

Forgotten Heroes: Scythe and Shroud, The Unauthorized Errata

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Assassin

The Level 29 powers were omitted by mistake.

Level 29 Daily Harrowings

Gone	Assassin Attack 29
<i>You slice your enemy's throat, reach in and take your foe's soul.</i>	
Daily • Death, Weapon	
Standard Action	Melee weapon
Target: One creature	
Attack: Dexterity vs. AC	
Hit: 7[W] + Dexterity modifier damage, You gain one study point against the target.	
Miss: Half damage. You gain one study point against the target.	
Special: If this attack drops the target below 0 hp, you regain 3d10 hit points.	

Studied Slice	Assassin Attack 29
<i>A careful eye always trumps brute strength.</i>	

Daily • Death, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 5[W] + Dexterity modifier damage, and you gain half your Intelligence modifier study points against the target. If your study point balance against the target is below half your Intelligence modifier at the end of your turn, you gain the number of study points needed to make the balance equal to half your Intelligence modifier. This effect lasts until the end of the encounter or until the target drops to 0 hit points.

Miss: Half damage, and you gain half your Intelligence modifier study points against the target.

Deathwarden

Heavenly Window	Deathwarden Attack 13
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Heavenly Window is a blast; the target line should read "each enemy in blast," not burst.

Necromancer

The *bag of bones* class feature was edited out. Here are the details from the last manuscript on Tavis Allison's computer:

Bag of Bones

When you use the *Memento Necromantica* ritual, you gain a +5 bonus on the ritual skill check. You automatically gain a trophy from any creature killed within 10 squares of you if you have line of effect to that creature. The trophy flies from the creature's body into your bag of bones.

Rising Dead	Necromancer Attack 1
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This power should have an Attack value of Intelligence vs. Reflex.

Stream of Vomit	Necromancer Attack 15
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This power is not Reliable; remove the Reliable keyword.

Magic Weapons

Several magic weapons were omitted by mistake.

Heaven's Scythe (+5 to +6)	Level 4+
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This weapon carries with it the terror of final judgment.

Price:

Lvl 23 +5 425,000 gp **Lvl 28** +6 2,125,000 gp

Weapon: Heavy blade (usually scythe)

Enhancement: Attack rolls and damage rolls

Critical: 1d6 radiant per plus

Property: Whenever you deal damage with a power with the radiant keyword, the power deals an additional +1d6 radiant damage.

Power (Daily): Minor action. For the rest of the encounter, your encounter and daily attack powers gain the radiant keyword. Any damage you deal with such a power is radiant damage in addition to any other damage type the power normally inflicts

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Reaping Scythe (+2 to +6) Level 7+

Like a ravenous vampire, you reap the harvest of your enemies' souls.

Price:

Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp
Lvl 17	+4	65,000 gp			

Weapon: Heavy Blade (usually scythes)

Enhancement: Attack rolls and damage rolls

Critical Hit: +1d8 necrotic damage per plus

Property: When you drop a creature to 0 hit points or fewer with the scythe, you gain temporary hit points equal to the bonus of the scythe.

Shadow Blade (+1 to +6) Level 1+

This ancient weapon was used to sacrifice victims to the Reaper of Souls.

Price:

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Weapon: Light blade, Thrown

Enhancement: Attack rolls and damage rolls

Critical: 1d6 necrotic per plus

Power (Daily): Minor Action. The square you are in becomes heavily obscured until the end of your next turn.

Recharge: Milestone

Spectral Scythe (+3 to +6) Level 14+

Your scythe glows with a radiance that is harmful to spirits.

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: Heavy Blade (usually scythes)

Enhancement: Attack rolls and damage rolls

Critical Hit: +1d6 radiant damage per plus

Property: You deal damage normally to incorporeal creatures.

Power (Daily): Minor action. On your next attack roll, you can ignore the armor and shield bonus of the target, but not any enhancement bonuses or magical bonuses to AC.

Studied Weapon (+1 to +6) Level 2+

This weapon can provide an assassin with a greater understanding of how his victim moves and reacts.

Price:

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Weapon: Light blade, Light thrown

Enhancement: Attack rolls and damage rolls

Critical: 1d6 per plus

Power (Daily): Minor Action. The next attack you make with this weapon this turn provides double the amount of study points it would normally.

Recharge: Critical Hit