encounter Harrowings

Flash Powder **Assassin Attack 23**

You toss down a small bag of firepowder that ignites in a searing blast of white light.

Encounter ♦ **Death, Fire**

Standard Action

Area burst 1 within 5

Target: All creatures within burst

Attack: Dexterity vs. Reflex

Hit: 2d8 + Dexterity modifier fire damage, and the target is blinded until the end of your next turn.

Kidney Slice **Assassin Attack 23**

The lower back is often a weak point, and you slice at it with determination.

Encounter ♦ **Death, Weapon**

Standard Action

Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and the target is weakened until the end of your next turn. You gain one study point against the target.

Effect: You can shift a number of squares equal to your Strength modifier after this attack.

Stick and Pull **Assassin Attack 23**

You bury your blade in solid flesh and pull towards you, creating a bloody gash.

Encounter ♦ **Death, Weapon**

Standard Action

Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and ongoing 5 damage (save ends). You gain one study point against the target.

Special: If you are using a dagger, you can shift 2 squares before making this attack.

Repoison **Assassin Attack 23**

You strike with a poisoned blade that targets your foe's damaged nervous system.

Encounter ♦ **Death, Poison, Weapon**

Standard Action

Melee or

Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and you can make a secondary attack. You gain a study point

Secondary Attack: Dexterity +2 vs. Fortitude

Hit: The target takes a penalty equal to 5 + your Intelligence modifier to saving throws to end conditions with the poison keyword until the end of your next turn.

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Level 25 Daily Harrowings

Black Poison **Assassin Attack 25**

The dark viscous liquid spread on your blade matches the black that oozes over your enemy's eyes.

Daily ♦ Death, Poison, Weapon
Standard Action **Melee** or
Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage, and you can make a secondary attack. You gain one study point against the target.

Secondary Attack: Dexterity vs. Fortitude

Hit: Ongoing 15 poison damage and you are invisible to the target (save ends both). You gain one study point against the target.

Miss: Half damage and no secondary attack.

Death Comes **Assassin Attack 25**

Your blow cannot kill instantly, but it won't take long.

Daily ♦ Death, Necrotic, Weapon
Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and ongoing 10 necrotic damage (save ends). For each saving throw the target fails, ongoing damage increases by your Dexterity modifier. You gain one study point against the target.

Miss: 2[W] + Dexterity modifier damage, and ongoing 10 necrotic damage (save ends). You gain one study point against the target.

Torso Slice **Assassin Attack 25**

You cut your foe from crotch to collarbone.

Daily ♦ Death, Reliable, Weapon
Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and the target is stunned (save ends). You gain one study point against the target.

Level 27 Encounter Harrowings

Against Me **Assassin Attack 27**

A snide word involving his mother's profession turns a normally careful opponent into a snarling bag of rage.

Encounter ♦ Death, Weapon
Standard Action **Melee** or
Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage, and the target takes a penalty to a -5 penalty to AC. The target must include you in any attacks it makes until the end of your next turn. You gain one study point against the target.

Memory Choke **Assassin Attack 27**

You grab the bastard and hold on until he forgets he is your enemy.

Encounter ♦ Charm, Death, Weapon
Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and you grab the target. You can make a secondary attack. You gain one study point against the target.

Secondary Attack: Dexterity vs. Will

Hit: The target makes a basic melee or basic ranged attack against an ally.

Sustain Standard: You sustain the grab. You can repeat the secondary attack.

Stealthmaster **Assassin Attack 27**

Attacking from shadows allows you the chance to strike to the quick.

Encounter ♦ Death, Weapon
Standard Action **Melee** or
Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage, and you gain one study point against the target.

Special: If you are invisible to the target, this attack instead deals 5[W] + Dexterity modifier + Intelligence modifier damage and can score a critical hit on a roll of 18-20.

ASSASSIN PARAGON PATHS CHIRURGEON

*“Oh, it’s just a little cut here and there.
By the time I’m finished, you won’t feel a thing.”*

Prerequisite: Assassin class

You have filled your days with the study of the body: its connections, its powers, and its weaknesses. What started with a fascination for this most excellent machine, and the varieties that different races and species can provide, has become an obsession. You take great joy in dissecting still-living creatures to see precisely how they work, and you don’t hesitate to experiment on a new victim... er, subject whenever possible.

Chirurgion Path Features

Anatomy’s Student (11th level): You gain a +4 bonus to monster knowledge checks. In addition, you increase the number of study points you can accrue against one target to 2 + your Intelligence modifier.

Leeching Action (11th level): When you spend an action point to take an extra action, the first attack you make that turn that hits deals ongoing 5 damage (save ends).

Chirurgery’s Reward (16th level): Whenever one of your assassin or chirurgion powers drops an enemy to 0 hit points or fewer, you gain a study point against one enemy within 5 squares.

Chirurgion Harrowings

Sudden Slice **Chirurgion Attack 11**

Finding yourself a new victim, you make a preliminary cut against him before proceeding.

Encounter ♦ Death, Weapon

Standard Action **Melee** weapon

Target: One creature against which you have one study point or less.

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier + Intelligence modifier damage. You gain one study point against the target.

Study the Victim **Chirurgion Utility 12**

You take a moment to survey the chaos of battle around you.

Encounter ♦ Death

Standard Action

Close burst 10

Effect: You gain two study points against any one enemy within the burst.

Cavity Incision

Chirurgion Attack 20

Your blade slices into your target, opening him like a body ripe for examining.

Daily ♦ Death, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 5[W] + Dexterity modifier damage, and the target gains vulnerability 10 to your attacks until the end of the encounter. You gain one study point against the target.

Miss: Half damage, and the target gains no vulnerability. You gain one study point against the target.

HASHASHIN

Prerequisite: Assassin class

Killing is your religion, and you love your religion. You worship death in all its manifestation, but none is greater for you than killing. You never take life indiscriminately, always having a purpose laid out by your organization. Your purpose might be to kill a rival assassin, to destroy a bully preying on the weak, or to assassinate a political leader of a nearby kingdom. No matter the reason, you take great relish in the destruction of the life, and it fuels your passion for death.

Hashashin Path Features

Killing is Living (11th level): Whenever you reduce a creature to 0 hit points or fewer, you can spend a healing surge.

Passionate Murder (11th level): When you spend an action point, you can roll twice on the damage roll and take the better of the two results on the first attack to hit in that turn.

Dread Hashashin (16th level): When you use a daily or encounter power that results in a creature, except a minion, being dropped to 0 hit points or fewer, you do not use up that daily or encounter power.

Hashashin Harrowings

Deadly Embrace Hashashin Attack 11

You stab your foe in the gut, moving close and sharing your passion for the kill with him.

Encounter ♦ Death, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and you grab the target. You gain 2 study points against the target.

Sustain Standard: If the target fails to escape from the grab on its turn, you can sustain the grab and deal 2[W] + Dexterity modifier damage.

Passionate Kill Hashashin Utility 12

You exult in the kill in a variety of different ways.

Daily ♦ Death

Immediate Reaction Personal

Trigger: One of your assassin or hashashin powers drops a creature to 0 hit points or fewer.

Effect: You receive all three benefits of the kill shot class feature, rather than just receiving the benefit of the feature you selected.

Marked for Death Hashashin Attack 20

Your foe doesn't even realize he's dead yet.

Daily ♦ Death, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and the target is knocked unconscious (save ends).

Aftereffect: The target is dazed (save ends).

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

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

PYROTECHNIC KILLER

"This compound is harmless by itself. Mix it with blood, and it becomes a toxin. Expose the toxin to air, and it bursts into flame – like so!"

Prerequisite: Assassin class

You become an expert in the deadly combination of the element of fire and the poisoner's art. The path of the pyrotechnic killer leads you to spend half your time in the laboratory, where you devise new inflammatory venoms, and the rest on the prowl for opportunities to demonstrate their lethal efficiency. Your allies respect your deadly talents, and have learned how to duck after striking a foe whose innards you have set on fire.

Pyrotechnic Killer Path Features

Blazing Toxins (11th level): Your powers with the poison keyword gain the fire keyword. Whenever a power specifies that you deal poison damage, you deal fire and poison damage instead.

Explosive Action (11th level): When you spend an action point to take an extra action, each creature adjacent to you is deafened until the end of your next turn, and the square you currently occupy is heavily obscured until the end of your next turn.

Flammable Blood (16th level): Whenever one of your powers causes ongoing poison damage, the target takes an extra 2 points of fire damage from weapon attacks until it saves against the ongoing poison damage.

Pyrotechnic Killer Harrowings

Fuming Veins

Pyrotechnic Killer Attack 11

Moments after you land a hit, the target's skin begins to writhe appallingly. A second cut vents some of the poisonous gas from his bloodstream, to the dismay of those nearby.

Encounter ♦ Death, Fire, Poison, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier fire and poison damage. The first time the target is hit by a weapon attack before the end of your next turn, you can make a secondary attack. You gain one study point against the target.

Secondary Target: Each of enemy adjacent to the original target

Secondary Attack: Dexterity vs. Fortitude

Hit: 1d4 fire and poison damage.

FORGOTTEN HEROES

Smoke Bomb

Pyrotechnic Killer Utility 12

You hurl a vial of fulminating mercury and other carefully selected alchemical compounds.

Daily ♦ Death

Minor Action

Area burst 1 within 10

Effect: The area of the burst is heavily obscured until the end of your next turn.

Internal Combustion

Pyrotechnic Killer Attack 20

Even though your strike leaves behind an unusually acute burning sensation, few victims expect what comes next.

Daily ♦ Death, Fire, Poison, Weapon Standard Action

Melee or

Ranged weapon

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2[W] + Dexterity modifier fire and poison damage, and ongoing 10 fire and poison damage (save ends). You gain one study point against the target.

Miss: Half damage, and ongoing 10 fire and poison damage (save ends).

First Failed Save: Make a secondary attack.

Secondary Target: The original target and each enemy adjacent to the original target

Secondary Attack: Dexterity vs. Reflex

Hit: 1d6 fire damage, and the target is knocked prone.

SHADOW ATTUNED

"Some are scared of the dark, but only I know why."

Prerequisite: Assassin class

Since you were a child, you have squinted in the harsh light of the Golden Orb. You are blessed by the Netherworld, and use its dark passages to your advantage to deal devastating blows seemingly out of nowhere.

Shadow Attuned Path Features

Shift into Shadows (11th Level): On an attack in which you spend any study points, you may shift a number of squares equal to half your speed as a free action.

Shadow Action (11th Level): When you spend an action point to take an extra action, you gain invisibility until the end of your next turn. Attacking does not negate this invisibility.

Close to the Nether (16th Level): Against bloodied targets, you can score a critical hit on a 19 or a 20.

Shadow Attuned Harrowings

Slice from the Shadow

Shadow Attuned Attack 11

You step into Shadowfell for a time, and then reappear to deliver the deciding blow.

Encounter ♦ Death, Teleportation, Weapon Standard Action

Melee or

Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Special: You may teleport a number of squares equal to your Intelligence modifier before you attack.

Special: You are invisible for the purposes of this attack, but you appear visible after the attack resolves.

Shadow Phase

Shadow Attuned Utility 12

You appear as if you are half in this world and half in the next.

Daily ♦ Death

Minor Action

Personal

Effect: You are considered to be in a heavily obscured square until the end of your next turn.

Sustain Minor: You can sustain this power until the end of the encounter or for five minutes.

Darkness Falls

Shadow Attuned Attack 20

A pall falls over the field, perfect for your blade to slice your enemies.

Encounter ♦ Death, Necrotic, Weapon, Zone Standard Action

Area burst 3 within 5

Target: All creatures in burst

Attack: Dexterity vs. AC

Hit: 1d10 + Dexterity modifier necrotic damage.

Effect: The burst creates a zone of impenetrable darkness. All squares in the zone are totally obscured, but are only lightly obscured to you. All light sources are suppressed but not extinguished.

Sustain Minor: The zone persists.

DEATHWARDEN

*“The Angel of Death is coming,
but I vow it won’t be our lives he takes.”*

Class Traits

Role: Leader. Your connection to the forces of impending death lets you shield your allies and dispatch your enemies to the afterlife.

Power Source: Death. You stand on the boundary that separates this life from the realms beyond, making sure that your friends do not pass through before their time.

Key Abilities: Wisdom, Constitution, Intelligence

Armor Training: Cloth, leather, hide, chainmail, light shield, heavy shield

Weapon Proficiencies: Simple melee, military melee weapons with the heavy thrown property, simple ranged

Implement: Shield

Bonus to Defense: +1 Fortitude, +1 Will

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges: 7 + Constitution modifier

Trained Skills: Perception plus three others. From the class list below, choose three more trained skills at 1st level.

Class Skills: Arcana (Int), Athletics (Str), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Perception (Wis), Religion (Int).

Build Options: Channeling deathwarden, portal deathwarden

Class Features: Near-Death Perception, Ritual Casting, Shield Attunement, Warden’s Intervention, *warden’s plea*

Deathwardens are defensive leaders who guard the boundary between the world of the living and the afterlife. They bring woe to their enemies and benefit their allies by channeling the aspects of death that wait to claim the souls of mortals when they die, and by opening portals to the extra-planar realms that are the final destination of those souls. Deathwardens are devoted to preserving the lives of their comrades, who might be resolute exemplars of good or depraved followers of evil.

You took your first steps toward becoming a deathwarden when you realized that you could detect the presence of impending death. You might have been a child who grew bold enough to talk to the shadow only you could see in the hut of a dying villager, or an acolyte who honed your mystic senses by taking doses of poisons that brought you ever closer to death’s veil. This unique sensitivity to the forces of mortality affects each deathwarden differently.

Some become morbid, turning grim and gloomy or reveling in the blackest of gallows humor. Others find their appetite for the good things in life is whetted by the knowledge that the end is always near.

Your vigilance at the threshold between life and death gives you great powers, as well as a constant reminder of life’s fleeting nature and inevitable end. What legendary deeds will you seek to achieve in the time allotted to you?

Creating A Deathwarden

The deathwarden has two basic builds: the channeling deathwarden and the portal deathwarden. All deathwardens depend on Wisdom for their attack powers. Channeling deathwardens gain additional benefits from Constitution, while portal deathwardens gain secondary bonuses from Intelligence.

Channeling Deathwarden

You guide your party to victory by taking on the attributes of the soul conductors who stand just beyond the veil of death, waiting to bring souls to their final resting place. You stand fast in the thick of battle, and when the need arises, you can take on the role of a defender as well as a leader. Wisdom should be your highest ability score for the sake of your attack powers. Constitution should be your next highest score, as it enhances your encounter powers and increases your ability to withstand injury. Intelligence is your third priority, as it benefits powers from the other deathwarden build and rounds out your defenses. Choose the Channeling Intervention class feature and melee powers that give aid to nearby allies.

Suggested Feat: Dark Fury (Human feat: Weapon Proficiency: Bastard Sword)

Suggested Skills: Athletics, Endurance, Intimidate, Perception

Suggested At-Will Powers: *fated strike, sheltering strike*

Suggested Encounter Power: *touch of mortality*

Suggested Daily Power: *aura of the valkyrie*

Portal Deathwarden

You lead by using your shield as an interplanar gateway, loosing the baleful fires of the Inferno on your enemies or bathing your comrades in the healing flux of the Astral Sea. You command waves of energy that can target many foes, allowing you to function as a controller as well as a leader. Wisdom is crucial for your attacks, so that should be your highest ability score. Your next priority should be Intelligence, which adds benefits to your build’s encounter powers and bolsters your weakest defense. Constitution

should be your third highest score to benefit powers from the channeling build. Choose the Portal Intervention class feature and close-range powers that blast your enemies and help your allies stay in the fight.

Suggested Feat: Burning Blizzard (Human feat: Shield Critical)

Suggested Skills: Arcana, History, Perception, Religion

Suggested At-Will Powers: astral window, vision of fate

Suggested Encounter Power: infernal keyhole

Suggested Daily Power: petitioner's vision

Deathwarden Overview

Characteristics: You are the wellspring of your party's resilience, dispensing aid from a position on or near the front lines of melee. Your powers heal and invigorate your allies, bolster their defenses, and blast nearby enemies or strike adjacent foes.

Religion: Deathwardens are intimately familiar with the realms of the afterlife. While they have a practical working knowledge of the deities who preside over those realms, deathwardens interact most often with lesser powers such as angels of death. Such powers typically serve many gods; one moment helping virtuous souls ascend to the celestial heavens, and the next bringing cursed ones to the inferno. Most deathwardens maintain a similarly neutral outlook, dutifully making the proper observances to all powers with influence over death. Those who truly worship a god are less common, but many deities of death, life, fate, and the planes nevertheless have deathwardens among the faithful.

Races: The most gifted deathwardens are dwarves, humans, and elves. The dwarven race's gifts for meditation and hardiness make them the ideal deathwardens. Like half-elves, dwarves are especially suited for the channeling path. Their ancient and plane-spanning traditions of scholarship prepare eladrins and tieflings to become portal deathwardens. Humans and elves can excel at either build.

Deathwarden Class Features

You have the following class features.

Near-Death Projection

You are able to enter a death-like trance once per encounter by spending a healing surge as a standard action. You must be able to spend a healing surge to use this ability. While you are using Near-Death Projection, you are blinded and deafened. Your soul floats out of your

body, and as a move action, you can move your soul a number of squares equal to your Wisdom modifier. Your soul is immaterial, can pass through solid objects, and cannot be affected by or affect any creatures or objects. You can see, hear, and make Perception checks as if your body was in the square your soul currently occupies. You do not need to have line of effect between the location of your soul and your body.

At the end of each turn in which you are using Near-Death Projection, you must make a Wisdom ability check to continue using this class feature. If you fail this check, or choose to return your soul to your body, your soul returns to your square and you are no longer blinded and deafened. The DC for this check starts at 10 and increases by 5 after each turn in which you use Near-Death Projection.

Ritual Casting

You gain the Ritual Caster feat as a bonus feat, allowing you to use magical rituals. You possess a ritual book, and it contains two rituals you have mastered: the Gentle Repose ritual and one other 1st-level ritual of your choice.

Shield Attunement

By spending one hour ritually preparing a chosen light or heavy shield, you attune it to you and your connection to the boundary between life and death. You can only be attuned to one shield at any one time. Attuning a new shield immediately breaks your attunement to any other shields. You gain the following benefits with an attuned shield:

- You can use the attuned shield as an implement when you use a deathwarden power or a deathwarden paragon path power.
- If the attuned shield is a magic item, when you are wielding it you gain an enhancement bonus to attack rolls and damage rolls with powers that have the implement keyword. When you score a critical hit with an attack that is delivered through your attuned shield, you gain a number of extra d6 of damage equal to its enhancement bonus. This enhancement bonus is determined by the level of the attuned magic shield:

| | | | |
|------------------|----|------------------|----|
| Lvl 1-5 | +1 | Lvl 16-20 | +4 |
| Lvl 6-10 | +2 | Lvl 21-25 | +5 |
| Lvl 11-15 | +3 | Lvl 26-30 | +6 |

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Warden's Intervention

Choose one of the following two benefits.

Channeling Intervention. Whenever an ally within 5 squares of you becomes bloodied, as an immediate reaction you can grant that ally a power bonus equal to your Constitution modifier to all defenses until the end of that ally's next turn. Whenever an enemy within 5 squares of you causes one of your allies to drop to 0 hit points or below, you can add your Constitution modifier to the next damage roll made by you or one of your allies against that enemy before the end of your next turn.

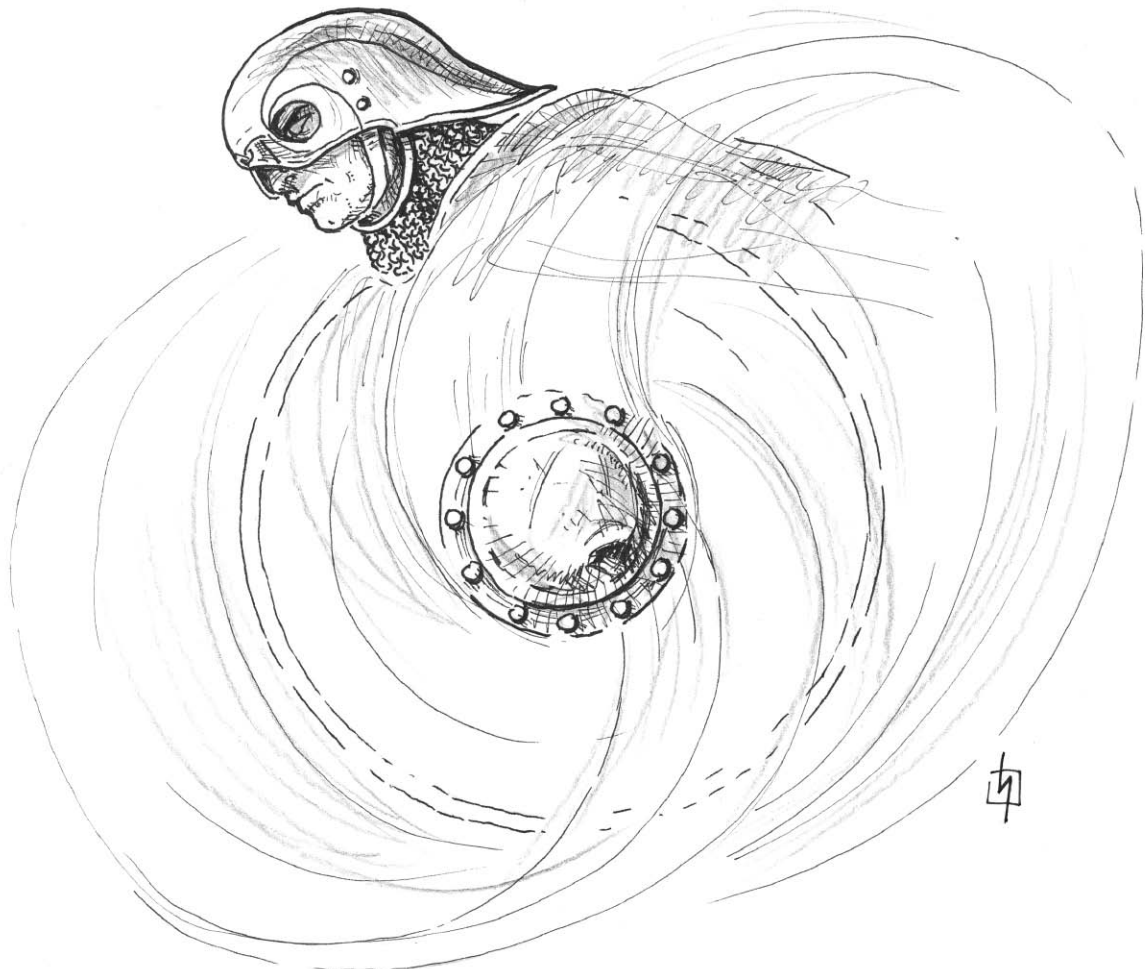
Portal Intervention. Whenever an ally within 5 squares of you becomes bloodied, as an immediate reaction you can grant that ally temporary hit points equal to one-half your level plus your Intelligence modifier. Whenever an ally within 5 squares of you drops to 0 hit points or below, as an immediate reaction you can move a number of squares equal to your Intelligence modifier toward that ally.

Warden's Plea

Using the *warden's plea* power, deathwardens can beseech the powers of death to grant their allies more time on this mortal coil.

Implements

Deathwardens make use of light shields and heavy shields to channel and focus their influence over the power of death. A deathwarden wielding a magic shield that he or she has attuned (see *Shield Attunement*, above) can add its enhancement bonus to the attack rolls and damage rolls of deathwarden powers, as well as deathwarden paragon path powers, that have the implement keyword. Without an implement, a deathwarden can still use these powers, but he or she doesn't gain the bonus provided by the magic implement.



DEATHWARDEN POWERS

Your deathwarden powers are known as harrowings. Some are optimal for channeling deathwardens and others are best for portal deathwardens, but regardless of your build, you can choose any power of the appropriate level when you select your powers.

CLASS FEATURES

Warden's Plea Deathwarden Feature

You sense death coming for your ally and call out to buy a little more time.

Encounter (Special) ♦ Death, Healing

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.

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

Target: You or one ally

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

Increase the amount of additional hit points regained to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

Level 1 At-Will Harrowings

Sheltering Strike Deathwarden Attack 1

Your weapon bites into your foe, clearing a space for you to step forward and cover an ally with your shield.

At-Will ♦ Death, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage, and one adjacent ally gains a +1 power bonus to AC and Reflex defenses until the end of your next turn. Increase damage to 2[W] + Wisdom modifier at 21st level.

Vision of Fate Deathwarden Attack 1

All who look at the designs on your shield see a vision of their destination in the afterworld, for better or worse.

At-Will ♦ Death, Healing, Implement, Psychic Standard Action Close blast 3

Target: Each enemy in blast that can see you

Attack: Wisdom vs. Will

Hit: 1d6 psychic damage.

Increase damage to 2d6 at 21st level.

Effect: Until the end of your next turn, when you or an ally within the blast is granted healing by a power with the healing keyword, add your Wisdom modifier to the hit points the recipient regains.

Chill of Tartarus Deathwarden Attack 1

Your shield acts as an interplanar conduit for the deadly winds of a frozen hell.

At-Will ♦ Cold, Death, Implement Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier cold damage, and you grant a +1 power bonus to the next attack roll made against the target before the end of your next turn. If this attack roll scores a critical hit, it deals additional cold damage equal to your Wisdom modifier.

Increase damage to 2d8 + Wisdom modifier at 21st level.

Special: If you are wielding a heavy thrown weapon, you can replace the implement keyword for this power with the weapon keyword and attack the target's AC instead of Reflex.

Fated Strike Deathwarden Attack 1

Your weapon is guided by the vision of the Angel of Death, who foresees which paths will bring your foe closer to dying.

At-Will ♦ Death, Weapon

Standard Action **Melee** weapon or
Ranged thrown weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage.

Increase damage to 2[W] + Wisdom modifier at 21st level.

Special: This power counts as a melee basic attack. If you are wielding a weapon with the heavy thrown property, this power also counts as a ranged basic attack.

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Level I Encounter Harrowings

Fear of Dying **Deathwarden Attack I**

The Angel of Death is reaching out to claim the souls of mortals. You act as a conduit for his touch, terrifying the recipient.

Encounter ♦ Death, Fear, Implement, Psychic

Standard Action **Melee** touch

Target: One creature

Attack: Wisdom vs. Will

Hit: The target moves its speed + your Constitution modifier away from you, provoking opportunity attacks. The fleeing target avoids unsafe squares and difficult terrain if it can. If the target moves nearer to you on its next turn, you deal 1d6 psychic damage to the target.

Channeling Intervention: Add your Constitution modifier to the psychic damage if the target moves nearer to you on its next turn.

Infernal Keyhole **Deathwarden Attack I**

You step in front of an ally and open a tiny portal to the hellish afterlife for which your enemies are destined, releasing a wash of infernal heat.

Encounter ♦ Death, Fire, Implement, Zone

Standard Action **Close** blast 3

Target: Each creature in blast

Special: You can swap places with an adjacent ally before the attack.

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier fire damage.

Effect: The power's area creates a zone of difficult terrain until the end of your next turn.

Portal Intervention: Any creature that ends its turn in the zone takes fire damage equal to your Intelligence modifier.

Reversal of Fate **Deathwarden Attack I**

Your blow draws the attention of the servants of death towards your enemy and away from you and your allies.

Encounter ♦ Death, Healing, Weapon

Standard Action **Melee** weapon or
Ranged thrown

weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage. The next ally to hit the target before the end of your next turn can spend a healing surge.

Shield Rush

Deathwarden Attack I

You slam into your foe with your shield, knocking him down and creating an opportunity for one of your allies.

Encounter ♦ Death, Implement

Standard Action **Melee** touch

Target: One creature

Attack: Wisdom vs. Fortitude

Special: You must charge as part of this attack.

Hit: 1d8+ Wisdom modifier damage, and you knock the target prone. Choose one ally adjacent to the target. This ally can make a basic melee attack against the target as an immediate reaction if the target stands up before the end of your next turn.

Level I Daily Harrowings

Petitioner's Vision **Deathwarden Attack I**

Your shield becomes a mirror in which each soul sees itself in the form it will wear in the afterlife, be that hellish or heavenly.

Daily ♦ Death, Implement, Psychic

Standard Action **Close** blast 3

Target: Each enemy in blast that can see you

Attack: Wisdom vs. Will

Hit: 1d8 + Wisdom modifier psychic damage, and the target is dazed (save ends).

Effect: You gain an aura 3 until the end of the encounter. Allies within the aura gain a power bonus to saving throws equal to your Wisdom modifier and regain an additional 5 hit points when they use their second wind.

Spectral Shield **Deathwarden Attack I**

The transitory planes contain essential duplicates of all material things. You bring forth the spectral duplicate of your shield and send it forth to protect your allies.

Daily ♦ Conjunction, Death, Implement

Standard Action **Ranged** 5

Effect: You conjure a spectral shield that protects one ally within range, granting that ally a +2 power bonus to AC. The shield persists until the end of the encounter. Each round, you can direct the shield to protect a different ally within range as a move action. Any creature that makes a melee attack against an ally protected by the shield is subject to a Wisdom vs. Fortitude attack. On a hit, the attack deals 1d8 damage, and you can push the target 1 square.

FORGOTTEN HEROES

Mist of Manannán Deathwarden Attack 1

You wrap yourself in the freezing fog of the sea that lies between the realm of mortals and the Otherworld islands of the dead.

Daily ♦ Cold, Death

Minor Action **Personal**

Effect: You gain an aura 2 until the end of the encounter. The aura grants concealment to you and your allies. You and your allies within the aura deal an extra 1d6 cold damage with successful melee attacks against enemies within the aura.

Level 2 Utility Harrowings

Eyes of the Overworld Deathwarden Utility 2

You act as a guardian angel to your companions.

Daily ♦ Death

Standard Action **Close** burst 10

Effect: Your allies in the burst can use your passive Perception score in place of their own until the end of the encounter.

Forestall Death Deathwarden Utility 2

Your intervention convinces the servants of death that the soul of your wounded ally is not quite ready to be ushered into the afterlife.

Encounter ♦ Death, Healing

Standard Action **Melee** touch

Target: You or one creature

Effect: The target can spend a healing surge.

Special: If the target is bloodied, it regains additional hit points equal to your Wisdom modifier.

Respite Deathwarden Utility 2

Your shield shelters your ally, giving him a moment to recover.

Encounter ♦ Death

Standard Action **Melee** touch

Target: One creature

Special: You can move up to your speed as a free action before using this power.

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

Voices of the Afterlife Deathwarden Utility 2

Those who have conducted souls to their final resting place have shared with you much lore concerning the realms through which they have passed.

Daily ♦ Death

Free Action **Ranged** 20

Trigger: You or an ally in the burst makes a Religion check and you dislike the result

Effect: You can make a Religion check with a power bonus equal to your Charisma modifier and use this result instead of the result that triggered this power.

Level 3 Encounter Harrowings

Spear of the Valkyrie Deathwarden Attack 3

As you swing your weapon, it elongates into a blood-tipped spear that smashes past your enemy's defenses and creates an opening for your allies.

Encounter ♦ Death, Weapon

Standard Action **Melee** weapon

Target: One creature

Effect: Your weapon gains the reach property for this attack.

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier, and until the end of your next turn your allies gain a +2 power bonus to melee attack rolls against the target when they are within 2 squares of you.

Channeling Intervention: The power bonus is equal to 1 + your Constitution modifier.

Raven's Flight Deathwarden Attack 3

You summon a raven that flies over your enemy's head as a harbinger of doom.

Encounter ♦ Conjuration, Death, Weapon

Standard Action **Ranged** 5

Target: One creature

Attack: Wisdom vs. Will

Hit: 2[W] + Wisdom modifier damage.

Effect: The target grants combat advantage to the next attack against it before the end of your next turn.

Special: If you are wielding a heavy thrown weapon, you can replace the implement keyword for this power with the weapon keyword and attack the target's AC instead of its Will defense.

SCYTHE & SHROUD

Wind of Despair **Deathwarden Attack 3**

Your shield becomes a gateway to the windswept planes of Limbo, releasing a howling gale that batters your enemies' bodies and souls.

Encounter ♦ **Cold, Death, Implement, Psychic**

Standard Action **Close** burst 1

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 1d8 + Wisdom modifier cold and psychic damage, and you push the target 1 square. Each ally adjacent to the target can shift 1 square to remain adjacent to the target.

Portal Intervention: The number of squares you push the target is equal to your Intelligence modifier, and your allies can shift an equal number of squares to remain adjacent to the target.

Radiant Lens **Deathwarden Attack 3**

Your shield transmits the unbearably pure light of the astral heavens.

Encounter ♦ **Death, Implement, Radiant**

Standard Action **Close** blast 3

Target: Each enemy in blast

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier radiant damage.

Effect: Each ally in the blast can make a saving thro

Level 5 Daily Harrowings

Light of the Valkyrie

Deathwarden Attack 5

You are silhouetted against the light of the rainbow bridge leading to Valhalla. The sight inspires your allies and blinds your enemies.

Daily ♦ **Death, Implement, Radiant**

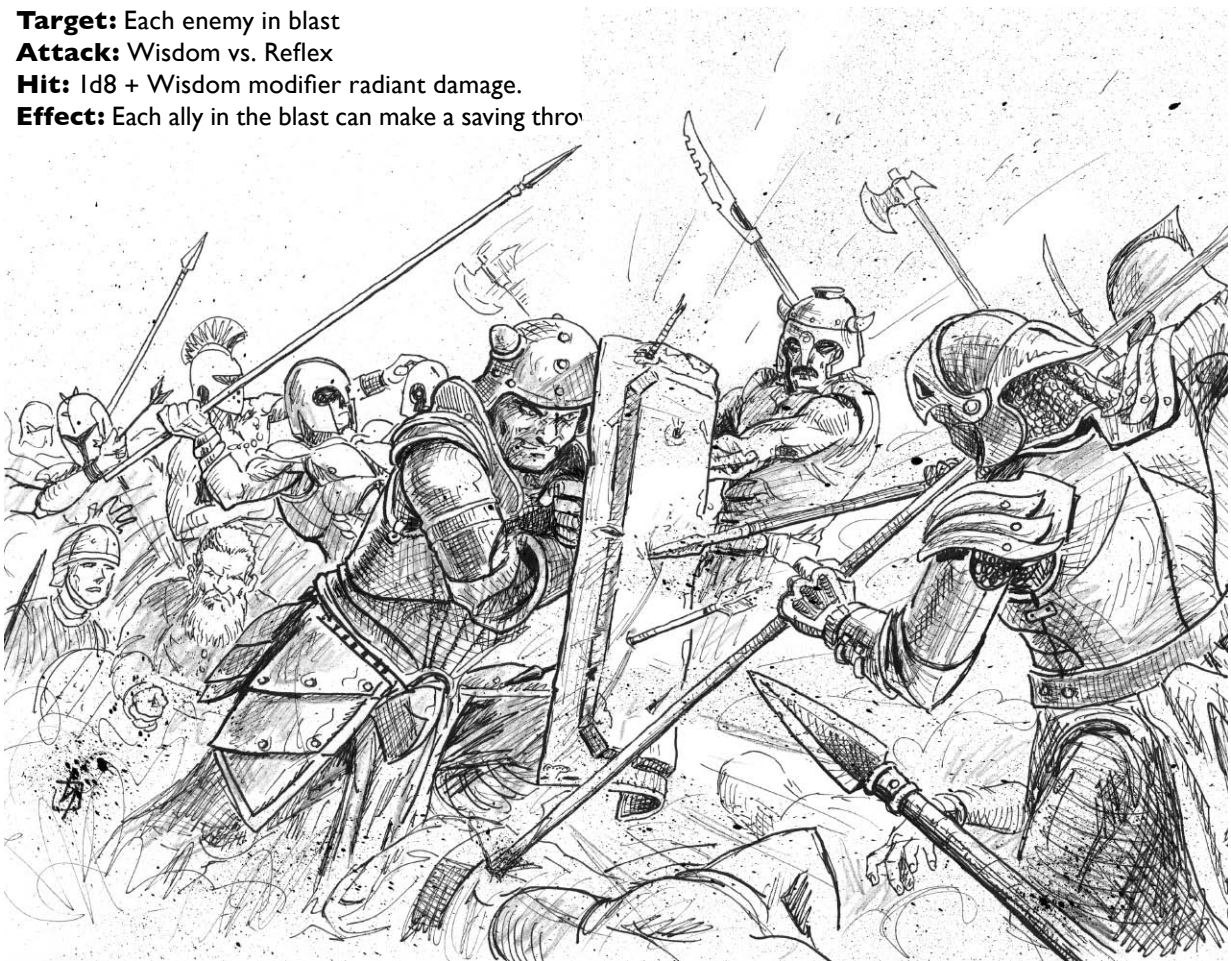
Standard Action **Close** burst 1

Target: Each enemy in burst that can see you

Attack: Wisdom vs. Will

Hit: 1d8 + Wisdom modifier radiant damage, and the target is dazed until the end of your next turn. If you score a critical hit, the target is blinded until the end of your next turn.

Effect: You gain an aura 3 until the end of the encounter. When an ally in the aura successfully hits an enemy, that ally gains temporary hit points equal to one half your level + your Wisdom modifier.



FORGOTTEN HEROES

Omen Deathwarden Attack 5

You foretell the imminent death of your foe. As your allies help your prediction come true, their confidence grows.

Daily ♦ Death, Implement, Psychic Standard Action Ranged 5

Target: One creature that can hear you

Attack: Wisdom vs. Will

Hit: 3d8 + Wisdom modifier psychic damage.

Miss: Half damage.

Effect: Until the end of the encounter, you and your allies gain temporary hit points equal to your Wisdom modifier after making a successful attack against the target.

Special: If you are wielding a heavy thrown weapon, you can replace the implement keyword for this power with the weapon keyword and attack the target's AC instead of its Will defense.

Slaying Weapon Deathwarden Attack 5

You inscribe a weapon with a rune that lets the Angel of Death know to expect the imminent arrival of a particular soul.

Daily ♦ Death Standard Action Melee touch

Target: One weapon held by you or an ally

Effect: Choose one of the following origins – aberrant, elemental, fey, immortal, natural, or shadow – and one of the following types – animate, beast, humanoid, or magical beast. Until the end of the encounter, this weapon deals an extra 1d8 damage and scores a critical hit on a roll of 18-20 when it is used

to attack living creatures of that origin and type.

Special: If you inscribe the weapon with the name of a specific individual, it adds a +1 power bonus to attack rolls against that individual.

Level 6 Utility Harrowings

Aspect of Judgment Deathwarden Utility 6

You channel the power of the judges of the dead, who reward valorous deeds.

Daily ♦ Death Standard Action Personal

Effect: You gain an aura 3 until the end of the encounter. Each of your allies that are within the aura at the end of their turn can re-roll one failed saving throw or gain a number of temporary hit points equal to your Wisdom modifier.

Assurance of the Afterlife Deathwarden Utility 6

Knowing your fate in the life beyond this one lets you and your allies fight without fear of death.

Encounter ♦ Death, Healing Immediate Interrupt Personal

Target: You or an ally becomes bloodied

Effect: The target can use his or her second wind as a free action. Add your Wisdom modifier to the hit points regained.

Intervention Deathwarden Utility 6

You plead for your ally's life with those who are waiting to claim his soul.

Daily ♦ Death, Healing Immediate Interrupt Ranged 10

Trigger: An ally is reduced to 0 hit points or below, but not killed

Effect: The target can spend two healing surges.

Restore Confidence Deathwarden Utility 6

You describe the beauty of the afterlife to a flagging ally.

Encounter ♦ Death, Healing Standard Action Close burst 5

Target: One ally in the burst who can hear you

Effect: The target regains the use of his or her second wind.

Warden's Vigilance Deathwarden Utility 6

You gift your allies with preternatural attentiveness.

Daily ♦ Death Minor Action Close burst 5

Effect: You and your allies can make active Perception checks as a minor action until the end of the encounter.

Level 7 Encounter Harrowings

Deathbrand Deathwarden Attack 7

You whisper the name of a servant of death, calling its attention to the next target you strike.

Encounter ♦ Death, Weapon Standard Action Melee weapon or Ranged thrown weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage, and the target takes a -2 penalty to AC until the end of your next turn.

SCYTHE & SHROUD

Gaze of Charon Deathwarden Attack 7

Your eyes blaze with a hellish glare as you open yourself to the ferryman of dead souls.

Encounter ♦ Death, Implement, Psychic
Standard Action Close burst 3

Target: One creature in burst

Attack: Wisdom vs. Will

Hit: 2d8 + Wisdom modifier psychic damage, and the target takes a -2 penalty to attack rolls against you and all allies within 2 squares of you until the end of your next turn.

Channeling Intervention: The target's penalty to attack rolls is equal to 1 + your Constitution modifier.

Shadow Keyhole Deathwarden Attack 7

A terrible moan signals the imminent arrival of the chilling wave of unlife that pours through your shield, as you temporarily connect it with the realms of the dead.

Encounter ♦ Cold, Death, Implement, Necrotic
Standard Action Close blast 3

Target: Each creature in blast

Special: Allies in the blast may shift 1 before the attack.

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier cold and necrotic damage.

Portal Intervention: Allies in the blast may shift a number of squares equal to your Intelligence modifier before the attack.

Onset of Death Deathwarden Attack 9

Your strike sows the seeds of destruction within your foe.

Daily ♦ Death, Weapon

Standard Action

Melee weapon or

Ranged thrown weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier, and ongoing 10 damage (save ends).

Aftereffect: Ongoing damage equal to your Wisdom modifier (save ends).

Miss: Half damage and ongoing damage equal to your Wisdom modifier (save ends).

Eye of Horus Deathwarden Attack 9

Your shield blazes with the stylized eye of the sun god who protects souls from the predations of the underworld.

Daily ♦ Death, Implement, Radiant

Standard Action

Close blast 5

Target: Each enemy in blast

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier radiant damage.

Miss: Half damage.

Effect: You and your allies within the blast gain regeneration 5 when you become bloodied until you are no longer bloodied. This effect remains until the end of the encounter, and takes effect each time you and your allies are bloodied.

Level 9 Daily Harrowings

Valkyrie's Shelter Deathwarden Attack 9

You rush to the side of a stricken comrade, shielding him while he recovers; you then claim vengeance upon your comrade's aggressor.

Daily ♦ Death, Weapon, Healing

Standard Action

Melee weapon

Target: One creature

Special: You can move a number of squares equal to your speed before the attack.

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier damage, and the target is unable to attack one adjacent ally of your choice (save ends).

Miss: Half damage, and the target is unable to attack one adjacent ally of your choice until the end of your next turn.

Effect: An adjacent ally can spend a healing surge.

Level 10 Utility Harrowings

Mass Plea

Deathwarden Utility 10

Your intervention causes the servants of death to draw back from your allies.

Daily ♦ Death, Healing

Standard Action

Close burst 5

Target: You and each ally in burst

Effect: The targets regain hit points as if they had spent a healing surge, and gain a +1 power bonus to all defenses until the end of your next turn.

FORGOTTEN HEROES

Secret Portal Deathwarden Utility 10

Your shield temporarily becomes the gateway to a lifeless realm in the shadows of the Otherworld.

Daily ♦ Death

Standard Action Melee touch

Target: Your attuned shield

Effect: Until the end of the encounter or five minutes after activating this power, your shield becomes a portal to an airless extra-planar space. As a move action, you can pass any non-living object that will fit within the borders of your shield into or out of this extra-planar space. Objects that are still in the extra-planar space when this power ends are lost on that plane, and cannot be retrieved by subsequent uses of this power because the location on the plane to which your portal links is different each time.

Discern Death's Deathwarden Utility 10 Approach

The Angel of Death foretells how much longer your foe has to live.

Encounter ♦ Death

Minor Action Close burst 5

Target: One creature in burst

Effect: You learn the current hit point total of the target. In addition, whenever you or an ally hit the target until the end of your next turn, you learn whether and how much the damage dealt to the target is reduced by resistance or increased by vulnerability.

Intervening Shield Deathwarden Utility 10

You send your shield flying forth to intercept a blow meant for your ally.

Encounter ♦ Death

Immediate Interrupt Close burst 5

Trigger: An ally in range is hit by a melee or ranged attack

Effect: The ally gains a +3 power bonus to AC and Reflex defenses until the end of your next turn.

Reverse Judgment Deathwarden Utility 10

The powers who weigh the souls of the dead witness the valor of you and your comrades.

Encounter ♦ Death

Minor Action Close burst 5

Target: Each ally in burst

Effect: Each target can end any single effect that a save can end if they hit the creature that imposed that effect on them before the end of your next turn.

Level 13 Encounter Harrowings

Hellish Window Deathwarden Attack 13

Your shield opens a gate into the center of an infernal firestorm.

Encounter ♦ Death, Fire, Implement, Zone

Standard Action Close blast 3

Effect: You can shift one square, switch places with an adjacent ally, and make an attack.

Target: Each creature in blast

Attack: Wisdom vs. Reflex

Hit: 2d10 + Wisdom modifier fire damage.

Effect: The power's area creates a zone of difficult terrain until the end of your next turn.

Portal Intervention: Any creature that enters the zone or ends its turn in the zone takes fire damage equal to your Intelligence modifier.

Wings of Hermes Deathwarden Attack 13

Assuming the aspect of the messenger who escorts souls to the land of the dead, you fly across the battlefield and bring hope to a beleaguered comrade.

Encounter ♦ Death, Healing, Weapon

Standard Action Melee weapon

Effect: You can fly a number of squares equal to your Wisdom modifier and make an attack.

Target: One creature

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier damage, and one adjacent ally can spend a healing surge.

Channeling Intervention: If your attack hits, you can shift a number of squares equal to your Constitution modifier, and an ally adjacent to you after you shift can spend a healing surge.

Heavenly Window Deathwarden Attack 13

The light of the astral skies shines forth from your shield.

Encounter ♦ Death, Healing, Implement, Radiant

Standard Action Close blast 5

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 1d10 + Wisdom modifier radiant damage.

Effect: Allies in the blast can spend a healing surge.

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Horns of the Valkyries

Deathwarden Attack 13

The sound of the trumpets promises a heavenly reward for the bold, and a swift reckoning for the vanquished.

Encounter ♦ **Death, Healing, Weapon Standard Action** **Close** burst 2

Target: Each enemy in burst

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier, and the target grants combat advantage to you and your allies until the end of your next turn.

Effect: You gain an aura 2 until the end of your next turn. When one of your allies hits an enemy in the aura, that ally can use their second wind as a free action.

Level 15 Daily Harrowings

Celestial Radiance Deathwarden Attack 15

Your shield becomes a translucent window into the heavenly skies. The light streaming through this portal gives hope to your allies and drives back your enemies.

Daily ♦ **Death, Healing, Implement, Radiant, Stance**

Minor Action

Personal

Effect: You gain an aura 3 for the duration of this stance. You and your allies within the aura can use second wind as a minor action. Whenever an enemy's movement would bring them into the aura, you can make a Wisdom vs. Will attack. If this attack hits, you cancel the target's movement and deal 2d8 radiant damage to the target.

Shields of the Otherworlds

Deathwarden Attack 15

To act as a gateway, your shield must exist in many planes at once. You summon all of its incarnations to batter your enemies and guard your allies.

Daily ♦ **Death, Implement, Zone**

Standard Action

Close burst 3

Target: Each enemy in burst

Attack: Wisdom vs. AC

Hit: 2d8 + Wisdom modifier damage, and the target is knocked prone.

Miss: Half damage, and the target is not knocked prone.

Effect: The burst creates a zone that grants cover to you and your allies until the end of your next turn.

Sustain Minor: The zone persists.



FORGOTTEN HEROES

Torch of Hecate Deathwarden Attack 15

Your weapon blazes with unearthly light as you channel the aspect of the Queen of Ghosts.

Daily ♦ Death, Fire, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Wisdom vs. AC

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

Miss: Half damage, and no ongoing damage.

Effect: You gain an aura 5 until the end of the encounter. Your allies ignore ongoing damage on any turn they start within the aura, neither taking ongoing damage nor making saving throws to end it.

Level 16 Utility Harrowings

Charon's Barge Deathwarden Utility 16

You summon the ferryman's barge that floats above the lethal waters of the river at the boundary of the land of the dead.

Daily ♦ Conjuration, Death

Standard Action Ranged 3

Effect: You conjure a spectral barge that occupies a 2-by-3 space within range until the end of your next turn. The barge has a fly speed of 8. The barge can carry up to six Small or Medium creatures. The barge grants cover to its occupants. The barge can't be attacked or damaged.

Sustain Minor: The barge persists.

Touch of Hermes Deathwarden Utility 16

You channel the escort of dead souls in his aspect as patron of healing.

Encounter ♦ Conjuration, Death, Healing
Move Action Personal

Effect: You fly a number of squares equal to your speed. Each ally adjacent to you after your movement can spend a healing surge and make a saving throw.

Light of Mithra Deathwarden Utility 16

You open yourself to the protector of souls and the enemy of darkness and lies.

Daily ♦ Death

Standard Action Personal

Effect: You gain an aura 5 until the end of the encounter. Squares within the aura are brightly lit. You and all allies in the aura gain resist 5 to cold and necrotic, and have truesight within the area of the aura.

Level 17 Encounter Harrowings

Astral Window Deathwarden Attack 17

Your shield becomes a gateway to the space between worlds. Everyone who gazes into its surface sees the conductor who is waiting to guide his or her soul to its destined afterlife, which may be an inspiring or terrifying sight.

Encounter ♦ Death, Implement, Psychic, Fear

Standard Action Close blast 5

Target: Each enemy in blast

Attack: Wisdom vs. Will

Hit: 1d10 + Wisdom modifier psychic damage, and you push the target 1 square. Creatures immune to fear are not affected by this push effect.

Effect: Your allies in the blast make a saving throw and gain a +2 bonus to their Will defense until the end of your next turn.

Portal Intervention: Your allies gain a bonus to saving throws equal to your Intelligence modifier, and the bonus to their Will defense is equal to 1 + your Intelligence modifier (minimum +2).

Soaring Shield Deathwarden Attack 17

Your shield flies from your arm and slams into your enemies, knocking them sprawling.

Encounter ♦ Death, Implement

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier damage, and the target is knocked prone. Make a secondary attack.

Secondary Target: One creature within 5 squares of the original target

Secondary Attack: Wisdom vs. Fortitude

Hit: 1d8 + Wisdom modifier damage, and the target is knocked prone.

Hammer of Charun Deathwarden Attack 17

Your weapon grows heavy in your hand as you channel the aspect of the boar-tusked death-demon.

Encounter ♦ Death, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier, and you push the target 1 square and knock it prone.

Channeling Intervention: Your allies gain a power bonus to attack rolls against the target equal to your Constitution modifier until the end of your next turn.

SCYTHE & SHROUD

Hurricane of Manannán **Deathwarden Attack 17**

You attune your shield to the stormy seas between our world and the Isles of the Dead. There is a vast inrush of air as you open the portal, followed by a gust of deathly cold.

Encounter ♦ **Cold, Death, Implement**

Standard Action **Close** burst 3

Target: Each enemy in blast

Attack: Wisdom vs. Fortitude

Hit: You slide the target 2 squares.

Effect: Your allies in the burst can shift 2 squares. Make a secondary attack.

Secondary Target: Each creature within 2 squares of you

Secondary Attack: Wisdom vs. Reflex

Hit: 1d10 + Wisdom modifier cold damage, and the target is knocked prone.

Level 19 Daily Harrowings

Spear of Odin **Deathwarden Attack 19**

Your weapon elongates as you take on the aspect of the one-eyed Lord of the Valkyries, wielder of the spear that never misses.

Daily ♦ **Death, Reliable, Weapon**

Standard Action **Melee** weapon

Target: One creature

Effect: Your weapon gains the reach property for this attack.

Attack: Wisdom vs. AC

Hit: 5[W] + Wisdom modifier damage. Roll twice when you attack with this power and take the better of the two results.

Effect: All allies within 5 squares gain a +2 power bonus on attack rolls until the end of your next turn.

Miss: Half damage.

Impending Doom **Deathwarden Attack 19**

You predict the death of your enemy, and the fate that will befall him after death. Your allies gain in confidence as they help make your prediction come true.

Daily ♦ **Death, Healing, Implement, Psychic**

Standard Action **Ranged** 10

Target: One creature that can hear you

Attack: Wisdom vs. Will

Hit: 5d10 + Wisdom modifier psychic damage.

Miss: Half damage.

Effect: Until the end of your next turn, your allies within 5 squares of you regain hit points as if they had spent a healing surge the first time they hit the target.

Hecate's Hounds **Deathwarden Attack 19**

You channel the Queen of Ghosts and summon the two spectral dogs who are her eternal companions.

Daily ♦ **Conjuration, Death, Implement, Conjuration**

Standard Action **Close** burst 5

Target: One or two creatures adjacent to the spectral hounds

Attack: Wisdom vs. AC, two attacks

Hit: 2d8 + Wisdom modifier damage.

Effect: You conjure two spectral hounds that occupy two squares within range, and each hound attacks a creature that is adjacent to that hound. Once per round as a minor action, you can make each hound attack a creature that is adjacent to that hound. Every round, you can use a move action to move one or both hounds a number of squares equal to your Constitution modifier. The hounds last until the end of your next turn.

Sustain Minor: The hounds persist until the end of your next turn and repeat the attack.

Hellfrost **Deathwarden Attack 19**

The air around you grows as cold as the nether realms, and a rime of ice forms on the weapons of you and your allies.

Daily ♦ **Cold, Death, Weapon**

Standard Action **Melee** weapon or

Ranged thrown weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 4[W] + Wisdom modifier cold damage, and the target is slowed (save ends).

Miss: Half damage, and the target is slowed until the end of your next turn.

Effect: You gain an aura 3 until the end of the encounter. You and your allies in the aura deal an extra 3 points of cold damage whenever you hit with a weapon attack.

Level 22 Utility Harrowings

Clarity of Vision **Deathwarden Utility 22**

You see through the eyes of death's intermediaries, who cannot be deceived.

Daily ♦ **Death**

Standard Action **Personal**

Effect: You gain truesight 5 until the end of the encounter.

FORGOTTEN HEROES

Rainbow Bridge **Deathwarden Utility 22**

You summon the prismatic arch that fallen warriors travel to reach the heavenly halls.

Daily ♦ **Conjuration, Death, Zone**

Standard Action **Close** burst 5

Effect: Choose a location you can see. You conjure a rainbow bridge that extends a zone from the area of the burst to that location. Allies in the zone gain a fly speed equal to their speed. The rainbow bridge lasts until the end of your next turn.

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

Sheltering Aegis **Deathwarden Utility 22**

You call upon the ghostly shield of a legendary deathwarden to give respite to you and your allies.

Daily ♦ **Conjuration, Death, Healing**

Standard Action **Ranged** 10

Effect: You conjure a shield that occupies 1 square in range. Each round on your turn, you or one of your allies can choose to be sheltered by the shield until the start of your next turn. While adjacent to the shield, a sheltered creature gains a +2 bonus to AC and Reflex, can spend a healing surge as a minor action, and can make a saving throw as a free action by spending a healing surge. Only one creature can be sheltered per round. You can move the shield 5 squares as a move action. The shield lasts until the end of your next turn.

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

Passage to Heaven **Deathwarden Utility 22**

Your shield becomes the portal to a realm of paradise.

Daily ♦ **Death, Healing, Teleportation**

Standard Action **Melee** touch

Target: You or one willing ally that is the same size category as you or smaller

Effect: The target passes through your shield and is teleported to a refuge in paradise from which they can observe the events taking place in the area they departed, but can take no actions. Every effect that a save can end is removed from the target, and the target regains a number of hit points up to its bloodied value. At the start of its next turn, the target must leave the refuge. If you entered the refuge, you return to the square from which you departed or an adjacent square. If your ally entered the refuge, that ally returns to a square adjacent to the current location of your attuned shield.

Level 23 Encounter Harrowings

Astral Nexus **Deathwarden Attack 23**

The energies of the celestial realms flood into our world through your shield.

Encounter ♦ **Death, Implement, Healing, Radiant**

Standard Action **Close** burst 2

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier radiant damage.

Effect: You and each ally in the burst can spend a healing surge and make a saving throw.

Portal Intervention: Add your Intelligence modifier to the radiant damage, the hit points regained by you and your allies who spend a healing surge, and the saving throw rolls of you and your allies.

Touch of Thanatos **Deathwarden Attack 23**

You become enveloped in cold and darkness as you channel the God of Death, and you transmit this deathly chill to the foe you strike.

Encounter ♦ **Cold, Death, Necrotic, Psychic, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 4[W] + Wisdom modifier cold, psychic, and necrotic damage, and the target gains vulnerability 5 to fire, psychic, and radiant until the start of your next turn.

Channeling Intervention: The target's vulnerability is 5 + your Constitution modifier.

Ride of the Valkyries **Deathwarden Attack 23**

You channel Odin, Lord of the Valkyries, and grant your allies wings to smite the target you mark with your spear.

Encounter ♦ **Death, Implement**

Standard Action **Ranged** 5

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 3d10 + Wisdom modifier damage, and each ally within 5 squares of you can fly a number of squares equal to their speed and make a basic attack against the target.

Special: If you are wielding a heavy thrown weapon, you can replace the implement keyword for this power with the weapon keyword and attack the target's AC instead of its Reflex defense.

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Level 25 Daily Harrowings

Death's Favor **Deathwarden Attack 25**

You convince the Angel of Death that it is past time to harvest the souls you designate, and that you and your allies are ready to do the job.

Daily ♦ Death, Implement, Psychic Standard Action **Close** blast 5

Target: Each creature in blast

Attack: Wisdom vs. Will

Hit: 4d10 + Wisdom modifier psychic damage, and attack rolls against the target score a critical hit on a roll of 19-20 (save ends).

Effect: Until the end of the encounter, when you or an ally scores a critical hit, you and each ally can make a basic attack as a free action.

Onrushing Doom **Deathwarden Attack 25**

Each blow you and your allies land saps the enemy's will to resist the fate that you have foretold for him.

Daily ♦ Death, Weapon Standard Action **Melee** weapon or **Ranged** thrown weapon

Target: One creature that can hear you

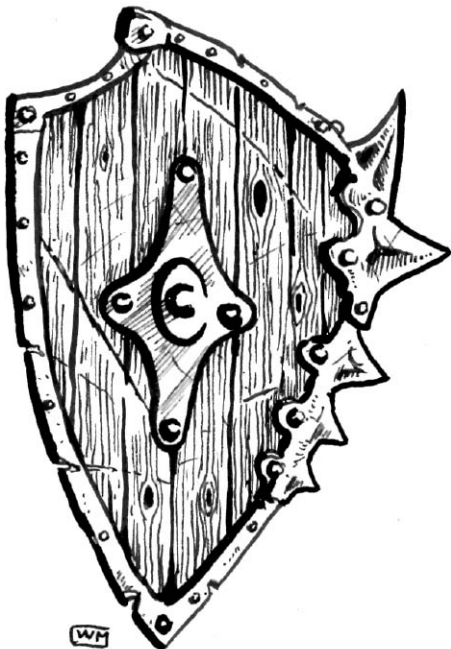
Attack: Wisdom vs. AC

Hit: 6[W] + Wisdom modifier damage.

Miss: Half damage.

Effect: The target takes a -1 penalty to all defenses until the start of your next turn.

Sustain Minor: If you or your allies have hit the target since the start of your previous turn, you can repeat the effect.



Ring of Shields **Deathwarden Attack 25**

You split your shield into its many separate extraplanar components, and then send these spectral shields forth to drive back your enemies and hold them at bay.

Daily ♦ Conjunction, Death, Implement Standard Action **Close** burst 3

Target: Each enemy in the burst

Attack: Wisdom vs. Fortitude

Hit: 3d10 + Wisdom modifier damage, and the target is pushed to the first unoccupied square outside the area of the burst.

Miss: The target is pushed to the first unoccupied square outside the area of the burst.

Effect: You gain an aura 3 until the end of the encounter. Enemies that attempt to enter this aura must make a Strength check opposed by your Will defense. If they fail, their current movement ends, and they are knocked prone. If they succeed, they may continue moving normally.

Level 27 Encounter Harrowings

Infernal Eruption **Deathwarden Attack 27**

Your shield opens onto the maw of a hellish volcano, spewing toxic gases and lava.

Encounter ♦ Death, Fire, Implement, Poison, Zone Standard Action **Close** blast 3

Effect: You and each ally within three squares of you can shift one square.

Target: Each creature in blast

Attack: Wisdom vs. Reflex

Hit: 3d10 + Wisdom modifier fire and poison damage, and the target gains vulnerability fire 5 until the end of your next turn.

Effect: The power's area creates a zone of difficult terrain until the end of your next turn.

Portal Intervention: Any creature that enters the zone or ends its turn in the zone takes fire damage equal to your Intelligence modifier.

Aspects of the Fates **Deathwarden Attack 27**

You measure the strand of your foe's life, and two of your comrades help cut it to your design.

Encounter ♦ Death, Weapon Standard Action **Melee** weapon or **Ranged** thrown weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier damage.

Effect: Choose two allies within 5 squares of you.

FORGOTTEN HEROES

Each ally can make a basic attack against the target.

Channeling Intervention: Your chosen allies can move a number of squares equal to your Constitution modifier before making their basic attack.

Onrushing Shields Deathwarden Attack 27

A spectral kite shield hovers before you and each of your allies, waiting to slam into your foes.

Encounter † **Death, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Wisdom vs. AC

Special: You must charge as part of this attack.

Hit: 3[W]+ Wisdom modifier damage, and the target is knocked prone.

Effect: Until the end of your next turn, any ally who hits with a charge attack knocks his target prone.

Level 29 Daily Harrowings

Agent of Death Deathwarden Attack 29

You channel the God of Death, and turn your enemies into your minions charged to destroy those you designate.

Daily † **Charm, Death, Psychic**

Standard Action **Close** blast 5

Target: Each enemy in blast

Attack: Wisdom vs. Will

Hit: 1d8 + Wisdom modifier psychic damage, and you can slide the target a number of squares equal to one-half your Wisdom modifier.

Effect: Each enemy in the blast must make a basic attack against a target you choose within the range of the target's basic attack.

Inescapable Doom Deathwarden Attack 29

Your shield shows your foe an oppressive vision of his afterlife, and the imminent death that will transport him there.

Encounter † **Death, Implement, Psychic** **Standard Action** **Ranged** 5

Target: One creature that can see you

Attack: Wisdom vs. Will

Hit: 4d10 + Wisdom modifier psychic damage, and the target is weakened (save ends).

Miss: Half damage, and the target is weakened until the end of your next turn.

Effect: The target is marked (save ends). Until the target saves against this mark, it cannot make a saving throw against any other condition affecting it.

Special: If you are wielding a heavy thrown weapon, you can replace the implement keyword for this power with the weapon keyword and attack the target's AC instead of its Will defense.

Ultimate Shield Deathwarden Attack 29

Your shield sends an extraplanar version of itself to provide nearby allies with an unassailable defense.

Daily † **Death, Healing, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 7[W] + Wisdom modifier damage.

Miss: Half damage.

Effect: You gain an aura 3 until the end of your next turn. Allies in the aura gain a +3 shield bonus to AC and Reflex, and can use a minor action to either use their second wind or spend a healing surge to make a saving throw.

Sustain Minor: The aura persists.

DEATHWARDEN PARAGON PATHS

LIMINAL WALKER

*"I have seen many cross the portal into death.
It is your turn to join them."*

Prerequisite: Deathwarden class.

Long have you walked the threshold between life and death, guiding those whose time has not yet come back to healthier states. You have also learned that some who live do indeed deserve death, and that so long as you stand at that most sacred of doorways, it is your duty to deliver it.

Liminal Walker Path Features

Gift of Heaven or Hell (11th level): Whenever a bloodied enemy starts its turn adjacent to you, it takes necrotic or radiant damage (your choice) equal to your Constitution modifier.

Walker's Action (11th level): You can spend an action point to regain a deathwarden encounter power you have already used this encounter.

Walker's Shield (16th level): When you make a melee basic attack or use an at-will attack power to make a melee weapon attack or ranged weapon attack with your shield, you score a critical hit on a roll of 19 or 20.

Liminal Walker Harrowings

Onto the Block

**Liminal Walker
Utility II**

You strike hard, leaning in with your shield and unleashing a blast of force that guides your enemy where your allies can better strike.

Encounter ♦ Death, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier damage, and you slide the target a number of squares equal to your Constitution modifier.

Balance the Scales

**Liminal Walker
Utility 12**

Before your companion falls, you offer him the chance to exact vengeance.

Daily ♦ Death

Immediate Interrupt **Close** burst 10

Target: One ally within the burst

Trigger: An ally within the burst is reduced to 0 hit points or fewer.

Effect: The target can use an at-will or encounter attack power as a free action.

Death's Arbiter

**Liminal Walker
Attack 20**

You open wide the gates between life and death, choosing who shall receive which reward.

Daily ♦ Death, Healing, Implement, Necrotic Standard Action

Close burst 5

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 2d10 + Wisdom modifier necrotic damage.

Effect: Each ally within the burst can spend a healing surge as a free action.

MYTHIC HURLER

*"When I throw my mighty shield,
all those who oppose my shield must yield!"*

Prerequisite: Deathwarden class

You are an expert in the myths that govern this world and the next. As you hurl your shield at your opponents, you are wrapping it in the power of Manannán, the strength of the Valkyrie, the glare of Charon, the speed of Hermes, the force of Charun, or the might of Odin. Each throw of the shield bears a different influence, a different intent, connected to one of these ancient powers.

Mythic Hurler Features

All mythic hurlers have these path features.

Return of the Valkyrie (11th level): When you throw a shield to which you are attuned as a basic ranged attack, it gains the returning quality. It also deals an additional 1d6 damage on a hit.

Odin's Hurl (11th): When you spend an action point on an attack with a shield to which you are attuned, you gain a bonus on the attack and damage roll equal to your Constitution modifier.

Hermes' Accuracy (16th level): When you use a deathwarden power to make a ranged attack roll with a shield to which you are attuned, you can roll twice and take the better of the two results.

FORGOTTEN HEROES

Mythic Hurler Harrowings

Hermes' Skipping Shield **Myth Hurler
Attack 11**

With the accuracy of Hermes, you bounce your shield off multiple opponents before it returns to your hand.

**Encounter ♦ Death, Healing, Weapon
Standard Action** **Ranged 5/10**

Target: One, two, or three creatures

Attack: Wisdom vs. Reflex, three attacks

Hit: 2[W] + Wisdom modifier damage. For each attack that hits, a different ally within 10 squares of you can spend a healing surge.

Odin's Interposition **Myth Hurler
Utility 12**

You channel Odin's strength, barreling in front of an ally who would be taken down by an attack.

**Daily ♦ Death, Teleportation
Immediate Interrupt** **Ranged 10**

Trigger: An attack reduces an ally to 0 hit points or below.

Effect: You switch places with the ally and take the hit yourself, suffering damage as your ally would have.

Might of Charun **Mythic Hurler
Attack 20**

You hurl your shield at your foe, causing a fiery explosion that hits his allies.

**Daily ♦ Death, Fire, Weapon
Standard Action** **Ranged 5/10**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 3[W] + Wisdom modifier fire damage. Make a secondary attack.

Secondary Attack: Wisdom vs. Reflex

Secondary Target: Each enemy adjacent to the primary target.

Hit: 2d6 + Wisdom modifier fire damage.

Miss: Half damage, and no secondary attack.

GATEKEEPER

"Only through me may you find your eternal rest, whether you wish it or not."

Prerequisite: Deathwarden class

It is your destiny to escort souls to the afterlife, especially those who cling to undeath on this plane. Your shield becomes a gateway to the nether planes, and you alone hold the key.

Gatekeeper Path Features

Blood for Souls (11th Level): When one of your powers drops a creature to 0 hit points or below, you may spend a healing surge to grant temporary hit points equal to 1d10 + your Wisdom modifier to you and all allies within 3 squares.

Action Gate (11th Level): When you spend an action point to take an extra action, you may teleport a number of squares equal to your Wisdom modifier as a free action.

Radiant Aura (16th Level): You gain an aura 2. If you or your allies deal damage to an undead creature within this aura, the damage dealt is radiant damage in addition to its other damage types.

Gatekeeper Harrowings

Into the Portal **Gatekeeper Attack 11**

Your shield becomes a swirling vortex, drawing your enemy irresistibly towards it.

**Encounter ♦ Death, Implement
Standard Action** **Ranged 10**

Target: One creature

Attack: Wisdom vs. Will

Hit: 3d10 + Wisdom modifier damage, and you may pull the target a number of squares equal to your Wisdom modifier.

Special: If the target is undead, you may pull the target 5 + your Wisdom modifier.

The Gate **Gatekeeper Utility 12**

Find solace here while we bring our enemies to their final resting place.

**Daily ♦ Death, Healing, Teleportation
Standard Action** **Personal**

Effect: For the rest of the encounter, any adjacent ally may spend a healing surge to enter a demi-plane through your shield as a move action. While in the demi-plane, the ally can spend a healing surge each round, but cannot take any other actions. The ally can spend a healing surge to leave the demi-plane as a move action, or he or she may be forced to leave the demi-plane as a free action five minutes after you activated this power. When an ally leaves the demi-plane for any reason, the ally enters a square adjacent to you of the ally's choosing.

Trapped Souls Gatekeeper Attack 20

Your shield opens a luminous gate from the astral realms into the world of the living, and draws vital energy from the souls that pass out of that gate.

Encounter ♦ Death, Weapon, Radiant Standard Action Close burst 3

Target: All creatures in burst

Attack: Wisdom vs. Will

Hit: 3d8 + Wisdom modifier radiant damage, and you regain healing surges equal to the number of creatures dropped to 0 hit points or below by this damage.

Special: Undead targets hit by this power are dazed until the end of your next turn.

SPLRIT VISIONARY

“By letting my soul voyage beyond my body, I can help keep your body and soul together.”

Prerequisite: Deathwarden class

Your growth as a deathwarden has taught you to rely on the perceptions of your soul as well as those of your body. At the moment of death, all mortals have the experience of their souls leaving their bodies and perceiving the world around them one last time. You have learned how to harness this perception without dying, although using this ability does require you to draw closer to the veil of death. Your allies trust you as an uncanny scout and a guardian who protects them from threats no one else can see.

Spirit Visionary Path Features

Perceptive Action (11th level): When you spend an action point to take an extra action, all enemies you can see cannot gain any benefit, such as combat advantage, from flanking you or your allies until the end of your next turn. Your allies need to be able to hear you to benefit from this effect.

Eyes of the Soul (11th level): Once per encounter, you can gain all-around vision and truesight 10 until the end of your next turn. As a minor action, you can sustain the effect until the end of your next turn by spending a healing surge.

Bodiless Plea (16th level): When you use your warden’s plea power, you can spend a healing surge to double the area of its burst, allow it to affect a target to which you do not have line of sight or line of effect, and restore an additional 1d6 hit points.

Spirit Visionary Harrowings

Possession Spirit Visionary Attack 11

You send your soul out of your body and into your enemy’s. After a brutal internal struggle, you gain control of his next act.

Encounter ♦ Charm, Death, Implement, Psychic

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Will

Hit: 1d8 + Wisdom modifier psychic damage. You can slide the target a number of squares equal to its speed, and then force it to make a basic attack against a target of your choice within the range of its basic attack.

Effect: Until the start of your next turn, the target cannot make opportunity attacks.

Soul Channel Spirit Visionary Utility 12

Your soul goes forth from your body to act as the distant conduit for your power over death.

Encounter ♦ Death

Free Action Ranged 10

Trigger: You use a close burst or blast power.

Effect: Choose a square within 10 squares of you.

You do not need to have line of sight or line of effect to this square. This square becomes the origin square for the close burst or blast that you used to trigger this power. If the triggering power is an attack power, the targets grant you combat advantage for this attack.

Spirit Echo Spirit Visionary Attack 20

You send your soul out of your body, terrifying your foes and reclaiming the deathly forces you had previously expended.

Daily ♦ Death, Fear, Implement, Psychic

Standard Action Area burst 1 within 10

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 2d8 + Wisdom modifier psychic damage.

Effect: You regain the use of a close burst or blast encounter power. Until the end of your next turn, you can use the square that was the center of this power’s area burst as the origin square for the power you regained.

NECROMANCER

"Death is only the beginning."

Class Traits

Role: Controller. You exert control by immobilizing and weakening your foes—sometimes hindering foes, sometimes destroying them with negative energy. You also destroy your foes with wicked strikes from your scythe.

Power Source: Death. You derive your power from the cosmic forces of mortality, decay, and the undead

Key Abilities: Intelligence, Strength, Charisma

Armor Training: Cloth

Weapon Proficiencies: Club, dagger, quarterstaff, scythe, sickle

Implements: Death Mask, Scythe

Bonus to Defense: +2 Will

Hit Points at 1st Level: 10 + Constitution score

Hit Points per Level Gained: 4

Healing Surges: 6 + Constitution modifier

Trained Skills: Arcana and Religion plus three others. From the class skills list below, choose three more trained skills at 1st level.

Class Skills: Arcana (Int), Bluff (Cha), Dungeoneering (Wis), Heal (Wis), History (Int), Intimidate (Cha), Nature (Wis), Religion (Int)

Build Options: Animator necromancer, reaper necromancer

Class Features: Bag of Bones, Death Implement Mastery, Harness Death, Ritual Casting

Necromancers are masters of the forces of death. Necromancers act as a conduit to the energies of the plane of shadows, using necrotic blasts and bursts to destroy and wither their foes, summon and create undead, and terrify those who are weak of mind. They slay their enemies, and then raise their corpses as undead slaves. Necromancers channel the power of decay and plague through their death masks and scythes, spreading death and disease in their wake.

You defy death, laughing in the face of mortality and mortal rules. You could be a sage of dark and dangerous knowledge, the creator of an undead army, or a spurned academic who experiments with forbidden magic. Not all necromancers are evil, though all walk a fine line. Some serve the greater good, using their macabre powers for a higher purpose, even if many consider their methods distasteful.

The power of the plane of shadows follows you like a trail of darkness. Forbidden rituals let you tap into taboo powers, and you use your implement as a reminder not to cross you. The power of unlife excites you, but you challenge its limits. Will you control it or will it control you?

CREATING A NECROMANCER

The two basic builds of necromancer are the animator necromancer and the reaper necromancer. All necromancers rely on Intelligence for attack powers. Animator necromancers use Charisma as a secondary attribute and reaper necromancers use Constitution.

Animator Necromancer

Your attacks focus on gaining control over the battlefield rather than doing massive damage to a single target. The power of Death raises fallen foes as undead under your control, waves of necrotic energy weaken your foes, and summoned undead keep your enemies busy. Intelligence governs all of your attack powers, so make it your highest ability score. Charisma affects the secondary aspects of your powers, so make it your second highest ability score. Your third highest score should be Constitution if you wish to dabble in powers from the reaper build. Select powers that work best at a distance and that summon or raise the living dead. Consider a death mask as your implement because it enhances your ability with fear and undead harrowings and synergizes with your high Charisma.

Suggested Feat: Dark Fury (Human Feat: Master of Undeath)

Suggested Skills: Arcana, Bluff, Heal, Intimidate, Religion

Suggested At-Will Powers: *rising dead, scare*

Suggested Encounter Power: *wicked wraiths*

Suggested Daily Power: *summon ravenous ghoul*

Reaper Necromancer

Your favorite powers deal damage to multiple enemies, especially those near to you. Intelligence governs all of your attack powers, so make it your highest ability score. Your second highest score should be Constitution because it affects the secondary effects of many of your powers, grants you more hit points and healing surges, and enhances your Scythe Implement Mastery class feature. Your third highest score should be Charisma if you wish to dabble in powers from the animator build. When using your powers, favor the closer range choices whenever possible because you gain special bonuses when you are

near your foes. Consider choosing the scythe as your implement because it enables you to be more offensive with your powers.

Suggested Feat: Toughness (Human feat: Armor Proficiency (Leather))

Suggested Skills: Arcana, Dungeoneering, Heal, Intimidate, Religion

Suggested At-Will Powers: *bone shower, deadly scythe*

Suggested Encounter Power: *kiss of the vampire*

Suggested Daily Power: *reaping strike*

Necromancer Overview

Characteristics: Your powers are about affecting multiple targets—paralyzing your foes and forcing them to fight your summoned creatures instead of your allies. You also have powers that summon the dead or raise dead enemies as undead temporarily under your control. You employ attacks that eviscerate your foes and infect them with plague. Finally, you have powers that aid you in intimidation and scaring foes.

Religion: Necromancers favor gods of death and magic. They look askance at religions that object to their practices.

Races: Tieflings necromancers of either build, having both the proper temperament and racial traits. Humans are equally adept at either necromancer build, possessing the ambition necessary to make an excellent necromancer. Eladrin have the potential to make formidable necromancers, though this is not a common pursuit among the fey.

Implements

Necromancers use scythes and death masks to help channel and direct their necromantic powers. Every necromancer has mastery of one of these two implements (see “Class Features”). Without an implement, a necromancer can still use his or her powers. A necromancer wielding a magic scythe or death mask can add its enhancement bonus to the attack rolls and the damage rolls of necromancer powers, as well as necromancer paragon path powers, that have the implement keyword. When using a scythe to make an attack with the implement keyword, you do not add the weapon’s proficiency bonus to your attack rolls.

Necromancer Class Features

You have the following class features.

Death Implement Mastery

You specialize in the use of one kind of implement to gain additional abilities when you wield it. Choose one of the following forms of implement mastery.

Scythe: When wielding a scythe, the weapon gains the reach property. In addition, once per encounter, you can reroll a missed attack roll, adding your Strength modifier to the attack instead of your Intelligence modifier to the attack roll. When using a scythe to make an attack with the implement keyword, you do not add the weapon’s proficiency bonus to your attack rolls.

Death Mask: You can make Intimidate checks as a minor action during combat.

Once per encounter, when you use a power with the conjuration or fear keyword that has any effects that last until the end of your next turn, those effects lasts an additional turn.

Harness Death

Once per encounter you can invoke the power of Death, using it to command the dead and ward off your own demise. Some necromancers learn other uses for this feature; for instance, the Harness Death feats in the Feats chapter (see page 86) grant characters with access to the Harness Death class feature the ability to use additional special powers.

Ritual Casting

You gain the Ritual Caster feat as a bonus feat, allowing you to use magical rituals. You store your rituals in a necronomicon. The necronomicon contains two rituals you have mastered: Gentle Repose and Memento Necromantica. A typical necronomicon can hold up to 50 rituals.



NECROMANCER POWERS

Your powers are also known as harrowings. The uninitiated revile and fear you for your incredible abilities.

Class Features

Harness Death: **Necromancer** **Command Undead** **Feature**

You invoke the power of death to take control of an undead creature.

Encounter ♦ Charm, Death, Implement **Standard Action** **Ranged 10**

Target: One undead creature.

Attack: Intelligence vs. Will

Hit: You dominate the target until the end of its next turn. The creature can only make basic attacks and move. You cannot force the target to do anything that would cause it to take damage.

Special: You must spend a healing surge to use this power. You lose the healing surge even if the power misses.

Harness Death: **Necromancer** **Tomb Bound Resilience** **Feature**

You draw the power of the grave into your body, warding off an unwanted attack or effect.

Encounter ♦ Death **Immediate Interrupt** **Personal**

Trigger: You are the target of an attack.

Effect: You gain a bonus on a single defense score against one attack. The bonus is equal to the higher or your Constitution and Charisma modifiers.

Special: You must spend a healing surge to use this power.

Level 1 At-Will Harrowings

Bone Shower **Necromancer Attack 1**

You cause the air to erupt in a shower of razor sharp bones that lacerates your foes.

At-Will ♦ Death, Implement **Standard Action** **Close** burst 1 or **Area** burst 1 within 10

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 1d4 + Intelligence modifier damage.

Increase damage to 2d4 + Intelligence modifier at 21st level.

Special: If you are adjacent to the target, you push the target a number of squares equal to your Constitution modifier.

Deadly Scythe **Necromancer Attack 1**

You slice down with your scythe, and then slither away to a new target.

At-Will ♦ Death, Necrotic, Weapon **Standard Action** **Melee** weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier necrotic damage. Increase damage to 2[W] + Intelligence modifier at 21st level.

Effect: You can shift 1 square following this attack.

Death Ray **Necromancer Attack 1**

You fire a ray of pure negative energy at your foe.

At-Will ♦ Death, Implement, Necrotic **Standard Action** **Ranged 20**

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier necrotic damage and the target takes a -2 penalty on saving throws until the end of your next turn.

Increase damage to 2d8 + Intelligence modifier at 21st level.

Special: This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

Rising Dead **Necromancer Attack 1**

You summon ancient skeletons whose bony arms thrust up from the ground, creating a treacherous pathway of death.

At-Will ♦ Conjuration, Death, Implement, **Zone**

Standard Action **Area** burst 1 within 10

Target: Each enemy in burst

Hit: 1d8 damage.

Increase the damage equal to 2d8 damage at 21st level.

Effect: The burst creates a zone of difficult terrain that lasts until the end of your next turn. Allies ignore the difficult terrain. The first time an enemy enters a square within the zone, that enemy takes damage equal to your Intelligence modifier. A single creature can take this damage only once.

SCYTHE & SHROUD

Scare Necromancer Attack I

You release a pulse of fear that causes your foes to see you as their worst nightmare.

At-Will ♦ **Death, Implement, Fear, Illusion, Psychic**

Standard Action Area burst 1 within 10

Target: Each enemy in burst

Attack: Intelligence vs. Will

Hit: 1d4 + Intelligence modifier psychic damage. If the target moves nearer to you on its next turn, it takes psychic damage equal to your Charisma modifier. Increase the damage to 2d4 + Intelligence modifier at 21st level.

Level I Encounter Harrowings

Baneblast Necromancer Attack I

You blast your foes with negative energy that causes them to radiate harm towards their allies.

Encounter ♦ **Death, Implement, Necrotic**
Standard Action Close blast 3

Target: Each enemy in blast

Attack: Intelligence vs. Will

Hit: 2d4 + Intelligence modifier necrotic damage.

You and each enemy in the blast gain an aura 2 until the end of your next turn. Each of your enemies that begins its turn in your aura or the aura of any of its allies, or moves into an aura, takes necrotic damage equal to your Intelligence modifier. A foe can take this damage from multiple auras, though only once from the same aura.

Kiss of the Vampire Necromancer Attack I

You tenderly caress your victim's soul with the energy of the grave, drawing its vitality into your body.

Encounter ♦ **Death, Implement, Necrotic**
Standard Action Close burst 3

Target: One creature within burst

Attack: Intelligence vs. Fortitude

Hit: 2d6 + Intelligence modifier necrotic damage.

Special: If you are 2 or fewer squares from the target when you use this power, you gain 5 + Constitution modifier temporary hit points.

Screaming Skull Necromancer Attack I

You summon a screaming spectral skull that terrifies your foe.

Encounter ♦ **Conjuration, Death, Fear, Implement, Necrotic, Psychic**

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Effect: You conjure a skull that occupies one unoccupied square adjacent to the target until the end of your next turn. The skull attacks the target.

Hit: 2d6 + Intelligence modifier necrotic and psychic damage. The target must use a move action to move as far away from you as possible on its next turn. While adjacent to the skull, the target also takes a penalty equal to your Charisma modifier on damage rolls until the end of your next turn.

Wicked Wraiths Necromancer Attack I

You call forth terrible wraiths that harass your foes and leech their life forces away.

Encounter ♦ **Conjuration, Death, Implement, Necrotic**

Standard Action Area burst 1 within 10

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier necrotic damage, and the target is slowed until the end of its next turn.

Effect: The area of the burst creates a zone of harassing wraiths until the start of your next turn. Any creature that enters the zone is slowed until the end of your next turn.

Level I Daily Harrowings

Pain and Fear Necromancer Attack I

You release a pulse of shadowy magic that causes intense agony and crippling fear in your foes.

Daily ♦ **Death, Implement, Necrotic, Psychic**
Standard Action Close burst 2 or

Area burst 2 within
10 squares

Target: Each creature in burst

Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier necrotic and psychic damage, and ongoing 5 necrotic and psychic damage (save ends).

Miss: Half damage, and no ongoing damage.

FORGOTTEN HEROES

Ray of Opportunistic Destruction

Necromancer Attack 1

Seeing your foe badly wounded, you nonchalantly decide to hasten his death.

Daily ♦ Death, Implement, Necrotic

Immediate Reaction Ranged 10

Trigger: A foe becomes bloodied

Target: The bloodied foe

Attack: Intelligence vs. Fortitude

Hit: 2d6 + Intelligence modifier necrotic damage and the target is dazed (save ends). Each time the target fails a saving throw to end the dazed condition, it takes damage equal to your Intelligence modifier.

Miss: Half damage, and the target is dazed until the end of your next turn.

Reaping Strike Necromancer Attack 1

You swing your scythe in a vicious arc at your foe.

Daily ♦ Death, Necrotic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1[W] + Intelligence modifier necrotic damage, ongoing 5 necrotic damage (save ends), and the target is dazed (save ends). Each time the target fails a saving throw against the ongoing damage, you can spend a healing surge. Each time the target fails a saving throw to end the daze condition, it takes necrotic damage equal to your Intelligence modifier.

Summon Ravenous Ghoul

Necromancer Attack 1

You sing a hymn to the dead, causing a famished ghoul to burst from the ground, ready to devour your foes.

Daily ♦ Conjunction, Death, Implement

Standard Action Ranged 10

Effect: You conjure a Medium ghoul that occupies one square within range and make it attack. You can move the ghoul up to 6 squares as a move action. The ghoul has hit points equal to twice your healing surge value. It has defenses equal to 10 + 1/2 level + Intelligence modifier + implement bonus. It makes saving throws as if it were you. It has whatever senses you have. The ghoul lasts until the end of your next turn.

Target: One creature adjacent to the ghoul.

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier damage, and the target is slowed until the end of your next turn. If the target is already slowed, it is immobilized until the end of your next turn.

Sustain Minor: The ghoul persists until the end of your next turn and repeats its attack.

Level 2 Utility Harrowings

Corpse Jump Necromancer Utility 2

You tap into the spectral gates created by recently dead creatures, using their bodies as jump points.

Encounter ♦ Death, Teleportation

Move Action

Personal

Effect: You teleport up to 10 squares. You must begin and end the teleport adjacent to a dead body or undead creature. Conjured, dominated, and controlled undead creatures and other harrowings with the conjuration keyword are acceptable starting and ending points.

Spectral Mask Necromancer Utility 2

In response to an enemy's wound, you summon a spectral mask to your face, terrifying your foe into submission.

Daily ♦ Death, Fear, Implement

Immediate Reaction Ranged 10

Trigger: A creature becomes bloodied

Target: The creature that just became bloodied

Effect: Make an Intimidate check against the target with a power bonus equal to the bonus of your implement.

Spirit Shield Necromancer Utility 2

Anticipating the assault, you summon a spirit, which you form into a magical shield to block the attack.

Encounter ♦ Conjunction, Death

Immediate Interrupt Personal

Trigger: A creature makes an attack roll against you

Effect: You gain a power bonus to the defense targeted by the attack equal to your Intelligence modifier. This bonus lasts until the end of your next turn.

Level 3 Encounter Harrowings

Gutbomb Necromancer Attack 3

You smite your foe with the energy of the grave, causing an explosion of its innards that harms nearby enemies.

Encounter ♦ Death, Implement, Necrotic

Standard Action

Ranged 20

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier necrotic damage. Make a secondary attack.

Secondary Attack: Intelligence vs. Reflex

Target: Each enemy adjacent to the target

Hit: 1d6 + Intelligence modifier necrotic damage.

SCYTHE & SHROUD

Hell Reaver Necromancer Attack 3

You grow a pair of prehensile bone spikes from your shoulders, taking on the form of the hell reaver, who spears recently dead spirits like heads of rotten cabbage and tosses them into oblivion.

Encounter ♦ Death, Implement, Necrotic, Polymorph

Standard Action Personal

Effect: You grow two 10 ft. long prehensile bone spikes from your shoulders. Until the end of your next turn, you gain reach 2 and threatening reach with the bone spikes. Make an attack with the bone spikes against a target within reach.

Target: One creature within reach

Attack: Intelligence vs. the weakest defense of the target

Hit: 1d8 + Intelligence modifier + Strength modifier necrotic damage.

Paralytic Field Necromancer Attack 3

You fill the air with paralytic energy that causes the bodies of your foes to go rigid.

Encounter ♦ Death, Implement, Necrotic, Psychic, Zone

Standard Action Area burst 1 within 20

Target: Each creature in burst

Attack: Intelligence vs. Will

Hit: 1d10 + Intelligence modifier psychic and necrotic damage. The target is immobilized until the end of your next turn. If you roll a critical, the target is restrained until the end of your next turn instead.

Effect: You create a zone in the area of the burst. Any creature that enters the zone is immobilized until the end of its next turn. The zone lasts until the end of your next turn.



FORGOTTEN HEROES



Vengeful Ghost Necromancer Attack 3

You summon an angry ghost, sending it head on against your foe, who is overcome by its power.

Encounter ♦ Conjunction, Death, Implement, Necrotic Standard Action Ranged 20

Target: One creature.

Attack: Intelligence vs. Fortitude

Effect: You conjure a ghost that occupies one unoccupied square adjacent to the target until the end of your next turn. The ghost attacks the target.

Hit: 1d6 + Intelligence modifier necrotic damage, and you can slide the target a number of squares equal to your Charisma modifier (minimum one) and knock the target prone. The conjured ghost moves with the target. If the target stands up before the end of your next turn, it provokes an opportunity attack from each of your allies that is adjacent to it. The allies gain a bonus on the opportunity attack roll equal to your Charisma modifier.

Level 5 Daily Harrowings

Mass of Tumors Necromancer Attack 5

You cause the target to erupt in a mass of tumors that eventually explode in a shower of necrotic gore.

Daily ♦ Death, Implement, Necrotic Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d6 + Intelligence modifier necrotic damage and ongoing 5 necrotic (save ends). Each turn that the target fails its saving throw, the ongoing damage increases by 2. You can spend a minor action to end the necrotic damage, allowing you to make a secondary attack against each creature adjacent to the target. If you do not choose to end the effect, a shower of necrotic gore bursts from the target after a number of turns equal to your Intelligence modifier, assuming it does not save before that time.

Secondary Target: Each creature adjacent to the primary target.

Secondary Attack: Intelligence vs. Reflex

Hit: Necrotic damage equal to the current ongoing damage amount.

Special: If the primary attack misses, this power is not expended.

SCYTHE & SHROUD

Death Pulse Necromancer Attack 5

You form an orb of shadowy death energy in your hand, and then hurl it at your foes.

Daily ♦ Death, Implement, Necrotic Standard Action **Close** burst 3 or **Area** burst 1 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 2d6 + Intelligence modifier necrotic damage, and the target cannot make any saving throws until it saves vs. this effect (save ends with a -2 penalty).

Miss: Half damage.

Shadowtear Strike Necromancer Attack 5

With your weapon, you tear a hole in reality, entering the shadows for a split second. In the realm of shadows, you tear another hole, reappearing next to your foe. You slice down with your scythe, draining your foe's life energy.

Daily ♦ Death, Healing, Necrotic, Teleportation, Weapon Standard Action **Melee** weapon

Target: One creature

Effect: You teleport up to 5 squares, ending in a point within melee reach on the target. If you have a reach weapon, this is 2 squares away; otherwise, it is 1 square away. Make an attack with your weapon.

Attack: Intelligence vs. Fortitude

Hit: 3[W] + Intelligence modifier necrotic damage, and you can spend a healing surge.

Miss: You teleport back to your starting position and regain the use of this power.

Summon Wretched Wight Necromancer Attack 5

You summon a horrid wight that seeks to drain the life force of your foe.

Daily ♦ Conjuration, Death, Implement, Necrotic Standard Action **Ranged** 10

Effect: You conjure a Medium wight that occupies one square within range and make it attack. You can move the wight up to 6 squares as a move action. The wight has hit points equal to twice your healing surge value. It has defenses equal to 10 + 1/2 level + Intelligence modifier + implement bonus. It makes saving throws as if it were you. It has whatever senses you have. The wight lasts until the end of the end of your next turn

Target: One creature adjacent to the wight.

Attack: Intelligence +2 vs. AC

Hit: 1d6 + Intelligence modifier damage plus 1d6 necrotic damage.

Sustain Minor: You make the wight make another attack.

Special: On any attack in which the wight hits, you can choose to score a critical hit before damage is rolled, but the wight is destroyed and the power ends.

Level 6 Utility Harrowings

Angel of Death Necromancer Utility 6

You gain the skeletal wings of the angel of death, and your weapon glows with death energy.

Daily ♦ Death Move Action **Personal**

Effect: Until the end of the encounter, you ignore falling damage and gain a +5 bonus on Athletics checks made to jump.

Flesh is Food Necromancer Utility 6

You ingest the finger of the slain paladin, feeling a moment of exhilaration as your body strengthens. You take on the ashen pallor of the grave, a place where the paladin will soon be buried.

Daily ♦ Death, Healing Minor Action **Personal**

Effect: You can spend a healing surge, end a disease you are currently suffering from, or make a saving throw with a +2 bonus.

Special: In order to use this power, you must ingest a trophy you took for your bag of bones. You need not have turned the trophy into a token, though you can use a token for this power.

Mist Form Necromancer Attack 6

Like the vampire of legend, you can make short trips in mist form.

Encounter ♦ Death, Teleportation Minor Action **Personal**

Effect: You teleport 2 squares. Until the end of your next turn, you can spend minor actions to teleport 2 squares each action.

Shadow of the Grave Necromancer Utility 6

You meld with the shadows around you, making it hard for foes to see you,

Daily ♦ Death Minor Action **Personal**

Effect: You gain concealment until the end of your next turn.

Sustain Minor: The concealment lasts another turn.

FORGOTTEN HEROES

Level 7 Encounter Harrowings

Arise, Fallen Foe **Necromancer Attack 7**

You raise a fallen enemy for a short period time as a minion under your control.

Encounter ♦ Death, Implement **Standard Action** **Ranged 10**

Target: One creature

Attack: Intelligence vs. Will

Effect: The dead foe becomes a minion under your control until the end of your next turn. You can immediately move it up to its speed and have it make a basic attack.

Special: The risen foe has all of the statistics it had in life, though it can only make basic attacks and only has 1 hit point. It can make opportunity attacks, though if it does so, it uses your immediate action for the turn. Like other minions, the risen foe takes no damage from missed attacks. At the end of your next turn, it falls to the ground dead in the space where its movement ended.

Dancing Bone **Necromancer Attack 7** **Cherubs**

You summon a ring of child-sized skeletons, which dance around you, biting any who try to approach you.

Encounter ♦ Conjuration, Death, Implement **Standard Action** **Personal**

Effect: You gain an aura 2 until the end of your next turn. The aura is considered difficult terrain for enemies. An enemy that enters or begins its turn in the aura takes 2d6 damage.

Fear **Necromancer Attack 7**

Harnessing mortals' fear of death, you release a blast of pure terror...

Encounter ♦ Death, Fear, Implement, **Necrotic, Psychic**

Standard Action **Close blast 5**

Target: Each creature in blast

Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier + Charisma modifier necrotic and psychic damage, and you push the target a number of squares equal to your Charisma modifier. The target also takes a penalty equal to your Charisma modifier on attack rolls until the end of your next turn.

Transferred **Necromancer Attack 7** **Morbidity**

When a foe dies at your feet, you harness its energy, transferring its fate to another nearby foe and absorbing some of its life force.

Encounter ♦ Death, Healing, Implement **Immediate Reaction** **Melee 1**

Trigger: A creature adjacent to you is reduced to 0 or fewer hit points.

Target: A second creature adjacent to you

Attack: Intelligence vs. Will

Hit: The second enemy takes damage equal to the damage dealt by the attack that reduced its ally to 0 or fewer hit points, and the enemy takes a penalty to its Fortitude defense equal to your Strength modifier until the end of its next turn.

Effect: You can spend a healing surge.

Level 9 Daily Harrowings

Brain Death **Necromancer Attack 9**

You cause parts of your foe's brain to wither and die.

Daily ♦ Death, Implement, Necrotic, Psychic **Standard Action** **Ranged 20**

Target: One creature.

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier necrotic and psychic damage, ongoing 5 necrotic and psychic damage (save ends), and the target is dazed (save ends). If the target fails its first save against the daze effect, it is knocked unconscious (save ends).

Miss: 1d8 + Intelligence modifier necrotic and psychic damage, and the target is dazed until the end of your next turn.

Contagion **Necromancer Attack 9**

You infect your foe with a virulent disease that spreads to his allies.

Daily ♦ Death, Disease, Necrotic, Weapon **Standard Action** **Melee weapon**

Target: One creature.

Attack: Intelligence vs. Fortitude

Hit: 2[W] + Intelligence modifier necrotic damage and ongoing 5 necrotic damage (save ends). Until the target saves, it has an aura 3. Any of the target's allies that begin their turn in the aura or enter the aura contract a disease, suffer ongoing 5 necrotic damage, and gain the same aura as the primary target (save ends both).

Miss: Half damage and 2 ongoing damage, but the target gains no aura and the disease does not spread to allies.

SCYTHE & SHROUD

Summon Shriveled Shadow

Necromancer Attack 9

You summon a tattered shadowy spirit within the shadow of a foe that hungers for the light within the souls of your foes.

Daily ♦ Conjuration, Death, Implement, Necrotic

Standard Action **Ranged 10**
Effect: You conjure a Medium shadow that occupies one square within range and make it attack. You can move the shadow up to 6 squares as a move action. The shadow has hit points equal to twice your healing surge value. It has defenses equal to 10 + 1/2 level + Intelligence modifier + implement bonus. It makes saving throws as if it were you. It has whatever senses you have. The shadow lasts until the end of your next turn.

Target: One creature adjacent to the shadow.

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier damage and the target takes a -1 penalty to hit until the shadow is destroyed.

Sustain Minor: You make the shadow make another attack.

Special: Each time you make the shadow make an attack, and the attack hits, the target suffers a cumulative -1 penalty to hit that does not end until the shadow is destroyed.

Wither Necromancer Attack 9

You release a wave of necrotic energy that withers the limbs of your foes.

Daily ♦ Death, Implement, Necrotic

Standard Action **Close blast 5**
Target: One creature.
Attack: Intelligence vs. Fortitude
Hit: 1d8 + Intelligence modifier necrotic damage, and the target is slowed and weakened (save ends both). Undead you have conjured or that you are currently dominating or controlling in the blast are not affected. Instead, they gain a +2 bonus on speed and attack rolls until there are no remaining targets that haven't saved.

Miss: The target is slowed and weakened until the end of your next turn. Undead you have conjured or that you are currently dominating or controlling in the blast gain a +2 bonus on speed and attack rolls until the end of your next turn.

Level 10 Utility Harrowings

Death Necromancer Utility 10 Re-envisioned

You command your full power over death to transform the battlefield into your vision.

Daily ♦ Death, Teleportation

Minor Action **Close** burst 3 or

Area burst 3 within 20

Effect: You can choose new positions for all undead creatures, including conjured, dominated, and controlled undead, and all characters deriving their power from the death power source that are within the burst. The affected creatures are teleported to a new location in the area of your choice.

Lord of Undeath Necromancer Utility 10

You have great mastery over undead creatures. They are your children.

Daily ♦ Death

Move Action **Personal**

Effect: Until the end of the end of your next turn, undead you conjure gain a bonus on damage rolls equal to your Intelligence modifier.

Sustain Minor: The bonus to damage persists.

Necros Proxima Necromancer Utility 10

You sense your foe's life force nearby and seek to snuff it out.

Daily ♦ Death

Minor Action **Personal**

Effect: Until the end of the encounter, you gain a +2 power bonus on attack and damage rolls against targets within 2 squares of you.

Shadowmaster Necromancer Utility 10

You open a portal within your blackened soul and invite the shadows into your body.

Daily ♦ Death, Necrotic

Move Action **Personal**

Effect: Until the end of the encounter, any creature that damages you takes necrotic damage equal to your Intelligence modifier.

FORGOTTEN HEROES

Level 13 Encounter Harrowings

Anathema **Necromancer Attack 13**

You blast your foes with gravelight that causes them to become toxic to their allies.

Encounter ♦ **Death, Implement, Necrotic Standard Action** **Close** blast 3

Target: Each enemy in blast.

Attack: Intelligence vs. Will

Hit: 3d4 + Intelligence modifier necrotic damage.

You and each enemy in the blast gains an aura 3 until the end of your next turn. If one of your foes enters or begins its turn in your aura or the aura of any of its allies, that foe takes damage equal to 1d6 + your Intelligence modifier. A foe can take this damage from multiple auras, though only once from the same aura.

Effect: You and each affected creature for sheds bright light like a torch until the end of your next turn.

Bitter Allip **Necromancer Attack 13**

You call forth an angry allip that deranges your foes with its bitter babbling.

Encounter ♦ **Conjuration, Death, Implement, Necrotic Standard Action** **Close** burst 1 or **Area** burst 1 within 10

Target: Each creature in burst

Attack: Intelligence vs. Will

Effect: You conjure an allip occupies one unoccupied square adjacent to the target until the end of your next turn. The allip attacks the target

Hit: 2d6 + Intelligence modifier + Charisma modifier necrotic damage. The target cannot interact with its allies in any way until the end of its next turn. It cannot speak with them, target them with powers or be targeted by their powers, flank with them, or move through their squares.

Hell's Crier **Necromancer Attack 13**

You summon an acid rotted human form that proclaims the death of your enemy.

Encounter ♦ **Conjuration, Death, Fear, Implement Standard Action** **Ranged** 10

Target: One creature.

Attack: Intelligence vs. Will

Effect: You conjure a crier that occupies one unoccupied square adjacent to the target until the end of your next turn. The crier attacks the target

Hit: 2d6 + Intelligence modifier damage and the target cannot make any attacks until the end of its next turn.

Vampiric Vortex **Necromancer Attack 13**

You release a vortex that sucks in your foes, steals their life force, and then spits them out nearby.

Encounter ♦ **Death, Implement, Necrotic Standard Action** **Close** burst 3 or **Area** burst 3 within 10

Target: Each creature within burst.

Attack: Intelligence vs. Fortitude

Hit: 2d6 + Intelligence modifier necrotic damage.

You can slide each target to any square adjacent to the edge of the burst.

Special: If you are adjacent to at least one target when you use this power, you gain 2 temporary hit points for each affected target.

Level 15 Daily Harrowings

Invigorating Eviscerator **Necromancer Attack 15**

You rip you scythe across your foe's abdomen, spilling his entrails onto the ground. His lingering pain and horror fills you with a renewed sense of purpose.

Daily ♦ **Death, Healing, Weapon Standard Action** **Melee** weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and ongoing 10 damage (save ends).

Effect: While this power's ongoing damage is in effect, you regain hit points equal to 5 + your Intelligence modifier when you start your turn adjacent to the target.

Pulse of Hate **Necromancer Attack 15**

You release a pulse of pure hatred that makes your foes unwilling to cooperate with each other.

Daily ♦ **Death, Implement, Psychic Standard Action** **Close** burst 3 or **Area** burst 2 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Will

Hit: 3d6 + Intelligence modifier psychic damage, and the target cannot flank with its allies or pass through their squares (save ends).

Miss: Half damage and the target cannot flank or pass through allied squares until the end of your next turn.

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Stream of Vomit Necromancer Attack 15

You hurl a jet of projectile vomit at your foe.

Daily ♦ Acid, Death, Implement, Reliable
Immediate Reaction Ranged 10

Target: One creature.

Attack: Intelligence vs. Fortitude

Hit: 2d6 + Intelligence modifier acid damage, and the target is weakened (save ends).

Miss: Half damage, and the target is weakened until the end of your next turn.

Summon Despicable Ghast Necromancer Attack 15

You make an entreaty to the earth, summoning a despicable ghast to maul your foes.

Daily ♦ Conjunction, Death, Implement
Standard Action Ranged 10

Effect: You conjure a Medium ghast that occupies one square within range and make it attack. You can move the ghast up to 6 squares as a move action. The ghast has hit points equal to twice your healing surge value. It has defenses equal to 10 + 1/2 level + Intelligence modifier + implement bonus. It makes saving throws as if it were you. It has whatever senses you have. The ghast lasts until the end of your next turn.

Target: One creature adjacent to the ghast.

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier damage, and the target is immobilized until the end of your next turn.

Sustain Minor: You make the ghast make another attack. If the attack hits, the target is immobilized until the end of your next turn. If the target is already immobilized, it is instead restrained until the end of your next turn.

Level 16 Utility Harrowings

Meat Puppet Necromancer Utility 16

You summon a zombie in front of you to take an attack meant for you.

Daily ♦ Conjunction, Death
Immediate Interrupt Personal

Trigger: You are hit by an attack.

Effect: You take no damage from the attack.

Special: You must spend a healing surge to use this power.

Shadow of the Apocalypse Necromancer Utility 16

As a student of destruction, you have learned to cloak yourself against those who would challenge your power.

Daily ♦ Death
Move Action Personal

Effect: You gain total concealment until the end of your next turn.

Sustain Minor: The concealment lasts another turn.

Winged Destroyer Necromancer Utility 16

You grow skeletal wings that propel you forth.

Daily ♦ Death, Polymorph
Standard Action Personal

Effect: You gain a fly speed of 6 until the end of the encounter.



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Level 17 Encounter Harrowings

Cranial Bomb **Necromancer Attack 17**

You cause the targets skull to shatter, sending shards of bone at nearby allies.

Encounter ♦ **Death, Implement, Necrotic** **Standard Action** **Ranged 20**

Primary Target: One creature.

Attack: Intelligence vs. Fortitude

Hit: 3d6 + Intelligence modifier damage and the target is dazed (save ends). Make a secondary attack.

Secondary Target: Each enemy adjacent to the primary target.

Secondary Attack: Intelligence vs. Reflex.

Hit: 2d6 + Intelligence modifier necrotic damage.

Special: If you are 5 or fewer squares from your initial target, you deal additional damage on the primary and secondary attacks equal to double your Strength modifier.

Death Ooze **Necromancer Attack 17**

Your body dissolves into an undulating mass of undead flesh and fat, lashing out at those around you and necrotizing their flesh.

Encounter ♦ **Death, Implement, Necrotic, Polymorph** **Standard Action** **Personal**

Effect: You grow to Large size and gain reach 2 and threatening reach until the end of your next turn.

Make an attack against a target within reach.

Target: One creature within reach.

Attack: Intelligence vs. the weakest defense of the target.

Hit: 3d6 + Intelligence modifier + Strength modifier necrotic damage.

Headless Horseman **Necromancer Attack 17**

You summon a headless horseman, who charges at several of your foes, slicing them as he passes.

Encounter ♦ **Conjuration, Death, Implement** **Standard Action** **Ranged 10**

Target: One, two, or three creatures

Attack: Three attacks; Intelligence +2 vs. AC

Effect: You conjure a headless horseman that occupies one unoccupied square adjacent to the target until the end of your next turn. The headless horseman attacks the target.

Hit: 2d6 + Intelligence modifier necrotic damage. For each successful hit, you regain 1 healing surge.

Lich Field **Necromancer Attack 17**

You summon a number of lich ghosts that create a field of paralyzing energy.

Encounter ♦ **Conjuration, Death, Implement, Necrotic, Psychic, Zone** **Standard Action** **Area burst 1 within 20**

Target: Each creature in burst.

Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier psychic and necrotic damage. The target is restrained until the end of your next turn. If you roll a critical, the target is restrained until the end of your next turn instead.

Effect: You create a zone in the area of the burst.

Any creature that enters the zone is restrained until the end of its next turn. The zone lasts until the end of your next turn.

Level 19 Daily Harrowings

Mass of Rotting Pestilence **Necromancer Attack 19**

You cause the target to erupt in boils and leprosy.

Daily ♦ **Death, Implement, Necrotic, Reliable** **Standard Action** **Ranged 10**

Primary Target: One creature.

Attack: Intelligence vs. Fortitude

Hit: 3d6 + Intelligence modifier necrotic damage, and ongoing 10 necrotic damage (save ends). Each turn that the target fails its saving throw, the ongoing damage increases by 2. You can spend a minor action to end the necrotic damage, allowing you to make a secondary attack against each creature adjacent to the target. If you do not choose to end the effect, the target automatically releases a burst of necrotic gore after a number of turns equal to your Intelligence modifier, assuming it does not save before that time.

Secondary Target: Each creature adjacent to the primary target.

Secondary Attack: Intelligence vs. Reflex

Hit: Necrotic damage equal to the current ongoing damage amount.

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Cancerous Blot Necromancer Attack 19

You hurl a sphere of infectious darkness at your foes.

Daily ♦ Death, Implement, Necrotic

Standard Action

Close burst 3 or

Area burst 3 within
20 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 2d10 + Intelligence modifier necrotic damage.

The area of the burst is filled with darkness until the end of the encounter. You and your allies can see through this darkness normally.

Miss: Half damage. The area of the burst is filled with darkness until the end of your next turn.

Shadow Sigil Necromancer Attack 19

With your weapon, you inscribe a sigil into your foe's forehead, allowing you and your allies to teleport through his body.

Daily ♦ Death, Necrotic, Teleportation, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2[W] + Intelligence modifier necrotic damage.

Effect: Once before the end of the encounter, you and each ally that begins his turn adjacent to the target can teleport 10 squares as a move action.

Miss: Half damage, and only you can teleport

Summon Damnable Vampire Necromancer Attack 19

You summon a fiendish vampire that drains the life force from your foe.

Daily ♦ Conjuration, Death, Implement, Necrotic

Standard Action

Ranged 10

Effect: You conjure a Medium vampire that occupies one square within range and make it attack. You can move the wight up to 6 squares as a move action. The vampire remains until the end of the encounter. The vampire has hit points equal to twice your healing surge value. It is never harmed by an attack that deals damage on a miss. It has defenses equal to 10 + 1/2 level + Intelligence modifier + implement bonus. It makes saving throws as if it were you. It has whatever senses you have.

Target: One creature adjacent to the vampire.

Attack: Intelligence vs. Fortitude

Hit: 2d6 + Intelligence modifier damage plus 1d8 necrotic damage, and you regain one lost healing surge.

Sustain Minor: You make the vampire make another attack.

Sympathetic Magic Necromancer Attack 19

You tie your physical well being to that of your enemy. His body follows your lead.

Daily ♦ Death

Standard Action

Ranged 10

Target: One creature.

Attack: Intelligence vs. Will

Hit: The target is immobilized. If you take damage or suffer from a condition after you use this power (not including preexisting conditions or ongoing damage), the target also takes that amount of damage and suffers from that condition. If you move, not including forced movement, or attack the target, this power ends. This harrowing lasts until the end of your next turn.

Sustain Minor: The harrowing persists.

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

Level 22 Utility Harrowings

Mass Spirit Shield Necromancer Utility 22

Anticipating the assault, you summon a squadron of spirits, which you form into magical shields to protect you and your allies.

Encounter ♦ Death

Immediate Interrupt Close

Trigger: A creature makes an attack roll against you or one of your allies.

Effect: You and each ally gain a power bonus to the defense targeted by the attack equal to your Intelligence modifier. This bonus lasts until the end of your next turn.

Mass Winged Destroyer Necromancer Utility 16

You and your allies grow skeletal wings that propel you forth.

Daily ♦ Death, Polymorph

Standard Action

Close burst 10

Effect: You and each ally in the burst gain a fly speed of 6 until the end of the encounter.

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Tree of Death Necromancer Utility 22

You call up from the ground a spectral undead tree bearing the fruits of your life force.

Encounter ♦ Conjuration, Death, Healing Minor Action Personal

Effect: Place any number of healing surges in the tree. At any point during the rest of the encounter, you can expend a healing surge placed within the tree as a minor action. Unspent healing surges at the end of the encounter return to your total. The tree cannot be attacked, damaged, or targeted with any effect and does not take up any space.



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Level 23 Encounter Harrowings

Arise, Unwitting Friend

Necromancer Attack 23

You raise a fallen creature as an ally under your control.

Encounter ♦ Death, Implement Standard Action Ranged 10

Target: One creature.

Attack: Intelligence vs. Will

Effect: The dead foe comes under your control until the end of your next turn. You can immediately move it up to its speed and have it make a basic attack with a bonus on the attack and damage roll equal to your Charisma modifier.

Special: The risen foe has all of the statistics it had in life, though it can only make basic attacks and only has 10 hit points. It can make opportunity attacks, though if it does so, it uses your immediate action for the turn. At the end of your next turn, it falls to the ground dead in the space where its movement ended.

Constricting Sarcophagus Necromancer Attack 23

You become the body within a spectral sarcophagus. Any enemies within may see their time cut short.

Encounter ♦ Death, Implement, Zone Standard Action Personal

Effect: You gain an aura 2 until the start of your next turn. An enemy that enters or begins its turn in the aura takes 3d6 + Strength modifier damage and its movement ends.

Circle of Fear Necromancer Attack 23

You surround yourself in a circle of terrifying shadow.

Encounter ♦ Death, Fear, Implement Standard Action Close blast 5

Target: Each enemy in burst.

Attack: Intelligence vs. Will

Hit: 2d6 + Intelligence modifier + Charisma modifier necrotic and psychic damage. The target must use a move action to move as far away from you as possible on its next turn. The target also takes a penalty equal to your Charisma modifier on attack rolls until the end of your next turn.

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Transferred **Necromancer Attack 23** Mortality

When a foe dies at your feet, you harness its energy, sharing its death with another enemy nearby.

Encounter ♦ **Death, Implement** Immediate Action **Melee 1**

Trigger: A creature adjacent to you is reduced to 0 or fewer hit points

Target: A second creature adjacent to you.

Attack: Intelligence vs. Will

Hit: The second enemy takes damage equal to the damage that reduced its ally to 0 or fewer hit points + your Intelligence modifier + your Implement bonus, and the enemy takes a penalty to its defenses equal to your Strength modifier until the end of its next turn.

Effect: You can spend a healing surge.

Level 25 Daily Harrowings

Decompose **Necromancer Attack 25**

You cause your foe's body to wither and fall apart.

Daily ♦ **Death, Implement, Necrotic** Standard Action **Ranged 20**

Target: One creature.

Attack: Intelligence vs. Fortitude

Hit: 2d6 + Intelligence modifier necrotic damage, ongoing 10 necrotic (save ends), and the target is weakened (save ends).

Miss: Half damage, no ongoing damage, and the target is weakened until the end of your next turn.

Pestilential Strike **Necromancer Attack 25**

You infect your foe with a terrible plague that spreads to its allies.

Daily ♦ **Death, Disease, Necrotic, Weapon** Standard Action **Melee weapon**

Target: One creature.

Attack: Intelligence vs. Fortitude

Hit: 3[W] + Intelligence modifier necrotic damage and ongoing necrotic 10 (save ends). Until the target saves, it has an aura 3. Any of the target's allies that begin their turn in the aura or enter the aura contract the disease, suffer ongoing 10 necrotic damage and gain the same aura as the primary target (save ends both).

Effect: You can shift 3 squares following this attack.

Miss: Half damage and 5 ongoing damage, but the target gains no aura and the disease does not spread to allies.

Summon **Necromancer Attack 25** Maniacal Lich

You summon a maniacal lich who fires rays of negative energy at your foes.

Daily ♦ **Conjuration, Death, Implement, Necrotic**

Standard Action **Ranged 10**

Effect: You conjure a Medium lich that occupies one square within range and make it attack. You can move the lich up to 6 squares as a move action. The lich is destroyed if it takes damage. It is never harmed by an attack that deals damage on a miss. The lich has hit points equal to twice your healing surge value. It has defenses equal to 10 + 1/2 level + Intelligence modifier + implement bonus. It makes saving throws as if it were you. It has whatever senses you have.

Target: One creature within 10 squares of the lich.

Attack: Intelligence vs. Fortitude

Hit: 2d6 + Intelligence modifier necrotic damage, and the target is weakened (save ends). This ranged attack does provoke opportunity attacks.

Sustain Minor: You make the lich make another attack.

Paralyze **Necromancer Attack 25**

You target your foe's nervous system, causing him to go into shock.

Daily ♦ **Death, Implement, Necrotic** Standard Action **Ranged 10**

Target: One creature.

Attack: Intelligence vs. Fortitude

Hit: 3d10 + Intelligence modifier necrotic damage, and the target is stunned (save ends).

Miss: Half damage, and the target is dazed (save ends).

Level 27 Encounter Harrowings

One Foot **Necromancer Attack 27**

You trap the left foot of each of your foes in a number of fresh graves.

Encounter ♦ **Death, Implement, Necrotic** Standard Action **Close burst 2 or Area burst 2 within 10**

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

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

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Wailing Banshee Necromancer Attack 27

You call forth a screaming banshee who stuns your foes with her wail.

Encounter ♦ **Conjuration, Death, Implement, Necrotic**
Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Effect: You conjure a banshee that occupies one unoccupied square adjacent to the target until the end of your next turn. The banshee attacks the target.

Hit: 1d6 + Intelligence modifier damage, and the target is stunned until the end of your next turn.

Winter's Darkest Night Necromancer Attack 27

You emit a field of palpable darkness that sucks the life force out of your foes.

Encounter ♦ **Cold, Death, Implement, Necrotic**

Standard Action Personal

Effect: You gain an aura 3 until the end of your next turn. The aura is filled with darkness and is considered difficult terrain. Any creature that enters or begins its turn in the aura takes 3d8 + Intelligence + Strength modifier cold and necrotic damage.

Level 29 Daily Harrowings

Jet of Bile Necromancer Attack 29

You hurl a jet of burning intestinal acid at your foes.

Daily ♦ **Acid, Death, Implement**
Immediate Reaction Ranged 10

Target: One creature.

Attack: Intelligence vs. Fortitude

Hit: 5d10 + Intelligence modifier acid damage, and the target is blinded (save ends).

Miss: Half damage, and the target is blinded until the end of your next turn.

Necrotic Holocaust Necromancer Attack 29

You release a burst of the blackest energy ever witnessed.

Daily ♦ **Death, Implement, Psychic**
Standard Action

Close burst 4 or

Area burst 4 within
20 squares

Target: Each creature in burst

Attack: Intelligence vs. Will

Hit: 7d6 + Intelligence modifier necrotic damage, and the burst is filled with darkness until the end of the encounter. You and your allies can see through this darkness normally.

Miss: Half damage, and the burst is filled with darkness until the end of your next turn.

Scythelord Necromancer Attack 29

Your multiple strikes chop your foe into numerous slabs of dead flesh.

Daily ♦ **Death, Reliable, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Effect: 7[W] + Intelligence modifier necrotic damage. If the attack hits, you can spend two healing surges.

Special: You can shift 5 following this attack.

Summon Dead God Necromancer Attack 29

You summon the corpse of a god, who pounds your foes into the ground.

Daily ♦ **Conjuration, Death, Implement**
Standard Action Ranged 10

Effect: You conjure a Large dead god that occupies 4 squares within range and make it attack. You can move the dead god up to 6 squares as a move action. The dead god is destroyed if it takes damage. It is never harmed by an attack that deals damage on a miss. The dead god has hit points equal to three times your healing surge value. It has defenses equal to 10 + 1/2 level + Intelligence modifier + implement bonus. It makes saving throws as if it were you. It has whatever senses you have.

Target: One creature adjacent to the dead god.

Attack: Intelligence vs. Fortitude

Hit: 4d10 + Intelligence modifier damage, and the target is knocked prone.

Sustain Minor: You make the dead god make another attack.

SCYTHE & SHROUD



NECROMANCER PARAGON PATHS

BONE GATHERER

*"Such lovely shoulders you have, my dear.
They shall go wonderfully with my collection."*

Prerequisite: Necromancer class

You are a collector of dead things, gathering skulls, thighbones, and other less savory bits in order to empower your foul castings. This familiarity with the remnants of the dead has given you a great deal of power over specific parts of the living as well, and you employ that control to hasten your enemies' transformation into more malleable material.

Bone Gatherer Path Features

Boneguide (11th level): Whenever you push, pull, or slide a target, you can increase the number of squares the target moves by 1 square.

Gatherer's Action (11th level): When you use an action point to gain an extra action, enemies can't make opportunity attacks against you until the end of your next turn.

Cast the Bones (16th level): When you hit a creature with one of your necromancer or bone gatherer powers, you can spend a number of tokens equal to one-half your Intelligence modifier to increase the damage of the attack.

Bone Gatherer Harrowings

Skeletal Rebellion

Bone Gatherer Attack II

Your control over bones is such that you can command them to refuse to obey their living owners, turning joints painfully in on themselves.

**Encounter ♦ Death, Implement
Standard Action** Close burst 2

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 2d10 + Intelligence modifier damage, and the target is slowed until the end of your next turn.

Token Offering Bone Gatherer Utility 12

You crush a bit of scale in your hands as you evoke an unholy blast of energy, striking your foes to the very soul.

Daily ♦ Death

Free Action

Personal

Special: You must expend a token to use this power.
Effect: Use this power when you hit with an attack power with the Death power source. The attack ignores any resistance the target may have against the attack. If the attack targets multiple creatures, ignore the resistance of only the first target struck by the attack.

Bonecall

Bone Gatherer Attack 20

A ray of purple and black energy strikes each of your foes, who gape in horror as bits of bone tear out of their bodies to fly to your hand.

Daily ♦ Death, Implement, Necrotic, Psychic Standard Action

Area 3 within 20

Target: Each enemy within the burst

Attack: Intelligence vs. Reflex

Hit: 5d6 + Intelligence modifier necrotic damage and make a secondary attack against the target.

Miss: Half damage, and do not make a secondary attack.

Secondary Attack: Intelligence vs. Will

Hit: 1d10 psychic damage and you gain a trophy from the target.

GRAVELORD

"A corpse is a tool, willing or not."

Prerequisite: Necromancer class

You are adept at calling dead creatures back to life to do your bidding. You can embody the spirits you raise with the trappings of mortal bodies you have collected.

Gravelord Path Features

Token Summoning (11th Level): When you use a necromancer power with the conjuration keyword, you may spend a token you have collected to give the conjured creature a +1 bonus to all attacks for its duration. Spending a token bestows the type and origin of the token on the conjured creature, and it deals an extra 1d6 damage against targets of the same type and origin.

Grave Action (11th Level): Once per day, when you spend an action point to take an extra action, you regain the use of one of your daily powers with the conjuration keyword.

Bloodied Retaliation (16th Level): When you first become bloodied in an encounter, any conjured creature you currently control may make an attack against an adjacent target as an immediate reaction.

SCYTHE & SHROUD

Gravelord Harrowings

Instant Life Gravelord Attack 11

As you feel the life drain out your enemy, you raise its shade to lash out at its former allies.

Encounter ♦ Conjunction, Death, Implement, Necrotic
Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 3d8 + Intelligence modifier necrotic damage, and if the target drops to 0 hit points or less before the end of your next turn, you may make a secondary attack against an adjacent enemy.

Secondary Attack: Intelligence vs. Reflex

Secondary Hit: 1d10 + Intelligence modifier necrotic damage.

Resummon Gravelord Utility 12

You have a knack at calling back your minions from the verge of death...again.

Daily ♦ Death

Immediate Interrupt Ranged 10

Trigger: One of your conjured creatures is dropped to 0 hit points, dispelled, or otherwise removed from play

Effect: The conjured creature is brought back to unlife with half its hit points. You can continue to sustain the harrowing as if the creature had not been removed from the game.

Summon Gravelord Attack 20

Death Knight

You summon a powerful warrior bathed in purple fire and wielding a demonic bastard sword.

Encounter ♦ Conjunction, Death, Fire
Standard Action Ranged 10

Attack: Wisdom vs. Will

Effect: You conjure a Medium death knight that occupies one square within range and make it attack. You can move the death knight up to 6 squares as a move action. The death knight has hit points equal to twice your healing surge value. It has defenses equal to 10 + 1/2 level + Intelligence modifier + implement bonus. It makes saving throws as if it were you. It has whatever senses you have.

Sustain Standard: The death knight attacks with a close burst 2

Target: All creatures within the burst.

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier fire damage.

Sustain Minor: The death knight attacks with its soulsword.

Target: One creature adjacent to death knight

Attack: Intelligence vs. AC

Hit: 2d8 + Intelligence modifier damage.



GRIM REAPER

Prerequisite: Necromancer class

Some people in the world have outlived their usefulness. As a necromancer, you have more use for their lifeless bodies than you do for their pithy comments and worthless lies. For this reason, you have taken it upon yourself to end the lives of those who no longer serve the world in a helpful or useful function. You do not view your work as evil. What these people were doing, wasting the time, love, effort, and goods-of the world; that was evil. By removing these people from the world, you are committing a righteous act.

Grim Reaper Path Features

Strength of Conviction (11th level): You may use your Intelligence modifier instead of your Strength modifier for determining your bonus to attack and damage rolls on basic attacks.

Darkest Fury (11th): When spending an action point to make a melee attack, roll twice on the attack and damage roll and take the best results.

Reaper (16th level): Whenever you hit with a melee attack with a scythe, you regain hit points equal to your Strength modifier.

Grim Reaper Harrowings

Whirlwind of Death

**Grim Reaper
Attack 11**

You swirl your scythe in a spinning pattern, striking all nearby.

**Encounter ♦ Death, Implement, Necrotic
Standard Action** Close burst 1

Target: Each creature within burst.

Attack: Intelligence vs. AC

Effect: You can make a basic melee attack against each target that is adjacent to you. For each attack that hits, you gain a +1 cumulative bonus on damage rolls until the end of your next turn.

Grim Victory

Grim Reaper Utility 12

You command your full power over death to transform the battlefield into your vision.

Daily ♦ Death

Immediate Interrupt Personal

Trigger: You hit with a melee basic attack with your scythe.

Effect: The hit becomes a critical hit.

Grim Mark

Grim Reaper Attack 20

You mark your foe with the sign of Death, signaling his imminent demise.

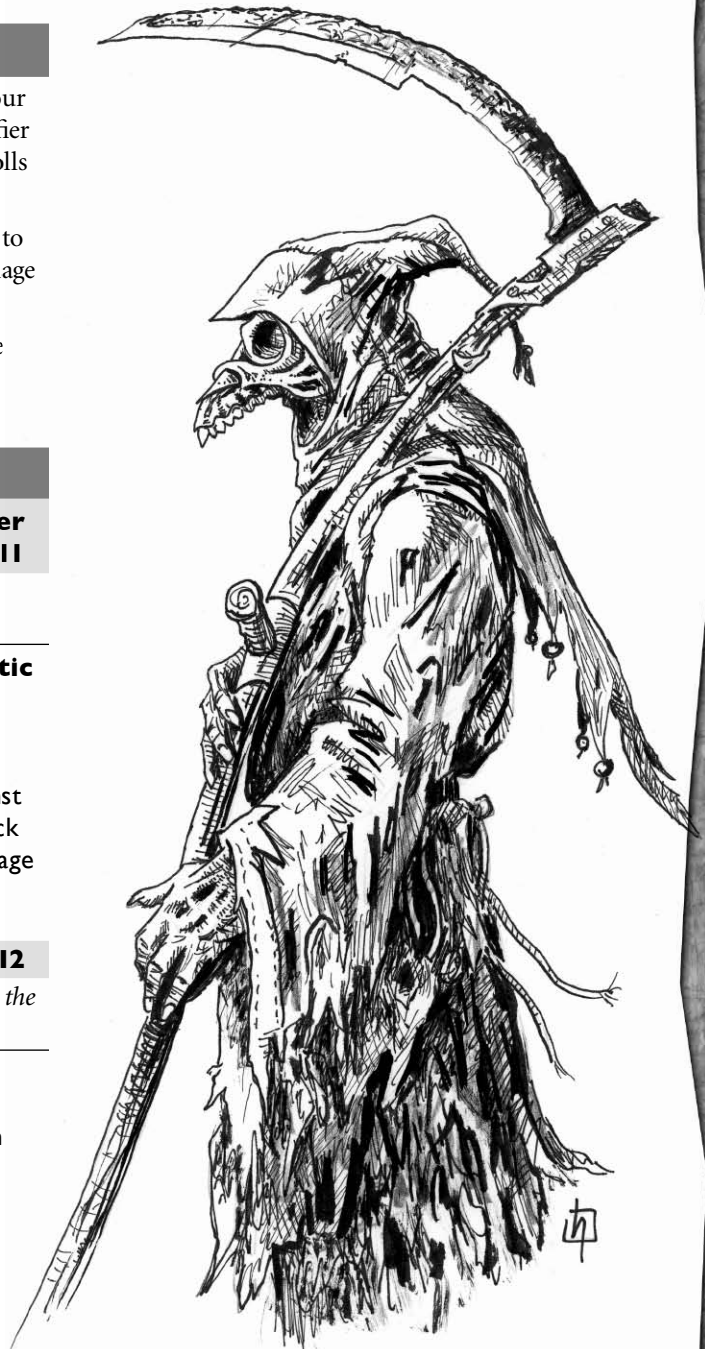
**Daily ♦ Death, Necrotic, Reliable, Weapon
Standard Action** Melee weapon

Target: One creature

Attack: Intelligence +2 vs. AC

Hit: 3[W] + Intelligence modifier damage, and the target is marked (save ends).

Effect: Until the end of the encounter, all melee basic attacks you roll against the target that hit become critical hits





NECROTIC HOST

“It is only natural for a necromancer to want an undead servant close to them at all times. Is it so strange that I have taken this desire to its logical conclusion?”

Prerequisite: Necromancer class

Your mastery over the undead has culminated in your creation of an undead parasite, similar to a magic-user’s familiar but deemed much more repugnant by the uninitiated. You carry your necrotic parasite inside you, and its constant stirrings and gnawings have given your body some qualities of an undead corpse. Your allies may find your path disturbing, but they cannot deny that it makes you a much more formidable combatant in melee.

Necrotic Host Path Features

Undead Action (11th level): When you spend an action point to take an extra action, you gain the immunity to disease and poison, resist 10 necrotic, and vulnerable 5 radiant until the end of your next turn.

The Worm Revealed (11th level): The first time you are bloodied in an encounter, you can push enemies within 5 squares of you 3 squares. This path feature does not affect creatures that are immune to fear.

Parasitic Grab (16th level): When you hit with a basic melee attack, instead of dealing damage, you can choose to grab a target that is no more than one size category larger than you.

Necrotic Host Harrowings

Kiss of the Worm

Necrotic Host Attack 11

The bite of your necrotic parasite is terrible. More terrible still is seeing it burst forth from your abdomen, and despite the horror, being compelled to draw closer by a hideous fascination.

Encounter ♦ Death, Implement, Necrotic, Psychic

Standard Action

Ranged 5

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d6 psychic damage and the target is immobilized until the end of your next turn. You can pull the target up to 5 squares and then make a secondary attack if the target is adjacent to you.

Secondary Attack: Intelligence vs. AC

Hit: 1d6 + Intelligence modifier necrotic damage.

Undying Vitality

Necrotic Host Utility 12

Your necrotic parasite exudes a numbing ichor as it chews away at your damaged flesh.

Daily ♦ Death

Standard Action

Personal

Effect: Until the end of the encounter, you gain regeneration 5 on any turn in which you are bloodied. Whenever you take radiant damage, this power does not function on your next turn.

Parasitic Feeding

Necrotic Host Attack 20

While you wrap your foe in an unholy embrace, your necrotic parasite emerges from your guts to feed on his.

Daily ♦ Death, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 4[W] + Dexterity modifier damage, and you grab the target.

Miss: Half damage, and you grab the target.

Sustain Minor: You sustain the grab and deal necrotic damage equal to 5 + your Intelligence modifier to the target.

Special: Until the target escapes from this grab, you gain temporary hit points equal to 5 + one half your level at the end of each of your turns.

SPLITSWORN

“The dead have no voice, but they have a will, and you shall not disturb their rest!”

Role: Defender. You protect your allies through strength of arms and tremendous resilience.

Power Source: Death. The spirits of the dead whom you have sworn to serve bolster your weapons and armor.

Key Abilities: Charisma, Constitution, Wisdom

Armor Proficiencies: Cloth, leather, hide, chainmail, scale, plate; light shield, heavy shield

Weapon Proficiencies: Simple melee, military melee, simple ranged

Bonus to Defense: +1 Fortitude, +1 Will

Hit Points at 1st Level: 15 + Constitution score

Hit Points per Level Gained: 6

Healing Surges per Day: 10 + Constitution modifier

Trained Skills: From the class list below, choose four trained skills at 1st level.

Class Skills: Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Intimidate (Cha), Perception (Wis), Religion (Int)

Build Options: Vengeful spiritsworn, bastion spiritsworn

Class Features: Harness Death, Pull of the Next World, Scythe Affinity

Spiritsworn are devoted, capable warriors who have sworn themselves to the service of the souls of the dead. They are the soldiers that carry out the will of the fallen, the shield against defilement by foul-intentioned sorcerers, and the blade that smites those who would disrespect the honored dead.

You have made a pact with the departed. You might serve an entire race or civilization of the dead, embodying the virtues they once embraced, or serve as the repository of a single spirit, who guides and emboldens your actions. Whether you are the last survivor of a lost and forgotten people, the servant of a secret order long extinguished, or the keeper of the ghostly remnant of a deposed and murdered king, your power and your purpose come from your willingness to listen to the whispers of the dead and to channel their essence into a small semblance of the life they once knew.

Take up the sword of your ancestors, and gird yourself with the souls of warriors long dead. It is not simply your sworn duty, but your destiny!

Spiritsworn Overview

Characteristics: You are tough and resilient, wearing the most protective of armors and with a great number of hit points to withstand even those blows that make it through your defenses. You are most at home in the thick of combat, and have the ability to pull enemies that try to escape your grasp closer to you.

Religion: Spiritsworn do not always venerate gods of death or the afterlife. Gods of justice, guardianship, and rebirth are favored patron deities, and some spiritsworn adhere solely to ancestor worship.

Races: Dwarves have perhaps the greatest number of spiritsworn, who devote themselves to the defense of homelands or the reclamation of fallen cities where their dead still rest. Half-elves are perhaps best suited for the rigors of the class, but their culture often leads them elsewhere. Humans also make excellent spiritsworn.

CREATING A SPLITSWORN

The spiritsworn has two builds: the bastion spiritsworn and the vengeful spiritsworn. All spiritsworn depend on Charisma to power their attacks. Vengeful spiritsworn gain additional benefits from a high Constitution, while a high Wisdom score grant secondary benefits to the bastion spiritsworn.

Bastion Spiritsworn

You are the guardian of the fallen and departed, standing firm at the end of the living world to ensure that those who ought to cross do so—and that none call back those who are better left to their deserved rest. You stand firm against those who oppose you, drawing their attacks, and then their bodies, within range of your waiting shield and blade. Your highest score should be Charisma, since all of your attack powers depend on it. Make Wisdom your second-highest score, to improve the secondary effects of your attacks and warding abilities of some of your utility powers. Constitution should be your third-highest ability score, as it will increase your Fortitude defense and your ability to absorb damage. Choose powers that emphasize the defense of your companions and those that disperse your enemies. To get the best effect from your abilities, you should wield a one-handed weapon, such as a longsword or a flail, and a heavy shield.

Suggested Feat: Light of Heaven
(Human Feat: Human Perseverance)

Suggested Skills: Diplomacy, Heal, History, Religion

Suggested At-Will Powers: *seek the accursed, taste death*

Suggested Encounter Power: *soulfire*

Suggested Daily Power: *cloaked in death*

SCYTHE & SHROUD

Vengeful Spiritsworn

You are the violent blade of the restless dead, searching out the heart of their defilers and seeking to grant the fallen a peaceful afterlife. You wade in among your enemies, striking powerful blows and sacrificing some of your own measure of life to preserve the lives of those with whom you stand. Charisma should be your highest ability score, since it powers your attacks. Your second highest score should be Constitution, to improve some of the secondary effects of your powers and to increase your hit points and healing surges. Choose Wisdom as your third highest score, since you will want to choose a few powers that help ward you and your allies from attacks. When choosing powers, focus on those that deal high amounts of damage, and those that sacrifice hit points or healing surges to grant more potent effects. To best make use of your powers and abilities, choose a two-handed weapon, preferably one with the reach property, such as the halberd or scythe.

Suggested Feat: Scythe Adept (Human Feat: Power Attack)

Suggested Skills: Athletics, Endurance, Intimidate, Perception

Suggested At-Will Powers: *flame of judgment, stab the soul*

Suggested Encounter Power: *reaping scythe*

Suggested Daily Power: *join the fallen*

Spiritsworn Class Features

Your armor and your weapon, bolstered by the spirits of the dead with whom you have contracted, are your most important tools. In addition, you have the following class features.

Harness Death

Once per encounter, you can call on the spirits surrounding you to fill you with their might. Using this added strength, you can invoke special powers, such as hands of the dead or shield of the ancients. Some spiritsworn learn additional uses for this energy; the Harness Death feats in the Feats chapter (see page 86) grant characters with the Harness Death feature additional special powers that can be used with this feature.

Regardless of how many different uses you know for Harness Death, you can only use one such ability per encounter.

Pull Of The Next World

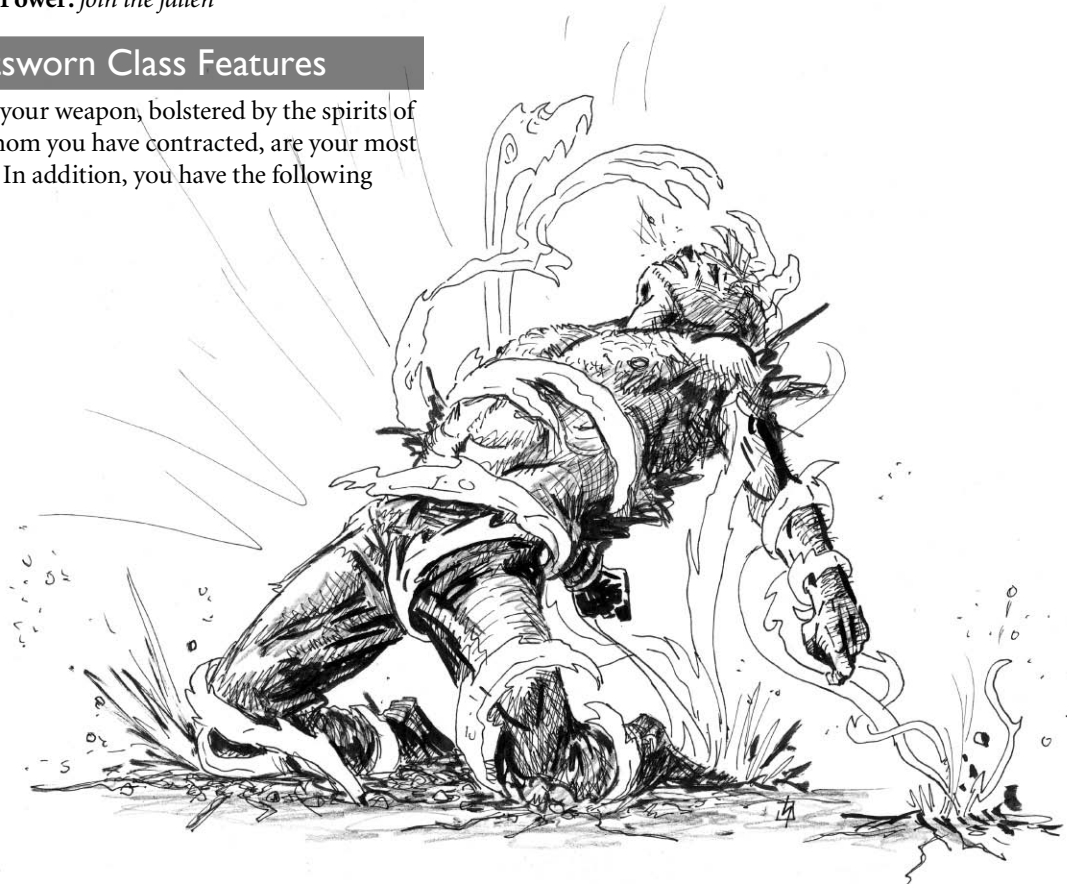
The grasping hands of the souls of the fallen enhance the threat you represent on the battlefield. You can use the pull of the next world power to mark an enemy of your choice.

Scythe Affinity

When you wield a scythe, it has the reach property.

Spirit's Shield

When using a shield, increase your healing surge value by an amount equal to your Wisdom modifier.



SPIRITSWORN POWERS

Spiritsworn powers are known as harrowings. In battle, spiritsworn call on the spirits of the dead to bolster their defenses and empower their attacks. As you advance in power, you will learn stances: potent arrangements of posture and spirit that vastly improve your capabilities in combat.

Class Features

The spiritsworn has two class features that work like powers: Harness Death (which encompasses multiple powers), and pull of the next world.

Harness Death: Spiritsworn Feature **Hands of the Dead**

Green, skeletal silhouettes run over your fingers, denying life to your enemies and channeling that force to the dead souls that protect you.

Encounter ♦ Death, Necrotic **Standard Action** **Melee** touch

Special: You cannot use this power if you have no healing surges remaining

Target: One creature

Attack: Charisma +2 vs. Fortitude
Increase to Charisma +4 at 11th level and Charisma +6 at 21st level.

Hit: You deal necrotic damage to the target equal to your level + your Charisma modifier + your Constitution modifier. You lose one healing surge.

Harness Death: Spiritsworn Feature **Shield of Ancients**

The spirits of the departed rise up around you, granting solace from what might have been a deadly blow.

Encounter ♦ Death **Immediate Interrupt** **Personal**

Trigger: You are hit by an attack

Effect: You gain a power bonus equal to your Wisdom modifier to the defense the triggering attack targeted until the start of your next turn. If the attack roll that triggered this power is not high enough to hit the new defense score, it misses.

Pull of the Next World **Spiritsworn Feature**

Ghostly hands grasp at your foe, dragging him closer so that you might exact your revenge.

At-Will ♦ Death, Weapon **Minor Action** **Close** burst 2

Target: One creature in burst

Effect: You mark the target. This mark lasts until you use this power against another target. A creature can be subject to only one mark at a time. A new mark supersedes a mark already in place.

While a target is marked by this power, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. If the target hits with such an attack and is within 10 squares of you, you can make an attack against the target as an immediate reaction.

Attack: Charisma vs. Fortitude

Hit: You pull the target 5 squares. If the target is within melee reach at the end of this pull, it takes 1[W] + Charisma modifier damage.

Increase damage to 2[W] + Charisma modifier at 21st level.

Level 1 At-Will Harrowings

Flame of Judgment **Spiritsworn Attack 1**

Your weapon flashes with white flame as it strikes a firm blow.

At-Will ♦ Death, Fire, Radiant, Weapon **Standard Action** **Melee** weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier fire and radiant damage. If you marked the target, it takes a -2 penalty to attack rolls until the end of your next turn.

Increase damage to 2[W] + Charisma modifier at 21st level.

Seek the Accursed **Spiritsworn Attack 1**

Your foe already chosen, you call on the spirit world to enhance your strike.

At-Will ♦ Death, Weapon **Standard Action** **Melee** weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. If you marked the target, you deal additional damage equal to the higher of your Constitution and Wisdom modifiers.

Increase damage to 2[W] + Charisma modifier at 21st level.

SCYTHE & SHROUD

Stab the Soul Spiritsworn Attack I

Ignoring armor and speed, your attack cuts straight to the spirit.

At-Will ♦ **Death, Psychic, Weapon**
Standard Action **Melee** weapon

Target: One creature

Attack: Charisma vs. Will

Hit: 1[W] + Charisma modifier psychic damage
Increase damage to 2[W] + Charisma modifier at 21st level.

Taste Death Spiritsworn Attack I

You offer your target a glimpse of the death he has earned.

At-Will ♦ **Death, Necrotic, Weapon**
Standard Action **Melee** weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier necrotic damage.
Increase damage to 2[W] + Charisma modifier at 21st level.

Special: You can use this power as a melee basic attack.

Level I Encounter Harrowings

Binding Hands Spiritsworn Attack I

Your blow hits home, and spectral hands reach out of nothingness to slow the victim's escape.

Encounter ♦ **Death, Weapon**
Standard Action **Melee** weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage, and the target is slowed until the end of your next turn. If the target shifts before the end of your next turn, you can make a melee basic attack against the target as an immediate interrupt with a bonus to the attack roll equal to one-half your Constitution modifier.

Reaping Scythe Spiritsworn Attack I

You spin your weapon in a slow circle, striking each enemy and letting him know your intent.

Encounter ♦ **Death, Necrotic, Weapon**
Standard Action **Close** burst 1

Target: Each enemy in burst

Attack: Charisma vs. Reflex

Hit: 1[W] + Charisma modifier necrotic damage, and the target is marked until the end of your next turn.

Soulfire Spiritsworn Attack I

Heavenly fire engulfs your blade, a glimpse of the reward your target will never see.

Encounter ♦ **Death, Fire, Radiant, Weapon**
Standard Action **Melee** weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier fire and radiant damage. If you marked the target, it takes additional damage equal to your Wisdom modifier.

Wailing Strike Spiritsworn Attack I

A ghostly shriek accompanies your strike, forcing your foe to hesitate in its movements.

Encounter ♦ **Death, Fear, Weapon**
Standard Action **Melee** weapon

Target: One creature

Attack: Charisma vs. Will

Hit: 1[W] + Charisma modifier damage, and the target is dazed until the end of your next turn.

Level I Daily Harrowings

Cloaked in Death Spiritsworn Attack I

As your attack strikes your target, a ghostly warrior manifests, warding off any return blows.

Daily ♦ **Death, Reliable, Weapon**
Standard Action **Melee** weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier damage, and you gain a +1 power bonus to AC until the end of the encounter.

Heaven's Bonds Spiritsworn Attack I

Disembodied hands reach out, grasping for something to hold as you swing your weapon.

Daily ♦ **Death, Weapon**
Standard Action **Melee** weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage, and the target is immobilized (save ends).

Miss: Half damage, and the target is immobilized until the end of your next turn.

FORGOTTEN HEROES

Join the Fallen **Spiritsworn Attack 1**

The dead guide your hand, showing you where to strike your chosen target.

Daily ♦ Death, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage. Until the end of the encounter, you gain a +2 power bonus to attack rolls against the target and a power bonus to damage rolls equal to your Constitution modifier against the target.

Miss: Half damage, and you gain a +1 power bonus to attack rolls against the target until the end of the encounter.

Level 2 Utility Harrowings

Enduring Soul **Spiritsworn Utility 2**

You call on those already dead to preserve you from the trials of life.

Daily ♦ Death

Minor Action **Personal**

Effect: You gain a power bonus to Endurance checks equal to your Wisdom modifier until the end of the encounter. If you use this power as part of a skill challenge rather than a combat encounter, you gain the bonus until you take a short or extended rest.

Requital **Spiritsworn Utility 2**

Without consulting you, a spirit guides your weapon to attack a target you have marked for righteous death.

Encounter ♦ Death

Immediate Reaction **Personal**

Trigger: An enemy you have marked attacks you.

Effect: Make a melee basic attack against the marked enemy.

Soul Light **Spiritsworn Utility 2**

Your weapon is surrounded by the apparition of the blade of one of your ancestors.

Encounter ♦ Death

Minor Action **Melee** touch

Target: One weapon touched

Effect: The target weapon sheds light equal to that of a torch and gains a +1 bonus to damage rolls until the end of the encounter.

Spiritual Salve **Spiritsworn Utility 2**

A soul leaps forward to absorb part of an attack meant for your ally.

Encounter ♦ Death

Free Action **Close** burst 5

Trigger: You or an ally within the burst takes damage.

Target: You or a damaged ally within the burst.

Effect: Reduce the damage taken by the target by an amount equal to 3 + your Wisdom modifier.

Level 3 Encounter Harrowings

Death's Dispatch **Spiritsworn Attack 3**

You strike a clean blow, and a vengeful spirit erupts through your body to carry your enemy away.

Encounter ♦ Death, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage, and you push the target a number of squares equal to 1 + your Constitution modifier.

Draw the Spirit **Spiritsworn Attack 3**

Your weapon pulls a measure of your target's spirit with it, warding you from his next attack.

Encounter ♦ Death, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage, and you gain a +1 power bonus to AC against the target until the end of your next turn.

Special: If you have marked the target, you deal additional damage equal to your Wisdom modifier.

Harrowing Cry **Spiritsworn Attack 3**

The dead cry out as you strike, chilling the spirits of your enemies.

Encounter ♦ Death, Psychic, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage and make a secondary attack.

Secondary Target: Each creature adjacent to you (close burst 1)

Special: Do not add your proficiency bonus to the attack roll of the secondary attack.

Secondary Attack: Wisdom vs. Will

Hit: 1d6 psychic damage.

SCYTHE & SHROUD

Harvest of Souls Spiritsworn Attack 3

Your scythe slices through the fray, cleaving through all your foes.

Encounter ♦ Death, Weapon

Standard Action **Close** burst 1

Target: Each enemy in burst

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. If you are wielding a reach weapon, you also slide the target 1 square

Level 5 Daily Harrowings

For the Fallen Spiritsworn Attack 5

Knocking the target onto its back, you command it to face you alone.

Daily ♦ Death, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier damage, and the target is knocked prone.

Miss: Half damage.

Effect: The target is marked by you until the end of the encounter.

Spiritual Abscess Spiritsworn Attack 5

Your attack leaves a festering purple wound behind.

Daily ♦ Death, Necrotic, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage, and ongoing 5 necrotic damage (save ends).

Miss: Half damage, and no ongoing damage.

Vortex of Souls Spiritsworn Attack 5

Dead souls swirl around you, clawing at any enemy that dares come near.

Daily ♦ Death, Necrotic, Stance, Weapon

Minor Action **Melee** weapon

Effect: As long as you are able to make opportunity attacks, any enemy that starts its turn adjacent to you takes necrotic damage equal to your Charisma modifier.

Level 6 Utility Harrowings

Bastion of Spirit Spiritsworn Utility 6

Channeling the will of the dead, you suffuse your armor with greater power.

Encounter ♦ Death

Minor Action **Melee** touch

Target: You or one adjacent ally

Effect: The target gains a power bonus to AC until the end of your next turn equal to your Wisdom modifier.

Quickened by Death Spiritsworn Utility 6

As your foe falls, you feel a measure of life return to you.

Daily ♦ Death, Healing

Free Action **Personal**

Trigger: You drop a marked enemy to 0 hp or lower.

Effect: You regain hit points as if you spent a healing surge.

Spiritual Infusion Spiritsworn Utility 6

You summon a willing spirit to enter your weapon, and it guides your attacks masterfully.

Daily ♦ Death

Minor Action **Personal**

Effect: Until the end of the encounter, you gain a +1 power bonus to melee attack rolls, and you add your Charisma modifier as a bonus to melee damage rolls.

Level 7 Encounter Harrowings

Death Reaches All Spiritsworn Attack 7

A shadow of your weapon forms as you swing at your enemy, allowing you to reach where you otherwise might not.

Encounter ♦ Death, Weapon

Standard Action **Melee** weapon

Requirement: You must wield a reach weapon.

Special: Increase the reach of your attack by 1 square before resolving this attack.

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage, and you pull the target 2 squares.

Destiny's Weight Spiritsworn Attack 7

The glimpse of death that your attack provides weighs heavily on your foe's soul.

Encounter ♦ Death, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier + Wisdom modifier damage, and the target is slowed until the end of your next turn.

FORGOTTEN HEROES

Ghostly Blade Spiritsworn Attack 7

Your weapon turns slightly insubstantial, passing straight through the armor of your target.

Encounter ♦ Death, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Charisma vs. Reflex

Hit: 2[W] + Charisma modifier damage.

Level 9 Daily Harrowings

Anchoring Lethargy Spiritsworn Attack 9

Dead spirits flow over your target, holding him in place.

Daily ♦ Death, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage, and the target is slowed (save ends)

Miss: Half damage.

Effect: The target is immobilized until the end of your next turn.

Chains of Quietus Spiritsworn Attack 9

Your weapon seems to pass through its prey, forming spectral chains that tether your foe to the ground.

Daily ♦ Death, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] damage, and the target is restrained (save ends).

Miss: Half damage, and the target is immobilized (save ends).

Reap the Field Spiritsworn Attack 9

You lash out in a violent burst, clearing your enemies from around you.

Daily ♦ Death, Weapon

Standard Action **Close** burst 1

Target: Each enemy in burst

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage, and you push the target 1 square and knock the target prone.

Miss: Half damage, and you push the target 1 square. The target is not knocked prone.

Level 10 Utility Harrowings

Abjuring Soul Spiritsworn Utility 10

Your shield glows a bright blue, as spirits infuse its metal with their protection.

Encounter ♦ Death

Minor Action **Personal**

Requirement: You must carry a shield to use this power.

Effect: Add your Charisma modifier as a power bonus to any one defense score until the end of your next turn.

Death's Wisdom Spiritsworn Utility 10

The spirits that surround you correct your mistake.

Daily ♦ Death

Free Action **Personal**

Trigger: You roll a skill check in a trained skill and dislike the result.

Effect: Reroll the skill check. You gain a bonus to the reroll equal to your Wisdom modifier.



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Give Up The Body **Spiritsworn Utility 10**

You offer yourself to your enemies, ready to make them pay for their opposition of your will.

Encounter ♦ **Death**

Minor Action

Close burst 10

Effect: You can mark a number of creatures within the burst equal to twice your Constitution modifier.

Level 13 Encounter Harrowings

Bound by Death **Spiritsworn Attack 13**

You tether yourself to your foe, following him across the battlefield until you can bring him down.

Encounter ♦ **Death, Weapon**

Standard Action

Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier damage. If the target moves away from you (whether voluntarily or as a result of forced movement) before the start of your next turn, you can shift a number of squares equal to your Charisma modifier as a free action. This movement must leave you adjacent to the target.

Gravestrike **Spiritsworn Attack 13**

You slam your weapon into the ground, and a thicket of spears, wielded by dead hands, thrusts up all around you.

Encounter ♦ **Death, Necrotic, Weapon**

Standard Action

Close burst 5

Target: Each enemy in burst

Attack: Charisma vs. AC

Hit: 1[W] necrotic damage.

Guiding Spirit **Spiritsworn Attack 13**

You strike true, and one of your companion spirits ushers your target into position for your next blow.

Encounter ♦ **Death, Weapon**

Standard Action

Melee weapon

Attack: Charisma vs. AC

Hit: 3 [W] + Charisma modifier damage, and you can slide the target 1 square

Level 15 Daily Harrowings

Bind the Damned **Spiritsworn Attack 15**

The hands of the dead reach out, holding fast to any foe foolish enough to come near.

Daily ♦ **Death, Stance, Weapon**

Minor Action

Personal

Effect: Any target you successfully hit with one of your spiritsworn powers while in this stance is immobilized until the end of your next turn. As long as you are able to make opportunity attacks, any target that begins its turn adjacent to you takes 1[W] damage and is slowed until the end of its turn.

Glimpse the Afterlife **Spiritsworn Attack 15**

Visions of the underworld fill your target's mind following your vicious strike.

Daily ♦ **Death, Necrotic, Weapon**

Standard Action

Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier necrotic damage, and the target is dazed (save ends).

Miss: Half damage, and the target is dazed until the end of your next turn.

Perfidy's Reward **Spiritsworn Attack 15**

There is much punishment awaiting those who would treat the dead unjustly. You offer a glimpse of that reward, harrowing your foe.

Daily ♦ **Death, Fear, Weapon**

Standard Action

Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage, and the target is stunned (save ends).

Aftereffect: The target is dazed and immobilized (save ends).

Miss: Half damage, and the target is dazed (save ends)

FORGOTTEN HEROES

Level 16 Utility Harrowings

In the King's Name **Spiritsworn Utility 16**

You call on the memory of a fallen kingdom, and its loyal servants reinforce your attacks, sapping your own strength as they maintain their presence.

Daily ♦ Death

Minor Action **Personal**

Effect: You gain a power bonus to attack rolls equal to one-half your Constitution modifier until the end of your next turn.

Sustain Minor: Spend a healing surge without regaining any hit points. You repeat the power's effect.

Spiritual Aegis **Spiritsworn Utility 16**

Glowing golden armor surrounds you as a spirit flies forth to guard you from assault.

Daily ♦ Death

Minor Action **Personal**

Effect: You gain a power bonus to all defenses equal to your Wisdom modifier until the end of your next turn. You then gain a +2 power bonus to all defenses until the end of the encounter.

Winged Souls **Spiritsworn Utility 16**

The souls of the dead fly forth to carry your friend from danger.

Daily ♦ Death

Immediate Interrupt **Ranged 10**

Trigger: An ally within 10 is hit by an attack.

Target: One willing ally struck by an attack

Effect: You slide the target 6 squares. The target can slide through occupied spaces, but must end this movement in an unoccupied square.

Level 17 Encounter Harrowings

Dance of the Dead **Spiritsworn Attack 17**

Weaving between your foes, you strike deadly blows to any you can reach.

Encounter ♦ Death, Weapon

Standard Action **Melee** weapon

Target: One, two, or three creatures

Attack: Charisma vs. AC, three attacks. You can shift up to 2 squares between attacks.

Hit: 1[W] + Charisma modifier + Constitution modifier damage.

Shared Tomb **Spiritsworn Attack 17**

As your weapon connects, death touches both you and your target.

Encounter ♦ Death, Necrotic, Weapon Standard Action **Melee** weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier damage. You and the target each take additional necrotic damage equal to your level.

Shield's Revelation **Spiritsworn Attack 17**

Spectral hands reach forth from your shield as you strike, pulling your target off balance.

Encounter ♦ Death, Weapon

Standard Action **Melee** weapon

Requirement: You must carry a shield to use this power.

Target: One creature

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier damage, and the target grants combat advantage to your allies until the end of your next turn.

Level 19 Daily Harrowings

Cry of Vengeance **Spiritsworn Attack 19**

Dragging your foes closer, you unleash an otherworldly howl, knocking them to the ground.

Daily ♦ Death, Weapon

Standard Action **Close** burst 2

Requirement: You must be wielding a reach weapon.

Target: Each enemy in burst

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage, and you pull the target 1 square.

Miss: Half damage and the target is not pulled.

Effect: After resolving all attacks, make a secondary attack.

Secondary Target: Each enemy adjacent to you (close burst 1)

Secondary Attack: Charisma vs. Will

Hit: Charisma modifier damage, and the target is knocked prone.

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Fires of Perdition Spiritsworn Attack 19

Your blow sets your enemy alight, burning the corruption from its soul

Daily ♦ Death, Fire, Radiant, Weapon Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier damage, and ongoing 10 fire and radiant damage (save ends)

Miss: Half damage, and ongoing 5 fire and radiant damage (save ends).

Strike the Marrow Spiritsworn Attack 19

You strike deep, wounding to the very bone.

Daily ♦ Death, Weapon Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2[W] + Charisma modifier damage, and the target is weakened (save ends)

Miss: Half damage, and the target is weakened until the end of your next turn.

Level 22 Utility Harrowings

Parting Gift Spiritsworn Utility 22

Your enemy's death grants you renewed hope.

Daily ♦ Death No Action Personal

Trigger: One of your powers reduces an enemy to 0 hit points or lower.

Effect: You gain an action point that you must spend before the end of your next turn. You can spend this action point even if you have already spent an action point during this encounter.

Vigor of the Grave Spiritsworn Utility 22

No opponent is powerful enough to take you down with a single blow.

Daily ♦ Death Standard Action Personal

Effect: Until the end of the encounter, whenever you are hit by an attack, you can spend two healing surges as an immediate interrupt to reduce the amount of damage received from the attack by an amount equal to your surge value + your Wisdom modifier.

Warding Spirit Spiritsworn Utility 22

A great, armored spirit hovers over you, reminding you that your death can wait, as can whatever ailments herald it.

Daily ♦ Death, Stance Standard Action Personal

Effect: You gain a +2 power bonus to AC, a +2 power bonus to saving throws, and resist 10 necrotic. As long as you are in this stance, you ignore all ongoing damage, neither taking ongoing damage nor making saving throws to end it.

Level 23 Encounter Harrowings

Haunting Blade Spiritsworn Attack 23

A successful strike allows your weapon to home in on your enemy even more keenly than before.

Encounter ♦ Death, Weapon Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 4[W] + Charisma modifier damage. You gain a +3 power bonus to your next attack roll against the target. If this second attack hits, you deal additional damage equal to your Constitution modifier.

Soul Anchor Spiritsworn Attack 23

A swirling mass of spirits emerges as you strike, binding you closer to your target and channeling his attacks toward you.

Encounter ♦ Death, Weapon Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. If your target makes an attack that does not include you as a target before the start of your next turn, you can move up to your speed and make a secondary attack against the target as an immediate interrupt.

Secondary Attack: Charisma vs. Will. Add your Wisdom modifier as a bonus to the attack roll.

Hit: 1[W] damage, and the target must change the target of the attack to you. If the attack affects multiple targets, it automatically hits and deals maximum damage against you. All other targets of the attack take no damage.

FORGOTTEN HEROES

Spectral Strike **Spiritsworn Attack 23**

Your weapon passes through armor, flesh, and even stone to reach your chosen target.

Encounter ♦ **Death, Necrotic, Weapon Standard Action** **Melee** weapon

Target: One creature

Attack: Charisma vs. Reflex

Special: This attack ignores cover.

Hit: 2[W] + Charisma modifier necrotic damage.

Special: If an enemy grants your target cover from your attack, that enemy takes necrotic damage equal to your Charisma modifier.

Level 25 Daily Harrowings

Contest the Reaper **Spiritsworn Attack 25**

Extending your weapon in challenge, you seal yourself and your opponent off from those around you.

Daily ♦ **Charm, Death, Reliable, Weapon Standard Action** **Melee** weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 6[W] + Charisma modifier damage. For the rest of the encounter, while you are conscious, the target cannot gain line of effect to any target but you, and you can't target any other creature except the target using your encounter or daily attack powers.

Death's Harbinger **Spiritsworn Attack 25**

The air around you seems filled with visions of horrible death, which seep into the minds of all who come near.

Daily ♦ **Death, Fear, Psychic, Stance, Weapon Minor Action** **Personal**

Effect: Whenever you use a spiritsworn power, you deal additional damage equal to your Wisdom modifier. For the rest of the encounter, as long as you are able to make opportunity attacks, any enemy that begins its turn adjacent to you takes 1[W] psychic damage and is dazed and slowed until the start of its next turn.

Torpor **Spiritsworn Attack 25**

You grant a slumber not unlike death.

Daily ♦ **Death, Sleep, Weapon Standard Action** **Melee** weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier damage and the target is stunned (save ends). If the target fails its first saving throw against this effect, it falls asleep (save ends).

Level 27 Encounter Harrowings

Blade of Spirit **Spiritsworn Attack 27**

Your weapon disappears altogether, leaving in its place a blade-shaped shard of spirit-stuff, glowing white with power.

Encounter ♦ **Death, Lightning, Radiant, Weapon Standard Action** **Melee** weapon

Attack: Charisma vs. AC

Hit: 4[W] + Charisma modifier lightning and radiant damage.

Maelstrom of Souls **Spiritsworn Attack 27**

You unleash a portion of your own spirit, lashing at those around you with painful, howling energy.

Encounter ♦ **Death, Necrotic, Weapon Standard Action** **Melee** weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier + Constitution modifier damage.

Effect: Make a secondary attack.

Secondary Target: Each creature within 2 squares (close burst 2).

Secondary Attack: Charisma vs. Will

Hit: Constitution modifier necrotic damage.

Soulstrike **Spiritsworn Attack 27**

The dead have chosen you as their instrument, and they guide your arm for a blow that ignores all obstacles to strike your target's spirit.

Encounter ♦ **Death, Weapon Standard Action** **Melee** weapon

Target: One creature

Attack: Charisma +2 vs. Will

Hit: 3[W] + Charisma modifier damage, and until the end of your next turn, you gain a bonus to attack rolls against the target equal to your Wisdom modifier.

Level 29 Daily Harrowings

Sanctifying Flame **Spiritsworn Attack 29**

Your strike consumes the target in heavenly fires, and your weapon's flame hungers for more

Daily ♦ **Death, Fire, Radiant, Weapon Standard Action** **Melee** weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 6[W] + Charisma modifier fire and radiant damage.

Miss: Half damage.

Effect: For the rest of the encounter, your melee attacks inflict an extra 1d8 fire and radiant damage.

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Valley of the Shadow **Spiritsworn Attack 29**

You swing your weapon out wide, creating a region where no life can survive.

Daily ♦ **Death, Necrotic, Weapon**

Standard Action **Close** burst 2

Requirement: You must be wielding a reach weapon.

Target: Each creature in burst

Attack: Charisma vs. AC

Hit: 5[W] + Charisma modifier + Constitution necrotic modifier damage, and you push the target 1 square.

Miss: Half damage, and the target is not pushed.

Vision of Death **Spiritsworn Attack 29**

The end looms near for your foe, and you are only too happy to usher it onward.

Daily ♦ **Death, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 7[W] + Charisma modifier damage.

Miss: Half damage.

Special: If the target is bloodied, you deal additional damage equal to your Wisdom score, hit or miss.



SPLITSWORN PARAGON PATHS

DOOM KNIGHT

*“Ages of the dead serve me in my quest.
Join them, won’t you?”*

Prerequisite: Spiritsworn class

The dead fill you with power, and you use this energy to wreak havoc upon the enemies of your people. At first, you were chastened by the pleas of your father’s father to show mercy, but you have long since quashed any rebellion those spirits once had to destroying any threat quickly and ruthlessly. The death of those around you only makes you and your people stronger, and nothing is more useful than a powerful servant.

Doom Knight Path Features

Deadly Mark (11th Level): When one of your powers drops a creature to 0 hit points or below, all creatures currently marked by you take damage equal to 5 + your Charisma modifier.

Action of Doom (11th Level): When you spend an action point to take an extra action, you can mark each enemy within 5 squares.

Sense of Doom (16th Level): When a marked creature becomes bloodied, you may pull the creature a number of squares equal to your Charisma modifier, and you may make a basic melee attack as an immediate reaction.

Doom Knight Harrowings

Soul Throw **Doom Knight Attack 11**

You remove your enemy’s soul and throw it back at him

Encounter ♦ Death, Necrotic, Weapon
Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage, and you may make a secondary attack.

Secondary Attack: Charisma vs. Reflex

Hit: 1d8 + Charisma modifier necrotic damage.

Shade Armor **Doom Knight Utility 12**

Writhing spirits surround you and claw anyone foolish enough to strike you.

Daily ♦ Death, Necrotic
Minor Action **Personal**

Effect: You gain a +2 power bonus to AC until the end of the encounter. In addition, whenever an attacker scores a critical hit against you, your next successful attack against that target before the end of the encounter deals an additional 1d4 + Charisma modifier necrotic damage.

Spirit Slave **Doom Knight Attack 20**

Dominion over spirits bestows you with strength of will that few can resist.

Daily ♦ Charm, Death, Weapon
Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. Will

Hit: 2[W] + Charisma modifier damage. On the target’s next turn, you dictate its standard action. It can’t use any powers except for at-will powers, and it can’t take any actions that will obviously result in damaging the target, such as jumping off a cliff, attacking itself, or entering damaging terrain.

Miss: Half damage, and the target is dazed until the end of your next turn.

Sustain Standard: Repeat the attack against the target. If you miss, you can no longer sustain this power.

FATHERSWORN

“Father, guide my sword!”

Prerequisite: Spiritsworn class

You have sworn an oath to uphold the honor of your family throughout its many past generations. You take this honor very seriously, and it guides you in everything that you do. You call upon the spirits of your ancestors to provide you with guidance, strength, and resilience, especially in the face of opposition from the forces of corruption.

Fathersworn Features

Father’s Father (11th level): You add your Wisdom modifier as a bonus to your AC against opportunity attacks. You gain Perception as a trained skill. If you already have it as a trained skill, you gain Skill Focus in Perception.

Ancestral Guidance (11th): When you spend an action point, you gain darkvision and truesight 10 until the end of your next turn.

Whispered Futures (16th level): Whenever you make a Perception or Insight check, roll twice and take the better of the two results. If you succeed on the Perception check before a surprise round, you can take a normal full turn of actions.

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Fathersworn Harrowings

Guided Strike Fathersworn Attack 11

Your ancestors guide your sword towards the enemy.

Encounter ♦ **Death, Weapon Standard Action** **Melee** weapon

Target: One creature.

Attack: Charisma vs. AC; roll twice and take the better of the two results.

Effect: 2[W] + Charisma modifier + Wisdom modifier damage.

Whispers from the Other Side Fathersworn Utility 12

Your ancestors whisper to you from beyond the barrier, revealing what cannot be seen by mortal eyes.

Daily ♦ **Death Minor Action** **Personal**

Effect: Until the end of the encounter, you ignore all penalties to attack rolls for cover and concealment for all creatures within a number of squares equal to your Wisdom modifier.

Fell Strike of the Ages

Fathersworn Attack 20

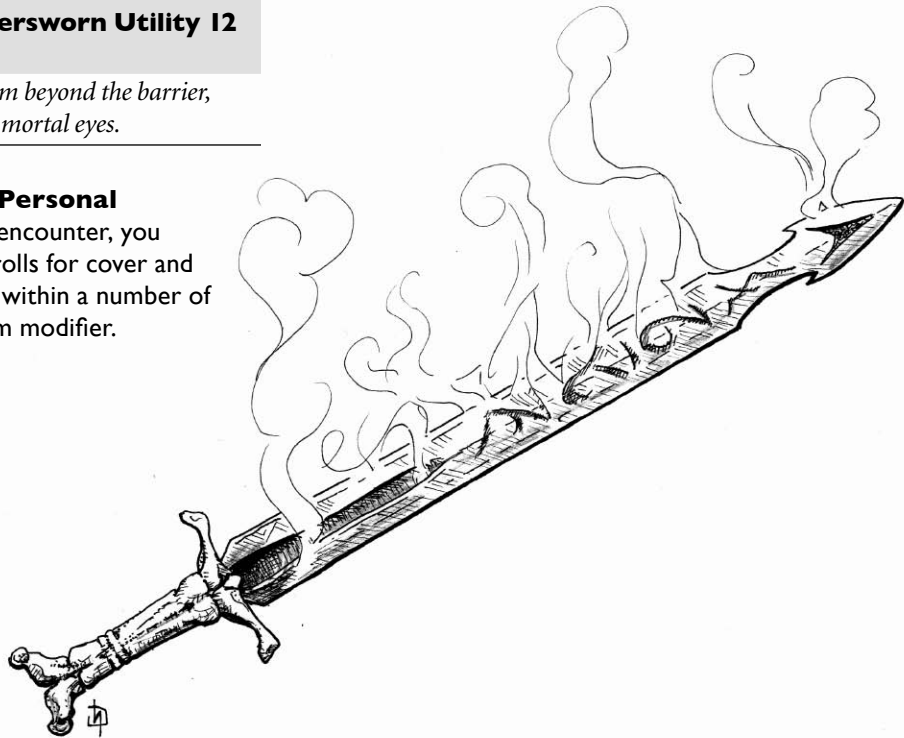
Your blow packs the weight of generations of support behind it.

Daily ♦ **Death, Necrotic, Reliable, Weapon Standard Action** **Melee** weapon

Target: One creature

Attack: Charisma vs. Fortitude; roll twice and take the better of the two results.

Hit: 1[W] + Charisma modifier + Wisdom modifier damage and the target is stunned (save ends).



MANIFESTER

“Behold the power of the dead made manifest!”

Prerequisite: Spiritsworn class

You have cultivated a close relationship with the spirits of the dead, such that they surround you almost constantly. Over time, you learned not merely to harness these souls in order to accomplish what they could not in life, but to mold the very essence of soul-stuff—both of willing souls and the remnants of spirits departed to their final rest—into tools to aid you in your constant quest. It is a narrow road you walk, shaping these souls, but you have earned their trust.

Manifester Path Features

Warding Spirit (11th level): You cannot be surprised. Also, once per encounter you and each ally can roll twice when making a Perception check to detect opponents; you or your allies can use whichever roll is most advantageous.

Warding Action (11th level): When you spend an action point to take an extra action, you also gain a +4 bonus to defenses until the start of your next turn.

Warding the Threshold (16th level): You gain resist 5 to radiant and necrotic damage.

FORGOTTEN HEROES

Manifester Harrowings

Vengeful Manifestation Manifester Attack II

The spirits that guide you form a ghostly weapon, and strike back at your assailant.

Encounter ♦ Death, Weapon

Free Action Close burst 5

Trigger: You are damaged by an attack.

Target: One enemy that damaged you within the burst

Attack: Charisma vs. Reflex

Hit: 2[W] + Charisma modifier damage.

Death Reaches All Manifester Utility I2

A trail of spirit-stuff follows behind each of your attacks, extending your range and instilling fear in your enemies.

Daily ♦ Death, Fear, Psychic

Free Action Personal

Effect: Until the end of the encounter, any weapon you wield gains the reach property, and your attacks deal additional psychic damage equal to your Wisdom modifier. If you are already wielding a reach weapon, your attacks instead deal additional psychic damage equal to your Constitution modifier + your Wisdom modifier.

Wall of Souls Manifester Attack 20

A virtual army of the dead form a bastion around you, warding you and your allies against harm.

Daily ♦ Conjuration, Death, Necrotic

Standard Action Area wall 10 within 10

Effect: You conjure a wall of contiguous squares filled with loyal souls. The wall can be up to 10 squares long and up to 3 squares high.

Any enemy that starts its turn adjacent to the wall takes 2d8 + Charisma modifier necrotic damage. The wall prevents movement, and provides concealment and cover to you and your allies.

Special: A creature can attack one square of the wall using one of its powers. Each square of the wall has 30 hit points. Any creature that makes a melee attack against the wall takes 1d8 necrotic damage. If the wall is not destroyed, it dissipates after 10 minutes.

SOUL TAKER

"In this world as in the next, your souls owe me allegiance, and my weapon will compel their service whether or not you accept this truth."

Prerequisite: Spiritsworn class

Your connection to the spirit world grants you command over spirits even before they pass beyond death's veil. Your advancement along the path of the spiritsworn has shown you how to make your weapon a trap for souls. When you strike an enemy, you can draw out a portion of their spirit, both making them weaker and empowering your weapon. When you choose this path, you become part of an ancestral hierarchy, entitled to seize souls in order to fulfill your responsibilities to those above and below you.

Soul Taker Path Features

Soul Taker's Action (11th level): When you spend an action point to take an extra action, if you use that action to make a weapon attack that hits, the first target you hit takes a -2 penalty to attack rolls and you gain a +2 bonus to damage rolls with this weapon until the end of your next turn.

Spiritual Pull (11th level): When you damage a creature with your pull of the next world, that target is dazed until the end of your next turn. In addition, you gain a +1 bonus to attack rolls with the weapon you used to damage the target until the end of your next turn.

Seize Power (16th level): Once per day, when you score a critical hit with a weapon attack, you regain the use of an encounter power you've already used in the encounter, and the target of your critical hit can use only at-will powers until the start of your next turn.

Soul Taker Harrowings

Capture Quickness Soul Taker Attack II

After your strike, your enemy becomes dull-eyed and sluggish, while your weapon flashes forth with an uncanny responsiveness.

Encounter ♦ Death, Psychic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. Will

Hit: 2[W] + Charisma modifier psychic damage, and the target can't shift or make opportunity attacks until the end of your next turn. You gain a +2 bonus to opportunity attack rolls until the start of your next turn.

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Vital Pull

Soul Taker Utility 12

Your spirits draw your enemy's body towards you, and your weapon siphons some of his spirit's vitality.

Daily ♦ Death, Healing

Free Action

Melee weapon

Trigger: You damage an enemy with pull of the next world

Effect: You regain a number of hit points equal to the damage dealt to the target of your pull of the next world.

Trap the Soul

Soul Taker Attack 20

Your weapon pulses with power drawn from the bound soul of your enemy.

Daily ♦ Death, Psychic, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Charisma vs. Will

Hit: 2[W] + Charisma modifier psychic damage, and the target is stunned (save ends).

Miss: Half damage, and the target is dazed (save ends).

Effect: Your melee weapon attacks deal an extra 1d6 psychic damage, and you score a critical hit with your melee weapon attacks on a roll of 18-20. This effect ends when the target successfully saves, or is dropped to 0 hit points or lower.

Aftereffect: Your melee weapon attacks gain a power bonus to damage equal to your Constitution modifier until the end of the encounter.



EPIC DESTINIES

ANGEL OF DEATH

*Your time in this world has come to an end.
Give up your life and come peacefully.*

Prerequisite: 21st level, Death power source

You have always taken your work very seriously. You were an apt pupil, hard working warrior, or devout warden. Now, you have a greater calling. You have learned that some people need to die. The universe has dictated that these individuals are no longer needed; and who are you to deny the universe? You take your role as the angel of death as seriously as anything else in your life before. You receive your notice from death in any number of ways – death's hand is found everywhere. And when you see Death's imprint on a creature, you make it your business to see to that creature's end. It is not out of hatred of that creature or any inherent flaw in that creature's life. It is simply out of necessity to follow the wishes of the greatest force in the universe: Death.

Immortality

As long as Death needs creatures slain, you will continue to serve. And when there are no further creatures whose lives must end, you will rejoice, for Death's purpose will have been carried out. It seems unlikely, however, that the world will ever lack for scoundrels, wastrels, malevolent forces, and others whose candles must be snuffed. For this reason, it is unlikely that you will be expunged from the record of the world anytime soon.

Angel Of Death Features

Death's Mark (21st level): You can spend a minor action to establish a mark: a person who Death thinks must be destroyed. When making skill and ability checks related to this mark or in pursuit of the mark, you receive a +5 bonus. You also receive a +3 bonus on attack rolls and damage rolls against your mark. You can sense the direction and approximate distance of your mark, as long as your mark is on the same plane of existence as you are.

Tireless Seer of Death (24th level): You gain a +2 bonus to your Constitution and Wisdom scores.

Scales of Justice (30th level): Once per day, when an attack would reduce you to 0 or fewer hit points, and while you are in pursuit of your mark, you can negate the damage from the attack.

Angel Of Death Power

Wings of Death

Angel of Death Utility 26

You grow feathered angelic wings that allow you to fly. You also gain special insight into the creature you are searching for.

Daily ♦ Death, Polymorph

Minor Action

Personal

Effect: You gain a fly speed of 10 until the end of the encounter or for one hour. During this period, you also sense your mark's hit point total, maximum hit points, and any conditions it is suffering from.

Special: You must be in pursuit of your mark to use this ability.



DEMLICH

*Mortal trappings hold little reward for you.
Still, death does not appeal, either, so better to walk
the line between them and hold mastery over both.*

Prerequisite: 21st level, Death power source

You have long been fascinated with death. Although you have flirted with undeath for years, you have finally gained the power necessary to bestow a measure of that untold power upon yourself. Each day that you “live” and “die,” a greater portion of unlife seeps into your form, granting you ever greater influence and control over that most powerful and universal of forces.

Each demilich comes to the path in a different way. Yours might simply be a morbid curiosity, a need for power, or a true loathing for life. Regardless of your reasoning and motivation—few would listen if you told them, anyway—there is no question that, in matters of undeath, you are a master without rival.

Eternal Life Through Unlife

Your continued pursuit of power over the threshold of life and death has already given you a measure of immortality; your aging has all but ceased, and while you might suffer the occasional illness or other malady, you recognize that these are but sufferings of the flesh, and will pass when your body does.

The completion of your final quest will mean the culmination of your search for true eternal life in the mortal sphere. Having achieved perfect power over your own life and death, you might lose that power over others, or you might grow into a force so great and terrible as to enforce your will over legions of the dead and nations of the living. Only time, and the choices that you make over those interminable years, will tell.

Demilich Features

Delightful Dirge (21st level): Whenever a creature within 5 squares of you is reduced to 0 hit points or lower, you regain a number of hit points equal to twice the highest of your Charisma, Intelligence and Wisdom modifiers.

Soul Phylactery (24th level): Once per day, when you die, you can detach your spirit from your body just before death, investing it into a physical vessel known as a phylactery. While contained in the phylactery, all effects and conditions currently affecting you end, you heal to maximum hit points and gain resist 20 to all attacks. You can use at-will and encounter harrowings, but you can't use any daily harrowings, nor can you use any magic item powers or powers with the weapon keyword. You can't walk, run, shift, or crawl, but powers that allow you to fly or teleport, or which push, pull or slide you, work normally. If you are reduced to 0 hit points or lower while in your phylactery, you are dead.

After a short rest, you can rejoin your body if it is within 10 squares. If your body is unavailable or has been destroyed, you can instead choose to inhabit the nearest dead body within 10 squares at the end of your short rest. If you inhabit a body that is not your own, the body changes shape to match your original appearance after your next extended rest. You do not gain any of the qualities or statistics of the new body. If your body is unavailable, and you choose not to inhabit another body, you can reform your own body after an extended rest.

Reentering a physical body takes a hefty toll on the flesh you inhabit. Each time you enter a body after being within your phylactery, it decomposes slightly, creating a horrid and unwelcoming appearance. This has no effect on your statistics, but may be unsettling to onlookers.

Mastery Over Death (30th level): Choose any one daily attack power with the death power source. You can now use this harrowing once per day in addition to your other daily powers.

Demilich Power

Morbid Rejuvenation Demilich Utility 26

Your body is only so much dead matter. Let the power of death restore it.

Daily ♦ Death, Healing

Minor Action

Personal

Effect: You, automatically save against any three effects currently affecting you that can be ended by a save, and you regain hit points as if you had spent two healing surges.

FEATS

HEROIC TIER

Any feat in the following section is available to a character of any level who meets the prerequisites. Except for multiclass feats, heroic tier feats are the only feats you can take if you are 10th level or lower.

Artisan

Prerequisite: Intelligence 13

Benefit: You are able to learn and perform Crafts of your level or lower.

Attuned Proficiency [Deathwarden]

Prerequisite: Deathwarden, Shield Attunement class feature, Wis 15

Benefit: While you are attuned to a light shield, you gain Shield Proficiency (Light). While you are attuned to a heavy shield, you gain Shield Proficiency (Heavy).

Death Unbound [Harness Death]

Prerequisite: Harness Death class feature

Benefit: You can invoke the power of the dead to use *death unbound*.

Death Unbound Feat Power

Your attack sucks some of the life force out of your foe, and you absorb it into your flesh.

Encounter ♦ Death Immediate Reaction Personal

Trigger: You cause a target to become bloodied or reduce a target to 0 or fewer hit points.

Effect: You gain 1d8 + Intelligence modifier temporary hit points.

Heroic Tier Feats

| Name | Prerequisite | Description |
|---------------------|--|---|
| Artisan | Int 13 | You may learn Crafts (see Rituals chapter, page 97) |
| Attuned Proficiency | Wis 15, Shield Attunement, Deathwarden | Gain proficiency with attuned shield |
| Death Unbound | Harness Death | Gain temp hp when you kill or bloody a foe |
| Light of Heaven | Harness Death | You gain the Light of Heaven feat power |
| Master of Undeath | Necromancer | Creatures created by necromancer powers with the conjuration keyword gain a +1 feat bonus to all damage rolls |
| Scythe Adept | Spiritsworn | Proficiency bonus of the scythe is +3 and you gain a +1 feat bonus to melee damage rolls against adjacent targets |
| Shield Critical | Deathwarden | Implement powers' critical hit dice become d8 |
| Studied Hamper | Assassin | Spend 1 study point and the target is slowed until the end of your next turn |
| Studied Hamstring | Assassin, Str 18 | Spend 2 study points to knock the target prone and slowed until the end of your next turn |
| Studied Shock | Assassin, Int 18 | Spend 2 study points and the target is dazed until the end of your next turn |
| Studied Trip | Assassin | Spend 1 study point to knock a target prone |

SCYTHE & SHROUD

Light Of Heaven [Harness Death]

Prerequisite: Harness Death class feature

Benefit: You can invoke the power of the dead to use *light of heaven*.

| | |
|------------------------|-------------------|
| Light of Heaven | Feat Power |
|------------------------|-------------------|

For a brief moment, the clamor of battle ceases, and a glimpse of divine reward is offered to all.

Encounter ♦ Death, Radiant

| | |
|------------------------|---|
| Standard Action | Close burst 1 (3 at 11th level, 5 at 21st level) |
|------------------------|---|

Target: Each enemy in burst

Attack: Wisdom +2 vs. Will

Increase to +4 at 11th level and +6 at 21st level.

Hit: 1d6 + Charisma modifier radiant damage, and the target is dazed until the end of your next turn. Increase damage to 2d6 at 5th level, 3d6 at 11th, 4d6 at 15th, 5d6 at 21st, and 6d6 at 25th.

Special: You must take the Light of Heaven feat to use this power.

Master Of Undeath [Necromancer]

Prerequisite: Necromancer

Benefit: You gain a +1 feat bonus to damage rolls when using necromancer and necromancer paragon path powers that have the conjuration keyword. At 11th level, this bonus increases to +2. At 21st level, it increases to +3.

Scythe Adept [Spiritsworn]

Prerequisite: Spiritsworn

Benefit: While you are wielding a scythe, its proficiency bonus is +3. This replaces its normal proficiency bonus. In addition, you gain a +1 feat bonus to damage rolls with the scythe against adjacent targets.

Shield Critical [Deathwarden]

Prerequisite: Deathwarden

Benefit: The extra damage dice you gain when you score a critical hit using your attuned magic shield increase from d6s to d8s.

Studied Hamper [Assassin]

Prerequisite: Assassin

Benefit: When you hit a target that you possess study points against, you may spend 2 study points to slow that target until the end of your next turn.

Studied Hamstring [Assassin]

Prerequisite: Assassin, Str 15

Benefit: When you hit a target that you possess study points against, you may spend 2 study points to knock that target prone and slow them until the end of your next turn.

Studied Shock [Assassin]

Prerequisite: Assassin, Int 18

Benefit: When you hit a target that you possess study points against, you may spend 2 study points to daze that target until the end of your next turn.

Studied Trip [Assassin]

Prerequisite: Assassin

Benefit: When you hit a target that you possess study points against, you may spend 1 study point to knock that target prone.

PARAGON TIER

Any feat in the following section is available to a character of 11th level or higher who meets the prerequisites.

Deadly Burst [Necromancer]

Prerequisite: Necromancer

Benefit: When you reduce an opponent to 0 or fewer hit points, each enemy adjacent to the fallen foe takes a -2 penalty on all defenses until the end of your next turn.

Death Released [Harness Death]

Prerequisite: Harness Death class feature

Benefit: You can invoke the power of the dead to use death released

| | |
|-----------------------|-------------------|
| Death Releases | Feat Power |
|-----------------------|-------------------|

When you destroy your foe, you can release some of your own wounds into the shadows.

Encounter ♦ Death, Healing

Immediate Reaction Personal

Trigger: You cause a target to become bloodied or reduce a target to 0 or fewer hit points.

Effect: You can spend a healing surge.

Defensive Attunement [Deathwarden]

Prerequisite: Con 15, Deathwarden, Shield Attunement class feature, Shield Proficiency (Heavy or Light)

Benefit: You gain a +1 feat bonus to AC and Reflex when using an attuned shield with which you are proficient.

FORGOTTEN HEROES

Paragon Tier Feats

| Name | Prerequisite | Description |
|-------------------------|--|---|
| Deadly Burst | Necromancer | Enemies take -2 penalty to all defenses when adjacent to an enemy you have dropped |
| Death Released | Harness Death | Spend a healing surge when you kill or bloody foe |
| Defensive Attunement | Deathwarden, Shield Attunement, Shield Proficiency, Con 15 | +1 feat bonus to AC and Reflex with attuned shield |
| Improved Death Mask | Necromancer, Death Mask | Bonuses to Death Mask feature |
| Improved Scythe Mastery | Necromancer, Scythe Mastery | Bonuses to Scythe Mastery feature |
| Master's Pull | Spiritsworn, Pull of the Next World, Cha 17 | Pull 1 + Charisma modifier with Pull of the Next World |
| Reaper's Scythe | Cha 17, Con 13 | Scythe is high crit |
| Second Death Implement | Necromancer | Gain mastery with second Death implement |
| Studied Eye Slice | Assassin | Spend 3 study points and the target is blinded until the end of your next turn |
| Studied Envenom | Assassin, Int 19 | Spend 2 study point and the target is gains ongoing poison equal to your Intelligence modifier |
| Studied Garrote | Assassin, Dex 20 | Spend 3 study points and target takes ongoing damage 5 |
| Studied Grab | Assassin, Str 19 | Spend 3 study points, and after your attack resolves, the target is grabbed. The target must be adjacent to you |
| Studied Stop | Assassin, Str 19 | Spend 2 study points and the target is immobilized until the end of your next turn |
| Warding Reach | Int 15 | Provide benefit to an ally 2 squares further away than usual |
| Wide Open Defense | | +1 AC and Reflex when not adjacent to a wall or difficult terrain |

Improved Death Mask [Necromancer]

Prerequisite: Death Mask Implement Mastery class feature, Necromancer

Benefit: When you use your Death Mask Implement Mastery class feature to extend the duration of a harrowing, the harrowing lasts an additional turn. When you use it to make an Intimidate check as a minor action, you gain a bonus on the Intimidate check equal to your implement bonus.

Improved Scythe Mastery [Necromancer]

Prerequisite: Necromancer, Scythe Implement Mastery class feature

Benefit: When you use your Scythe Implement Mastery class feature to reroll an attack roll, you reroll using your Intelligence modifier instead of your Strength modifier. When you use it to pull a creature, add your Strength modifier to the number of squares pulled.

SCYTHE & SHROUD

Epic Tier Feats

| Name | Prerequisite | Description |
|----------------------|-----------------------------|---|
| Ready Stride | Wis 21 | Move before providing a benefit to an ally if you didn't move on your turn |
| Scythe Mastery | Cha 19 | Critical hit with scythe melee attack roll of 19 or 20 |
| Studied Benumb | Assassin, Dex 22 | Spend 5 study points and the target is stunned until the end of your next turn |
| Studied Cripple | Assassin, Str 22 | Spend 4 study points and the target is weakened until the end of your next turn |
| Studied Escape | Assassin, Dex 21 | Spend 1 study points and you shift half your speed before or after attack as a free action |
| Studied Infection | Assassin, Int 22 | Spend 3 study point and the target gains ongoing poison damage equal to 5 + your Int modifier |
| Vitality of the Dead | Spiritsworn, Cha 19, Con 17 | Once per encounter, you can take a standard action before dying |

Multiclass Tier Feats

| Name | Prerequisite | Description |
|-------------------------|------------------------------------|--|
| Student of Death | Dex 13 | Assassin: Stealth skill, Death Study: 1 target per encounter |
| Conciliator of Death | Wis 13 and either Con 13 or Int 13 | Deathwarden: skill training, <i>warden's intervention</i> 1/encounter, Shield Attunement |
| Death's Intercessionary | Wis 13 | Deathwarden: Perception skill, <i>warden's plea</i> 1/day, Shield Attunement |
| Ancestral Disciple | Cha 13 | Spiritsworn: skill training, <i>hands of the dead</i> and <i>pull of the next world</i> , each 1/day |

Master's Pull [Spiritsworn]

Prerequisite: Cha 17, Pull of the Next World class feature, Spiritsworn

Benefit: Whenever you successfully use your Pull of the Next World class feature to pull a target, instead of pulling the target 5 squares you can pull the target a number of squares equal to 5 + your Charisma modifier.

Reaper's Scythe

Prerequisite: Cha 17, Con 13

Benefit: When you wield a scythe, it has the high crit weapon property.

Second Death Implement [Necromancer]

Prerequisite: Necromancer, Death Implement Mastery class feature

Benefit: You gain a second Death Implement Mastery class feature.

FORGOTTEN HEROES

Studied Eye Slice [Assassin]

Prerequisite: Assassin, Str 15

Benefit: When you hit a target that you possess study points against, you may spend 2 study points to blind that target until the end of your next turn.

Studied Envenom [Assassin]

Prerequisite: Assassin, Int 17

Benefit: When you hit a target that you possess study points against, you may spend 1 study point to deal ongoing poison damage equal to your Intelligence modifier (save ends) to that target.

Studied Garrote [Assassin]

Prerequisite: Assassin, Dex 20

Benefit: When you hit a target that you possess study points against, you may spend 2 study points to deal ongoing 5 damage (save ends) to that target.

Studied Grab [Assassin]

Prerequisite: Assassin, Str 18

Benefit: When you hit a target that is adjacent to you and that you possess study points against, you may spend 2 study points to grab the target.

Studied Stop [Assassin]

Prerequisite: Assassin, Str 18

Benefit: When you hit a target that you possess study points against, you may spend 2 study points to immobilize that target until the end of your next turn.

Warding Reach

Prerequisite: Int 15

Benefit: Whenever one of your powers or class features provides a benefit to an ally within a specified number of squares, you can treat one ally you can see as if that ally were two squares closer to you for the purpose of providing the benefit from your power or class feature.

Wide Open Defense

Benefit: Whenever each square adjacent to you does not contain a wall or difficult terrain, you gain a +1 bonus to AC and Reflex.

EPIC TIER

Any feat in the following section is available to a character of 21st level or higher who meets the prerequisites.

Ready Stride

Prerequisite: Wis 17

Benefit: If you do not take a move action during your turn, until the start of your next turn you can take a move action as a free action prior to using any of your powers or class features that provide a benefit to your allies.

Scythe Mastery

Prerequisite: Cha 19

Benefit: When you make a melee weapon attack with a scythe, you can score a critical hit on a natural roll of 19 or 20.

Studied Benumb [Assassin]

Prerequisite: Assassin, Dex 22

Benefit: When you hit a target that you possess study points against, you may spend 4 study points to stun that target until the end of your next turn.

Studied Cripple [Assassin]

Prerequisite: Assassin, Str 21

Benefit: When you hit a target that you possess study points against, you may spend 3 study points to weaken that target until the end of your next turn.

Studied Escape [Assassin]

Prerequisite: Assassin, Dex 21

Benefit: When you hit a target that you possess study points against, after your attack you may spend 1 study point to shift a number of squares equal to half your speed as a free action.

Studied Infection [Assassin]

Prerequisite: Assassin, Int 21

Benefit: When you hit a target that you possess study points against, you may spend 2 and the target takes ongoing poison damage equal to 5 + your Intelligence modifier (save ends).

Vitality Of The Dead

Prerequisite: Cha 19, Con 17

Benefit: Once per encounter when you are reduced to 0 hit points or lower, you can make a standard action as a free action before you fall unconscious and are dying.

MULTICLASS FEATS

These feats follow the rules outlined in the PHB for multiclassing.

Ancestral Disciple [Spiritsworn Multiclass]

Prerequisite: Cha 13

Benefit: You gain training in one skill from the spiritsworn's class list.

You can use the spiritsworn's *hands of the dead* and *pull of the next world* powers each once per day.

Conciliator Of Death [Deathwarden Multiclass]

Prerequisite: Wis 13 and either Con 13 or Int 13

Benefit: You gain training in one skill from the deathwarden's class list.

Choose either Channeling Intervention or Portal Intervention. Once per encounter, you can use your chosen benefit of the deathwarden's Warden's Intervention class feature.

In addition, you gain the deathwarden's Shield Attunement class feature.

Death's Intercessionary [Deathwarden Multiclass]

Prerequisite: Wis 13

Benefit: You gain training in the Perception skill.

Once per day, you can use the deathwarden's *warden's plea* power.

In addition, you gain the deathwarden's Shield Attunement class feature.

Scholar Of Death [Necromancer Multiclass]

Prerequisite: Int 13

Benefit: You gain training in the Arcana or Religion skill.

Choose a 1st-level necromancer at-will power. You can use that power once per encounter.

In addition, you can use a death mask or a scythe as an implement when using a necromancer power or a necromancer paragon path power.

Student Of Death [Assassin Multiclass]

Prerequisite: Dex 13

Benefit: You gain training in the Stealth skill.

Once per encounter, you can use the assassin's Death Study feature, gaining study points against one target when you hit with any one of your attacks.

MAGIC ITEMS

Death Masks

A death mask is a facemask worn by necromancers to channel their powers. It can be any sort of mask from a full-face mask to a masquerade mask, and can be enchanted to enhance your Death powers. Unlike other implements, a Death mask is not used in your hands, thus you can wield other items in your hands, such as a two-handed weapon or a torch. A Death Mask takes up the head magic item slot.

Death Mask of Dark Majesty (+2 to +6) Level 10+

Purple radiance erupted from the necromancer's mask, illuminating all around him in radiant darkness.

Price:

Lvl 10 +2 5,000 gp **Lvl 25** +5 625,000 gp
Lvl 15 +3 25,000 gp **Lvl 30** +6 3,125,000 gp
Lvl 20 +4 125,000 gp
 Implement (Death Mask)

Enhancement: Attack rolls and damage rolls

Critical Hit: +1d6 necrotic damage per plus

Power (Daily): Minor action. You gain an aura 3 until the end of your next turn. The aura is filled with darkness and is considered difficult terrain. Allies are unaffected by the aura.

Level (15-20): The aura lasts an additional turn.

Level (25-30): The aura lasts two additional turns.

Death Mask of Fear (+1 to +6) Level 4+

The only thing to fear is me!

Price:

Lvl 4 +1 840 gp **Lvl 19** +4 105,000 gp
Lvl 9 +2 4,200 gp **Lvl 24** +5 525,000 gp
Lvl 14 +3 21,000 gp **Lvl 29** +6 2,625,000 gp
 Implement (Death Mask)

Enhancement: Attack rolls and damage rolls

Critical Hit: +1d6 psychic damage per plus

Property: You gain an item bonus on Intimidate checks equal to the implement bonus of the item.

Power (Daily): Free action. Reroll a failed attack with the fear keyword.

| Lvl | Name | GP |
|-----|----------------------------------|-----------|
| 3 | Death Mask of Glaring Eyes +1 | 680 |
| 4 | Death Mask of Fear +1 | 840 |
| 8 | Death Mask of Glaring Eyes +2 | 3,400 |
| 9 | Death Mask of Fear +2 | 4,200 |
| 10 | Death Mask of Dark Majesty +2 | 5,000 |
| 13 | Death Mask of Glaring Eyes +3 | 17,000 |
| 14 | Death Mask of Fear +3 | 21,000 |
| 15 | Death Mask of Dark Majesty +3 | 25,000 |
| 18 | Death Mask of Glaring Eyes +4 | 85,000 |
| 19 | Death Mask of the Morbid Seer +4 | 105,000 |
| 19 | Death Mask of Fear +4 | 105,000 |
| 20 | Death Mask of Dark Majesty +4 | 125,000 |
| 23 | Death Mask of Glaring Eyes +5 | 425,000 |
| 24 | Death Mask of Fear +5 | 525,000 |
| 24 | Skeletal Death Mask +5 | 525,000 |
| 24 | Death Mask of the Morbid Seer +5 | 525,000 |
| 25 | Death Mask of Dark Majesty +5 | 625,000 |
| 28 | Death Mask of Glaring Eyes +6 | 2,125,000 |
| 29 | Death Mask of Fear +6 | 2,625,000 |
| 29 | Death Mask of the Morbid Seer +6 | 2,625,000 |
| 29 | Skeletal Death Mask +6 | 2,625,000 |
| 30 | Death Mask of Dark Majesty +6 | 3,125,000 |

SCYTHE & SHROUD

Death Mask of Glaring Eyes (+1 to +6)

Level 3+

No one dares strike me from behind. The eyes of Thanatos are watching.

Price:

Lvl 3 +1 680 gp **Lvl 18** +4 85,000 gp
Lvl 8 +2 3,400 gp **Lvl 23** +5 425,000 gp
Lvl 13 +3 17,000 gp **Lvl 28** +6 2,125,000 gp

Implement (Death Mask)

Enhancement: Attack rolls and damage rolls

Critical Hit: +1d6 psychic damage per plus

Property: An opponent that damages you with an opportunity attack takes damage equal to the implement bonus of the item.

Death Mask of the Morbid Seer (+4 to +6)

Level 19+

Your mask acts as a portal to the spirit world, granting you special visionary power.

Price:

Lvl 19 +4 105,000 gp **Lvl 29** +6 2,625,000 gp
Lvl 24 +5 525,000 gp

Implement (Death Mask)

Enhancement: Attack rolls and damage rolls

Critical Hit: +1d8 necrotic damage per plus

Power (Daily): Minor action. You gain true sight and darkvision until the end of the encounter.

Skeletal Death Mask (+5 to +6) Level 24+

The skeletal mask pulses in time with the choir of the rising dead.

Price:

Lvl 24 +5 525,000 gp **Lvl 29** +6 2,625,000 gp

Implement (Death Mask)

Enhancement: Attack rolls and damage rolls

Critical Hit: +1d8 necrotic damage per plus

Power (Encounter): Immediate Interrupt. Negate a successful attack against a creature you have conjured or dominated.



Poisons

Poisons are alchemical or magical compounds that attack the body or the mind when introduced into the bloodstream. All poisons are consumable items that can be applied to any weapon with a standard action. Once applied, the poison is consumed and can't be applied again.

Greenscale Dart Tip

Level 5 Poison

Lizardfolk dip their darts in this red sticky venom before going to war.

Poison 250 gp

Attack: +8 vs. Fortitude; ongoing 5 poison and slowed (save ends both).

Aftersideffect: The target is slowed (save ends).

Quickling Serum

Level 10 Poison

Used by natives of the Feywild for thousands of years, this compound increases bodily functions uncontrollably resulting in paranoid and jerky movement.

Poison 1,250 gp

Attack: +13 vs. Fortitude; the target takes a -4 penalty to attack rolls and gains +2 bonus to its Reflex defense (save ends both).

Gruumsh Blood

Level 15 Poison

This foul-smelling green liquid is used by orc priests in sacrificial religious ceremonies to numb their offerings.

Poison 6250 gp

Attack: +18 vs. Fortitude; ongoing 5 poison and dazed (save ends both).

Aftersideeffect: The target is dazed (save ends).

Essence of Fire

Level 20 Poison

When this colorless, tasteless gel mixes with blood, it feels as if molten lava is running through the victim's veins.

Poison 31,250 gp

Attack: +23 vs. Fortitude; ongoing 15 poison and fire (save ends both).

Slaad Excretion

Level 20 Poison

The name is misleading, as this reddish green paste is created by grinding several abyssal mushroom varieties together.

Poison 31,250 gp

Attack: +23 vs. Fortitude; ongoing 10 poison and the target is weakened (save ends both).

FORGOTTEN HEROES

Calimanthis

Level 25 Poison

A lethal dose of this mind-affecting recreational drug can cause seizures and paralysis.

Poison 156,250 gp

Attack: +28 vs. Will; the target is stunned (save ends)
Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

Treant Sap

Level 25 Poison

This green honey-like substance flows better if it is heated and kills fast when it is introduced.

Poison 156,250 gp

Attack: +28 vs. Fortitude; ongoing 15 poison and the target takes a -4 penalty to all defenses (save ends both).

Lichstuff

Level 30 Poison

Thought to be composed of the remains of undead warlords, this white powder is almost as legendary as its source.

Poison 781,250 gp

Attack: +33 vs. Fortitude; ongoing 15 necrotic (save ends)

First failed save: The target loses a healing surge.

Second failed save: The target loses 2 healing surges.

Third failed save: The target is weakened.

Special: If the target drops below 0 hp before saving against this poison, there is a chance, at the DM's discretion, that the creature will rise again with an undead template such as Mummy Champion or Lich (see the *D&D 4E Dungeon Master's Guide*).

Magic Shields as Implements

A deathwarden that has attuned a magic shield gains an enhancement bonus to attack rolls and damage rolls with powers that have the implement keyword. When you score a critical hit with an attack that is delivered through your attuned shield, you gain a number of extra d6 of damage equal to its enhancement bonus. This enhancement bonus is determined by the level of the attuned magic shield:

| | | | |
|------------------|----|------------------|----|
| Lvl 1-5 | +1 | Lvl 16-20 | +4 |
| Lvl 6-10 | +2 | Lvl 21-25 | +5 |
| Lvl 11-15 | +3 | Lvl 26-30 | +6 |

Magic Shield

Level 1+

The subtle enchantments limning the borders of this shield serve only to enhance its utility as an implement.

Price:

| | | | | | |
|---------------|----|-----------|---------------|----|--------------|
| Lvl 1 | +1 | 360 gp | Lvl 16 | +4 | 85,000 gp |
| Lvl 6 | +2 | 3,400 gp | Lvl 21 | +5 | 425,000 gp |
| Lvl 11 | +3 | 17,000 gp | Lvl 26 | +6 | 2,125,000 gp |

Item Slot: Arms

Enhancement: Attack rolls and damage rolls when used as an implement

Critical: 1d6 per plus when used as an implement

Razor Shield

Level 4+

The edges of this shield have been honed to a lethal sharpness.

Price:

| | | | | | |
|---------------|----|-----------|---------------|----|--------------|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

Item Slot: Arms

Property: This shield can be used as a simple one-handed melee weapon in the heavy blade group. It has a proficiency bonus of +2, 1d4 damage, and the off-hand and heavy thrown weapon properties. At the start of your turn, you must choose whether you are using this shield for defense or as a weapon. If you use it as a weapon, you lose your shield bonus to AC and Reflex until the start of your next turn.

Enhancement: Attack rolls and damage rolls when used as a weapon

Critical: 1d6 per plus when used as a weapon

Power (Daily): Immediate Reaction. Use this power when an enemy adjacent to you shifts away from you. You can throw this shield at that enemy as a ranged basic attack.

Shields

All shields are defensive armaments, worn strapped to the arm and used to ward off blows. Some magic shields can be used for offense as well as defense, and deathwardens can also attune any shield and use it as their instrument to channel their influence over the powers of death.

Kite Shield

Level 2+

This convex shield has rounded edges and a thick studded rim.

Price:

| | | | |
|---------------|-----------|---------------|--------------|
| Lvl 2 | 520 gp | Lvl 17 | 65,000 gp |
| Lvl 7 | 2,600 gp | Lvl 22 | 325,000 gp |
| Lvl 12 | 13,000 gp | Lvl 27 | 1,625,000 gp |

Item Slot: Arms

Power (Daily): Minor Action. You can push an adjacent enemy one square.

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| Lvl | Name | GP |
|-----|------------------|-----------|
| 1 | Magic Shield +1 | 360 |
| 2 | Kite Shield +1 | 520 |
| 3 | Tower Shield +1 | 680 |
| 4 | Razor Shield +1 | 840 |
| 4 | Spiked Shield +1 | 840 |
| 6 | Magic Shield +2 | 1,800 |
| 7 | Kite Shield +2 | 2,600 |
| 8 | Tower Shield +2 | 3,400 |
| 9 | Razor Shield +2 | 4,200 |
| 9 | Spiked Shield +2 | 4,200 |
| 11 | Magic Shield +3 | 9,000 |
| 12 | Kite Shield +3 | 13,000 |
| 13 | Tower Shield +3 | 17,000 |
| 13 | Target Shield +3 | 17,000 |
| 14 | Razor Shield +3 | 21,000 |
| 14 | Spiked Shield +3 | 21,000 |
| 16 | Magic Shield +4 | 45,000 |
| 17 | Kite Shield +4 | 65,000 |
| 18 | Tower Shield +4 | 85,000 |
| 18 | Target Shield +4 | 85,000 |
| 19 | Razor Shield +4 | 105,000 |
| 19 | Spiked Shield +4 | 105,000 |
| 21 | Magic Shield +5 | 225,000 |
| 22 | Kite Shield +5 | 325,000 |
| 23 | Tower Shield +5 | 425,000 |
| 23 | Target Shield +5 | 425,000 |
| 24 | Razor Shield +5 | 525,000 |
| 24 | Spiked Shield +5 | 525,000 |
| 26 | Magic Shield +6 | 1,125,000 |
| 27 | Kite Shield +6 | 1,625,000 |
| 28 | Tower Shield +6 | 2,125,000 |
| 28 | Target Shield +6 | 2,125,000 |
| 29 | Razor Shield +6 | 2,625,000 |
| 29 | Spiked Shield +6 | 2,625,000 |

Spiked Shield

Level 4+

The dagger-length spikes on this shield make it a credible threat.

Price:

Lvl 4 +1 840 gp **Lvl 19** +4 105,000 gp
Lvl 9 +2 4,200 gp **Lvl 24** +5 525,000 gp
Lvl 14 +3 21,000 gp **Lvl 29** +6 2,625,000 gp

Item Slot: Arms

Property: This shield can be used as a simple one-handed melee weapon in the heavy blade group. It has a proficiency bonus of +3, 1d4 damage, and the off-hand weapon property. At the start of your turn, you must choose whether you are using this shield for defense or as a weapon. If you use it as a weapon, you lose your shield bonus to AC and Reflex until the start of your next turn.

Enhancement: Attack rolls and damage rolls when used as a weapon

Critical: 1d6 per plus when used as a weapon

Power (Daily): Free Action. Use this power when you hit with a weapon in your other hand. You can make a basic melee attack with this shield against the target you just hit.

Tower Shield

Level 3+

A properly sized tower shield is tall enough for its wielder to disappear behind if they duck their head and bend their knees.

Price:

Lvl 3 +1 520 gp **Lvl 18** +4 65,000 gp
Lvl 8 +2 2,600 gp **Lvl 23** +5 325,000 gp
Lvl 13 +3 13,000 gp **Lvl 28** +6 1,625,000 gp

Item Slot: Arms

Property: When you take the total defense action, you gain a +2 item bonus to AC and Reflex until the start of your next turn.

Power (Daily + Healing): Free Action. Use this power when you take the total defense action. You can spend a healing surge and make a saving throw against any one condition affecting you.

Target Shield

Level 13+

This circular shield has a metal shield boss inscribed with runes at its center.

Price:

Lvl 13 +3 17,000 gp **Lvl 23** +5 425,000 gp
Lvl 18 +4 85,000 gp **Lvl 28** +6 2,125,000 gp

Item Slot: Arms

Property: When you use this shield as your implement with a close blast power, you can omit the square at the center of the blast from the power's area of effect.

Power (Daily): Free Action. Use this power when

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you use this shield as your implement with a close or area power. You can omit any one square from the power's area of effect.

Weapons

These weapon properties can be applied to variety of weapons.

Barbed Weapon (+3 to +6) Level 14+

This weapon's blade is covered with tiny tooth-like points that rend flesh easily.

Price:

Lvl 14 +3 21,000 gp **Lvl 24** +5 525,000 gp
Lvl 19 +4 105,000 gp **Lvl 29** +6 2,625,000 gp

Weapon: Axe, Heavy Blade

Enhancement: Attack rolls and damage rolls

Critical: 1d8 per plus

Property: Critical hits scored with this weapon deal 5 ongoing damage (save ends).

Deathgod Cursed Weapon (+1 to +6) Level 4+

The armies of the Eternal Kingdom equipped their shock troops with these weapons to lead the vanguard.

Price:

Lvl 4 +1 840 gp **Lvl 19** +4 105,000 gp
Lvl 9 +2 4,200 gp **Lvl 24** +5 525,000 gp
Lvl 14 +3 21,000 gp **Lvl 29** +6 2,625,000 gp

Weapon: Axe, Heavy Blade, Light Blade

Enhancement: Attack rolls and damage rolls

Critical: 1d6 necrotic per plus

Power (Daily): Free Action. Activate this power when you charge. Your attacks this turn deal an extra 1d10 necrotic damage.

Recharge: Milestone

Gathering Scythe (+1 to +6) Level 4+

The blade of this scythe hooks inward, bringing your foes to you like so much wheat from the field.

Price:

Lvl 4 +1 840 gp **Lvl 19** +4 105,000 gp
Lvl 9 +2 4,200 gp **Lvl 24** +5 525,000 gp
Lvl 14 +3 21,000 gp **Lvl 29** +6 2,625,000 gp

Weapon: Heavy Blade (usually scythe)

Enhancement: Attack rolls and damage rolls

Critical: 1d8 per plus

Power (Daily): Free Action. You can use this power when you hit with an attack power that pushes, pulls or slides the target. Increase the distance you move the target by 1 square.

Level 14 or 19: Increase the distance you move the target by 2 squares.

Level 24 or 29: Increase the distance you move the target by 3 squares.

| Lvl | Name | GP |
|-----|---------------------------|-----------|
| 1 | Shadow Blade +1 | 360 |
| 2 | Studied Weapon +1 | 520 |
| 4 | Deathgod Cursed Weapon +1 | 840 |
| 4 | Reaping Scythe +1 | 840 |
| 6 | Shadow Blade +2 | 1,800 |
| 7 | Reaping Scythe +2 | 2,600 |
| 7 | Studied Weapon +2 | 2,600 |
| 9 | Deathgod Cursed Weapon +2 | 4,200 |
| 9 | Gathering Scythe +2 | 4,200 |
| 11 | Shadow Blade +3 | 17,000 |
| 12 | Reaping Scythe +3 | 13,000 |
| 12 | Studied Weapon +3 | 13,000 |
| 14 | Barbed Weapon +3 | 21,000 |
| 14 | Deathgod Cursed Weapon +3 | 21,000 |
| 14 | Gathering Scythe +3 | 21,000 |
| 14 | Spectral Scythe +3 | 21,000 |
| 16 | Shadow Blade +4 | 45,000 |
| 17 | Reaping Scythe +4 | 65,000 |
| 17 | Studied Weapon +4 | 65,000 |
| 19 | Barbed Weapon +4 | 105,000 |
| 19 | Deathgod Cursed Weapon +4 | 105,000 |
| 19 | Gathering Scythe +4 | 105,000 |
| 19 | Spectral Scythe +4 | 105,000 |
| 21 | Shadow Blade +5 | 225,000 |
| 22 | Reaping Scythe +5 | 325,000 |
| 22 | Studied Weapon +5 | 325,000 |
| 23 | Heaven's Scythe +5 | 425,000 |
| 24 | Barbed Weapon +5 | 525,000 |
| 24 | Deathgod Cursed Weapon +5 | 525,000 |
| 24 | Gathering Scythe +5 | 525,000 |
| 24 | Spectral Scythe +5 | 525,000 |
| 26 | Shadow Blade +6 | 1,125,000 |
| 27 | Reaping Scythe +6 | 1,625,000 |
| 27 | Studied Weapon +6 | 1,625,000 |
| 28 | Heaven's Scythe +6 | 2,125,000 |
| 29 | Barbed Weapon +6 | 2,625,000 |
| 29 | Deathgod Cursed Weapon +6 | 2,625,000 |
| 29 | Gathering Scythe +6 | 2,625,000 |
| 29 | Spectral Scythe +6 | 2,625,000 |

RITUALS

These rituals can be learned and performed as per the rules in the PHB.

Consecrate

You sprinkle holy water and silver dust, warding the area against the powers of Death.

Level: 19
Category: Warding
Time: 10 minutes
Duration: Special

Component Cost: 5000 gp
Market Price: 17,000 gp
Key Skill: Religion

This ritual wards an area against undead. Undead within the area have their vulnerability to radiant damage increased.

| Religion Check Result | Duration/Area/Increase in vulnerability |
|-----------------------|--|
| Less than 10 | No effect |
| 11-20 | 24 hours/5 x 5 squares/ +1 vulnerability |
| 21-30 | 1 week/10 x 10 squares/ +3 vulnerability |
| 31-40 | 1 month/20 x 20 squares/ +5 vulnerability |
| 41+ | 1 year/40 x 40 squares/ +10 vulnerability |

Create Undead

You commune with the restless spirit, binding it to the bones of the rotting troglodyte.

Level: 9
Category: Creation
Time: 1 hour
Duration: Instantaneous

Component Cost: Special
Market Price: 680 gp
Key Skill: Arcana or Religion

This ritual allows you to create an undead creature of your level or lower. You gain no special control over the undead creature, though its attitude towards you can be improved based on your check result. The cost of the ritual is equal to the experience value of the undead creature.

| Arcana/Religion Check Result | Initial Attitude |
|------------------------------|---------------------------------|
| Less than 10 | You cannot create the creature. |
| 11-20 | Hostile |
| 21-30 | Unfriendly |
| 31-40 | Peaceful |
| 41+ | Friendly |

The rules for crafting non-magical items such as armor or poisons can work just like rituals do now. First, you must possess the Artisan feat.

Artisan

Prerequisite: Intelligence 13

Benefit: You are able to learn and perform Crafts of your level or lower.

Then you must learn a Craft. Learning a craft works similar to acquiring and learning a ritual except there is no physical object that contains the Craft's secrets. You must instead learn a craft from an individual who has mastered it by spending time with the master equal to 1 hour per every 10gp of the Craft's cost. This time is not required to be contiguous, and the gp cost (for the master's time and any practice materials consumed) is only expended at the end of such training.

For the purposes of this book, we present one craft, Poisoner. This concept can be expanded to other non-magical crafts.

Poisoner

Level: 1
Category: Creation
Time: 1 hour
Duration: Permanent

Component Cost: 5000 gp
Market Price: 200 gp
Key Skill: Nature (no check)

You turn natural components into a poison of your level or lower. The craft's component cost is equal to the price of the poison you create. See page 93 for a list of new poisons.

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Desecrate

You sprinkle grave dust into the area, creating a zone of increased Death energy that is beneficial to undead creatures.

Level: 19 **Component Cost:** 5000 gp
Category: Warding **Market Price:** 17,000 gp
Time: 10 minutes **Key Skill:** Religion
Duration: Special

This ritual is used to bolster undead in the area. Undead within the area gain regeneration. If the undead creature is hit by a radiant effect, its regeneration is negated on its next turn.

| Religion Check Result | Duration/Area/Regeneration |
|-----------------------|---|
| Less than 10 | No effect |
| 11-20 | 24 hours/5 x 5 squares/ regeneration 1 |
| 21-30 | 1 week/10 x 10 squares/ regeneration 3 |
| 31-40 | 1 month/20 x 20 squares/ regeneration 5 |
| 41+ | 1 year/40 x 40 squares/ regeneration 10 |

Incorporealize

You enchant the weapons to allow them to better strike the wraiths.

Level: 14 **Component Cost:** 800 gp
Category: Exploration **Market Price:** 4,200 gp
Time: 1 hour **Key Skill:** Arcana or Religion
Duration: Instantaneous

You enchant the weapons, allowing them to deal damage to insubstantial creatures. The number of weapons affected and duration are based on the check below.

| Arcana/Religion Check Result | Number of Weapons/Duration |
|------------------------------|----------------------------|
| Less than 10 | 1 weapon/1 hour |
| 11-20 | 2 weapons/2 hours |
| 21-30 | 3 weapons/4 hours |
| 31-40 | 4 weapons/12 hours |
| 41+ | 5 weapons/24 hours |

Influence Undead

You channel the powers of the grave to influence the behavior of an undead creature

Level: 5 **Component Cost:** 100 gp
Category: Exploration **Market Price:** 250 gp
Time: 10 minutes **Key Skill:** Arcana or Religion
Duration: Instantaneous (no check)

This ritual allows you to use a Diplomacy check to improve the attitude of an undead creature with an Intelligence score of 3 or less. The undead creature must remain within line of sight for the duration of the ritual. The ritual does not allow you to command the undead. It simply improves its attitude, making the creature more likely to be helpful or to attack your enemies.

Memento Necromantica

Your skillful hands transform the body part into a magical token.

Level: 1 **Component Cost:** 10 gp
Category: Exploration **Market Price:** 50 gp
Time: 10 minutes **Key Skill:** Heal (no check),
Duration: permanent 1 other skill based on the
until used type of token created

This ritual is used to transform a trophy taken from a dead body into a magical token. See the accompanying sidebar for details on how to acquire a trophy. When using a power that deals damage on a hit against a creature, you or an ally possessing a token can expend a token. The token can be used only if that token is of the same origin (aberrant, fey, immortal, natural, or shadow) as the creature. A single token can be used as a free action when the possessor hits with a power that deals damage, dealing additional damage based your check result as described on the chart below. Alternatively, the possessor can gain a bonus on a single Monster Knowledge check concerning a creature of the same origin as your trophy, gaining a bonus based on the chart below. Make a note of the value of the token after you make your Arcana check. These bonuses stacks with those gained from any other source.

| Arcana Check Result | Damage Bonus/Bonus on Knowledge Check |
|---------------------|---------------------------------------|
| Less than 10 | You cannot create a token |
| 11-20 | +2 bonus |
| 21-30 | +3 bonus |
| 31-40 | +4 bonus |
| 41+ | +5 bonus |

Collecting Trophies

You may collect a trophy as a minor action if you are adjacent to a dead body: a bone, finger, claw, tooth, or similar small part. You must collect the trophy within 1 hour of the creature's death. Make a note of the origin and type of creatures you kill. You might make a note indicating "unicorn: horn of fey magical beast." Players are strongly encouraged to keep accurate records of their kills and trophies. Using this ritual, you can transform the trophy into a token that can be used to power your harrowings.





APPENDIX: NPC GENERATION

DEATH POWER SOURCE NPC CLASS BLOCKS

If you're making an assassin, deathwarden, necromancer, or spiritsworn NPC using the guidelines in the DMG for creating NPCs, these are the NPC class blocks you need. You can also use these entries to make a monster elite by adding a character class – simply add these features plus an action point and a +2 bonus to AC.

Assassin

Power Source: Death

Role: Lurker

Defenses: +1 Fortitude, +1 Reflex

Hit Points: 8 per level + Constitution score

Weapon Proficiency: Simple melee, military one-handed melee, simple ranged, military ranged, superior ranged

Armor Proficiency: Cloth, leather

Trained Skills: Stealth plus one other skill from the assassin class list

Class Features: Anticipatory Study, Death Study, Kill Shot

Deathwarden

Power Source: Death

Role: Controller (Leader)

Defenses: +1 Fortitude, +1 Will

Hit Points: 8 per level + Constitution score

Weapon Proficiency: Simple melee, military melee weapons with the heavy thrown property, simple ranged

Armor Proficiency: Cloth, leather, hide, chainmail; light shield, heavy shield

Trained Skills: Perception plus one other skill from the deathwarden class list

Class Features: Warden's Intervention, warden's plea

Implement: Shield

Necromancer

Power Source: Death

Role: Controller

Defenses: +2 Will

Hit Points: 6 per level + Constitution score

Weapon Proficiency: Club, dagger, quarterstaff, scythe

Armor Proficiency: Cloth

Trained Skills: Two skills from the necromancer class list, at least one of which should be Arcana or Religion

Class Features: Death Implement Mastery, Harness Death (one power)

Implements: Scythes, death masks

Spiritsworn

Power Source: Death

Role: Soldier

Defenses: +1 Fortitude, +1 Will

Hit Points: 8 per level + Constitution score

Weapon Proficiency: Simple melee, military melee, simple ranged

Armor Proficiency: Cloth, leather, hide, chainmail, scale, plate; light shield, heavy shield

Trained Skills: Two skills from the spiritsworn class list

Class Features: Harness Death (one power), pull of the next world, Scythe Affinity or Spirit's Shield

DEATH POWER SOURCE NPC TABLES

The following tables can be used to quickly generate stat blocks for NPC assassins, deathwardens, necromancers, or spiritsworn of any desired level. These take into account level bone muses and NPC level bonuses, ability score increases, and bonuses from the weapon and armor specified in the description for each table, including upgrades to the appropriate masterwork versions of their armor at level 16 and 26. These NPCs do not include racial bonuses.

Your next step will be to choose at-will, encounter, and daily powers for your NPC. The “best attack” and “damage base” give the bonuses that you are likely to apply to attack rolls and damage rolls using that power, given the assumptions about equipment described for each NPC table.

The tables are designed to give a NPC that could function well for either of the class's builds. If you want to specialize your NPC towards one build or another, you can change the way that the table assigned ability score increases; the two scores that were increased at appropriate levels are shown in boldface.



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Assassin NPC Table

| Level | Str | Con | Dex | Int | Wis | Cha | Fort | Ref | Will | AC | HP | Best attack | Damage base |
|-------|-----|-----|-----|-----|-----|-----|------|-----|------|----|-----|-------------|-------------|
| 1 | 13 | 12 | 16 | 14 | 11 | 10 | 13 | 15 | 11 | 16 | 20 | +7 | d8+4 |
| 2 | 13 | 12 | 16 | 14 | 11 | 10 | 14 | 16 | 12 | 17 | 28 | +8 | d8+4 |
| 3 | 13 | 12 | 16 | 14 | 11 | 10 | 14 | 16 | 12 | 17 | 36 | +8 | d8+4 |
| 4 | 14 | 12 | 17 | 14 | 11 | 10 | 16 | 17 | 13 | 18 | 44 | +9 | d8+4 |
| 5 | 14 | 12 | 17 | 14 | 11 | 10 | 16 | 17 | 13 | 18 | 52 | +9 | d8+4 |
| 6 | 14 | 12 | 17 | 14 | 11 | 10 | 19 | 20 | 16 | 21 | 60 | +12 | d8+6 |
| 7 | 14 | 12 | 17 | 14 | 11 | 10 | 19 | 20 | 16 | 21 | 68 | +12 | d8+6 |
| 8 | 14 | 12 | 18 | 15 | 11 | 10 | 20 | 22 | 17 | 23 | 76 | +14 | d8+7 |
| 9 | 14 | 12 | 18 | 15 | 11 | 10 | 20 | 22 | 17 | 23 | 84 | +14 | d8+7 |
| 10 | 14 | 12 | 18 | 15 | 11 | 10 | 21 | 23 | 18 | 24 | 92 | +15 | d8+7 |
| 11 | 15 | 13 | 19 | 16 | 12 | 11 | 23 | 25 | 21 | 26 | 101 | +17 | d8+9 |
| 12 | 15 | 13 | 19 | 16 | 12 | 11 | 24 | 26 | 22 | 27 | 109 | +18 | d8+9 |
| 13 | 15 | 13 | 19 | 16 | 12 | 11 | 24 | 26 | 22 | 27 | 117 | +18 | d8+9 |
| 14 | 16 | 13 | 20 | 16 | 12 | 11 | 26 | 28 | 23 | 30 | 125 | +20 | d8+10 |
| 15 | 16 | 13 | 20 | 16 | 12 | 11 | 26 | 28 | 23 | 30 | 133 | +20 | d8+10 |
| 16 | 16 | 13 | 20 | 16 | 12 | 11 | 29 | 31 | 26 | 33 | 141 | +23 | d8+12 |
| 17 | 16 | 13 | 20 | 16 | 12 | 11 | 29 | 31 | 26 | 33 | 149 | +23 | d8+12 |
| 18 | 16 | 13 | 21 | 17 | 12 | 11 | 30 | 32 | 27 | 34 | 157 | +24 | d8+12 |
| 19 | 16 | 13 | 21 | 17 | 12 | 11 | 30 | 32 | 27 | 34 | 165 | +24 | d8+12 |
| 20 | 16 | 13 | 21 | 17 | 12 | 11 | 31 | 33 | 28 | 35 | 173 | +25 | d8+12 |
| 21 | 17 | 14 | 22 | 18 | 13 | 12 | 33 | 36 | 30 | 38 | 182 | +28 | d8+15 |
| 22 | 17 | 14 | 22 | 18 | 13 | 12 | 34 | 37 | 31 | 39 | 190 | +29 | d8+15 |
| 23 | 17 | 14 | 22 | 18 | 13 | 12 | 34 | 37 | 31 | 39 | 198 | +29 | d8+15 |
| 24 | 18 | 14 | 23 | 18 | 13 | 12 | 36 | 38 | 32 | 41 | 206 | +30 | d8+15 |
| 25 | 18 | 14 | 23 | 18 | 13 | 12 | 36 | 38 | 32 | 41 | 214 | +30 | d8+15 |
| 26 | 18 | 14 | 23 | 18 | 13 | 12 | 39 | 41 | 35 | 44 | 222 | +33 | d8+17 |
| 27 | 18 | 14 | 23 | 18 | 13 | 12 | 39 | 41 | 35 | 44 | 230 | +33 | d8+17 |
| 28 | 18 | 14 | 24 | 19 | 13 | 12 | 40 | 43 | 36 | 46 | 238 | +35 | d8+18 |
| 29 | 18 | 14 | 24 | 19 | 13 | 12 | 40 | 43 | 36 | 46 | 246 | +35 | d8+18 |
| 30 | 18 | 14 | 24 | 19 | 13 | 12 | 41 | 44 | 37 | 47 | 254 | +36 | d8+18 |

This assassin is wearing leather armor and wielding a longsword. His “best attack” assumes that he’s using a Dex-based attack power, and takes into account his +3 proficiency bonus with the longsword.

SCYTHE & SHROUD

Deathwarden NPC Table

| Level | Str | Con | Dex | Int | Wis | Cha | Fort | Ref | Will | AC | HP | Best attack | Damage base |
|-------|-----|-----|-----|-----|-----|-----|------|-----|------|----|-----|-------------|-------------|
| 1 | 12 | 13 | 10 | 14 | 16 | 11 | 13 | 15 | 15 | 19 | 21 | +4 | dX+4 |
| 2 | 12 | 13 | 10 | 14 | 16 | 11 | 14 | 16 | 16 | 20 | 29 | +5 | dX+4 |
| 3 | 12 | 13 | 10 | 14 | 16 | 11 | 14 | 16 | 16 | 20 | 37 | +5 | dX+4 |
| 4 | 12 | 14 | 10 | 14 | 17 | 11 | 16 | 17 | 17 | 21 | 46 | +6 | dX+4 |
| 5 | 12 | 14 | 10 | 14 | 17 | 11 | 16 | 17 | 17 | 21 | 54 | +6 | dX+4 |
| 6 | 12 | 14 | 10 | 14 | 17 | 11 | 19 | 20 | 20 | 24 | 62 | +9 | dX+6 |
| 7 | 12 | 14 | 10 | 14 | 17 | 11 | 19 | 20 | 20 | 24 | 70 | +9 | dX+6 |
| 8 | 12 | 14 | 10 | 15 | 18 | 11 | 20 | 21 | 22 | 25 | 78 | +11 | dX+7 |
| 9 | 12 | 14 | 10 | 15 | 18 | 11 | 20 | 21 | 22 | 25 | 86 | +11 | dX+7 |
| 10 | 12 | 14 | 10 | 15 | 18 | 11 | 21 | 22 | 23 | 26 | 94 | +12 | dX+7 |
| 11 | 13 | 15 | 11 | 16 | 19 | 12 | 23 | 25 | 25 | 28 | 103 | +14 | dX+9 |
| 12 | 13 | 15 | 11 | 16 | 19 | 12 | 24 | 26 | 26 | 29 | 111 | +15 | dX+9 |
| 13 | 13 | 15 | 11 | 16 | 19 | 12 | 24 | 26 | 26 | 29 | 119 | +15 | dX+9 |
| 14 | 13 | 16 | 11 | 16 | 20 | 12 | 26 | 27 | 28 | 33 | 128 | +17 | dX+10 |
| 15 | 13 | 16 | 11 | 16 | 20 | 12 | 26 | 27 | 28 | 33 | 136 | +17 | dX+10 |
| 16 | 13 | 16 | 11 | 16 | 20 | 12 | 29 | 30 | 31 | 36 | 144 | +20 | dX+12 |
| 17 | 13 | 16 | 11 | 16 | 20 | 12 | 29 | 30 | 31 | 36 | 152 | +20 | dX+12 |
| 18 | 13 | 16 | 11 | 17 | 21 | 12 | 30 | 31 | 32 | 37 | 160 | +21 | dX+12 |
| 19 | 13 | 16 | 11 | 17 | 21 | 12 | 30 | 31 | 32 | 37 | 168 | +21 | dX+12 |
| 20 | 13 | 16 | 11 | 17 | 21 | 12 | 31 | 32 | 33 | 38 | 176 | +22 | dX+12 |
| 21 | 14 | 17 | 12 | 18 | 22 | 13 | 33 | 35 | 36 | 40 | 185 | +25 | dX+15 |
| 22 | 14 | 17 | 12 | 18 | 22 | 13 | 34 | 36 | 37 | 41 | 193 | +26 | dX+15 |
| 23 | 14 | 17 | 12 | 18 | 22 | 13 | 34 | 36 | 37 | 41 | 201 | +26 | dX+15 |
| 24 | 14 | 18 | 12 | 18 | 23 | 13 | 36 | 37 | 38 | 45 | 210 | +27 | dX+15 |
| 25 | 14 | 18 | 12 | 18 | 23 | 13 | 36 | 37 | 38 | 45 | 218 | +27 | dX+15 |
| 26 | 14 | 18 | 12 | 18 | 23 | 13 | 39 | 40 | 41 | 48 | 226 | +30 | dX+17 |
| 27 | 14 | 18 | 12 | 18 | 23 | 13 | 39 | 40 | 41 | 48 | 234 | +30 | dX+17 |
| 28 | 14 | 18 | 12 | 19 | 24 | 13 | 40 | 41 | 43 | 49 | 242 | +32 | dX+18 |
| 29 | 14 | 18 | 12 | 19 | 24 | 13 | 40 | 41 | 43 | 49 | 250 | +32 | dX+18 |
| 30 | 14 | 18 | 12 | 19 | 24 | 13 | 41 | 42 | 44 | 50 | 258 | +33 | dX+18 |

This deathwarden is wearing chainmail armor and wielding a heavy shield. His “best attack” assumes that he’s using a Wis-based attack power with the implement keyword; no weapon proficiency bonus is included.

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Necromancer NPC Table

| Level | Str | Con | Dex | Int | Wis | Cha | Fort | Ref | Will | AC | HP | Best attack | Damage base |
|-------|-----|-----|-----|-----|-----|-----|------|-----|------|----|-----|-------------|-------------|
| 1 | 14 | 12 | 11 | 16 | 10 | 13 | 13 | 14 | 14 | 14 | 20 | +4 | dX+4 |
| 2 | 14 | 12 | 11 | 16 | 10 | 13 | 14 | 15 | 15 | 15 | 28 | +5 | dX+4 |
| 3 | 14 | 12 | 11 | 16 | 10 | 13 | 14 | 15 | 15 | 15 | 36 | +5 | dX+4 |
| 4 | 14 | 12 | 11 | 17 | 10 | 14 | 15 | 16 | 17 | 16 | 44 | +6 | dX+4 |
| 5 | 14 | 12 | 11 | 17 | 10 | 14 | 15 | 16 | 17 | 16 | 52 | +6 | dX+4 |
| 6 | 14 | 12 | 11 | 17 | 10 | 14 | 18 | 19 | 20 | 19 | 60 | +9 | dX+6 |
| 7 | 14 | 12 | 11 | 17 | 10 | 14 | 18 | 19 | 20 | 19 | 68 | +9 | dX+6 |
| 8 | 15 | 12 | 11 | 18 | 10 | 14 | 19 | 21 | 21 | 21 | 76 | +11 | dX+7 |
| 9 | 15 | 12 | 11 | 18 | 10 | 14 | 19 | 21 | 21 | 21 | 84 | +11 | dX+7 |
| 10 | 15 | 12 | 11 | 18 | 10 | 14 | 20 | 22 | 22 | 22 | 92 | +12 | dX+7 |
| 11 | 16 | 13 | 12 | 19 | 11 | 15 | 23 | 24 | 24 | 24 | 101 | +14 | dX+9 |
| 12 | 16 | 13 | 12 | 19 | 11 | 15 | 24 | 25 | 25 | 25 | 109 | +15 | dX+9 |
| 13 | 16 | 13 | 12 | 19 | 11 | 15 | 24 | 25 | 25 | 25 | 117 | +15 | dX+9 |
| 14 | 16 | 13 | 12 | 20 | 11 | 16 | 25 | 27 | 27 | 28 | 125 | +17 | dX+10 |
| 15 | 16 | 13 | 12 | 20 | 11 | 16 | 25 | 27 | 27 | 28 | 133 | +17 | dX+10 |
| 16 | 16 | 13 | 12 | 20 | 11 | 16 | 28 | 30 | 30 | 31 | 141 | +20 | dX+12 |
| 17 | 16 | 13 | 12 | 20 | 11 | 16 | 28 | 30 | 30 | 31 | 149 | +20 | dX+12 |
| 18 | 17 | 13 | 12 | 21 | 11 | 16 | 29 | 31 | 31 | 32 | 157 | +21 | dX+12 |
| 19 | 17 | 13 | 12 | 21 | 11 | 16 | 29 | 31 | 31 | 32 | 165 | +21 | dX+12 |
| 20 | 17 | 13 | 12 | 21 | 11 | 16 | 30 | 32 | 32 | 33 | 173 | +22 | dX+12 |
| 21 | 18 | 14 | 13 | 22 | 12 | 17 | 33 | 35 | 34 | 36 | 182 | +25 | dX+15 |
| 22 | 18 | 14 | 13 | 22 | 12 | 17 | 34 | 36 | 35 | 37 | 190 | +26 | dX+15 |
| 23 | 18 | 14 | 13 | 22 | 12 | 17 | 34 | 36 | 35 | 37 | 198 | +26 | dX+15 |
| 24 | 18 | 14 | 13 | 23 | 12 | 18 | 35 | 37 | 37 | 39 | 206 | +27 | dX+15 |
| 25 | 18 | 14 | 13 | 23 | 12 | 18 | 35 | 37 | 37 | 39 | 214 | +27 | dX+15 |
| 26 | 18 | 14 | 13 | 23 | 12 | 18 | 38 | 40 | 40 | 42 | 222 | +30 | dX+17 |
| 27 | 18 | 14 | 13 | 23 | 12 | 18 | 38 | 40 | 40 | 42 | 230 | +30 | dX+17 |
| 28 | 19 | 14 | 13 | 24 | 12 | 18 | 39 | 42 | 41 | 44 | 238 | +32 | dX+18 |
| 29 | 19 | 14 | 13 | 24 | 12 | 18 | 39 | 42 | 41 | 44 | 246 | +32 | dX+18 |
| 30 | 19 | 14 | 13 | 24 | 12 | 18 | 40 | 43 | 42 | 45 | 254 | +33 | dX+18 |

This necromancer is wearing cloth armor and wielding an implement. His “best attack” assumes that he’s using an Int-based attack power with the implement keyword; no weapon proficiency bonus is included.

SCYTHE & SHROUD

Spiritsworn NPC Table

| Level | Str | Con | Dex | Int | Wis | Cha | Fort | Ref | Will | AC | HP | Best attack | Damage base |
|-------|-----|-----|-----|-----|-----|-----|------|-----|------|----|-----|-------------|-------------|
| 1 | 11 | 14 | 12 | 10 | 13 | 16 | 14 | 12 | 15 | 19 | 22 | +6 | 2d4+4 |
| 2 | 11 | 14 | 12 | 10 | 13 | 16 | 15 | 13 | 16 | 20 | 30 | +7 | 2d4+4 |
| 3 | 11 | 14 | 12 | 10 | 13 | 16 | 15 | 13 | 16 | 20 | 38 | +7 | 2d4+4 |
| 4 | 11 | 14 | 12 | 10 | 14 | 17 | 16 | 14 | 17 | 21 | 46 | +8 | 2d4+4 |
| 5 | 11 | 14 | 12 | 10 | 14 | 17 | 16 | 14 | 17 | 21 | 54 | +8 | 2d4+4 |
| 6 | 11 | 14 | 12 | 10 | 14 | 17 | 19 | 17 | 20 | 24 | 62 | +11 | 2d4+6 |
| 7 | 11 | 14 | 12 | 10 | 14 | 17 | 19 | 17 | 20 | 24 | 70 | +11 | 2d4+6 |
| 8 | 11 | 15 | 12 | 10 | 14 | 18 | 20 | 18 | 22 | 25 | 79 | +13 | 2d4+7 |
| 9 | 11 | 15 | 12 | 10 | 14 | 18 | 20 | 18 | 22 | 25 | 87 | +13 | 2d4+7 |
| 10 | 11 | 15 | 12 | 10 | 14 | 18 | 21 | 19 | 23 | 26 | 95 | +14 | 2d4+7 |
| 11 | 12 | 16 | 13 | 11 | 15 | 19 | 24 | 21 | 25 | 28 | 104 | +16 | 2d4+9 |
| 12 | 12 | 16 | 13 | 11 | 15 | 19 | 25 | 22 | 26 | 29 | 112 | +17 | 2d4+9 |
| 13 | 12 | 16 | 13 | 11 | 15 | 19 | 25 | 22 | 26 | 29 | 120 | +17 | 2d4+9 |
| 14 | 12 | 16 | 13 | 11 | 16 | 20 | 26 | 23 | 28 | 33 | 128 | +19 | 2d4+10 |
| 15 | 12 | 16 | 13 | 11 | 16 | 20 | 26 | 23 | 28 | 33 | 136 | +19 | 2d4+10 |
| 16 | 12 | 16 | 13 | 11 | 16 | 20 | 29 | 26 | 31 | 36 | 144 | +22 | 2d4+12 |
| 17 | 12 | 16 | 13 | 11 | 16 | 20 | 29 | 26 | 31 | 36 | 152 | +22 | 2d4+12 |
| 18 | 12 | 17 | 13 | 11 | 16 | 21 | 30 | 27 | 32 | 37 | 161 | +23 | 2d4+12 |
| 19 | 12 | 17 | 13 | 11 | 16 | 21 | 30 | 27 | 32 | 37 | 169 | +23 | 2d4+12 |
| 20 | 12 | 17 | 13 | 11 | 16 | 21 | 31 | 28 | 33 | 38 | 177 | +24 | 2d4+12 |
| 21 | 13 | 18 | 14 | 12 | 17 | 22 | 34 | 31 | 36 | 40 | 186 | +27 | 2d4+15 |
| 22 | 13 | 18 | 14 | 12 | 17 | 22 | 35 | 32 | 37 | 41 | 194 | +28 | 2d4+15 |
| 23 | 13 | 18 | 14 | 12 | 17 | 22 | 35 | 32 | 37 | 41 | 202 | +28 | 2d4+15 |
| 24 | 13 | 18 | 14 | 12 | 18 | 23 | 36 | 33 | 38 | 45 | 210 | +29 | 2d4+15 |
| 25 | 13 | 18 | 14 | 12 | 18 | 23 | 36 | 33 | 38 | 45 | 218 | +29 | 2d4+15 |
| 26 | 13 | 18 | 14 | 12 | 18 | 23 | 39 | 36 | 41 | 48 | 226 | +32 | 2d4+17 |
| 27 | 13 | 18 | 14 | 12 | 18 | 23 | 39 | 36 | 41 | 48 | 234 | +32 | 2d4+17 |
| 28 | 13 | 19 | 14 | 12 | 18 | 24 | 40 | 37 | 43 | 49 | 243 | +34 | 2d4+18 |
| 29 | 13 | 19 | 14 | 12 | 18 | 24 | 40 | 37 | 43 | 49 | 251 | +34 | 2d4+18 |
| 30 | 13 | 19 | 14 | 12 | 18 | 24 | 41 | 38 | 44 | 50 | 259 | +35 | 2d4+18 |

This spiritsworn is wearing plate armor and wielding a scythe. His “best attack” assumes that he’s using a Cha-based attack power with the weapon keyword, and takes into account his +2 proficiency bonus with the scythe.

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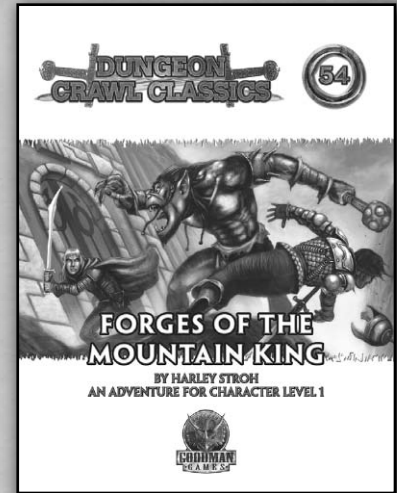
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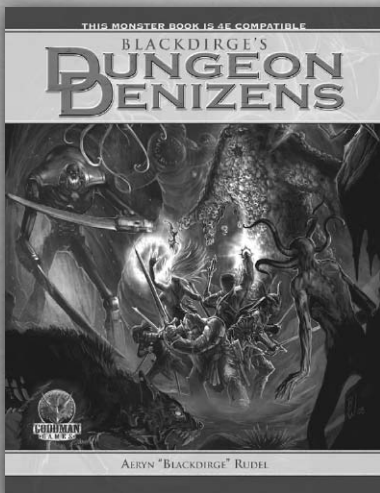
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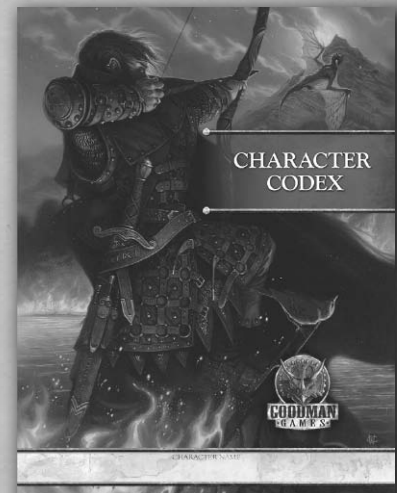


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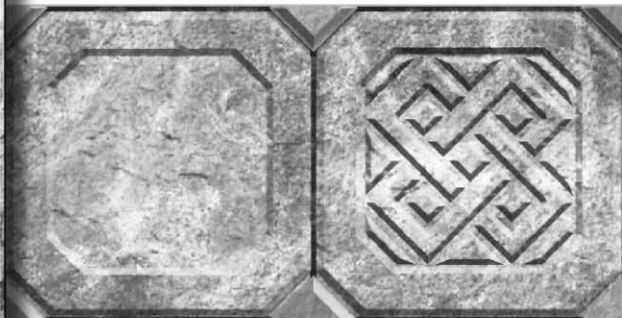


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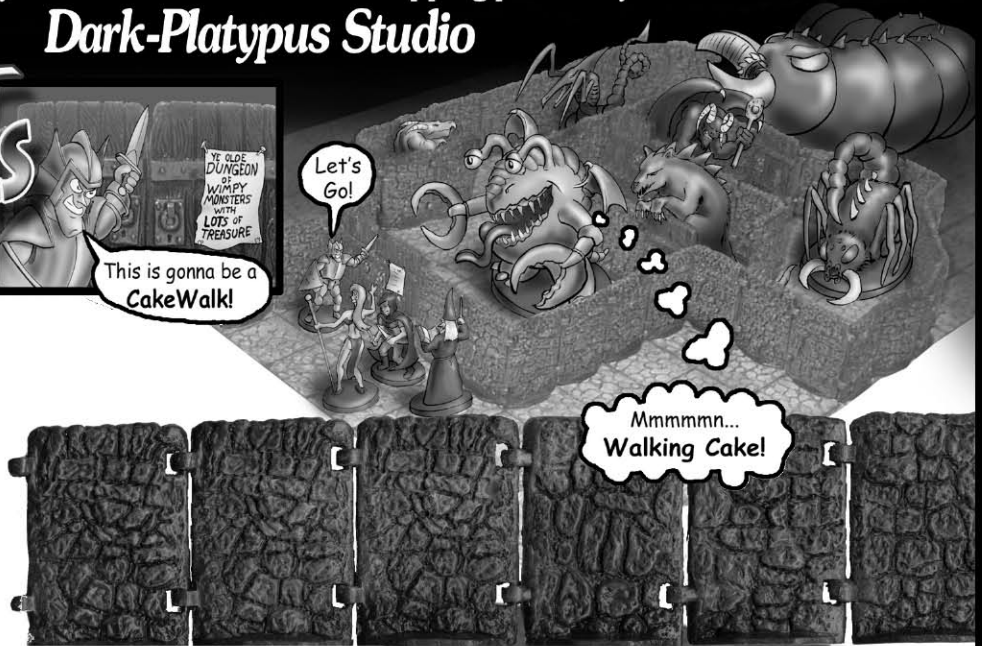
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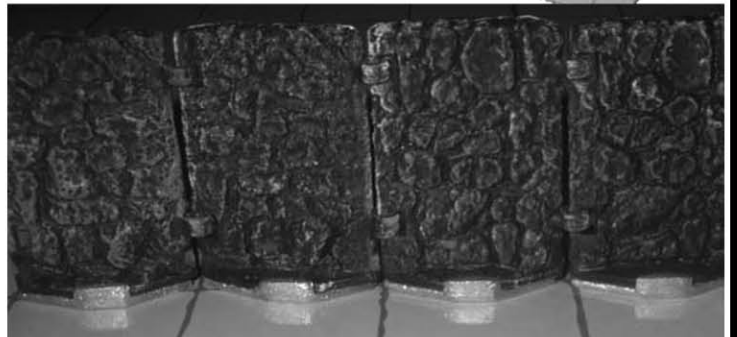
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