

FORGOTTEN HEROES

SCYTHE AND SHROUD



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

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.

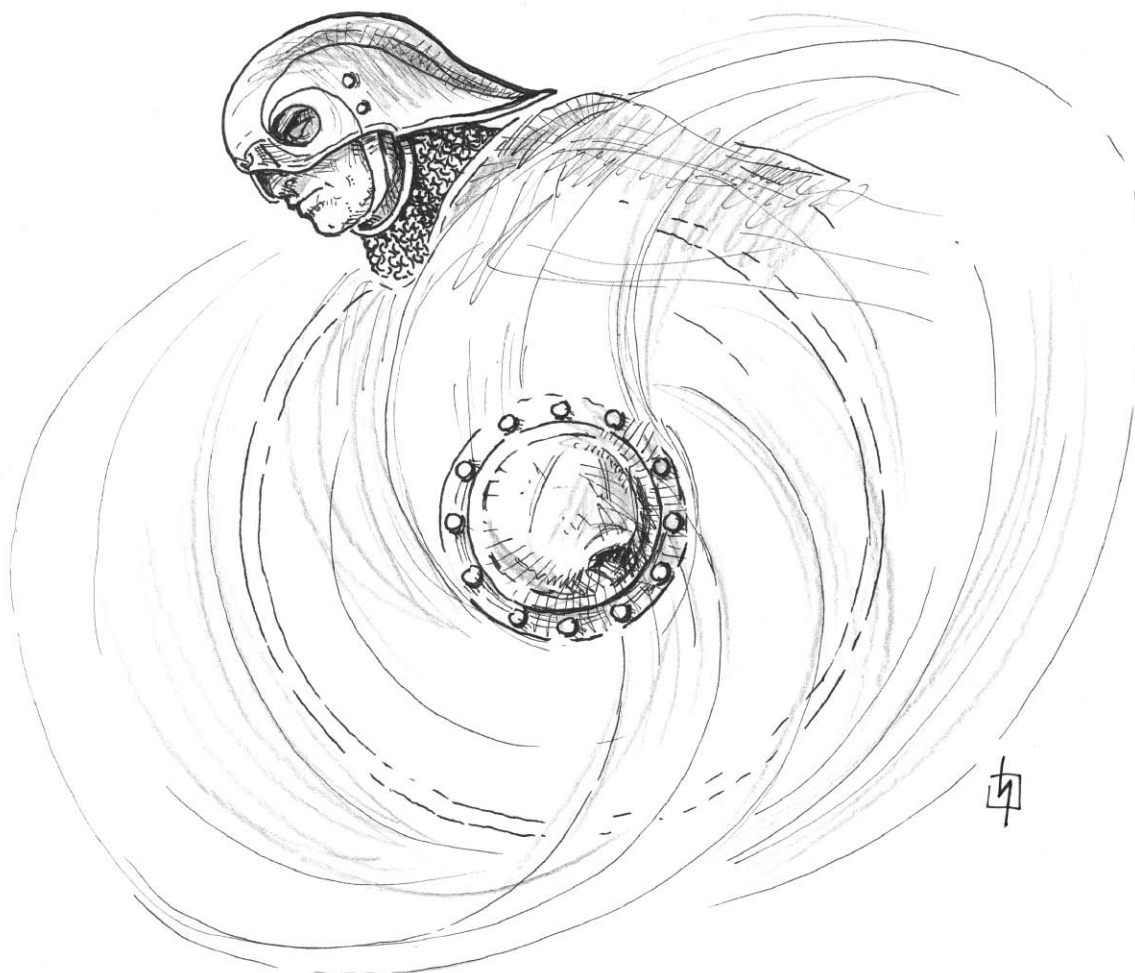
Portal Intervention. Whenever an ally within 5 squares of you becomes bloodied, as an immediate reaction you can grant that ally temporary hit points equal to one-half your level plus your Intelligence modifier. Whenever an ally within 5 squares of you drops to 0 hit points or below, as an immediate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

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 ♦ Conjuration, 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.

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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.

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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 throw

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.

