



UNDER COVER OF DARKNESS

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INTRODUCTION

“Hello class of 1212, and welcome to the Whitehall Manor Institute of Higher Learning and Assassination. You are all here for the same reasons, because this place offers the finest general education for young people in three kingdoms, and because we instill in you the skills needed to not only survive but also prosper in the dangerous world we all must live in.

“In the coming years many of you will lose your lives. I am sure you are aware that less than half the enrolled students live to graduation, and if you were not then you are now. Your parents were apprised of this fact before your enrollment. Some of you might take as a sign that they do not care if you live or die. I personally prefer to take it as a sign of their faith in you: they believe YOU can beat the odds, and emerge a more refined and skillful person than you came in as.

“Your first lesson is this: the assassination of your fellow students is allowed, but only if it can be done without discovery. Any student who is found to have assassinated another student, or is caught in the attempt, shall be relegated to a brief stay in the Anatomy class...as the subject. We have found that this policy serves the dual purpose of engendering the proper attitude of wary paranoia in the student body, and eliminates the clumsy and gauche.

“As ever, any student that manages, through their sole efforts, to eliminate the life of a faculty member will be awarded a passing grade. Any student that fails in such an attempt, and lives, shall also be relegated to the Anatomy class. Keep in mind that our faculty members are all past graduates, and have had distinguished careers outside these walls before retiring to a life of education.”

- Rector Abberde Follgibus

As you can tell from the speech above, this book is a guide to assassins and their arts. Like many of the rules in Whitehall Manor, this book serves multiple purposes. The first and most obvious is that it allows players to make better rounded, variable, and enjoyable assassin-style characters. The second is that it serves as a collection of handy tools for running assassination-style characters in campaigns.

I hope you find this book as enjoyable to use as we found it to make. A lot of care, and paranoia, went into making this book, two elements that I hope show.

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HOW TO USE THIS BOOK

This book is intended for both GMs and players to use, but some sections might require a bit of explanation. To that end, I am going to describe each chapter briefly, and tell you what you can expect to find from it. Some sections might be more appropriate for GMs, others for players, but everybody should find this book useful.

Chapter 1: Feats

Lets jump right into the meat. This chapter covers feats designed both for assassins, and for characters that are not assassins *yet*. Of particular note is the Raised on Death feat, which allows players to play assassin-oriented characters even if they do not have levels in any assassin-oriented prestige class. This feat also lets them replace one of the prerequisite feats for such a prestige class, making it valuable later on as well as at first level.

Chapter 2: Prestige Classes

In addition to a reworking of the basic Assassin prestige class, this chapter also has various prestige classes that represent the multitude of styles that an assassin can develop into or from. Read the first page carefully, as it explains the slightly altered method of Assassin Spellcasting, and the “Silent Art” class ability that links all assassin prestige classes together.

Chapter 3: Gear and Traps

This chapter covers everything from sneaky weapons, to useful tools, to specialized clothing, to custom poison-crafting rules. At the end of the chapter is a master list of all traps from the *DMG*, and random tables for those traps that include the basic trap data. Why is this not a separate chapter? Simple answer: because after a short while undoubtedly the players will want to *have* these traps in order to protect them as they sleep. Nothing instills a paranoid concern for one’s safety like killing others as they sleep.

Chapter 4: Spells

Here you will find both the master list of all Assassin spells, which now goes up to 9th-level spells, but also a description of the new spells not described in the *PHB*. You will notice that a few regularly 0th-level spells are on this list as 1st-level spells, do not be worried. These spells have their caster level *doubled* when cast, to make up for the discrepancy in their power as related to their spell level.

Chapter 5: Assassins and Guilds

This chapter has two very handy guides. The first is a description of all the types of assassins that commonly exist, from methods to motivations to game data; the second guide lists not only the various types of guilds, but also the reasons to join them. In this chapter you will also find several example guilds, and a lexicon of terms commonly used by assassins.

Chapter 6: Contracts

Here you will find something that will make your life as a GM *much* easier: a complete system for random assassination contracts. This system covers everything from the target’s class to their defenses, and includes elements for player input.

Included are also maps of common assassination locations, complete with notes on possible trap locations. That is something that both GMs *and* players should find very useful.

Chapter 7: NPCs

In this chapter is something that *every* GM will find useful, even if they are not playing with a single assassin in their campaign. That is because in this chapter is a **full** 20 level breakdown of the NPC classes, in the same style as the *DMG*’s PC class breakdown. A big difference however is that the descriptions here do not include modifications for very much gear; the gear is instead listed separately with the modifications to the table given with each piece. This allows GMs to better customize the NPCs, without forcing them to adhere to wrote examples.

Chapter 8: Mallor Setting

Both in keeping with tradition, and to help out busy GMs, I’ve included a complete mini-setting with this book called “Mallor: City of Princes”. This chapter can be used either as a complete city-based campaign, or as an add-on for an existing setting. You might be interested in knowing that this is also the same setting used in the Dragon play-test.

ONE: FEATS

Some of the feats listed here require "Silent Art" as a prerequisite. This is an ability given to all assassin prestige classes, that lets them stack many of their level-based other class abilities.

TABLE 1-1: FEAT PREREQUISITES

Combat Feats	Prerequisites	Benefits
Dazing Blow <i>Improved Dazing Blow</i>	Heal 2+, Sneak Attack +1d6 Heal 4+, Dazing Blow, Silent Art, Sneak Attack +3d6	Sacrifice Sneak Attack dice for chance of <i>daze</i> Dazing Blow lasts 1d6 rounds, instead of 1
Greater Feint	Int 13+, Bluff 4+, Bluff 4+ ranks, Combat Expertise, Improved Feint, Sneak Attack +1d6	Feint as a free action, once per round
Mark for Death	Cha 13+, Spellcraft 6+, <u>Silent Art</u> , 1st-level Assassin spells	Curse target to reduce their defenses
Mixed Arcana	Int 13+, Knowledge (arcane) 4+, Spellcraft 4+, Silent Art	Assassin spells use total spellcasting level
Poison Adept	Craft (poison) 8+, Silent Art	Quickly and cheaply envenom weapons
Poison Tolerance <i>Toxicity</i>	Con 13+, Craft (poison) 8+, Poison Use, Silent Art Con 15+, Craft (poison) 10+, Silent Art	+4 vs. Poisons, immune to your own poisons Your body fluids are HP damaging poisons
Shadow Casting	Hide 10+, Spellcraft 8+, Silent Art, 2nd-level Assassin spells	Less noticeably spells in shadows or darkness
Shadow Lore	Int 13+, Silent Art, 3rd-level Assassin spells	1st or 2nd-level Assassin spell-like ability
General Feats	Prerequisites	Benefits
Cruel Assault	Heal 3+, Sneak Attack +2d6	Impair or cripple limbs on a sneak attack
Dark Designs	Hide 6+, Move Silently 6+, Silent Art	Become <i>invisible</i> in shadows
Divine Death	Knowledge (religion) 4+, 3rd-level divine spells, evil patron deity	Change PrC Assassin casting levels to divine
Light-Foot <i>Improved Light-Foot</i>	Hide 4+, Move Silently 4+ Hide 6+, Light-Foot, Move Silently 6+, Silent Art	Reduce skill penalties for moving by 5 Reduce skill penalties for moving by 15
Night Eyes	Wis 13+, Spot 4+	Gain Low-Light Vision, or increase it's multiple
Raised on Death	1st-level characters only	Assassin skills +1, and PrC bonuses
Sense Weakness	Wis 13+, Heal 4+, Spot 8+	Automatically know the percentage of HP left

Cruel Assault [General]

You have learned how to strike to debilitate your foe, rather than for a particularly lethal attack.

Prerequisites: Heal 3+ ranks, Sneak Attack +2d6.

Benefit: When you make an attack that would normally be a Sneak Attack, you can choose to forgo all the extra damage dice from Sneak Attack in order to cripple one of your foe's limbs. If the attack hits and deals damage, pick a limb then roll your Sneak Attack dice anyways and add into the result the amount of damage you dealt. If the result equals the target's Constitution+ HD, then the limb is impaired, if it equals twice that amount then the limb is mangled. The "head" *is not* a limb!

Impaired Limbs: An arm or similar limb that is impaired cannot be used to hold or wield anything, and cannot be used to make any attacks. An impaired leg reduces the creature's Speed by a proportion equal to the number of legs they have impaired (for example: a centaur has 4 legs, impairing one reduces it's Speed to 3/4th normal). Impaired limbs can be used again normally once the damage from the attack has healed.

Mangled Limbs: A mangled limb is the same as an impaired limb, only the damage is much more severe. The limb requires a regeneration effect to ever be used again, and the pain from the attack is so intense that the being has a -1d6 pain penalty to all skill checks and attack rolls for as long as they have the damage from the attack.

Dark Designs [General]

It is even harder to see you when you are in shadowy conditions.

Prerequisites: Hide 6+ ranks, Move Silently 6+ ranks, Silent Art.

Benefit: When in shadows, you count as being in darkness. This means that instead of the normal *concealment* you have for being in shadowy conditions, you are effectively *invisible* in such conditions!

Dazing Blow [Combat]

Your sneak attacks can stun your target.

Prerequisites: Heal 2+ ranks, Sneak Attack +1d6.

Benefit: On a successful Sneak Attack you can choose to forgo your Sneak Attack bonus damage before you roll it. If you do so then the target must make a Fortitude save to avoid being *dazed* for one round. The DC for this save is equal to 10 + number of Sneak Attack dice.

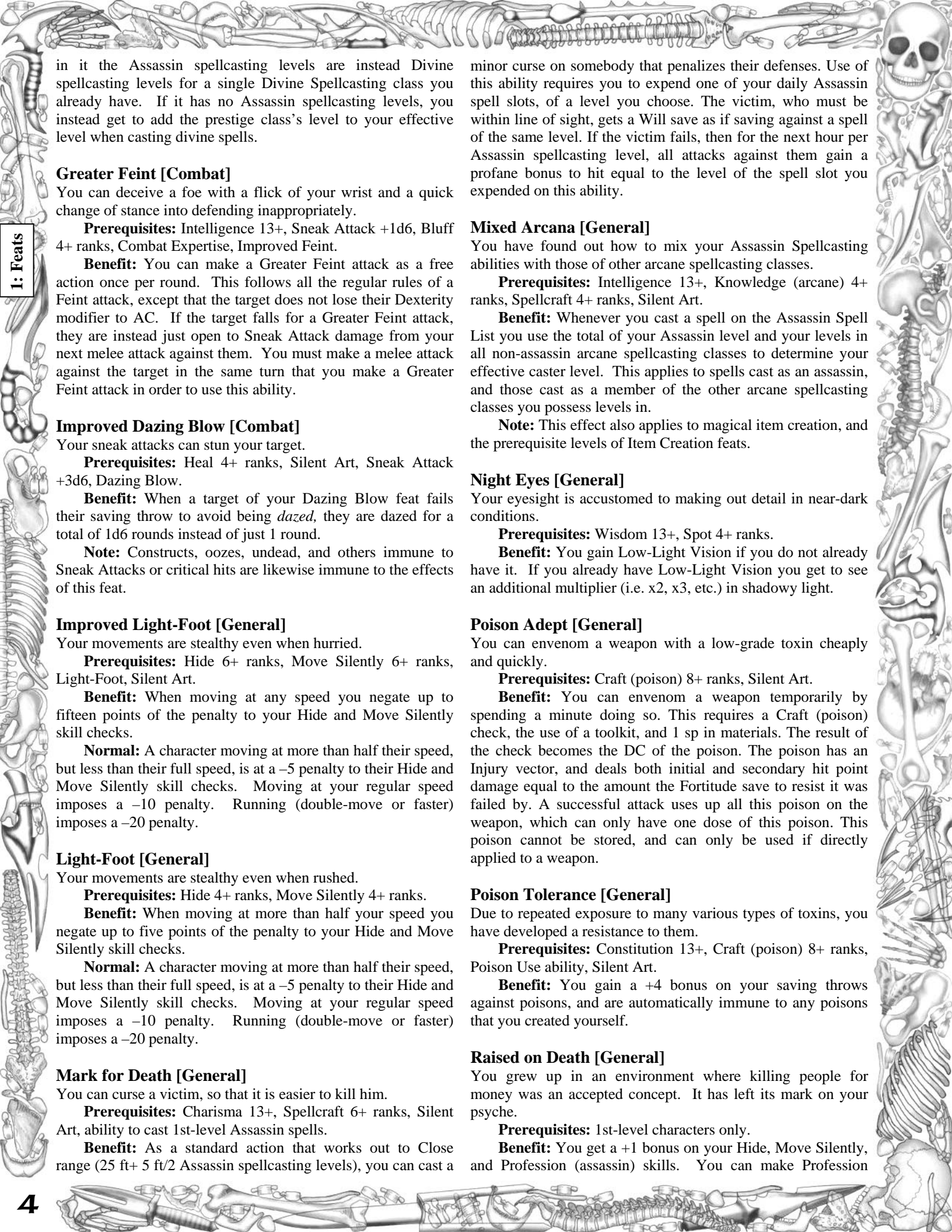
Note: Constructs, oozes, undead, and others immune to Sneak Attacks or critical hits are likewise immune to the effects of this feat.

Divine Death [General]

Your deity is pleased by your choice to follow the Silent Path.

Prerequisites: Knowledge (religion) 4+ ranks, ability to cast 3rd-level divine spells, evil patron deity.

Benefit: Pick one prestige class from Chapter 2 that fits your deity's portfolio (GM's discretion). When you take levels



in it the Assassin spellcasting levels are instead Divine spellcasting levels for a single Divine Spellcasting class you already have. If it has no Assassin spellcasting levels, you instead get to add the prestige class's level to your effective level when casting divine spells.

Greater Feint [Combat]

You can deceive a foe with a flick of your wrist and a quick change of stance into defending inappropriately.

Prerequisites: Intelligence 13+, Sneak Attack +1d6, Bluff 4+ ranks, Combat Expertise, Improved Feint.

Benefit: You can make a Greater Feint attack as a free action once per round. This follows all the regular rules of a Feint attack, except that the target does not lose their Dexterity modifier to AC. If the target falls for a Greater Feint attack, they are instead just open to Sneak Attack damage from your next melee attack against them. You must make a melee attack against the target in the same turn that you make a Greater Feint attack in order to use this ability.

Improved Dazing Blow [Combat]

Your sneak attacks can stun your target.

Prerequisites: Heal 4+ ranks, Silent Art, Sneak Attack +3d6, Dazing Blow.

Benefit: When a target of your Dazing Blow feat fails their saving throw to avoid being *dazed*, they are dazed for a total of 1d6 rounds instead of just 1 round.

Note: Constructs, oozes, undead, and others immune to Sneak Attacks or critical hits are likewise immune to the effects of this feat.

Improved Light-Foot [General]

Your movements are stealthy even when hurried.

Prerequisites: Hide 6+ ranks, Move Silently 6+ ranks, Light-Foot, Silent Art.

Benefit: When moving at any speed you negate up to fifteen points of the penalty to your Hide and Move Silently skill checks.

Normal: A character moving at more than half their speed, but less than their full speed, is at a -5 penalty to their Hide and Move Silently skill checks. Moving at your regular speed imposes a -10 penalty. Running (double-move or faster) imposes a -20 penalty.

Light-Foot [General]

Your movements are stealthy even when rushed.

Prerequisites: Hide 4+ ranks, Move Silently 4+ ranks.

Benefit: When moving at more than half your speed you negate up to five points of the penalty to your Hide and Move Silently skill checks.

Normal: A character moving at more than half their speed, but less than their full speed, is at a -5 penalty to their Hide and Move Silently skill checks. Moving at your regular speed imposes a -10 penalty. Running (double-move or faster) imposes a -20 penalty.

Mark for Death [General]

You can curse a victim, so that it is easier to kill him.

Prerequisites: Charisma 13+, Spellcraft 6+ ranks, Silent Art, ability to cast 1st-level Assassin spells.

Benefit: As a standard action that works out to Close range (25 ft+ 5 ft/2 Assassin spellcasting levels), you can cast a

minor curse on somebody that penalizes their defenses. Use of this ability requires you to expend one of your daily Assassin spell slots, of a level you choose. The victim, who must be within line of sight, gets a Will save as if saving against a spell of the same level. If the victim fails, then for the next hour per Assassin spellcasting level, all attacks against them gain a profane bonus to hit equal to the level of the spell slot you expended on this ability.

Mixed Arcana [General]

You have found out how to mix your Assassin Spellcasting abilities with those of other arcane spellcasting classes.

Prerequisites: Intelligence 13+, Knowledge (arcane) 4+ ranks, Spellcraft 4+ ranks, Silent Art.

Benefit: Whenever you cast a spell on the Assassin Spell List you use the total of your Assassin level and your levels in all non-assassin arcane spellcasting classes to determine your effective caster level. This applies to spells cast as an assassin, and those cast as a member of the other arcane spellcasting classes you possess levels in.

Note: This effect also applies to magical item creation, and the prerequisite levels of Item Creation feats.

Night Eyes [General]

Your eyesight is accustomed to making out detail in near-dark conditions.

Prerequisites: Wisdom 13+, Spot 4+ ranks.

Benefit: You gain Low-Light Vision if you do not already have it. If you already have Low-Light Vision you get to see an additional multiplier (i.e. x2, x3, etc.) in shadowy light.

Poison Adept [General]

You can envenom a weapon with a low-grade toxin cheaply and quickly.

Prerequisites: Craft (poison) 8+ ranks, Silent Art.

Benefit: You can envenom a weapon temporarily by spending a minute doing so. This requires a Craft (poison) check, the use of a toolkit, and 1 sp in materials. The result of the check becomes the DC of the poison. The poison has an Injury vector, and deals both initial and secondary hit point damage equal to the amount the Fortitude save to resist it was failed by. A successful attack uses up all this poison on the weapon, which can only have one dose of this poison. This poison cannot be stored, and can only be used if directly applied to a weapon.

Poison Tolerance [General]

Due to repeated exposure to many various types of toxins, you have developed a resistance to them.

Prerequisites: Constitution 13+, Craft (poison) 8+ ranks, Poison Use ability, Silent Art.

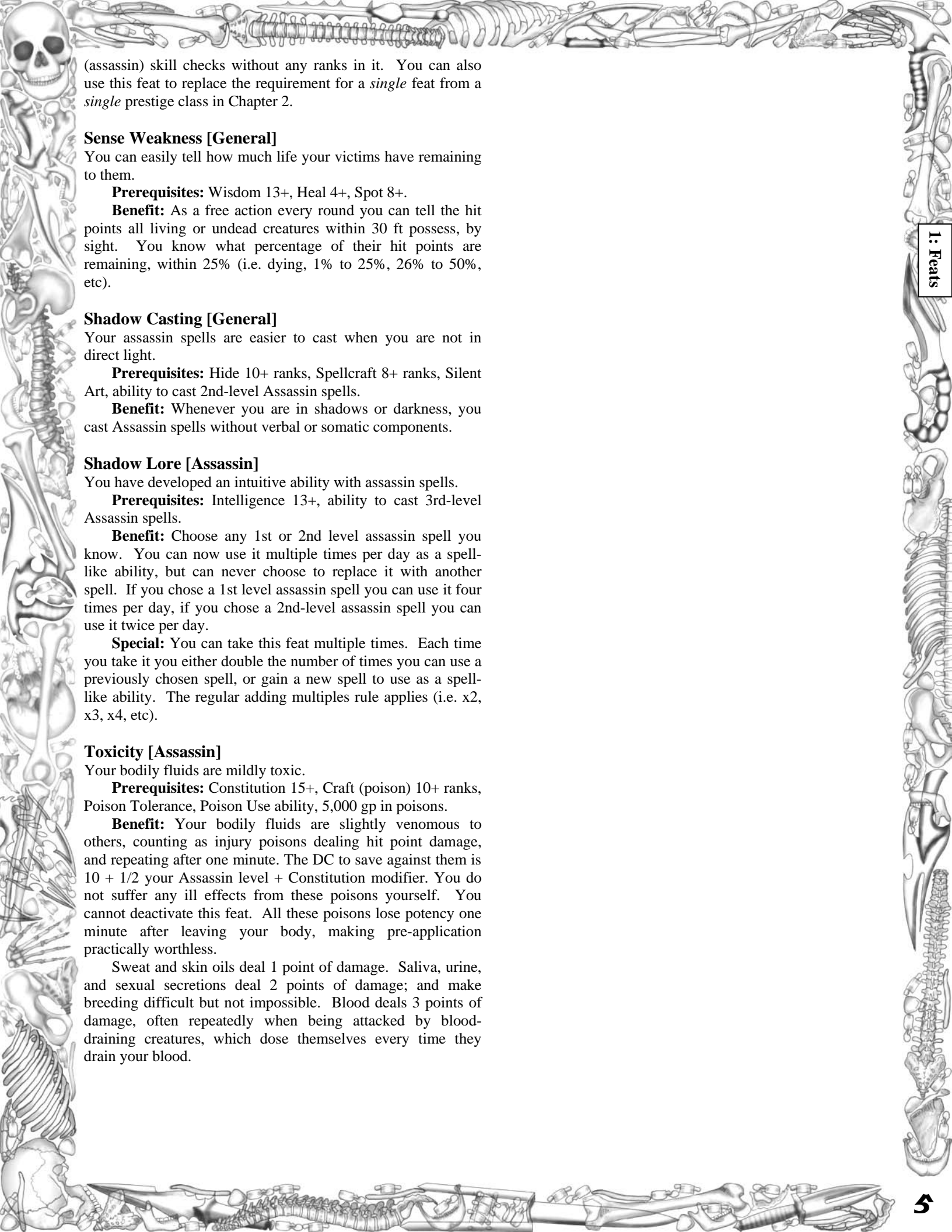
Benefit: You gain a +4 bonus on your saving throws against poisons, and are automatically immune to any poisons that you created yourself.

Raised on Death [General]

You grew up in an environment where killing people for money was an accepted concept. It has left its mark on your psyche.

Prerequisites: 1st-level characters only.

Benefit: You get a +1 bonus on your Hide, Move Silently, and Profession (assassin) skills. You can make Profession



(assassin) skill checks without any ranks in it. You can also use this feat to replace the requirement for a *single* feat from a *single* prestige class in Chapter 2.

Sense Weakness [General]

You can easily tell how much life your victims have remaining to them.

Prerequisites: Wisdom 13+, Heal 4+, Spot 8+.

Benefit: As a free action every round you can tell the hit points all living or undead creatures within 30 ft possess, by sight. You know what percentage of their hit points are remaining, within 25% (i.e. dying, 1% to 25%, 26% to 50%, etc).

Shadow Casting [General]

Your assassin spells are easier to cast when you are not in direct light.

Prerequisites: Hide 10+ ranks, Spellcraft 8+ ranks, Silent Art, ability to cast 2nd-level Assassin spells.

Benefit: Whenever you are in shadows or darkness, you cast Assassin spells without verbal or somatic components.

Shadow Lore [Assassin]

You have developed an intuitive ability with assassin spells.

Prerequisites: Intelligence 13+, ability to cast 3rd-level Assassin spells.

Benefit: Choose any 1st or 2nd level assassin spell you know. You can now use it multiple times per day as a spell-like ability, but can never choose to replace it with another spell. If you chose a 1st level assassin spell you can use it four times per day, if you chose a 2nd-level assassin spell you can use it twice per day.

Special: You can take this feat multiple times. Each time you take it you either double the number of times you can use a previously chosen spell, or gain a new spell to use as a spell-like ability. The regular adding multiples rule applies (i.e. x2, x3, x4, etc).

Toxicity [Assassin]

Your bodily fluids are mildly toxic.

Prerequisites: Constitution 15+, Craft (poison) 10+ ranks, Poison Tolerance, Poison Use ability, 5,000 gp in poisons.

Benefit: Your bodily fluids are slightly venomous to others, counting as injury poisons dealing hit point damage, and repeating after one minute. The DC to save against them is $10 + 1/2$ your Assassin level + Constitution modifier. You do not suffer any ill effects from these poisons yourself. You cannot deactivate this feat. All these poisons lose potency one minute after leaving your body, making pre-application practically worthless.

Sweat and skin oils deal 1 point of damage. Saliva, urine, and sexual secretions deal 2 points of damage; and make breeding difficult but not impossible. Blood deals 3 points of damage, often repeatedly when being attacked by blood-draining creatures, which dose themselves every time they drain your blood.

TWO: PRESTIGE CLASSES

In this chapter you will find several new prestige classes for characters wishing to play assassins, or for GMs to use in making assassin-style NPCs. At this point you are probably wondering: why use prestige classes?

The answer is simple: because the various methods available for assassins to do their job are so varied. Any basic character class that would envelope all possible manner, or even the most common methods, of assassination would be far to powerful to begin with. Stretching the abilities out over several levels would still result in a character class that has no real coherent theme or methodology. The result would be a mixed-up mess.

That said, it is entirely possible for a character to start their adult life as a professional killer. It could even be argued that all adventuring classes are exactly that: professional killers. They get fame, fortune, and money for taking the lives of other creatures after all. Really the only things that separates a Paladin from an Assassin are methodology and morality. A Paladin kills in a straight-forward manner, and does so to protect others or vanquish evil. An Assassin kills in a circuitous and duplicitous manner, and does so in expectation of an illegal (or at least illicit) reward from a 3rd party.

There are even situation in which both of these example characters might adopt the other's methods. A Paladin might use a disguise to get into a villain's lair, in order to avoid killing the innocent dupes the villain hired as guardsmen. An Assassin might be called upon to kill somebody of irredeemable evil, simply because all others have failed and the folk of the area are desperate.

What a prestige class represents in all of this is a person who has devoted considerable study to the "silent arts", which is a catch-all term for ways to kill others without being caught by their allies or society at large. In the final analysis, it is this that *really* is the only thing that separates a trained assassin from your typical adventurer: the assassin kills with the *knowledge* that society as a whole views the methods of his work as illegal and/or immoral. In order to function within society, the assassin must assume a cover persona with which to hide their illegal activities. The best type of cover persona is the truth, such as being a member of a non-assassin character class. Hence, all "professional" assassins are at least a little bit non-assassins by training and experience. All the better to prevent discovery by society, and the final reason for using a prestige class system to represent assassin-style characters.

ASSASSIN SPELLCASTING

All characters with levels in one or more "Assassin" prestige classes gain the ability to cast spells as an Assassin, provided that their individual prestige class levels provide this ability. Table 2-1: Assassin Spellcasting shows how many Assassin spells of each level a character can cast and know given their total levels in Assassin prestige classes that provide spellcasting ability. Unlike other spellcasting classes, all of an Assassin's level-derived spell characteristics (including rolls to overcome Spell Resistance) are based on their *total* levels in **all assassin** prestige classes described in this chapter

Example: Corvallis is a hired killer, a self-proclaimed "artist", who has explored several areas of the "silent art". He is a half-elven Rogue 1/Arcane Death 5/Torturer3. This gives him the spellcasting ability on Table 2-1: Assassin Spellcasting of a 5th-level character, but all of his Assassin spells are cast as if he was an 8th-level character.

Assassin spells are arcane spells, and therefore are subject to arcane spell failure. They are also spontaneously cast, so Assassins do not keep spellbooks of Assassin spells. Every Assassin spellcasting level a character gains they can choose any single spell they already know as an Assassin, and switch it for another Assassin spell of the same level. To do this they need a written example of the Assassin spell, from a spellbook or a spell scroll, but can switch any number of spells so long as they have the examples. All new spells must also be

on the Assassin spell list. Assassins can only learn spells of a given Assassin spell level if they can also cast Assassin spells of that level.

Assassin spells use Intelligence as their casting ability score. No Assassin can ever learn an Assassin spell whose level is higher than their Intelligence -10. They gain bonus spells per day based on their intelligence score. If Table 2-1: Assassin Spellcasting indicates that they can cast "0" spells of a given level, then they can only cast spells of that spell level if they have a bonus spell of that level thanks to high Intelligence score. The saving throws for Assassin spells equals 10 + Intelligence mod + spell level.

TABLE 2-1: ASSASSIN SPELLCASTING

Casting Level	Spells per Day/Known									
	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	2/3	1/2	---	---	---	---	---	---	---	---
2nd	3/4	2/3	---	---	---	---	---	---	---	---
3rd	3/4	2/3	1/2	---	---	---	---	---	---	---
4th	3/4	3/4	2/3	---	---	---	---	---	---	---
5th	4/5	3/4	2/3	1/2	---	---	---	---	---	---
6th	4/5	3/4	3/4	2/3	---	---	---	---	---	---
7th	4/5	4/5	3/4	2/3	1/2	---	---	---	---	---
8th	4/5	4/5	3/4	3/4	2/3	---	---	---	---	---
9th	5/6	4/5	4/5	3/4	2/3	1/2	---	---	---	---
10th	5/6	4/5	4/5	3/4	3/4	2/3	---	---	---	---
11th	5/6	5/6	4/5	4/5	3/4	2/3	1/2	---	---	---
12th	5/6	5/6	4/5	4/5	3/4	3/4	2/3	---	---	---
13th	5/6	5/6	5/6	4/5	4/5	3/4	2/3	1/2	---	---
14th	6/7	5/6	5/6	4/5	4/5	3/4	3/4	2/3	---	---
15th	6/7	5/6	5/6	5/6	4/5	4/5	3/4	2/3	1/2	---
16th	6/7	6/7	5/6	5/6	4/5	4/5	3/4	3/4	2/3	---
17th	6/7	6/7	5/6	5/6	5/6	4/5	4/5	3/4	2/3	1/2
18th	6/7	6/7	6/7	5/6	5/6	4/5	4/5	3/4	3/4	2/3
19th	6/7	6/7	6/7	5/6	5/6	5/6	4/5	3/4	3/4	2/3

"SILENT ART" CLASS ABILITY

All of the prestige classes in this chapter have a special ability called "Silent Art". This ability is used to represent the cumulative effects of following multiple differing but related paths of assassination techniques. Each prestige class has at least one ability that scales in accordance to their Silent Art level, in a manner similar to Assassin Spellcasting. These abilities use the total of all the character's Silent Art levels.

PSIONIC ASSASSINS

Psionic assassins exist in games that have psionics. If you are using the *Psionics Ascendant Redux* product also published by DaemonEye Publishing, then you should give the Shadowed Mind and Soulnkife prestige classes the Silent Art ability. The Shadowed Mind's "Shadow Slide" ability should be based on total Silent Art levels, instead of only Shadowed Mind levels.



ARCANE DEATH

“Magic can be both a nemesis, and a tool. The hard part is making it your tool and your target’s nemesis at the same time.”

Some would-be assassins quickly learn to take advantage of the magical aids that their world provides them with. Having a knack for sneaky spellcasting, they explore it until they develop the capacity to utilize Assassin spells. While not as martially capable as some assassins, their magical powers often let them accomplish tasks that regular assassins could not hope to achieve.

In the circles of assassins, these characters serve the roles of low-level specialists. Whenever a job requires a specific mixture of stealth and spellcasting, it is usually an Arcane Death that fills that role.

Most who take levels in the Arcane Death prestige class are low-level Bards, Monks, or Rogues. Given the watered-down nature of assassin magic in comparison, very few primary spellcasting classes bother to take up the roles of Arcane Deaths.

Hit Die: d4.

Requirements

To qualify to become an Arcane Death, a character must fulfill the following criteria.

Alignment: Any non-good.

Skills: Hide 4+ ranks, Knowledge (arcana) 2+ ranks, Move Silently 4+ ranks, Profession (assassin) 4+ ranks, Spellcraft 2+ ranks.

Feats: Silent Spell.

Special: The character must kill someone for no other reason than pay, or to prove their skill at assassination.

TABLE 2-2: THE ARCANE DEATH

<u>Level</u>	<u>BAB</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>Special</u>	<u>Spellcasting</u>
1st	+0	+0	+0	+2	Silent Art, Silent Magic	+1 Assassin Level
2nd	+1	+0	+0	+3	Sneak Attack +1d6	+1 Assassin Level
3rd	+1	+1	+1	+3		+1 Assassin Level
4th	+2	+1	+1	+4	Sneak Attack +2d6	+1 Assassin Level
5th	+2	+1	+1	+4		+1 Assassin Level

Class Skills

The Arcane Death’s class skills (and their key ability scores) are Concentration (Con), Craft (Int), Disable Device (Int), Hide (Dex), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Spellcraft (Int), Spot (Wis), and Use Magic Device (Cha).

Skill Points Each Level: 4 + Intelligence Modifier.

Class Abilities

All of the following are class features of the Arcane Death prestige class.

Weapon and Armor Proficiency: Arcane Deaths gain proficiency with a blowgun and hand crossbow if they do not already have proficiency with these weapons.

Spellcasting: Arcane Death levels provide Assassin Spellcasting abilities, as described in Assassin Spellcasting above.

Silent Art (Ex): Levels of Arcane Death count towards all dependant abilities, and prerequisites.

Silent Magic (Ex): When casting an Assassin spell an Arcane Death can make an Arcane Death + Wisdom check in order to cast the spell successfully without a verbal component. This check takes no extra time to make, but a failed roll or a roll of a natural “1” results in failure. The DC of this check equals 10 + the spell’s level. Should the check fail, then the spell is foiled as if it were disrupted. Arcane Deaths cannot use this ability if they have to make a Concentration check for any reason to successfully cast the spell.

Sneak Attack (Ex): This ability is identical to the Rogue ability of the same name, and stacks with it.

ASSASSIN (General)

"While specialization in one type of job can be rewarding, I prefer to make money off of any death I can."

The generalist that embodies every aspect of a contract killer. Assassins have a mixture of stealth, subterfuge, spellcasting, poison-use, and brute force that gets the job done.

It is typically Rogues that take up the mantle of Assassin, but it is not uncommon for Assassins to also be Arcane Deaths.

Hit Die: d6.

TABLE 2-3: THE ASSASSIN

Level	BAB	Fort	Ref	Will	Special	Spellcasting
1st	+0	+0	+2	+0	Silent Art, Sneak attack +1d6, death attack, poison use, spells	+1 Assassin Level
2nd	+1	+0	+3	+0	+1 save against poison, Uncanny Dodge	+1 Assassin Level
3rd	+2	+1	+3	+1	Sneak attack +2d6	+1 Assassin Level
4th	+3	+1	+4	+1	+2 save against poison	+1 Assassin Level
5th	+3	+1	+4	+1	Improved Uncanny Dodge, Sneak Attack +3d6	+1 Assassin Level
6th	+4	+2	+5	+2	+3 save against poison	+1 Assassin Level
7th	+5	+2	+5	+2	Sneak attack +4d6	+1 Assassin Level
8th	+6	+2	+6	+2	+4 save against poison, hide in plain sight	+1 Assassin Level
9th	+6	+3	+6	+3	Sneak attack +5d6	+1 Assassin Level
10th	+7	+3	+7	+3	+5 save against poison	+1 Assassin Level

Class Skills

The Assassin's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (assassin) (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are Class Features of the Assassin prestige class.

Weapon and Armor Proficiency: Assassins are proficient with the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword. Assassins are proficient with light armor but not with shields.

Spellcasting: Assassin levels provide Assassin Spellcasting abilities, as described in Assassin Spellcasting above.

Silent Art (Ex): Levels of Assassin count towards all dependant abilities, and prerequisites.

Sneak Attack: This is exactly like the Rogue ability of the same name. If an Assassin gets a Sneak Attack bonus from another source the bonuses on damage stack.

Death Attack: If an Assassin studies his victim for 3 rounds and then makes a Sneak Attack with a melee weapon that successfully deals damage, the Sneak Attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the Assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the Assassin or recognize the Assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + Silent Art + the Assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the Assassin. If the victim's saving throw succeeds, the attack is just a normal Sneak Attack. Once the Assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the Assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Requirements

To qualify to become an Assassin, a character must fulfill all the following criteria.

Alignment: Any evil.

Skills: Disguise 4 ranks, Hide 8 ranks, Move Silently 8 ranks.

Special: The character must kill someone for no other reason than pay, or to prove their skill at assassination.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Save Bonus against Poison: The Assassin gains a natural saving throw bonus to all poisons gained at 2nd level that increases by +1 for every two additional levels the Assassin gains.

Uncanny Dodge (Ex): Starting at 2nd level, an Assassin retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains Uncanny Dodge from a second class the character automatically gains Improved Uncanny Dodge (see below).

Improved Uncanny Dodge (Ex): At 5th level, an Assassin can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to Sneak Attack the Assassin. The exception to this defense is that a Rogue at least four levels higher than the Assassin can flank him (and thus Sneak Attack him).

If a character gains Uncanny Dodge (see above) from a second class the character automatically gains Improved Uncanny Dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Hide in Plain Sight (Su): At 8th level, an Assassin can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, an Assassin can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

DEAD SHOT

“One shot, one target, one payment.”

Bows are often the ranged weapon of choice among adventurers, and for good reason. Decent damage, high rate of fire, low cost, and superior range all combine to make them an excellent choice for an adventurer, and even for every-day use. Assassins however have other requirements: the ability to lay prone while using the weapon, high one-shot damage capacity, and good range. All of these factors lend themselves to the crossbow, not a regular bow.

Given the suitability of a crossbow to the work of assassination, it is only natural that a prestige class develop around the most highly-proficient crossbow-using assassins. One that emphasizes the needs of the professional assassin, rather than those of the typical adventurer or soldier. Dead Shot is that prestige class.

Typically only Rogues become Dead Shots, although Rangers are also prevalent, and even Fighters that decide to focus more on stealth than up-front combat have been known to become Dead Shots.

Hit Die: d8.

TABLE 2-4: THE DEAD SHOT

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+2	+0	Silent Art, Deadly Accuracy
2nd	+1	+0	+3	+0	Crossbow Sneak Attack +1d6
3rd	+2	+1	+3	+1	Hair Trigger
4th	+3	+1	+4	+1	Crossbow Sneak Attack +2d6
5th	+3	+1	+4	+1	Sniper
6th	+4	+1	+5	+2	Crossbow Sneak Attack +3d6
7th	+5	+1	+5	+2	Sniper's Instinct
8th	+6	+1	+6	+2	Crossbow Sneak Attack +4d6
9th	+6	+1	+6	+3	Hidden Sniper
10th	+7	+1	+7	+3	Crossbow Sneak Attack +5d6

Class Skills

The Dead Shot's class skills (and their key ability scores) are Climb (Str), Craft (Int), Disable Device (Int), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Spot (Wis), Tumble (Dex), and Use Magic Device (Cha).

Skill Points Each Level: 6 + Intelligence Modifier.

Class Abilities

All of the following are class features of the Dead Shot prestige class.

Weapon and Armor Proficiency: Dead Shots gain no new proficiency with any weapons or armor.

Silent Art (Ex): Levels of Dead Shot count towards all dependant abilities, and prerequisites.

Deadly Accuracy (Ex): You get to add your Silent Art x 5 ft to the maximum distance that you can make a ranged Sneak Attack at, but only when doing so with a crossbow.

Crossbow Sneak Attack (Ex): This is almost exactly like the Rogue Sneak Attack ability. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If a Dead Shot gets a Sneak Attack bonus from another source the bonuses stack. Crossbow Sneak Attack only counts with attacks made using a crossbow.

Hair Trigger (Ex): So long as you are holding a loaded crossbow, you can make an attack on any creature within 30 ft as a free action at the start of your turn. This attack is made at your highest attack bonus with the crossbow, and does not affect your regular actions that turn in any way, other than maybe having to reload the crossbow. This attack is very inaccurate however, and does not gain any damage bonuses from feats or Sneak Attack dice (including Crossbow Sneak Attack).

Sniper (Ex): When laying prone you get a +2 bonus to any attack roll with a crossbow made against targets more than 30 ft away.

Sniper's Instinct (Ex): Whenever you make a ranged attack with a crossbow, other than a Hair Trigger attack, you get a +2 dodge bonus to your AC for ranged attacks made against you until your next turn.

Requirements

To qualify to become a Dead Shot, a character must fulfill the following criteria.

Alignment: Any non-good.

Base Attack: +4.

Skills: Hide 4+ ranks, Move Silently 4+ ranks, Profession (assassin) 4+ ranks, Spot 4+ ranks.

Feats: Point Blank Shot, Weapon Focus (crossbow); and either Far Shot or Rapid Reload.

Special: The character cannot take any levels in this prestige class unless they have a masterwork crossbow in their possession.

Special: The character must kill someone for no other reason than pay, or to prove their skill at assassination.

Note that this is cumulative if you can make multiple crossbow attacks in one turn.

Hidden Sniper (Ex): Whenever you make a crossbow attack while hiding, you can continue to hide. To do so you must use a move action to hide, and remain stationary. Even a 5-ft step keeps you from using this ability. You get to make a Hide check to avoid being spotted at the end of your turn, but the check is at a -5 penalty for every attack roll you made from that position. Using a round to move to another position at least 15 ft away allows you to reset this penalty to zero, but only if you managed to move without being Spotted.



HIDDEN JUSTICE

"Sometimes the law is not enough. Courts can be deceived, justicars bought. I cannot."

Hidden Justices are vigilantes, either in secret service to a government that uses them to make up for their mistakes, or self-appointed executioners. Unlike other assassins, they do not kill for money. They kill in order to protect the innocent from the evil and unjust. While some may take payment for their actions, in the end the main motive for what they do is a need to see justice done, and a lack of confidence in "legal" justice.

Most Hidden Justices are Bards, Clerics, or Rangers. Those of other classes, such as Rogues, are also prevalent. Despite their obsession with justice, Paladins rarely take Hidden Justice levels.

Hit Die: d8.

Requirements

To qualify to become a Hidden Justice, a character must fulfill the following criteria.

Alignment: Any Good, or Lawful Neutral.

Skills: Bluff 8+ ranks, Hide 8+ ranks, Move Silently 8+ ranks, Sense Motive 8+ ranks.

TABLE 2-5: THE HIDDEN JUSTICE

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+2	+0	Silent Art, Smite Evil 1/day
2nd	+1	+0	+3	+0	<i>Sense Evil</i> , Hidden Judge
3rd	+2	+1	+3	+1	Sneak Attack +1d6
4th	+3	+1	+4	+1	Critical Strike
5th	+3	+1	+4	+1	Smite Evil 2/day

Class Skills

The Hidden Justice's class skills (and their key ability scores) are Bluff (Cha), Craft (Int), Disable Device (Int), Hide (Dex), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

Skill Points Each Level: 4 + Intelligence Modifier.

Class Abilities

All of the following are class features of the Hidden Justice prestige class.

Weapon and Armor Proficiency: Hidden Justice gain no new proficiency with any weapons or armor.

Silent Art (Ex): Levels of Hidden Justice count towards all dependant abilities, and prerequisites.

Smite Evil (Su): Once per day at 1st level, and again at 5th level, a Hidden Justice can *Smite Evil* as if they were a Paladin of equal level. Any levels in classes that also provide any type of *Smite* ability stack their levels with Hidden Justice for purposes of the character's total effective levels for all *Smite* abilities.

Sense Evil (Sp): A Hidden Justice can cast *detect evil* as a spell-like ability an unlimited number of times per day. They are treated as if they had cast it with Wisdom as their casting ability score.

Hidden Judge (Ex): The Hidden Justice gains a morale bonus to all of his saving throws to resist any sort of divination ability from an evil source. This bonus is equal to their Silent Art total.

Sneak Attack (Ex): This ability is identical to the Rogue ability of the same name, and stacks with it.

Critical Strike (Su): The Hidden Justice can now use critical hit effects on creatures that are normally immune to them, so long as the target creature is evil. This applies for bonus damage from critical hits, Sneak Attacks, weapon specialization, and so on. The source of the immunity does not matter, whether it is from magical armor, or a racial property of the target (such as a Lich's undead immunity to critical hits).

KI SHADOW

“Silent, self-sufficient, and deadly.”

Ki Shadows are characters that focus on the twin disciplines of stealth and unarmed combat. They mix the two abilities into a deadly fighting style that emphasizes single-attack blows that can easily cause instant death when delivered on unsuspecting targets. By focusing their *ki* they are even capable of energizing their unarmed attacks to serve as magical weapons.

Due to the high skill and odd feat requirements most *Ki* Shadows are either Rogues or Monks. Of the rest it is a pretty much even mix of Rangers and multiclass characters.

Hit Die: d8.

Requirements

To qualify to become a *Ki* Shadow, a character must fulfill the following criteria.

Alignment: Lawful Evil or Lawful Neutral.

Base Attack Bonus: +3.

Skills: Heal 4+ ranks, Hide 8+ ranks, Move Silently 8+ ranks.

Feats: Improved Unarmed Combat.

TABLE 2-6: THE *KI* SHADOW

Level	BAB	Fort	Ref	Will	Special	Unarmed Damage
1st	+0	+2	+2	+2	Silent Art, Intuitive Defense	+1
2nd	+1	+3	+3	+3	Sneak Attack +1d6	+1
3rd	+2	+3	+3	+3		+1
4th	+3	+4	+4	+4	Crippling <i>Ki</i>	+1
5th	+3	+4	+4	+4		+2
6th	+4	+5	+5	+5	Sneak Attack +2d6	+2
7th	+5	+5	+5	+5		+2
8th	+6	+6	+6	+6	Deadly <i>Ki</i>	+2
9th	+6	+6	+6	+6		+3
10th	+7	+7	+7	+7	Sneak Attack +3d6	+3

Class Skills

The *Ki* Shadow's class skills (and their key ability scores) are Craft (Int), Disable Device (Int), Heal (Wis), Hide (Dex), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Spellcraft (Int), and Spot (Wis).

Skill Points Each Level: 4 + Intelligence Modifier.

Class Abilities

All of the following are class features of the *Ki* Shadow prestige class.

Weapon and Armor Proficiency: *Ki* Shadow gain no new proficiency with any weapons or armor.

Unarmed Damage (Su): Through the intense focusing of their *Ki* energy, a *Ki* Shadow can imbue their unarmed attacks with the attack and damage bonus of a magical weapon. Their unarmed attacks gain a magical enhancement bonus equal to the amount listed on Table 2-6: The *Ki* Shadow. This bonus does not stack from one level to the next, and cannot be used to gain special weapon properties.

Silent Art (Ex): Levels of *Ki* Shadow count towards all dependant abilities, and prerequisites.

Intuitive Defense (Ex): The *Ki* Shadow has developed an almost sixth sense about impending danger. When not wearing armor or using a shield they get to add a dodge bonus to their armor class equal to their positive Wisdom modifier (if any). They also get a bonus equal to half their *Ki* Shadow level. These bonuses go away if they are caught flat-footed or otherwise denied their Dexterity bonus to AC. If they also possess the enhanced armor class of a Monk, then they do not get the dodge bonus from their Wisdom modifier due to being a *Ki* Shadow, but still get the bonus AC for higher *Ki* Shadow levels.

Sneak Attack (Ex): This ability is identical to the Rogue ability of the same name, and stacks with it.

Crippling *Ki* (Su): When making an unarmed attack on any creature other than a construct, the *Ki* Shadow can forgo making a

damage roll in order to impose either temporary *blindness*, Dexterity damage, or reduce the target's Speed. They must choose to use this ability before the attack roll is made, and this ability can only be used with a regular Attack action. The victim must fail a Fortitude save against a DC equal to 10 + 1/2 Silent Art + Wisdom modifier. If they fail, then the *Ki* Shadow chooses what penalty he wishes to assess, and rolls damage. The damage roll is used to determine the severity of the effect. It can be the duration of the *blindness* in rounds. If damaging Dexterity, then a third of the roll (rounding up) is the amount of Dexterity damage dealt. If penalizing Speed then the subject's Speed is cut in half of its previous amount (round all losses up to a multiple of 5 ft) for a number of minutes equal to the damage roll's result. Bonus damage from Sneak Attack and other sources applies, but critical hits do not.

Deadly *Ki* (Su): The *Ki* Shadow can now use Crippling *Ki* to suppress the life force of the target. This does not work on undead or constructs, but does work on all other types of creatures. If the target fails their Fortitude save, then a quarter of the damage dealt becomes temporary Constitution damage.



MASTER OF DARKNESS

“The silent arts are more than just sneaking in shadows, they are a gateway to arcane power.”

The Master of Darkness is a self-styled investigator into the realms of possibility created by the use of advanced Assassin Spellcasting. While their magical range is often much less than that of a sorcerer or wizard, they make up for it in the amount of versatility they possess with their spells. They all develop a few favorite spells that they can perform easily, with barely any concentration at all. It is typically these selected few spells of interest that they become known for, a sort of signature.

Only characters that have invested heavily in both stealth and assassin magic can become Masters of Darkness. This typically means they have at least eight Assassin Spellcasting levels, and most have gone into the Arcane Death prestige class as well.

Hit Die: d4.

Requirements

To qualify to become a Master of Darkness, a character must fulfill the following criteria.

Alignment: Any non-good.

Skills: Hide 12+ ranks, Knowledge (arcana) 12+ ranks, Move Silently 12+ ranks, Spellcraft 12+ ranks.

Feats: Dark Designs, Shadow Casting, Shadow Lore.

Spellcasting: Ability to cast 4th-level Assassin spells.

TABLE 2-7: THE MASTER OF DARKNESS

Level	BAB	Fort	Ref	Will	Special	Spellcasting
1st	+0	+0	+0	+2	Silent Art, Shadow Lore	+1 Assassin Level
2nd	+1	+0	+0	+3	Shadow Control	+1 Assassin Level
3rd	+1	+1	+1	+3	Sneak Attack +1d6	+1 Assassin Level
4th	+2	+1	+1	+4		+1 Assassin Level
5th	+2	+1	+1	+4	Shadow Lore	+1 Assassin Level
6th	+3	+2	+2	+5		+1 Assassin Level
7th	+3	+2	+2	+5	Sneak Attack +2d6	+1 Assassin Level
8th	+4	+2	+2	+6		+1 Assassin Level
9th	+4	+3	+3	+6	Shadow Lore	+1 Assassin Level
10th	+5	+3	+3	+7		+1 Assassin Level

Class Skills

The Master of Darkness' class skills (and their key ability scores) are Craft (Int), Concentration (Con), Disable Device (Int), Hide (Dex), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Spellcraft (Int), Spot (Wis), and Use Magic Device (Cha).

Skill Points Each Level: 4 + Intelligence Modifier.

Class Abilities

All of the following are class features of the Master of Darkness prestige class.

Weapon and Armor Proficiency: Masters of Darkness gain proficiency with a blowgun and hand crossbow if they do not already have proficiency with these weapons.

Spellcasting: Master of Darkness levels provide Assassin Spellcasting abilities, as described in Assassin Spellcasting above.

Silent Art (Ex): Levels of Master of Darkness count towards all dependant abilities, and prerequisites.

Shadow Lore: the Master of Darkness gains this feat as a bonus feat.

Shadow Control (Sp): Masters of Darkness can Rebuke Shadows as an evil cleric with a level equal to their Silent Art.

Sneak Attack (Ex): This ability is identical to the Rogue ability of the same name, and stacks with it.

NIGHT DAGGER

*“Shining blades, in the night;
Cowering mark, full of fright.
Unsuspecting, your soul to fly;
For tonight, you shall die.”*

Night Daggers are assassins that specialize in hunting victims in darkened places. In addition to being able to perceive their marks in poor lighting conditions, they can also ensure death by means of their favorite tool, the dagger.

Night Daggers are almost exclusively Rogues, although many of them also have levels in Arcane Death.

Hit Die: d6.

Requirements

To qualify to become a Night Dagger, a character must fulfill all the following criteria.

Alignment: Any non-good.

Skills: Hide 8+ ranks, Knowledge (arcane) 4+ ranks, Move Silently 8+ ranks, Spot 6+ ranks.

Feats: Dark Designs, Night Eyes, Point Blank Shot, Weapon Focus (dagger).

Special: The character must kill someone for no other reason than pay, or to prove their skill at assassination.

TABLE 2-8: THE NIGHT DAGGER

Level	BAB	Fort	Ref	Will	Special	Spellcasting
1st	+0	+0	+2	+0	Silent Art, Dagger in Darkness	+1 Assassin Level
2nd	+1	+0	+3	+0	Sneak Attack +1d6	+1 Assassin Level
3rd	+2	+1	+3	+1	Vicious Daggers	+1 Assassin Level
4th	+3	+1	+4	+1	Sneak Attack +1d6	+1 Assassin Level
5th	+3	+1	+4	+1	Dark Sense	+1 Assassin Level
6th	+4	+2	+5	+2	Sneak Attack +1d6	+1 Assassin Level
7th	+5	+2	+5	+2	Fetches Daggers	+1 Assassin Level
8th	+6	+2	+6	+2	Sneak Attack +1d6	+1 Assassin Level
9th	+6	+3	+6	+3	Night's Strings	+1 Assassin Level
10th	+7	+3	+7	+3	Sneak Attack +1d6	+1 Assassin Level

Class Skills

The Night Dagger's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (assassin) (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are Class Features of the Night Dagger prestige class.

Weapon and Armor Proficiency: Night Daggers gain no new proficiency with any weapons or armor.

Spellcasting: Night Dagger levels provide Assassin Spellcasting abilities, as described in Assassin Spellcasting above.

Silent Art (Ex): Levels of Night Dagger count towards all dependant abilities, and prerequisites.

Dagger in Darkness (Ex): Whenever you attack somebody with a dagger, you get to reduce the percentage miss chance for being in shadows or darkness. If the target has concealment from being in shadows, you get to ignore the 20% miss chance. If the target has full concealment from being in darkness, you only have a 20% miss chance.

Sneak Attack (Ex): This is exactly like the Rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If a Night Dagger gets a Sneak Attack bonus from another source the bonuses on damage stack.

Vicious Daggers (Ex): Whenever you score a critical hit with a dagger attack you get to add your Silent Art to your total damage (after the base damage is multiplied).

Dark Sense (Su): You gain 20 ft Blindsight, but only when in an area of darkness or near-darkness. Shadowy illumination areas are not dark enough to activate this ability.

Fetches Daggers (Su): As a free action you can *teleport* to any of your empty and open hands the last dagger that hand held. This ability can be used an unlimited number of times each round.

Night's Strings (Su): Your rapport with the darkness not only lends itself to an understanding of the creatures that dwell within it, but also gives you an insight into how to harm them. You gain a +4 insight bonus to all your Bluff, Diplomacy, Knowledge, Intimidate, Listen, Sense Motive, and Spot checks when dealing with undead. You can also deal critical damage to undead, but only when attacking with a dagger (i.e. Sneak Attack bonus dice, critical hits, Weapon Specialization bonus damage, and so on).



RAVING DOOM

“FURY! Power comes from this primal, animalistic, force. Against this power none can stand, all shall fall.”

Raving Dooms have learned how to focus a lifetime’s hatred and aggression into small bursts of pure unadulterated fury. Using this ability to achieve a quick kill, they find their marks and expend their hatreds upon them. They find a spot that they can reach their mark from, even if they have to go through a hoard of others to reach them, and then burst force in a cyclone of unstoppable death. Many Raving Dooms have short careers, their desire for unequaled fury replacing their desire for survival. Unless they have allies to look after their well-being, they tend to die in suicidal attacks against overwhelming odds.

Mostly Fighters and Barbarians become Raving Dooms, although many are also Rangers. Some few Raving Dooms are Rogues, but not many.

Hit Die: d10.

Requirements

To qualify to become a Raving Doom, a character must fulfill the following criteria.

Alignment: Any non-Lawful.

Base Attack Bonus: +4.

Skills: Hide 4+ ranks, Intimidate 6+ ranks, Move Silently 4+ ranks.

Feats: Cleave, Power Attack.

TABLE 2-9: THE RAVING DOOM

Level	BAB	Fort	Ref	Will	Special
1st	+1	+2	+0	+0	Silent Art, Furious Blow 1/day
2nd	+2	+3	+0	+0	Sneaking +2
3rd	+3	+3	+1	+1	Furious Blow 2/day
4th	+4	+4	+1	+1	Sneaking +4
5th	+5	+4	+1	+1	Furious Blow 3/day

Class Skills

The Raving Doom’s class skills (and their key ability scores) are Craft (Int), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Profession (Wis), and Spot (Wis).

Skill Points Each Level: 2+ Intelligence mod.

Class Abilities

All of the following are class features of the Raving Doom prestige class.

Weapons and Armor: Raving Doom receive no new proficiency with weapons or armor.

Silent Art (Ex): Levels of Raving Doom count towards all dependant abilities, and prerequisites.

Furious Blow (Ex): A limited number of times per day a Raving Doom can declare a single melee attack to be a Furious Blow. This ability can only be used once per round, no matter how many attacks they make in that round. A Furious Blow adds the character’s Silent Art to his attack roll as a morale bonus, and adds extra damage equal to the amount by which the attack passes the target’s armor class. This bonus damage is also a morale bonus. This ability cannot be used in conjunction with Sneak Attack.

Sneaking (Ex): This value is added to the character’s Hide and Move Silently skill checks as a competence bonus.



SHADOWED DEATH

“One vial arsenic, 50 gp bribe, 1 keen blade, a darkness spell... Now all I need is a mark, and I’m set for a fun night!”

Every assassin has a role model, somebody they seek to emulate at least in part. Somebody that is stealthy, capable, and unstoppable. For most that somebody would be a Shadowed Death. Shadowed Deaths are the most capable of assassins, hunters without equal. They spend long nights in dimly lit rooms, and running across the rooftops in silence in order to perfect their hunter’s senses. They are predators without peer, unseen yet all-seeing.

Shadowed Deaths are almost uniformly former Rogues, although a very few Monks and Rangers also take up this class. Most have been in another assassin prestige class before, typically Arcane Death, general Assassin, or Night Dagger.

Hit Die: d6.

Requirements

To qualify to become a Shadowed Death, a character must fulfill the following criteria.

Alignment: Any Evil.

Skills: Craft (poison) 12+ ranks, Hide 12+ ranks, Move Silently 12+ ranks.

Feats: Dark Designs, Poison Adept.

TABLE 2-10: THE SHADOWED DEATH

Level	BAB	Fort	Ref	Will	Special	Spellcasting
1st	+0	+0	+2	+0	Silent Art, Low-Light Vision	+1 Assassin Level
2nd	+1	+0	+3	+0	Poison Mastery +2	+1 Assassin Level
3rd	+2	+1	+3	+1	Darkvision 60 ft	+1 Assassin Level
4th	+3	+1	+4	+1	Poison Mastery +4	+1 Assassin Level
5th	+3	+1	+4	+1	Blindsight	+1 Assassin Level

Class Skills

The Shadowed Death’s class skills (and their key ability scores) are Concentration (Con), Craft (Int), Disable Device (Int), Hide (Dex), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Spellcraft (Int), Spot (Wis), and Use Magic Device (Cha).

Skill Points Each Level: 6+ Intelligence mod.

Class Abilities

All of the following are class features of the Shadowed Death prestige class.

Weapons and Armor: Shadowed Deaths receive no new proficiency with weapons or armor.

Spellcasting: Every level of Shadowed Death gives one level of Assassin Spellcasting ability. If the character has no levels of Assassin, he treats himself as having the casting abilities of an Assassin whose level equals his Shadowed Death level.

Silent Art (Ex): Levels of Shadowed Death count towards all dependant abilities, and prerequisites.

Low-Light Vision (Ex): The character gains Low-Light vision. If he already has low-light vision, his visual ranges in poor lighting conditions are tripled instead of doubled.

Poison Mastery (Ex): At 2nd and 4th level, a Shadowed Death becomes more adept with poisons. He adds this amount to his Fortitude saves against all types of poison, and the DC of any poison that he Crafts, as a competence bonus.

Darkvision 60 ft (Su): The character gains the Darkvision ability with a range of 60 ft, or adds 60 ft to his Darkvision from other sources.

Blindsight (Su): The character gains the Blindsight ability with a range of Silent Art x 5 ft, or adds this amount to his total Blindsight from other sources. If he also has Blindsight, then his Blindsight range begins when his Blindsight range ends.

SIREN SHADE

"Hello, my name is Mindy, how are you doing tonight? Cold isn't it. Hey, I got an idea! Don't worry, trust me..."

Not all assassins use stealth and quick wits as their main means of getting near a target, some use a glib tongue and enjoyable presence. They ingratiate themselves into the lives and confidences of their targets, or slip ignored into their presence as just another face in the crowd. When the time is right, they can finish the job by a quick dagger thrust, poison, or just "forgetting" to lock a bedroom window at the appointed time.

Most Siren Shades are former Bards, finding their social abilities very helpful in the new application. The rest tend to be Rogues, but some Clerics also find themselves taking levels.

Hit Die: d6.

Requirements

To qualify to become a Siren Shade, a character must fulfill the following criteria.

Alignment: Any non-Good.

Skills: Bluff 8+ ranks, Diplomacy 8+ ranks, Disguise 8+ ranks, Sense Motive 8+ ranks.

Feats: Negotiator.

TABLE 2-11: THE SIREN SHADE

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+0	+2	Assassin, Ignorant Presence
2nd	+1	+0	+0	+3	Sneak Attack +1d6
3rd	+2	+1	+1	+3	Instant Disguise
4th	+3	+1	+1	+4	Sneak Attack +2d6
5th	+3	+1	+1	+4	Subconscious Cooperation
6th	+4	+2	+2	+5	Sneak Attack +3d6
7th	+5	+2	+2	+5	Good Idea at the Time
8th	+6	+2	+2	+6	Sneak Attack +4d6
9th	+6	+3	+3	+6	Catatonic
10th	+7	+3	+3	+7	Sneak Attack +5d6

Class Skills

The Siren Shade's class skills (and their key ability scores) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Forgery (Int), Gather Information (Cha), Hide (Dex), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Use Magic Device (Cha).

Skill Points Each Level: 6 + Intelligence modifier.

Class Abilities

All of the following are class features of the Siren Shade prestige class.

Weapons and Armor: Siren Shades receive no new proficiency with weapons or armor.

Silent Art (Ex): Levels of Siren Shade count towards all dependant abilities, and prerequisites.

Siren Shade Spell-Like Abilities: No Siren Shade spell-like ability can be used while another Siren Shade spell-like ability is in effect. Any character that uses one automatically negates all others that are still active.

Ignorant Presence (Sp): Once per day for every level of Siren Shade you can project an aura that causes those near you to ignore your presence as if you were supposed to be where you are, doing what you are doing. If later asked about you, they might not even be able to remember what you look like. Direct interference with somebody, or their being questioned about your presence, might cause this effect to be broken, and attacking anything nearby somebody will automatically break this effect. Once Ignorant presence is broken for somebody, you cannot affect them again with it for 24 hours. Those who might break this effect are allowed a Will save against a DC equal to 10 + 1/2 Silent Art + Charisma modifier to do so. Once activated,

this ability lasts for up to 1 hour per Siren Shade level. It radiates from you in a 60 ft spread. This is a mind-affecting compulsion ability.

Sneak Attack (Ex): This is exactly like the Rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If a Siren Shade gets a Sneak Attack bonus from another source the bonuses on damage stack.

Instant Disguise (Sp): You can use the *disguise self* spell on yourself once per day for every two Siren Shade levels. Your caster level with this spell is your Silent Art total.

Subconscious Cooperation (Sp): Once per day per Siren Shade level you can compel a target to believe that you are either their best friend, or their most feared authority, whichever you desire so long as it leads to their cooperating with your demands. In effect their NPC Reaction towards becomes "helpful" automatically. This effect changes their perception of you to match what they believe you to be. You do not know who they believe you are, unless you can tell from their reactions and comments. The subject of this effect gets a Will save to resist it, with a DC equal to 10 + 1/2 Silent Art + Charisma modifier. This effect is short-lived, as subconscious cues build up until the illusion shatters, causing it to last only up to 1 minute per Silent Art. You can use this effect one creature, or multiple creatures, simultaneously or concurrently. Each target counts as a separate sue of this ability. This is a language-dependant mind-affecting phantasm illusion ability.

Good Idea at the Time (Sp): Once per day for every three Siren Shade levels you can ask somebody within 30 ft to perform any action immediately, and if they fail a Will save then they must comply with your request. The action can be anything that they are capable of doing, or starting to do, within one minute of the asking, but that will not take longer than ten minutes overall (asking a guard to "walk around the block" is fine, to "walk around the country" is not). The DC for the target's Will save to resist this ability is 10 + 1/2 Silent Art + Charisma modifier. If the action is obviously harmful, or might violate their alignment, then they get a +5 bonus to their save (such as asking them to drop their weapons when faced with an armed opponent, or asking a paladin to walk away from an assassination attempt in progress). If the action is potentially fatal, or will definitely violate their alignment, then this bonus becomes +10 (such as asking them to jump off a cliff, or asking the paladin to attack the assassination target's guards). This is a language-dependant mind-affecting compulsion ability.

Catatonic (Sp): Once per day per Siren Shade level you can attempt to render a target insensible by using your voice to lull them into a comatose state in which they are totally unaware of the passing world. This requires that you vocalize in some manner during the entire time, speaking, chanting, or singing does not matter. The target of this ability must be within 30 ft, and must have failed a Will save with a DC of 10 + 1/2 Silent Art + Charisma modifier. If they fail then they are helpless as long as you continue to vocalize, which takes concentration to maintain. If they are jostled in any way then they get another Will save to break this effect, which is at a +5 bonus of they are attacked, and is automatically successful if they are harmed. You can use this effect one creature, or multiple creatures, simultaneously or concurrently. Each target counts as a separate sue of this ability. This is a sonic mind-affecting compulsion ability.

TORTURER

"Pain is a great teacher, let me educate you. Screaming is alright, it means you are one step closer to enlightenment. Let your will go, it is weak, mine shall replace it. My will shall make you strong, so long as you do what I wish you to."

Torturers are sadists, through and through. Not content with merely killing their targets, they love to spend hours or even days on end extracting as many screams from them as they can. They have refined the art of inflicting pain to a fine degree, capable of producing nearly magical mind-warping effects if their subject is under their care for long enough. Often they will use this ability to get strangers or the target's friends to involuntarily cooperate in their schemes.

Most Torturers are former Rogues, although there are several evil Clerics and Rangers that also take up this prestige class.

Hit Die: d6.

TABLE 2-12: THE TORTURER

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+2	+0	Silent Art, Painful Wounds
2nd	+1	+0	+3	+0	Sneak Attack +1d6
3rd	+2	+1	+3	+1	Torture: <i>compel truth</i>
4th	+3	+1	+4	+1	Sneak Attack +2d6
5th	+3	+1	+4	+1	Torture: <i>suggestion</i>
6th	+4	+2	+5	+2	Sneak Attack +3d6
7th	+5	+2	+5	+2	Torture: <i>bestow curse</i>
8th	+6	+2	+6	+2	Sneak Attack +4d6
9th	+6	+3	+6	+3	Torture: <i>dominate monster</i>
10th	+7	+3	+7	+3	Sneak Attack +5d6

Class Skills

The Torturer's class skills (and their key ability scores) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Disable Device (Int), Heal (Wis), Hide (Dex), Knowledge (arcana) (Int), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), and Spot (Wis).

Skill Points Each Level: 8+ Intelligence mod.

Class Abilities

All of the following are class features of the Torturer prestige class.

Weapons and Armor: Torturers receive no new proficiency with weapons or armor.

Silent Art (Ex): Levels of Torturer count towards all dependant abilities, and prerequisites.

Painful Wounds: Whenever you successfully Sneak Attack a living being, the pain from your jagged wounds is excruciating. For ten rounds after your attack, they have a pain penalty to all skill checks and attack rolls equal to your Torturer level.

Sneak Attack (Ex): This is exactly like the Rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If a Torturer gets a Sneak Attack bonus from another source the bonuses on damage stack.

Torture: You can spend hours inflicting painful wounds onto a helpless victim in order to produce an effect similar to a magical ability. Every hour spent torturing them inflicts 1d6 points of damage. It takes a different amount of torture time for each effect to be able to use that effect on the victim, but all effects are cumulative in the same torture session. As long as the torturer spends at least 45 minutes torturing his victim out of every hour, then that hour counts as consecutive for determining the duration of the torture session. The Will save DC for a victim to resist a torture effect equals 10 + 1/2 Silent Art + Charisma modifier. All spell-like abilities use the Torturer's Silent Art as their caster level. All of these effects are language-dependant, and do not work on creatures immune to critical hits.

Compel Truth: After a consecutive hour of torture, the victim must make a Will save or be affected as if by a *compel truth* spell.

Requirements

To qualify to become a Torturer, a character must fulfill the following criteria.

Alignment: Any Evil.

Skills: Heal 4+ ranks, Intimidate 8+ ranks, Spot 8+ ranks.

Feats: Cruel Assault, Sense Weakness.

Sneak Attack: +3d6

Special: Must have a "torture kit", which is priced the same as a normal toolkit but is even more illegal than a set of lock-picks.

Suggestion: After two consecutive hours of torture, the victim must make a Will save or be affected as if by a *suggestion* spell.

Bestow Curse: After four consecutive hours of torture, the victim must make a Will save or be affected as if by a *bestow curse* spell.

Dominate Monster: After eight consecutive hours of torture, the victim must make a Will save or be affected as if by a *dominate monster* spell.

THREE: GEAR AND TRAPS

WEAPONS

TABLE 3-1: ASSASSIN WEAPONS

Simple Melee	Size	Damage	Critical	Type	Weight	Cost	
Spiked Ring (1)*	Fine	+1	x2	S or P	neg.	10 gp	
Spiked Ring (2)*	Fine	+1d2	x2	S or P	neg.	10 gp	
Spiked Ring (3)*	Fine	+1d3	x2	S or P	neg.	10 gp	
Spiked Ring (4)*	Fine	+1d4	x2	S or P	neg.	10 gp	
Stiletto	Tiny	1d4	18-20/x2	P	1/2 lb	3 gp	
Simple Ranged	Size	Damage	Critical	Range	Type	Weight	Cost
Ziff Tube	Tiny	1d4	18-20/x2	20 ft	P	1	20 gp
“Ziff Dart	Dim					1/10	1 gp
Martial Melee	Size	Damage	Critical	Type	Weight	Cost	
Bladed Buckler*	Small	1d4	x2	S/P	7 lbs	20 gp	
Exotic Melee	Size	Damage	Critical	Type	Weight	Cost	
Wire Garrote*	Tiny	1d3	x2	S	1/2 lb	5 gp	
Exotic Ranged	Size	Damage	Critical	Range	Type	Weight	Cost
Throwing Leaf	Fine	1d2	19-20/x3	15 ft	P	1/10	5 sp

*Special rules for this item, see its description.

Finding Gear

The gear in this table is considered to be illegal in almost all civilized cultures. Even possession of it is a crime. Due to this assassins, and others, that would like to have any of the items listed in this chapter must either be careful to locate it, or make it themselves. Ever wonder why all the assassin prestige classes have Craft as a class skill? Now you know.

Finding an illegal item requires a Gather Information check with a DC of 25, 30 if it is a masterwork or alchemical item. This check is modified by the population of the area, as shown on the table below. A successful check located 1d4 of the items, plus another one for every point the check exceeded the DC.

Town Size	Population	Check Mod
Thorp	20-80	-6
Hamlet	81-400	-4
Village	401-900	-2
Small Town	901-2,000	+0
Large Town	2,001-5,000	+2
Small City	5,001-12,000	+4
Large City	12,001-25,000	+6

Bladed Buckler (20 gp, 7 lbs, Weaponsmithing DC 20):

This is a buckler, following all the regular rules for a buckler, but with some extras. The outside edge of the buckler has a 3-inch blade protruding past the elbow, and another one along the edge of the hand, both with the inside edges blunted to prevent the user being injured. Running in a line from one of these blades to the other is a set of half-inch spikes, angled towards the elbow. They can either be used as a buckler, or as a weapon. If used as a weapon the user does not suffer the typical -1 to-hit penalty for using an arm with a buckler to attack. If the user has the Improved unarmed Strike feat, they can use the higher of their unarmed damage or the bladed buckler's damage, with a +1 circumstance bonus to the damage roll. The bucklers also make climbing much easier, providing a +3 circumstance bonus to the user's Climb check for each spiked buckler they are wearing.

Spiked Ring (10 gp each, negligible weight, Jeweler DC


15): These are modified signet rings that have a needle-like spike or small slashing blade set into their face. Damage from spiked rings is added to the user's unarmed combat damage, but it is always lethal damage even if their unarmed combat damage is nonlethal. Using spiked rings when making an unarmed combat attack has no bearing on whether or not it provokes an attack of opportunity. Wearing a spiked ring on more than one finger increases the maximum damage an attack can deal, but only one spiked ring per finger is effective when attacking. For double the regular price, they can be built so that the harmful projection is hidden until a catch is released, either by twisting or applying pressure to the sides. If one is enchanted it can be made to bear the properties of a magical ring, or a magical weapon. If wearing two spiked rings with magical weapon properties on one hand, only the ring put on first is active. The Sleight of Hand check to disguise the nature of a spiked ring is at an additional +5 bonus, or +10 if it is a concealed-projection spiked ring that is currently in "concealed" form.

Stiletto (3 gp, 1/2 lb, Weaponsmithing DC12): Six inches of strong steel needle with a 2 or 3 inch handle. This weapon is designed to penetrate the target's vital organs easily, as indicated by its wide Critical range. It counts as a dagger.

Throwing Leaf (5 sp, 1/10 lb, Weaponsmithing DC 15):

These finely made thin metal knives are shaped like an elongated leaf, with the pointed end a thin sharpened blade, and the back end having a small area shaped like an "H" to hold on to. They are hurled by holding them between the index and middle finger then flicking the wrist and forearm, imparting considerable velocity and accuracy. Due to the holding spot being no thicker than the blade, it is easy for these devices to bury themselves deep in the target, requiring minor surgery to be removed before the wound can heal, otherwise the blade keeps cutting it back open. This means that on a successful critical hit the wound it makes cannot be healed by Fast Healing or any other method (including magical healing) until successful Heal DC 20 check is made to remove the blade. This check takes a minute to perform.

Wire Garrote (5 gp, 1/2 lb, Jeweler DC 20): A thin but strong steel wire strung between two wooden poles. Even



though it is Tiny, this weapon requires two hands to wield. It can only be wielded successfully if the target is denied their Dexterity bonus to AC, is of no larger than medium size, and has a discernible “head”. If the wielder successfully hits a target, then they are considered grappled without the need for a Grapple check. The wielder is at a +5 bonus to all checks to maintain the grapple. In addition to dealing the weapon’s damage every round, the victim’s air passage is blocked, causing them to immediately begin suffocating.

Ziff Tube (20 gp, 1 lb, Weaponsmithing DC 25): This is a metal tube about six inches long and half an inch in width, with a pull-release lever on one side and one end open. Inside the tube are three flat springs that provide the motive force for the Ziff Dart lodged inside, and held in place by the release lever. A loading tool found in all Thieves’ Tools, and a Ziff Dart, is required to load a Ziff Gun, which takes a full minute to do. Ease of use, lightweight, good range, and easy concealment all make this weapon a favorite of poison-using assassins.

GADGETS

Collapsible Pole (75 gp, 5 lbs, Weaponsmithing DC 20): This is a series of 60 hollow one-inch-long thick metal tubes, each with one end beveled to fit into the back of the next piece. There is a 70-inch length of silk rope running through them, and a knot on either end. When loose they form a 5 ft length of rope that provides a +2 circumstance bonus to climb and to graft to another rope. When the line inside is pulled taught and tied off, it instead forms a 5-ft metal pole about a quarter-inch thick. This pole can be used as a quarterstaff, and is solid enough to support up to 200 lbs of weight without bending.

Disintegrating Arrow/Bolt (5 gp, 1/10 lb, lowest of Alchemy of Bowmaking DC 20): This is an arrow or crossbow bolt that has a hollow clay head and a hollow shaft. The clay head contains half of a small vial of acid, with the vial extending about halfway down the shaft. When fired it has a –2 enhancement penalty, but deals a point of acid bonus damage. This bonus damage is a side effect however of it’s main function: the total annihilation of the arrow/bolt. The impact of the arrow/bolt striking *anything*, even the ground after a missed attack, causes the acid to be released inside the arrow, and turns it into inert gunk after one combat round. This makes it impossible to use supernatural abilities such as the *scry* spell to find out the location, or any information, about the arrow/bolt’s origins or user. For an additional 10 gp the arrow/bolt can be masterwork, allowing it to be enchanted as a regular piece of ammunition.

Facemask (20 gp, 1 lb, Alchemy DC 20): This handy alchemical device is a very effective disguise or blindfold. It is a rolled-up sheet of waxed paper with a mixture of alchemical material on the inside, allowing it to be carried without accidentally activating it. To use it, it must be unrolled over a small or medium creature’s head, living or dead, from the top to the bottom. The mask then adheres to every contour of their head, blocking all sight and hearing, but it is air permeable so there is no risk of suffocation. After this is done, it can be peeled off and applied to any other creature of the same size. The alchemical substance then sinks into their flesh, and changes their head so that it *appears* to be an exact duplicate of the first creature to wear it, leaving the wax paper to slough away, and not impeding either creature’s senses. Once it is applied to a creature, the alchemical substance remains active

for one hour, at the end of which time it evaporates, freeing the sight and hearing of the original wearer if it was left on them, or returning the second wearer’s features to normal. If used for a disguise, it adds a +10 alchemical bonus to the Disguise check.

Iron Dust (1 gp, negligible weight, Jeweler DC): This is a small flimsy bag of iron filings that can be used to help detect secret doors and compartments. Any object or 5 ft area the gray/red dust is used in it will naturally drift with air currents. This can reveal the presence of cracks, and the dust will collect in seams. While any dust can be used in this capacity, the color of filed oxidized iron is a telltale in most environments, and the dust is heavy enough that the casual presence of the user will not disturb it. Even better, once the dust has been used a lodestone can pick it *all* back up again in a minute, thereby hiding the fact the user was ever there. Iron Dust provides a +2 circumstance bonus to all Search checks made to detect secret doors, compartments, and pit traps.

Lodebolt (50 gp, 1/10 lb, Weaponsmithing 20): This is a crossbow bolt fashioned from the magnetic iron found in lodestones. When fired at a target wearing metal armor, they provide a +2 bonus to hit as the bolt is attracted to the armor. Unfortunately targets with a metal shield get to utilize double the shield’s AC bonus, as it will also attract the bolt to it. The attack bonus is negated in areas with high amounts of iron, such as an armory, and it cannot be fired at a target if there is a large concentration of iron in the path, or it will attack the closest iron concentration then stop.

Nightpowder (20 gp, negligible weight, Alchemy DC 15): This is a small, waxed tissue-paper small flimsy bag filled with alchemical powder that becomes active when exposed to air. If hurled as a grenade-like weapon, the activated powder will seek out the eyes of any creature the small flimsy bag strikes (no splash effect). Any creature struck by the small flimsy bag must make a Fortitude save with a DC of 15, or be *blinded* for 2d6 rounds. This effect works on all corporeal creatures, even undead, except for those that do not require “eyes” to see (such as oozes). The appearance of this effect is as if the small flimsy bag explodes with streamers of darkness that streak towards the target’s eyes, then adhere there as his eyes weep solid black wisps.

Pepperbomb (5 sp, 1/10 lb, Apothecary DC 12): This is a very simple concoction of primarily peppercorns, but also several other astringent agents and adhesives. When a used it can cover a 5 ft square of area, occluding all scent trails within it. Any creature tracking by scent that comes into contact with it is *sickened* for 2d6 rounds, and must make a Fortitude DC 20 save or become *nauseated* for 3d6 minutes instead. In either case, they permanently lose the trail and cannot track by scent again for 1d6 hours after being exposed. This bag can be thrown as a grenade-like weapon, and has the same effect on any creature with the Scent feat it successfully hits. On creatures with a sense of smell but no Scent feat, they must make a Fortitude DC 20 save or be *sickened* for 2d6 rounds.

Skinpicks (200 gp, 1 lb, Alchemy DC 20): This is a set of ten patches of thin leather-like alchemical material that adheres to any skin it comes into contact with. At any time each patch can be removed, wetted, and then rolled up to form a tiny metal piece of a set of thief’s tools. Once rolled up they cannot resume their previous shape, and permanently become the tool. If all ten are rolled up, the end result is a set of perfectly usable regular thief’s tools. While attached to the skin of a creature they conform to the creature’s skin type and color, providing a

–20 penalty to any other creature’s skill check to find them. **Note:** Only removing and *then* wetting them will activate Skinpicks, you can swim with them on and still not accidentally activate them.

Slimebag (15 gp, 3 lbs, Alchemy DC 15): This is a leather bag holding together a waxed-cloth inner bag filled with extremely slippery alchemical slime. When the outer bag is peeled away, the inner bag will rupture and the contents spread over a wide flat area up to 5 ft square, consuming the inner bag in the process. The slime is perfectly translucent at this point, and can only be noticed on a successful Spot DC 30 check. After that anything trying to move through the square must make a Reflex save to avoid falling prone, and sliding to the other side of the affected area. The DC for this save equals 10 + 1/5th the distance they intended to move that round. The slime is too slippery to be used on even a slightly vertical surface, as it will flow to the base of the surface very quickly. This makes it useless as a grenade-like weapon. An hour after it is applied, it evaporates without a trace.

Wolf Musk (50 gp, negligible weight, must be hunted): This is the extracted essence of wolf scent glands, contained in a wax-sealed glass vial. When daubed on the user it causes them to leave the scent of a wolf behind instead of their own for 24 hours, or until they bathe. Any trail they leave during this time is instinctively repellant to all non-lupines, including non-werewolf shapeshifters. If such a creature catches the user’s scent, or tries to follow a protected user’s trail, they must make a Will DC 20 save or be unable to do so.

ASSASSIN CHIC

Belly Sheath (3 gp, 1/2 lb, Tailoring DC 12): This is a skin-tight stitched cloth belt with a leather front covering that allows up to 2 lbs of relatively flat items (such as daggers, but not sling bullets) to be hidden within the belt, accessible from the front. When put on under the clothing and tied tightly, the laces in the back can be tucked under the belt. This pulls the belt into the wearer’s skin, imposing a –1 circumstance penalty to all Dexterity checks and Dexterity-based skill checks from the constriction. However any item hidden inside the belt imposes a –5 penalty to all Search and Spot checks to notice it, as it almost perfectly conforms to the user’s body.

Climbing Boots (10 gp, 2 lbs, Armorsmithing DC 15): These boots have the soles fitted with several overlapping armor plates, which makes the wearer immune to caltrops. This is a side-effect however of their real purpose, to provide bracing for the two backwards-facing spikes that replace the soft sole beneath the toes. When the wearer is climbing any surface, these boots provide them with a +3 circumstance bonus. This bonus is cumulative with the bonus from Climbing Claws. A side effect of these boots is that they leave very distinctive tracks, providing a +2 bonus to all attempts to track the wearer.

Climbing Claws (3 gp, 1/2 lb, Armorsmithing DC 15): This is a fingerless leather glove with a metal-reinforced palm. Imbedded into the metal plate in the palm are two or three short half-inch spikes that point towards the wrist. The wrist of the glove has a buckle that clutches it to the wrist, preventing the Climbing Claws from slipping off when in use. Climbing Claws can be used to aid in scaling any surface, with a single claw providing a +2 circumstance bonus to the user’s Climb skill, and two increasing the bonus to +5. If used in melee they allow the wearer to make an attack for unarmed combat damage

as though armed, but at a –2 circumstance penalty to hit. Damage from this attack is hit point damage, and the attack does not provoke an attack of opportunity.

Hardmask (75 gp, 1 lb, Armorsmithing DC 14): This is a two-piece helm made from a tight skullcap, and a faceplate buckled to it. The eyeholes are wide to prevent loss of visual range, and the two pieces do not cover the ears so that there is no Listen penalty. When worn they totally hide the user’s identity. The fine craftsmanship needed to make them allows them to be easily enchanted. They occupy both the headgear and lens item slots, so any enchantment placed in them is at half-cost. The most common enchantments used on them, and their descriptions, are listed below.

Assassin Senses: Wearer gains Low-Light Vision (or adds x1 to the current visual range of their Low-Light Vision), and 30 ft Darkvision (or adds 30 ft to their Darkvision range).

Moderate divination; CL 3rd; Craft Wondrous Item, *darkvision*, Silent art 3; Price 8,000 gp.

Friendly Face: Anybody within 30 ft and line-of-sight thinks the wearer is trustworthy and reliable, totally ignoring the fact that he is a masked stranger, automatically making their NPC Reaction into “Friendly”. This effect persists for 30 minutes after the subject is no longer in sight of the user. If the wearer is hostile to them, or does something that would upset them, they get a Will save with a DC of 13 to resist this effect. This is a mind-affecting compulsion effect.

Moderate enchantment; CL 5th; Craft Wondrous Item, *charm person*, Siren Shade level 5; Price 15,000 gp.

Wariness: +2 competence bonus to Listen, Search, and Spot.

Minor divination; CL 4th; Craft Wondrous Item, Alertness or Elven Blood; 6,000 gp.

Reversible Cloak (4 gp, 1 lb, Tailoring DC 15): This cloak is actually two cloaks in one. A typical cloak has both a nice-looking and waterproof outer layer, and a warm inner lining. A Reversible Cloak instead has two outer layers, one sewn inside the other to allow it to be worn with either side facing out. These sides are always of radically different colors, with the most common combinations being red/green, blue/yellow, and gray/tan. The design and stitching of the cloak makes whichever side is facing out look like the correct side, instead of a normal cloak where this would put all of the seam lines in public view. It takes a standard action to flip a Reversible Cloak’s sides. If the user is trying to pass himself off as somebody other than the person who was just immediately before wearing the cloak’s other color, they get a +4 circumstance bonus to the Bluff or Disguise check.

Stealth Suit (5 gp, 4 lbs, Tailoring DC 20): This is a set of baggy clothing held close to the body by straps on either side of each joint. These straps also provide handy places to carry tools and weapons, allowing the wearer to carry up to 20 lbs of additional gear without the need for storage devices. Any of these items can be retrieved as a move-equivalent action, or a free action if the wearer has the Quick Draw feat. This suit comes in several types: urban, subterranean, forest, grassland, desert, and mountain. It provides a +5 circumstance bonus to the wearer’s Hide checks when they are in the same kind of environment as the suit was made for. In order to disguise the nature of what they are wearing, this suit is most often worn underneath another set of clothing, but then it provides no bonuses while covered.

Wrist Sheath (4 gp, 1/2 lb, Tailoring DC 12): This sheath is spring-loaded and is designed to contain a dagger, dart, or wand. The mechanism has a leather cord with a loop on the end that causes the spring to eject the handle of the held object into the user's palm. This line is pulled over the palm, and secured at the base of the middle finger, releasing the mechanism's catch when the wrist is pulled back. Using a Wrist Sheath is a free action to retrieve the item, or a standard action to put it back in. They provide a -5 circumstance penalty to all Search and Spot checks to notice the item held in it.

TABLE 3-2: ASSASSIN GEAR

Item	Cost	Weight
Belly Sheath	3 gp	1/2 lb
Climbing Boots	10 gp	2 lbs
Climbing Claws	3 gp	1/2 lb
Collapsible Pole	75 gp	5 lbs
Disintegrating Arrow/Bolt	5 gp	1/10 lb
Facemask	20 gp	1 lb
Hardmask	75 gp	1 lb
<i>w/Assassin Senses</i>	8,000 gp	1 lb
<i>w/Friendly Face</i>	15,000 gp	1 lb
<i>w/Wariness</i>	6,000 gp	1 lb
Iron Dust	1 gp	neg.
Lodebolt	50 gp	1/10 lb
Nightpowder	20 gp	neg.
Pepperbomb	5 sp	1/10 lb
Reversible Cloak	4 gp	1 lb
Skinpicks	200 gp	1 lb
Slimebag	15 gp	3 lbs
Stealth Suit	5 gp	4 lb
Wolf Musk	50 gp	neg.
Wrist Sheath	4 gp	1/2 lb

POISON

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he takes the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage 1 minute later, which he can also avoid with a successful Fortitude saving throw.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Any poison smeared on an object or exposed to the elements in any way remains potent until it is touched or used.

Poisons can be divided into four basic types according to the method by which their effect is delivered, as follows.

Contact: Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon or a touch attack. Even if a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison can still affect it. A chest or other object can be smeared with contact poison as part of a trap. Contact poisons can also be ingested or delivered by injury.

Ingested: Ingested poisons are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe someone

into drinking or eating something poisoned. Assassins and other characters tend to use ingested poisons outside of combat. Ingestion poisons can *only* be delivered by ingesting them, they need to pass into the stomach to become active.

Inhaled: Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack with a range increment of 10 feet. When it strikes a hard surface (or is struck hard), the container releases its poison. One dose spreads to fill the volume of a 10-foot cube. Each creature within the area must make a saving throw. (Holding one's breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts, and other parts of the body.)

Injury: This poison must be delivered through a wound. If a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison does not affect it. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons. Injury poisons can also be ingested. By default, poisons made using this system are injury poisons.

Crafting Poisons

Making a dose of poison requires the Craft (poison) skill, and access to alchemical equipment, and 25% of the poison's cost in raw materials. The DC to Craft the poison is the same as the DC to resist it with a Fortitude save. Poisons start off as only working on an Injury vector. The price is where it gets tricky.

The price of a poison is based mainly on its Fortitude DC to resist. This is multiplied by the type of initial and secondary damage it deals. The total is then modified any Options the poison has (see Options below). If you want more than one damage type on the poison's initial or secondary damage, just add the appropriate multipliers together, but use double the value of all the multipliers except the highest one. You can also extend the duration of a negative condition damage by taking that damage multiple times, adding the multipliers and durations. A poison's initial damage and secondary damage must be allocated separately, but uses the same Fortitude DC.

The Base Cost of a poison is found by adding together the costs of its initial and secondary damages. If a poison has multiple effects from Table 3-3: Poison Damage Price Multipliers for its initial or secondary damage, then double the effective value of all the multipliers for that damage type. The cost of its initial damage is equal to the total of all the multipliers for it from Table 3-3: Poison Damage Price Multipliers, multiplied by the Fortitude save DC. The cost of its secondary damage is equal to the total of all the multipliers for it from table 12: Poison Damage Price Multipliers, multiplied by the Fortitude save DC, then cut in *half*. If the result is below 500 gp, round *up* to the nearest multiple of 10. If it is above 500 gp, round *up* to the nearest multiple of 100.

Then add together the total Price Mods from all the Options you took for the poison. Find the percentage of the Base Cost this represents. By adding the resulting value to the base Cost, you find the total Price of the poison for one dose! If this total is below 500 gp, round it up to the next multiple of 10. If this total is above 500 gp, round it up to the nearest multiple of 100.

Poisons made with this system are often more expensive than their *DMG* counterparts. This is on purpose. The poisons in the *DMG* all require rare, or at least hard to obtain, substance to make while these poisons can be made from stuff collected at the local market place. The price difference comes in that these poisons require HUGE amounts of raw materials to be distilled.

TABLE 3-3: POISON DAMAGE PRICE MULTIPLIERS

<u>Damage</u>	<u>Price</u>	<u>Notes</u>
1pt Ability Damage	x4	
1d2 Ability Damage	x6	
1d3 Ability Damage	x8	
1d4 Ability Damage	x10	
1d6 Ability Damage	x20	
1pt Ability Drain	x15	
1d2 Ability Drain	x20	
1d3 Ability Drain	x25	
1d4 Ability Drain	x30	
1d6 Ability Drain	x50	
1 Hit Point	x2	
1d2 Hit Points	x3	
1d3 Hit Points	x4	
1d4 Hit Points	x5	
1d6 Hit Points	x7	
Blinded	x12	lasts 1 hour
Confusion	x12	lasts 1 hour
Cowering	x8	lasts 10 minutes
Crippled	x18	lasts 1 hour
Dazed	x3	lasts 1 round
Dazzled	x5	lasts 1 minute
Death	x250	just plain D-E-A-D
Deafened	x2	lasts 1 hour
Disabled	x12	lasts 10 minutes
Exhausted	x12	lasts 1 hour
Fascinated	x12	lasts 10 minutes
Fatigued	x5	lasts 1 hour
Frightened	x8	lasts 10 minutes
Nauseated	x7	lasts 1 minute
Negative Level	x50	lasts until removed
Panicked	x5	lasts 1 minute
Paralyzed	x13	lasts 1 minute
Shaken	x5	lasts 1 minute
Sickened	x7	lasts 1 minute
Staggered	x10	lasts 10 minutes
Stunned	x10	lasts 1 minute
Unconscious	x25	lasts 1 hour
-1 Base Attack	x10	lasts 1 hour
-1 One Saving Throw	x5	lasts 1 hour
-1 Listen/Spot	x2	lasts 1 hour

Poison Damage

Poisons can deal damage in many ways. Most attack a type of metabolic function, and by disrupting it they harm the creature. This translates into either temporary or permanent ability score damage. Others work like digestive enzymes, and literally eat away at the victim's flesh, causing Hit Point damage. Some even cause specific chemical changes that result in debilitating conditions, or the temporary loss of some secondary ability (such as a saving throw penalty).

Ability Score Damage: A single ability score of the victim's takes temporary damage equal to the amount indicated, usually a die roll. Unless noted otherwise, any damage that is being dealt to an ability score by a poison is regular ability score damage. If the Fortitude save to resist this damage comes up a natural "1", then the damage is instead *drain!* This does not occur if the only way to fail the saving throw was for the victim to roll a natural 1.

Ability Score Drain: A single ability score of the victim's takes permanent drain equal to the amount indicated, usually a

die roll. Damage being dealt to an ability score, that is instead drain, is labeled as drain. If the Fortitude save to resist this drain comes up a natural "1", then the drain is *doubled!* This does not occur if the only way to fail the saving throw was for the victim to roll a natural 1.

Hit Point Damage: Digestive enzymes break down tissues, causing chemical burns that result in Hit Point damage. Damage Reduction does not protect from this damage, only a Fortitude save can resist it. If the Fortitude save to resist the damage comes up a natural "1", then the damage is *doubled!* This does not occur if the only way to fail the saving throw was for the victim to roll a natural 1.

Negative Condition: Chemical agents create new chemicals within the victim that mimic a deleterious condition. These conditions are identical to those in the Appendix, unless noted otherwise. They last for as long as the poison indicates. If the Fortitude save to resist the poison comes up a natural "1", then the duration of the effect is *doubled!* This does not occur if the only way to fail the saving throw was for the victim to roll a natural 1.

Secondary Ability Penalty: The victim of this poison either suffers a penalty to one type of saving throw, Base Attack bonus, Speed, or all Listen and Spot checks. These penalties are enhancement penalties, and last for as long as the poison indicates. If the Fortitude save to resist the poison comes up a natural "1", then the duration of the effect is *doubled!* This does not occur if the only way to fail the saving throw was for the victim to roll a natural 1.

TABLE 3-4: POISON OPTIONS

<u>Option</u>	<u>Price Mod</u>
Addictive	+25%
Binary Poison	+75%
Contact Vector	+50%
Continuous Effect	+300%
Delay (1 minute)	+10%
Delay (10 minutes)	+25%
Delay (1 hour)	+50%
Delay (6 hours)	+75%
Delay (1 day)	+100%
Ingested Vector	-50%
Inhaled Vector	+100%
Repetitive Effect	+50%
Species Specific	+200%

Poison Options

Addictive: Victims of this poison run the risk of becoming chemically dependant on it. Every time a person fails their saving throw to resist this poison, they must make another Fortitude against the same DC to avoid addiction (+25% Price).

Binary Poison: Each dose of this poison is actually two doses, an agent and a catalyst. Separately each is totally innocuous, and has no discernible effects. The agent will lie dormant in the victim's body until activated, or it has been removed. Once somebody who has been exposed to a particular agent is also exposed to it's catalyst, the poison combines in their bodies and has an effect *then*. Catalysts do not remain in somebody's system, and are filtered out after one day. This is a very effective means of assassination or blackmail (+75% Price).

Contact Vector: This poison can be delivered by injury, ingestion, inhalation, or skin contact. It cannot have either of the Ingested Vector or Inhaled Vector Option (+50% Price).

Continuous Effect: The poison's secondary damage, which must have a duration, does not end until the victim's body is cleansed of the poison. This can be done through the use of an antitoxin (see below), magic, or some other means. The poison must have no other secondary effects other than those that have a duration (+300%).

Delay (1 minute): Instead of taking effect immediately, the poison's initial damage is checked for one minute after it has been administered to the victim. The poison cannot have any other type of Delay Option (+10% Price).

Delay (10 minutes): Instead of taking effect immediately, the poison's initial damage is checked for ten minutes after it

has been administered to the victim. The poison cannot have any other type of Delay Option (+25% Price).

Delay (1 hour): Instead of taking effect immediately, the poison's initial damage is checked for one hour after it has been administered to the victim. The poison cannot have any other type of Delay Option (+50% Price).

Delay (6 hours): Instead of taking effect immediately, the poison's initial damage is checked for six hours after it has been administered to the victim. The poison cannot have any other type of Delay Option (+75% Price).

Delay (1 day): Instead of taking effect immediately, the poison's initial damage is checked for one day after it has been administered to the victim. The poison cannot have any other type of Delay Option (+100% Price).

Ingested Vector: This poison can be delivered by injury or by being ingested. It cannot have either of the Inhaled Vector or Contact Vector Option (-50% Price).

Inhaled Vector: This poison can be delivered by injury, ingestion, or inhalation. It cannot have either of the Ingested Vector or Contact Vector Option (+100% Price).

Repetitive Effect: The poison's secondary damage repeats one minute after the victim was last affected. This Option can be taken multiple times in order to cause multiple repeats of the poison's secondary damage. Only poisons that have a secondary damage effect that does not have a duration can use this Option (+50%).

Species Specific: This poison only has effects when used on creatures of specific species. Otherwise it is totally harmless (+200% Price).

TABLE 3-4: EXAMPLE POISONS

Poison	Type	DC	Initial	Secondary	Price
Lethe	Inhaled	14	1d4 Wis	1 Wis drain, Negative Level	1,400 gp
Plague Juice	Injury	20	1 pt Con	Nauseated (1 minute)	150 gp

Type: The poison's method of delivery (contact, ingested, inhaled, or via an injury) and the Fortitude save DC to avoid the poison's damage.

Initial Damage: The damage the character takes immediately upon failing his saving throw against this poison. Ability damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes.

Secondary Damage: The amount of damage the character takes 1 minute after exposure as a result of the poisoning, if he fails a second saving throw. Unconsciousness lasts for 1d3 hours. Ability damage marked with an asterisk is permanent drain instead of temporary damage.

Price: The cost of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is always illegal, and even in big cities it can be obtained only from specialized, less than reputable sources. A Craft (Poison) skill can be used to create poisons, at the cost of 25% of the poison's normal price.

Addiction

A character addicted to a poison, or a drug, must take it regularly or suffer the effects of *withdrawal*.

While in *withdrawal*, they have a -1 cumulative penalty to their saving throws and skill checks for every day that has gone by since they missed their dose. This penalty is cumulative

with itself, with a maximum of -10, but those addicted to multiple drugs only get a -1 penalty per day maximum. While undergoing *withdrawal* they must make a Will save against the DC of their last dose to resist doing whatever it takes to get a dose whenever the opportunity presents itself.

Withdrawal is the first stage of kicking the habit; every day they are in *Withdrawal* they get a Will save against the Fortitude DC of the last dose they took. If they succeed, then they reduce the effective DC of their last dose by 1. When the DC becomes 0, they are no longer addicted. If they ever receive a dose later on they become addicted all over again, automatically.

Perils of Using Poison

A character has a 5% chance of exposing himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a character that rolls a natural 1 on an attack roll with a poisoned weapon must make a DC 15 Reflex save or accidentally poison himself with the weapon.

Poison Immunities

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures (constructs and undead) and creatures without metabolisms (such as elementals and robots) are always immune to poison. Oozes, plants, and certain kinds of supernatural creatures are also immune to poison, although

conceivably special poisons could be concocted specifically to harm them.

Antitoxin

In addition to the generally useful alchemical anti-toxin, a skilled poison-crafter can also make specific antitoxins. A specific antitoxin is much more effective than alchemical antitoxin, as it provides *total immunity* to a single dose of poison. The flaw of specific antitoxins is that they work for only one *specific* poison, and have absolutely no bearing on any other type of poison. Antitoxin costs the same as the poison it protects from, and is also made with the Craft (poison) skill. Antitoxin can be made for natural creature poisons as well as artificial poisons. Specific antitoxins protect from a poison according to its statistics, not its source, so one antitoxin will protect from an identical poison created by a creature naturally, or crafted artificially.

This type of antitoxin is typically delivered by means of ingestion, although injection is also possible. If ingested it takes 1d6 rounds before it starts to protect the user, while injected it provides immediate protection. The protection of an antitoxin fades away after 24 hours, unless it is used up before then.

Antitoxins are used up as soon as they protect the user from a single dose of poison. If a creature is given a specific antitoxin in time for it to take effect before a poison's secondary effect, then the secondary effect is negated and the antitoxin is used up. A user can dose themselves with multiple specific antitoxins in order to gain protection from many different types of poison, or from one poison multiple times. There is an upward limit of how much antitoxin a person can take within a 24-hour period before they start to suffer side effects. A creature can contain up to their Constitution + Size Modifier in doses of specific antitoxin safely, with each dose after that causing a cumulative -1 penalty to their Strength and Dexterity scores. This penalty fades away after 24 hours have passed, even if the antitoxin has been used up before then.

Venom

The poisons naturally secreted by creatures are called venoms. A creature is immune to any venom it secretes, or the same type of venom secreted by another creature of the same species. Venom can be harvested from a living or dead creature, and used as half the material cost to produce antitoxin for the venom, or as raw poison in its own right.

A creature produces enough harvestable venom to make one dose of poison or antitoxin equal to 5 plus its size modifier (so smaller creatures have fewer doses than bigger ones). This only applies to harvested venom, the creature can secrete enough for an almost unlimited number of attacks. A creature's corpse can only be used to harvest venom if it has not started to decay.

If being used to create antitoxin, each dose of venom harvested provides half the raw materials needed. If used as regular poison, each dose equals one dose of poison. If used to prep a batch of poison with identical damage, each dose provides half its regular price in raw materials, no matter what the final poison's DC would be (but only half the raw materials cost can come from the harvested venom).

Magical Poisons

Assassins can instill any harmful single-target assassin spell into the form of an injury vector poison by Crafting it as if it

where a poison. The rules for poison options above apply to magical poisons, as do the required materials. Magical poisons only have initial damage, and cannot be crafted to also have regular poison effects. Assassins can only craft magical poisons for assassin spells of a level they can cast, even if they do not know that spell.

The base price for a single dose of magical poison is 25 x spell level x Assassin level it is cast at in gold pieces, but the Assassin level of the poison can be no higher than its maker's. The save DC for magical poisons is equal to 10 + 1/2 Assassin level + spell level, which is also the DC to Craft it. Magical poisons cost 1/25th their total price in XP to make.

TRAPS

This section details the various traps, their prices, their statistics, and their Challenge Rating. There is also a master list of all traps in alphabetical order, and random trap tables by CR to make the GM's life easier.

TABLE 3-5: TRAP CHALLENGE RATINGS

<u>Trap</u>	<u>CR</u>
<i>Acid Arrow Trap</i> (CL 3)	3
<i>Acid Arrow Trap</i> (CL 18) [two CR 6 traps on one trigger]	8
<i>Acid Fog Trap</i> (CL 11)	7
<i>Basic Arrow Trap</i>	1
<i>Bestow Curse Trap</i> (CL 5)	4
<i>Black Tentacles Trap</i> (CL 7)	7
<i>Blade Barrier Trap</i> (CL 11)	7
<i>Box of Brown Mold</i>	2
Bricks from Ceiling	2
<i>Built-to-Collapse Wall</i>	6
<i>Burning Hands Trap</i> (CL 1)	2
<i>Burning Hands Trap</i> (CL 3)	3
Burnt Othur Vapor Trap	7
<i>Camouflaged Pit Trap</i> (10 ft deep)	1
<i>Camouflaged Pit Trap</i> (20 ft deep)	2
<i>Camouflaged Pit Trap</i> (30 ft deep)	3
<i>Camouflaged Pit Trap</i> (40 ft deep)	4
<i>Camouflaged Pit Trap</i> (50 ft deep)	5
Ceiling Pendulum	3
<i>Chain Lightning Trap</i> (CL 11)	7
Collapsing Column	4
<i>Compacting Room</i>	6
Crushing Room Trap	10
<i>Crushing Wall Trap</i>	10
Deathblade Wall Scythe	8
<i>Deeper Pit Trap</i> (20 ft deep)	1
<i>Destruction Trap</i> (CL 13)	8
<i>Doorknob Smear</i> ed with Contact Poison (carrion crawler brain juice)	1
<i>Doorknob Smear</i> ed with Contact Poison (nitharit)	5
Drawer Handle Smeared with Contact Poison (black lotus extract)	9
Dropping Ceiling	9
<i>Earthquake Trap</i> (CL 13)	8
<i>Energy Drain Trap</i> (CL 17)	10
<i>Extended Bane Trap</i> (CL 3)	3
Falling Block Trap	5
<i>Fire Trap</i> (CL 3)	3
<i>Fire Trap</i> (CL 7)	5
<i>Fireball Trap</i> (CL 7)	5

<i>Flame Strike Trap</i> (CL 9)	6	Razor-Wire across Hallway	1
<i>Flooding Room Trap</i>	5	<i>Reverse Gravity Trap</i> (CL 13)	8
<i>Forcecage and Summon Monster VII Trap</i> (CL 13) [two CR 6 traps on one trigger]	10	Rolling Rock Trap	1
Fusillade of Darts (all two 5-ft squares)	1	<i>Scything Blade Trap</i>	1
Fusillade of Darts (all in 10-ft square)	5	<i>Sepia Snake Sigil Trap</i> (CL 5)	4
Fusillade of Greenblood Oil Darts (all in 10-ft square)	7	<i>Spear Trap</i>	1
Fusillade of Spears (all in 10-ft square)	6	Spiked Blocks from Ceiling	6
<i>Ghoul Touch Trap</i> (CL 3)	3	Spiked Pit Trap (10 ft deep)	2
<i>Glyph of Warding</i> (Blast) (CL 5)	4	Spiked Pit Trap (20 ft deep)	3
<i>Glyph of Warding</i> (Blast) (CL 16)	6	Spiked Pit Trap (60 ft deep)	4
<i>Hail of Needles</i>	3	Spiked Pit Trap (40 ft deep, higher Reflex DC)	5
<i>Incendiary Cloud Trap</i> (CL 15)	9	Spiked Pit Trap (80 ft deep)	5
<i>Inflict Light Wounds Trap</i> (CL 1)	2	Spiked Pit Trap (100 ft deep)	6
Insanity Mist Vapor	8	Stone Blocks from Ceiling	3
Javelin Trap	2	<i>Summon Monster VI Trap</i> (CL 11)	7
Large Net Trap	2	Swinging Block Trap	1
<i>Lighting Bolt Trap</i> (CL 5)	4	Tripping Chain	2
<i>Lighting Bolt Trap</i> (CL 10)	6	Ungol Dust Vapor Trap	5
Lock Covered in Dragon Bile	7	<i>Wail of the Banshee Trap</i> (CL 17)	10
Moving Executioner Statue	5	Wall Blade Trap	1
<i>Phantasmal Killer Trap</i> (CL 7)	5	Wall Scythe Trap	4
Pit Trap (40 ft deep)	2	Water-Filled Room (3 round delay)	7
Pit Trap (60 ft deep)	3	Water-Filled Room Trap (5 round delay)	4
Pit Trap (80 ft deep)	4	Well-Camouflaged Pit Trap (10 ft deep)	2
Pit Trap (100 ft deep)	5	Well-Camouflaged Pit Trap (70 ft deep)	7
Poison Dart Trap (bloodroot)	1	Well-Camouflaged Pit Trap (100 ft deep)	8
Poison Needle Trap (blue whinnis)	2	Whirling Poison Blades (purple worm poison)	6
Poison Needle Trap (greenblood oil)	1	Wide-Mouth Pit Trap (40 ft deep)	6
Poison Wall Spikes (medium monstrous spider venom)	5	Wide-Mouth Pit Trap (100 ft deep)	9
Poisoned Arrow Trap (large monstrous scorpion venom)	3	Wide-Mouth Spiked Pit Trap (20 ft deep)	4
Poisoned Dart Trap (small monstrous scorpion)	4	Wide-Mouth Spiked Pit with Poisoned Spikes (70 ft deep) (giant wasp poison)	9
Poisoned Spiked Pit Trap (50 ft deep) (purp worm poison)	10	<i>Word of Chaos Trap</i> (CL 13)	8
Portcullis Trap	1	Wyvern Arrow Trap (wyvern poison)	6
<i>Power Word Stun Trap</i> (CL 13)	8		
<i>Prismatic Spray Trap</i> (CL 13)	8		

TABLE 3-6: RANDOM TRAPS BY CHALLENGE RATING

d%	Challenge Rating 1 Traps	Search	Disable Device	Attack or Area	Save	Damage	Market Price
01	Basic Arrow	20	20	+10 ranged	---	1d6/x3	2,000 gp
02	Camouflaged Pit (10 ft deep)	24	20	---	Ref 20	1d6 fall	1,800 gp
03	Deeper Pit (20 ft deep)	20	23	---	Ref 15	2d6 fall	1,300 gp
04-53	Doorknob Smear with Contact Poison (carrion crawler brain juice)	19	19	---	Fort 13	paralysis / -	200 gp
54-64	Fusillade of Darts (1d4 each at two squares)	14	20	+10 ranged	---	1d4+1/x2 per dart	500 gp
65-66	Poison Dart (bloodrot: 0/1d4 Con & 1d3 Wis)	20	18	+8 ranged	Fort 12	1d4 & poison	700 gp
67-90	Razor-wire across Hallway (first target in two squares)	22	15	+10 melee	---	2d6 wire	400 gp
91	Poison Needle (greenblood oil: 1 Con/1d2 Con)	22	20	+8 ranged	Fort 13	1 & poison	1,300 gp
92	Portcullis (blocks passageway)	20	20	+10 melee	---	3d6	1,400 gp
93	Rolling Rock	20	22	+10 melee	---	2d6 rock	1,400 gp
94	Scything Blade	21	20	+8 melee	---	1d8/x3	1,700 gp
95	Spear	20	20	+12 ranged	---	1d8/x3	1,200 gp
96-99	Swinging Block	20	20	+5 melee	---	5d6 stone	500 gp
100	Wall Blade	22	22	+10 melee	---	2d4/x4	2,500 gp

d%	Challenge Rating 2 Trap	Search	Disable Device	Attack or Area	Save	Damage	Market Price
01	Box of Brown Mold	22	16	5-ft radius	---	3d6 cold nonlethal	3,000 gp
02-04	Bricks from Ceiling (all in two squares)	20	20	+12 melee	---	2d6 bricks	2,400 gp
05-53	<i>Burning Hands</i> (CL 1, 10 ft fan)	26	26	---	Ref 11 half	1d4 fire	500 gp, 40 XP
54	Camouflaged Pit (20 ft deep)	24	19	---	Ref 20	2d6 fall	3,400 gp
55-77	<i>Inflict Light Wounds</i> (CL 1)	26	26	---	Will 11 half	1d8+1	500 gp, 40 XP
78	Javelin	20	18	+16 ranged	---	1d6+4	4,800 gp
79	Large Net (grapple 10-ft square, Str 18)	20	25	+5 melee	Ref 14	grapples	3,000 gp
80-85	Pit (40 ft deep)	20	20	---	Ref 20	4d6 fall	2,000 gp

86	Poison Needle (Open Lock DC 30 bypass) (blue whinnies: 1 Con/unconsciousness)	22	17	+17 melee	Fort 14	1 & poison	4,720 gp
87-98	Spiked Pit (20 ft deep, 2 squares) (1d4 +10 melee spikes 1d4+2 damage)	18	15	---	Ref 20	2d6 fall	1,600 gp
99	Tripping Chain (+15 touch trip attack)	15	18	+15 melee	---	2d4+2	3,800 gp
100	Well-Camouflaged Pit (10 ft deep)	27	20	---	Ref 20	1d6 fall	4,400 gp

d%	Challenge Rating 3 Trap	Search	Disable Device	Attack or Area	Save	Damage	Market Price
01-10	<i>Acid Arrow</i> (CL 3, touch attack, lasts 2 rounds)	27	27	+2 ranged	---	2d4 acid per round	3,000 gp, 240 XP
11-30	<i>Burning Hands</i> (CL 5, 10 ft fan)	26	26	---	Ref 11 half	5d4 fire	2,500 gp, 200 XP
31-32	Camouflaged Pit (30 ft deep)	24	18	---	Ref 20	3d6 fall	4,800 gp
33-34	Ceiling Pendulum	15	27	+15 melee	---	1d12+8/x3	14,100 gp
35-36	Extended <i>Bane</i> Trap (CL 3)	27	27	---	Will 13	<i>bane</i>	3,500 gp, 280 XP
37-56	<i>Fire Trap</i> (CL 3)	27	27	---	Ref 13 half	1d4+3	(NPC caster) 85 gp
57-62	<i>Ghoul Touch</i> Trap (CL 3)	27	27	---	Fort 13	<i>ghoul touch</i>	3,000 gp, 240 XP
63-64	Hail of Needles	22	22	+20 ranged	---	2d4	5,400 gp
65-74	Pit (60 ft deep)	20	20	---	Ref 20	6d6 fall	3,000 gp
75-94	Poisoned Arrow (Open Lock DC 30 bypasses) (large monstrous scorpion: 1d4 Con/1d4 Con)	19	15	+12 ranged	Fort 14	1d8 & poison	2,900 gp
95-98	Spiked Pit (20 ft deep, 2 squares) (1d4 +10 melee spikes 1d4+2 damage)	21	20	---	Ref 20	2d6 fall	3,600 gp
99-100	Stone Blocks from Ceiling	25	20	+10 melee	---	4d6 blocks	5,400 gp

d%	Challenge Rating 4 Trap	Search	Disable Device	Attack	Save	Damage	Market Price
01-02	<i>Bestow Curse</i> (CL 5)	28	28	---	Will 14	<i>bestow curse</i>	8,000 gp, 640 XP
03-12	Camouflaged Pit (40 ft deep, 2 squares)	25	17	---	Ref 20	4d6 fall	6,800 gp
13-14	Collapsing Column	20	24	+15 melee	---	6d6 blocks	8,800 gp
15-34	<i>Glyph of Warding</i> (Blast) (CL 5, 5 ft burst)	28	28	---	Ref 14 half	2d8 acid	(NPC caster) 350 gp
35-39	<i>Lightning Bolt</i> (CL 5, 10 ft wide line)	28	28	---	Ref 14 half	5d6 electricity	7,500 gp, 600 XP
40-59	Pit (80 ft deep)	20	20	---	Ref 20	8d6 fall	4,000 gp
60-61	Poisoned Dart (Sm mnstrs centpd: 1d2Dex/1d2Dex)	21	22	+15 ranged	Fort 10	1d4+4 & poison	12,090 gp
62-81	<i>Sepia Snake Sigil</i> (CL 5)	28	28	---	Ref 14	<i>sepia snake sigil</i>	(NPC caster) 650 gp
82-91	Spiked Pit (60 ft deep) (1d4 +10 melee spikes 1d4+5 damage)	20	20	---	Ref 20	6d6 fall	4,000 gp
92-93	Wall Scythe	21	18	+20 melee	---	2d4+8/x4	17,200 gp
94-95	Water-Filled Room (all in 10 ft/10 ft room)	17	23	5 rnd delay	---	drowning	11,200 gp
96-100	Wide-Mouth Spiked Pit (20 ft deep, 2 squares) (1d4 +10 melee spikes 1d4+2 damage)	18	25	---	Ref 20	2d6 fall	7,200 gp

d%	Challenge Rating 5 Trap	Search	Disable Device	Attack or Area	Save	Damage	Market Price
01-20	Camouflaged Pit (50 ft deep)	25	17	---	Ref 20	5d6 fall	8,500 gp
21-28	Doorknob Smear with Contact Poison (nitharit: 0/3d6 Con)	25	19	---	Fort 13	poison	9,650 gp
29-30	Falling Block (two squares)	20	25	+15 melee	---	6d6 block	15,000 gp
31-50	<i>Fire Trap</i> (CL 7)	29	29	---	Ref 16 half	<i>fire trap</i>	(NPC caster) 305 gp
51-55	<i>Fireball</i> (CL 8, 20 ft radius)	28	28	---	Ref 16 half	8d6 fire	12,000 gp, 960 XP
56-57	Flooding Room (all in room)	20	25	4 rnd delay	---	drowning	17,500 gp
58-59	Fusillade of Darts (1d8 each in 10-ft square)	19	25	+18 ranged	---	1d4+1 per dart	18,000 gp
60-61	Moving Executioner Statue (bypass switch Search DC 25)	25	29	+16 melee	---	1d12+8/x3	22,500 gp
62-63	<i>Phantasmal Killer</i> (CL 7, Fort 16 partial)	29	29	---	Will 16	<i>phantasmal killer</i>	14,000 gp, 1,120XP
64-83	Pit (100 ft deep)	20	20	---	Ref 20	10d6 fall	5,000 gp
84-88	Poison Wall Spikes (closes in 2 squares) (Md mnstrs spider: 1d4 Str/1d4 Str)	17	21	+16 melee	Fort 12	1d8+4 & poison	12,650 gp
89-90	Spiked Pit (80 ft deep) (1d4 +10 melee spikes 1d4+4 damage)	20	20	---	Ref 20	8d6 fall	13,500 gp
91-100	Ungol Dust Vapor (all in 10 ft square room) (ungol dust: 1 Cha/1d6 Cha&1Cha drain)	20	16	---	Fort 15	poison	9,000 gp

d%	Challenge Rating 6 Trap	Search	Disable Device	Attack or Area	Save	Damage	Market Price
01-20	Built-to-Collapse Wall (all in 10-ft square)	14	16	+20 melee	---	8d6 blocks	15,000 gp
21-25	Compacting Room (all in 10 ft/10 ft room) (bypass switch Search DC 25)	20	22	4 rnd delay	---	12d6 crush	25,200 gp
26-31	<i>Flame Strike</i> (CL 9, 10 ft radius)	30	30	---	Ref 17 half	9d6 fire*	22,750 gp, 1,820 XP
32-34	Fusillade of Spears (1d6 each in 10-ft square)	26	20	+21 ranged	---	1d8 per spear	31,200 gp
35-54	<i>Glyph of Warding</i> (Blast) (CL 16, 5 ft burst)	28	28	---	Ref 14 half	8d8 sonic	(NPC caster) 680 gp
55-74	<i>Lightning Bolt</i> (CL 10, 10 ft wide line)	28	28	---	Ref 14 half	10d6 electricity	15,000 gp, 1,200 XP

75-84	Spiked blocks from Ceiling (all in 10 ft square)	24	20	+20	melee	---	6d6	21,600 gp
85-87	Whirling Poison Blades (lock bypass Search DC 25, Open Lock DC 30) (single target in three 5 ft squares) (purple worm: 1d6 Str/2d6 Str)	20	20	+10	melee	Fort 24	1d4+4 & poison	30,200 gp
88-90	Wide-Mouth Pit (40 ft deep) (all in 10-ft square)	26	25	---		Ref 25	4d6 fall	28,200 gp
91-100	Wyvern Arrow (wyvern poison: 2d6 Con/2d6 Con)	20	16	+14	ranged	Fort 17	1d8 & poison	17,400 gp

* Half the damage is divine damage, and cannot be reduced by resistance or immunity to fire.

d%	Challenge Rating 7 Trap	Search	Device	Attack or Area	Save	Damage	Market Price
01-03	<i>Acid Fog</i> (CL 11, 20 ft spread, lasts 11 rounds)	31	31	---	---	2d6 acid per round	33,000 gp, 2,640 XP
04-23	<i>Black Tentacles</i> (CL 7, 1d4+7 tentacles, lasts 7 rounds) (up to 6 tentacles per target in 2 squares)	29	29	+7	melee	---	1d6+4 per tentacle 1,400 gp, 112 XP
24-26	<i>Blade Barrier</i> (CL 11) (up to 20 ft radius ring, lasts 11 minutes)	31	31	---	Ref 19 half	11d6	33,000 gp, 2,640 XP
27-36	Burnt Othur Vapor (all in 10 ft/10 ft room) (burnt othur fumes: 1 Con drain/3d6 Con)	21	21	---	Fort 18	poison	17,500 gp
27-39	<i>Chain Lightning</i> (CL 11) (5d6 damage to up to 11 secondary targets)	31	31	---	Ref 19 half	11d6 electricity	33,000gp, 2,640XP
40-49	Fusillade of Greenblood Oil Darts (1d8 each in 10-ft square) (greenblood oil: 1 Con/1d2 Con)	19	25	+18	ranged	Fort 13	1d4+1 & poison per dart 18,000 gp
50-69	Lock Covered in Dragon Bile (dragon bile: 3d6 Str/0)	27	16	---	Fort 26	poison	11,300 gp
70-89	<i>Summon Monster VI</i> (CL 11)	31	31	---	---	<i>Summon Monster VI</i>	3,300 gp, 264 XP
90-95	Water-Filled Room (all in 10 ft/10 ft room)	20	25	3 rd	delay	drowning	21,000 gp
96-100	Well-Camouflaged Pit (70 ft deep)	27	18	---	Ref 25	7d6 fall	24,500 gp

d%	Challenge Rating 8 Trap	Search	Device	Attack or Area	Save	Damage	Market Price
01-03	<i>Acid Arrow</i> (CL 18, touch attack, lasts 7 rds)	27	27	+9	ranged*	---	2d4 acid per round 83,500 gp, 4,680 XP
04-13	Deathblade Wall Scythe (deathblade: 1d6 Con/2d6 Con)	24	19	+16	melee	Fort 20	2d4+8 & poison 31,400 gp
14-23	<i>Destruction</i> (CL 13, 10d6 if saved)	32	32	---	Fort 20	<i>destruction</i>	45,500 gp, 3,640 XP
24-29	<i>Earthquake</i> (CL 13, 65 ft radius)	32	32	---	Ref 15/20	<i>earthquake</i>	45,500 gp, 3,640 XP
30-49	Insanity Mist Vapor (all in 10 ft/10 ft room) (insanity mist: 1d4 Wis/2d6 Wis)	25	20	---	Fort 15	poison	23,900 gp
50-69	<i>Power Word Stun</i> (CL 13)	32	32	---	hit points	<i>power word stun</i>	4,550 gp, 364 XP
70-74	<i>Prismatic Spray</i> (CL 13, 60 ft cone burst)	32	32	---	special	<i>prismatic spray</i>	45,500 gp, 3,640 XP
75-77	<i>Reverse Gravity</i> (CL 13, all in 10 ft square)	32	32	---	Ref 20	6d6 fall (twice)	45,500 gp, 3,640 XP
78-97	Well-Camouflaged Pit (100 ft deep)	27	18	---	Ref 20	10d6 fall	16,000 gp
98-100	<i>Word of Chaos</i> (CL 13, <i>detect law</i> trigger)	32	32	---	special	<i>word of chaos</i>	46,000 gp, 3,680 XP

* Really fires two *acid arrows* simultaneously at the same target. If both arrows hit, then the damage is cumulative (4d4 total per round).

d%	Challenge Rating 9 Trap	Search	Device	Attack or Area	Save	Damage	Market Price
01-20	Drawer Handle Smearred with Contact Poison (black lotus extract: 3d6 Con/3d6 Con)	18	26	---	Fort 20	poison	21,600 gp
21-45	Dropping Ceiling (all in 10 ft/10 ft room)	20	16	1 rd	delay	---	12d6 crush 12,600 gp
46-60	<i>Incendiary Cloud</i> (CL 15, 20 ft radius spread) (lasts 15 rounds, new save each round)	33	33	---	Ref 22 half	4d6 fire/round	60,000 gp, 4,800 XP
61-75	Wide-Mouth Pit (100 ft deep, all in 10 ft square)	25	25	---	Ref 25	10d6 fall	40,500 gp
76-100	Wide-Mouth Spiked Pit with Poison Spikes (70 ft deep, all in 10 ft square) (1d4 +10 melee spikes 1d4+5 damage & poison) (giant wasp poison: 1d6 dex/1d6 Dex)	20	20	---	Ref 20/Fort 14	7d6 fall	11,910 gp

d%	Challenge Rating 10 Trap	Search	Device	Attack	Save	Damage	Market Price
01-15	Crushing Room (all in 10 ft/10 ft room)	22	20	2 rd	delay	---	16d6 crush 29,000 gp
16-40	Crushing Wall (all in 5 ft square)	20	25	---	---	---	18d6 crush 25,000 gp
41-50	<i>Energy Drain</i> (CL 17, touch attack, lasts 24 hours) (Fort DC 23 after 24 hrs to avoid level loss)	34	34	+8	ranged	---	2d4 neg lvls 124,000 gp, 7,920 XP
51-60	<i>Forcecage</i> and <i>Summon Monster VII</i> (CL 13, <i>forcecage</i> 10 ft windowless cube lasts 26 hours, <i>summon monster VII</i> lasts 13 Rounds, summoned creature is inside)*	32	32	-----	by monster	-----	241,000 gp, 7,280 XP
61-85	Poisoned Spiked Pit (50 ft deep) (1d4 +10 melee spikes 1d4+5 damage & poison) (purple worm poison: 1d6 Str/2d6 Str)	16	25	---	Ref 20/Fort 24	5d6 fall	19,700 gp
86-100	<i>Wail of the Banshee</i> (CL 17) (up to 17 creatures in 40 ft radius spread)	34	34	---	Fort 23	death	76,500 gp, 6,120 XP

* This is actually two CR 8 traps which activate simultaneously. There is only one trigger, an *alarm* spell set to activate the trap once any creature enters the 10-ft cube area of the *forcecage*.

FOUR: SPELLS

This chapter covers the spells in the expanded Assassin Spellcasting list. You will find that many have been moved to new levels from the list given in the *DMG*, while many more have been added.

All of this was on purpose. Several of the new spells on this list are of the “why the hell wasn’t it there already?” variety. The spells on the Assassin Spellcasting list are those designed to make the job of assassination easier. Primarily this consists of two categories: assassin-augmentations and target-debilitations. For the most part spells that allow the assassin to kill the target in some flashy and dramatic way are left out, as assassins that utilize such methods are quickly weeded from the gene pool.

In addition to Assassin spells, you will also find several spells used by members of other classes that often fulfill the role of an assassin. Most such spells are to help them make up for the class’ shortcomings in the area of murder for hire, but are also thematic matches to the class using it.

* Double your effective caster level when using this spell.

ASSASSIN SPELL LIST

0th Level

Daze* (Ench): Humanoid creature of 4 HD or less loses next action.

Detect Poison (Div): Detects poison in one creature or small object.

Ghost Sound (Illus): Figment Sounds.

Mage Hand (Trans): 5-pound telekinesis.

Message (Trans): Whispered conversation at a distance.

Open/Close (Trans): Opens or closes small or light things.

Touch of Fatigue (Necro): Touch attack *fatigues* target.

1st Level

Animate Rope (Trans): Makes a rope move at your command.

[NEW] Baleful Weapon (Trans): Weapon deals +level in damage on next hit within one minute, bypassing damage Reduction. [Evil]

[NEW] Cleansing Aura (Abjur): Aura leaves no mystical traces for 1 hour per level.

Death Knell (Necro): Kills dying creature, you gain 1d8 temporary hp, +2 to Str, and +1 caster level.

Disguise Self (Illus): Changes your appearance.

Expeditious Retreat (Trans): Your speed increases by 30ft.

Feather Fall (Trans): Objects or creatures fall slowly.

Grease (Conj): Makes 10-ft square or one object slippery.

Jump (Trans): Subject gets bonus on Jump checks.

Obscure Object (Abjur): Masks object against scrying.

Obscuring Mist (Conj): Fog surrounds you.

[NEW] Sideslip (Conj): Close-range free action teleportation within line-of-sight.

Silent Image (Illus): Creates minor illusion of your design.

Sleep (Ench): Puts 4 HD of creatures into magical slumber.

Spider Climb (Trans): Grants ability to walk on walls and ceilings.

True Strike (Div): +20 on your next attack roll.

Ventriloquism (Illus): Throws voice for 1 min./level.

2nd Level

Alter Self (Trans): Assume form of a similar creature.

Blindness/Deafness (Necro): Makes subject blinded or deafened.

Cat’s Grace (Trans): Subject gains +4 to Dex for 1 min./level.

Darkness (Evoc): 20-ft. radius of supernatural shadow.

Darkvision (Trans): See 60 ft. in total darkness.

Daze Monster (Ench): Living creature of 6 HD or less loses next action.

Detect Thoughts (Div): Allows “listening” to surface thoughts.

Fog Cloud (Conj): Fog obscures vision.

Fox’s Cunning (Trans): Subject gains +4 Int for 1 min./level.

Knock (Trans): Opens locked or magically sealed door.

Invisibility (Illus): Subject is invisible for 1 min./level or until it attacks.

Levitate (Trans): Subject moves up and down at your direction.

Locate Object (Div): Senses direction toward object (specific or type).

Minor Image (Illus): As *silent image*, plus some sound.

Misdirection (Illus): Misleads divinations for one creature or object.

Pass Without Trace (Trans): One subject/level leaves no tracks.

Rope Trick (Trans): As many as eight creatures hide in extradimensional space.

See Invisibility (Div): Reveals invisible creatures or objects.

Touch of Idiocy (Ench): Subject takes 1d6 points of Int, Wis, and Cha damage.

Undetectable Alignment (Abjur): Conceals alignment for 24 hours.

Whispering Wind (Trans): Sends a short message 1 mile/level.

3rd Level

Clairaudience/Clairvoyance (Div): Hear or see at a distance for 1 min./level.

Deep Slumber (Ench): Puts 10 HD of creatures to sleep.

Deeper Darkness (Evoc): Object sheds supernatural shadow in 60-ft. radius.

False Life (Necro): Gain 1d10 temporary hit points +1/level (max +10).

[NEW] Final Death (Necro): Target corpse cannot become undead, be *raised* or *reincarnated*.

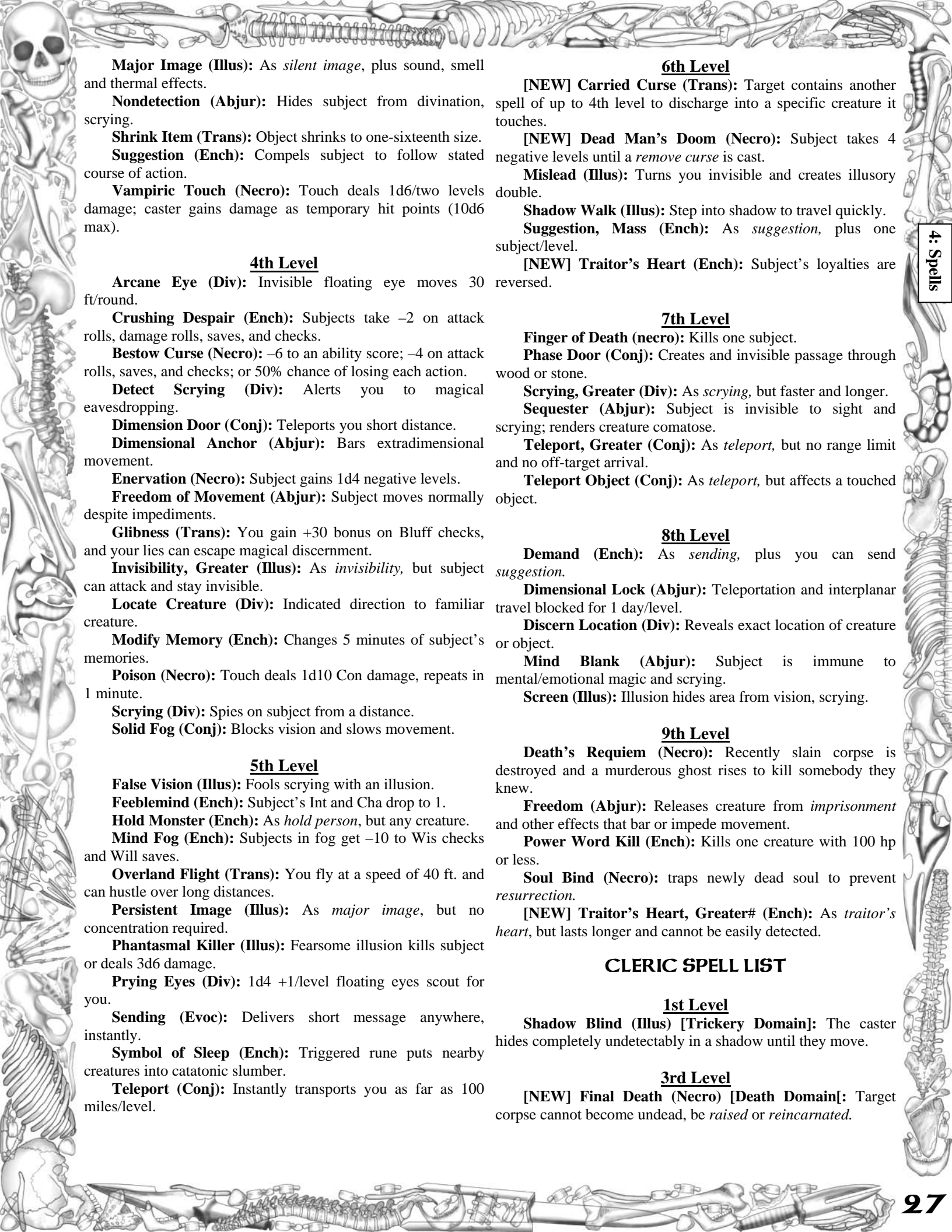
Fly (Trans): Subject flies at a speed of 60 ft.

Gaseous Form (Trans): Subject becomes insubstantial and can fly slowly.

Hold Person (Ench): Paralyzes one humanoid for 1 round/level.

Illusory Script (Illus): Only intended reader can decipher.

Magic Circle Against Good (Abjur): As *protection from good*, but 10-ft radius and 10 min./level.



Major Image (Illus): As *silent image*, plus sound, smell and thermal effects.

Nondetection (Abjur): Hides subject from divination, scrying.

Shrink Item (Trans): Object shrinks to one-sixteenth size.

Suggestion (Ench): Compels subject to follow stated course of action.

Vampiric Touch (Necro): Touch deals 1d6/two levels damage; caster gains damage as temporary hit points (10d6 max).

4th Level

Arcane Eye (Div): Invisible floating eye moves 30 ft/round.

Crushing Despair (Ench): Subjects take -2 on attack rolls, damage rolls, saves, and checks.

Bestow Curse (Necro): -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.

Detect Scrying (Div): Alerts you to magical eavesdropping.

Dimension Door (Conj): Teleports you short distance.

Dimensional Anchor (Abjur): Bars extradimensional movement.

Enervation (Necro): Subject gains 1d4 negative levels.

Freedom of Movement (Abjur): Subject moves normally despite impediments.

Glibness (Trans): You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.

Invisibility, Greater (Illus): As *invisibility*, but subject can attack and stay invisible.

Locate Creature (Div): Indicated direction to familiar creature.

Modify Memory (Ench): Changes 5 minutes of subject's memories.

Poison (Necro): Touch deals 1d10 Con damage, repeats in 1 minute.

Scrying (Div): Spies on subject from a distance.

Solid Fog (Conj): Blocks vision and slows movement.

5th Level

False Vision (Illus): Fools scrying with an illusion.

Feeblemind (Ench): Subject's Int and Cha drop to 1.

Hold Monster (Ench): As *hold person*, but any creature.

Mind Fog (Ench): Subjects in fog get -10 to Wis checks and Will saves.

Overland Flight (Trans): You fly at a speed of 40 ft. and can hustle over long distances.

Persistent Image (Illus): As *major image*, but no concentration required.

Phantasmal Killer (Illus): Fearsome illusion kills subject or deals 3d6 damage.

Prying Eyes (Div): 1d4 +1/level floating eyes scout for you.

Sending (Evoc): Delivers short message anywhere, instantly.

Symbol of Sleep (Ench): Triggered rune puts nearby creatures into catatonic slumber.

Teleport (Conj): Instantly transports you as far as 100 miles/level.

6th Level

[NEW] Carried Curse (Trans): Target contains another spell of up to 4th level to discharge into a specific creature it touches.

[NEW] Dead Man's Doom (Necro): Subject takes 4 negative levels until a *remove curse* is cast.

Mislead (Illus): Turns you invisible and creates illusory double.

Shadow Walk (Illus): Step into shadow to travel quickly.

Suggestion, Mass (Ench): As *suggestion*, plus one subject/level.

[NEW] Traitor's Heart (Ench): Subject's loyalties are reversed.

7th Level

Finger of Death (necro): Kills one subject.

Phase Door (Conj): Creates an invisible passage through wood or stone.

Scrying, Greater (Div): As *scrying*, but faster and longer.

Sequester (Abjur): Subject is invisible to sight and scrying; renders creature comatose.

Teleport, Greater (Conj): As *teleport*, but no range limit and no off-target arrival.

Teleport Object (Conj): As *teleport*, but affects a touched object.

8th Level

Demand (Ench): As *sending*, plus you can send *suggestion*.

Dimensional Lock (Abjur): Teleportation and interplanar travel blocked for 1 day/level.

Discern Location (Div): Reveals exact location of creature or object.

Mind Blank (Abjur): Subject is immune to mental/emotional magic and scrying.

Screen (Illus): Illusion hides area from vision, scrying.

9th Level

Death's Requiem (Necro): Recently slain corpse is destroyed and a murderous ghost rises to kill somebody they knew.

Freedom (Abjur): Releases creature from *imprisonment* and other effects that bar or impede movement.

Power Word Kill (Ench): Kills one creature with 100 hp or less.

Soul Bind (Necro): traps newly dead soul to prevent *resurrection*.

[NEW] Traitor's Heart, Greater# (Ench): As *traitor's heart*, but lasts longer and cannot be easily detected.

CLERIC SPELL LIST

1st Level

Shadow Blind (Illus) [Trickery Domain]: The caster hides completely undetectably in a shadow until they move.

3rd Level

[NEW] Final Death (Necro) [Death Domain]: Target corpse cannot become undead, be *raised* or *reincarnated*.

9th Level

Death's Requiem (Necro) [Death Domain]: Recently slain corpse is destroyed and a murderous ghost rises to kill somebody they knew.

SORCERER/WIZARD SPELL LIST**2nd Level**

Critical Strike (Div): A single melee attack, or ranged attack within 30 ft, deals an additional 2x level in damage if the target is distracted or surprised.

CLERIC DOMAINS**Murder Domain**

Granted Power: Whenever you successfully hit a *helpless* or surprised opponent in melee you get to add your Cleric level to damage. This bonus damage is not multiplied on a critical hit.

Murder Domain Spell

- 1 **Doom:** One subject takes -2 on attack rolls, damage rolls, saves, and checks.
- 2 **Death Knell:** Kills dying creature; you gain 1d8 temporary hp, +2 Str, and +1 casting level.
- 3 **Invisibility:** Subject is invisible for 1 min/level, or until attacks.
- 4 **Poison:** Touch deals 1d10 Con damage, repeats in 1 min.
- 5 **Slay Living:** Touch attack kills subject.
- 6 **Invisibility, Greater:** As *invisibility*, but subject can attack and stay invisible.
- 7 **Destruction:** Kill subject and destroys remains.
- 8 **Discern Location:** Reveals exact location of creature or object.
- 9 **Energy Drain:** Subject gains 2d4 negative levels.

Special: Clerics of evil deities that have the Death or Evil domain can choose to take the Murder domain, instead the Death or Evil domain.

NEW SPELLS**Baleful Weapon**

Transmutation [Evil]

Level: Assassin 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 minute, or until discharged

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell fills a weapon with a cold-burning hatred for all things. When it next successfully strikes any object or creature, this hatred is expunged destructively into the thing struck. Whatever is struck takes the caster's level in extra damage.

This extra damage bypasses Damage Reduction. It is not multiplied on a critical hit, and cannot be used to get Sneak Attack bonus damage.

Material Component: A pinch of hair from the corpse of a murder victim.

Carried Curse

Transmutation

Level: Assassin 6

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: Until discharged

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

When you cast this spell you must name a specific creature, and pick any spell you know with a range of touch that is no higher than 4th level. The spell chosen is expended in addition to the *carried curse*.

The target unknowingly carries around the chosen spell until it comes in physical contact with the named creature. At that time the *carried curse* discharges the chosen spell with the named creature as its target, as if you had cast it. Barring a physical manifestation of the effect (such as spontaneous wounds from an *inflict light wounds* spell), neither the carrier nor the named creature is aware that the spell has been discharged.

At any time before the *carried curse* is discharged it can be detected in the carrier's aura. Magical effects that dispel compulsions and curses have no effect on the *carried curse*, as it neither compels nor curses the carrier.

Arcane Focus: A piece of paper with the target's name written on it, wrapped around a nail, and tied in place with a black cord. If the focus is ever undone or destroyed, the *carried curse* discharges onto its carrier (or the next creature to come into contact with the object carrying the spell). A focus can only serve for one *carried curse* at a time, and unravels as soon as the *carried curse* is discharged or dispelled.

Cleansing Aura

Abjuration

Level: Assassin 1

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

For the duration of this spell the subject leaves no magical traces behind, their aura is scrubbed clean of all mystical contacts. Nothing they touch can be used to sense anything about them, and any object they drop or otherwise leave behind forgets that it was ever in their presence. As a side-effect the subject leaves behind no scent while this spell is active, making tracking or detecting them by scent impossible.

A side-benefit of this spell is that they get a +4 enhancement bonus to their saving throw resist all divination effects used on them while they are under the effects of the *cleansing aura*.

Material Component: A piece of soap.

Critical Strike

Divination

Level: Sor/Wiz 2

Components: V, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: See text

Your next attack after casting this spell gains a damage bonus equal to twice our level. This bonus damage only applies if the target is flanked, surprised, or denied his Dexterity bonus to AC. If the target does not fit any of these conditions, then this spell's effect is wasted. It is not multiplied on a critical hit.

This spell works on your next attack, whether it hits or misses. This attack must be made within 1 minute/level, or the spell is wasted.

Focus: A small metal ring with two wires running across it at 90 degree angles to each-other. This requires fine craftsmanship to make, and costs 5 gp.

Dead Man's Doom

Necromancy [Evil]

Level: Assassin 6

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft + 5 ft/2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

The subject of a *dead man's doom* is the victim of a very powerful and malign curse. They gain 4 negative levels that cannot be removed by any means short of a *remove curse* being cast by somebody of a level at least equal to yours.

While under the effects of this spell, if the subject dies they rise from the dead 1d6 minutes later as a Ghost, or as a Wraith if their body has been destroyed. This includes any creature killed outright by this spell.

Arcane Focus: The caster must have the full remains of a sentient creature the target has killed. This does not need to be an intact body, just so long as it is all that remains of the creature's body and at least a mostly-intact skeleton.

Death's Requiem

Necromancy [Evil]

Level: Assassin 9, Cleric (death domain) 9

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Corpse touched

Duration: Until chosen target is dead

Saving Throw: Will negates

Spell Resistance: No

The caster using this spell must touch the corpse of a sentient creature that has been dead no longer than 24 hours. The creature cannot have risen as an undead before being the subject of this spell, or it will fail. The dead creature gets a Will save to resist.

The creature's corpse is totally destroyed, and their spirit is animated as a Ghost with the *corrupting touch*, and *draining touch (constitution)* special attacks. The most dangerous aspect of the ghost's existence however is that it is now bound to a

creature it once knew in life, as specified by the spell's caster, and is completely suicidal. The ghost *rejuvenates* as long as that creature still lives, and knows that the only way to end its suffering is to kill the one it is bound to.

Should the ghost succeed in killing the creature it is bound to, then both it and the creature's soul are totally destroyed. Should the creature die by some other means, the ghost vanishes peacefully, only to return if the creature should be brought back to life later on. The ghost always knows the current location of the one it is bound to.

Creatures turned into ghosts by *death's requiem*, or those who are the targets of said ghosts, cannot be *raised*, *resurrected*, or return to life (or made undead) in any other way.

Material Component: The corpse of the creature to become the ghost, and either a piece of the bound creature's body or a personal item of theirs such as clothing or jewelry.

Final Death

Necromancy [Death]

Level: Assassin 3, Cleric (death domain) 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Corpse touched

Duration: Instant

Saving Throw: None

Spell Resistance: No

This spell severs a corpse's ties to its old soul, blocking it from both the positive and negative planes. The corpse cannot be brought back as an undead, and its soul cannot become undead either. This spell also prevents *raise dead*, *resurrection*, and *reincarnate* from working on the remains.

This spell can be used at any point after the corpse's death, no matter how long it has been dead.

Shadow Blind

Illusion [Glamer]

Level: Cleric (trickery domain) 1

Components: S, F

Casting Time: 1 standard action

Range: Personal

Target: Caster

Duration: Until broken

Saving Throw: None

Spell Resistance: No

The caster of this spell becomes fully undetectable so long as they stay inside the shadow cast by another object or creature, and do not move. As soon as they move, the spell's effect is broken.

While the spell's effect is in place, they are not only invisible to all forms of vision, but also gain a +4 resistance bonus to all saving throws to avoid supernatural detection. Staying perfectly still is difficult however, and requires a Fortitude DC 15 save every hour to avoid muscle twitches or other movements that would break the spell.

Focus: A black cloth mask drawn over the head.

Sideslip

Conjuration [Teleportation]

Level: Assassin 1

Components: V, S

Casting Time: Free action

Range: Close (25 ft + 5 ft/2 levels)

Target: You

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell transports you instantly to any other location within range, so long as you have a direct line-of-sight to the destination. You cannot arrive at a location that does not have enough free space for you to occupy. In such a situation your trip is shortened until you end up in the closest place to the destination possible, in a direct line between your current and desired location that can fit you.

You retain your momentum when you use this spell. If you were falling, you take damage for the distance you fell. If you were in a moving vessel or mount, you continue to be in motion even if you are no longer on something that is moving! If you try to *sideslip onto* something in motion, you collide when you arrive. In these instances you would take 1d6 points of damage for every 10 ft of Speed difference between you and your destination, as if you had fallen. A *featehrfall* spell or similar effect does not change this.

This spell is typically used for quick escapes, and to get the drop on a target.

Traitor's Heart

Enchantment [Compulsion, Evil]

Level: Assassin 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

The subject suddenly feels that everything they have ever loved and trusted has betrayed them, and that everything that they once thought could not be trusted or believed is now true. Their alignment remains unchanged, but the switched loyalties will make it easier to get them to do something that violates their alignment. Whenever they are asked or compelled to do something they would not normally do, they are at a -6 morale penalty to resist.

No matter the target's previous loyalties, they automatically believe you to be somebody worthy of their trust. They will go to great lengths to keep their relationship with you as secret as possible.

Traitor's Heart, Greater

Enchantment [Compulsion, Evil]

Level: Assassin 9

Duration: 1 day/level

As *traitor's heart*, but with a longer duration. *Greater traitor's heart* also cannot be detected by divination effects lower than 9th level.

FIVE: ASSASSINS AND GUILDS

This chapter covers the more social aspects of being an assassin. Everything from the professional terms they use, to the various types, to organizations. It should be a valuable reference for adding both flavor, and believability, to assassin characters and games.

LEXICON

Contract: Noun. Agreeing to take payment for the death of a target. "I'll take the *contract* to kill the duke."

Job: Verb. Being in the act of completing a contract. "While on the *job* to kill the duke, I got hurt."

Mark: Noun. The target that must be killed in order to collect payment. "The *mark* had a bodyguard nobody informed me of."

Payday: Noun. The person or organization paying for an assassination. "But now he is dead, and it is time for me to get my *payday*."

Silent Art: Noun. The particular skills and philosophies necessary to be a successful assassin. "I am a master of the *Silent Art*, the assassin's trade."

Silent Path: Noun. The lifestyle of secrecy and skullduggery that being an assassin requires. "The *Silent Path* is one I have tread for many years."

Shafted: Verb. Not getting paid for a successful job, usually due to outside interference. "So *shafting* me on this is not a wise idea."

TYPES OF ASSASSINS

This section gives an example of the general categories of assassins, but it by no means all-inclusive. While most assassins will fall into one or more of these categories, not all of them will. There are countless reasons and methods of killing for pay, but this list *does* comprise the motivations and methods of the vast majority of hired killers.

Dagger in Darkness

You sneak into your victim's home, place of business, or hide out in wait for them like a predator. When they are least aware of their danger, or feel the most secure, is when you strike. A quick, decisive blow, a splatter of blood, and then you are gone. Vanished back into the darkness that you came from.

Motivations: Most of assassins in this category view themselves as predators stalking their prey. They have no intention of eating the victim, at least not normally, but it is the victim's *life* that they are hunting. For these urban predators it is a contest for survival, pitting their skill and instinct in a contest with their prey's. These assassins follow one of the more dangerous methods of assassination, the up-close and personal invasion. For those who fit into this group, the thrill of the kill is as important as the payment.

Methods: Those assassins that follow this path prefer to kill up close and personally, usually when the victim feels safest. They far prefer to sneak into the victim's place of residence, or some other location the victim is secure in, but if that would prove to be too difficult then they will spend great amounts of effort setting up a situation in which the victim

comes to them. For weapons they prefer things that are small and easy to conceal, such as daggers or garrote.

Preferred Base Classes: Most assassins of this type started out as Rogues, although large amounts are also Monks or Rangers. Any character type that focuses on a mixture of stealth and melee combat can easily fit into this role.

Preferred Prestige Classes: Most daggers in darkness take levels in the *Ki* Shadow, Night Dagger, or Shadowdancer prestige classes. While a large amount also have levels in the Assassin prestige class, the generalization of that class often conflicts with their up close and personal methodology.

Flinger

You study your victim before engaging in *any* activity towards your goal, their death. With a wide repertoire of spells to choose from, you often have just the thing to make the critical jump from an impossible mark, to an easy kill. You almost never kill by *direct* magical attack, preferring to use your magic to set up the victim, or enable the assassin. The finest job is one where you use the least amount of spells to the greatest effect.

Motivations: Flingers are self-styled arcane artists, with their target's death as the portrait on which they paint with the brushes of carefully deployed spells. The contract may be for monetary gain, but at their hearts flingers are more concerned with pitting their intellect to the challenge, and will often refuse a job that looks *too* easy, or lacks any chance for "artistic execution".

Methods: Flingers use debilitating spells on the target, mixed with augmenting spells on themselves or other assassins, to bring about situations in which the target's death is assured. The actual *kill* can be from anything as mundane as knife in the back, to as prosaic as crushing a dwarf in a cave-in. As long as there is the chance to ironically or majestically bring about the target's death, flingers will put themselves to the task of finding it. If anything, this type of assassin makes the most intricate and sure-fire plans of them all.

Preferred Base Classes: Most flingers start off as wizards, although some sorcerers are not unknown. Many begin their careers as bards, Monks, or Rogues who develop assassin spellcasting abilities in short order.

Preferred Prestige Classes: Most flingers almost immediately take levels in Arcane Death, and then graduate into Master of Darkness as soon as they can. During the lull between those two prestige classes they are as likely to pursue base class levels as they are to pursue other assassin prestige classes.

Holy Death

Others must die because your god commands it. However, you are not an idiot. You know that to go around killing those who displease you or your god is a guaranteed way to insure you kill fewer people, by insuring your own death. So you hide your actions, financing your continually more bloody rampages by taking the occasional paid-for kill. After all, your deity cares about the carnage, not so much about the ones who must die to produce it.

Motivations: The joy of reflected pleasure from his deity is the reason those who spread the holy death kill. They kill for money because they are getting paid to do what they would do

anyway. These are probably the most dangerous assassins to deal with. Not because of any special ability, but because you never know when divine whim will point them in *your* direction.

Methods: Holy deaths have a variety of methods for exacting their deity's will, usually in accordance with their deity's portfolio. Deities that embody fire will have their followers immolate their victims, those that embody stealth might prefer them to be killed unsuspected, while those who embody carnage would much prefer an in-the-face laughing festival of blood and flying body parts. Holy deaths of these gods will take *any* measure to insure the kill, but will most often kill in such a way that the *manner* of death will please their deity.

Preferred Base Classes: Cleric almost exclusively, although Barbarians are often followers of carnage and combat-oriented deity's on personal divine missions.

Preferred Prestige Classes: Any prestige class that would mesh the cleric's particular deity with the skills of an assassin. Stealth-oriented deities would prefer prestige classes such as Night Dagger, while combat-oriented deities would prefer prestige classes such as Raving Doom. Most of these characters take the Divine Death feat before taking levels in a prestige class.

Poisoner

A spoonful of poison can be detected, but not if you coat the handle of the spoon. Little details like this that make your allies paranoid and your missions comical are what poison-crafters like you live for. You *know* the world is a joke, and are here to deliver the punch line. Death *is* the ultimate punch line. Besides which, watching some idiot roll around on the floor because you put flesh-shriveling poison in his underwear starch is just so damn *funny!*

Motivations: Others see poison as the "coward's way to kill", you know it for what it is: the most humorous way to kill. You are a very observant person, noting the myriad ways anybody could die from contact with the most simple poisons.... all of which you know how to get or make. You kill mainly to stretch your poison-crafting and delivery skills, with the payday being used to further your craft. Your greatest joy comes from the side-clutching humor you feel by watching another buffoon make an ass of themselves on one of your concoctions, you would almost do this for free for a good show. Almost.

Methods: Poisoners have two distinct but mutually-dependant sides to their methodology: crafting and delivery. While a poisoner in a hurry might buy a poison instead of making their own, it removes a lot of the humor value for them to use "store-bought" materials. Delivery of the materials is as much an art form as making them, and some poisoners will make it a practice to have others deliver it for them.

Preferred Base Classes: Most poisoners are Bards, finding the funny aspect of their target's demise to be much more humorous than any song. Among the rest, most are Rogues although there are also quite a few Druids with poisonous animal companions as well.

Preferred Prestige Classes: Poisoners typically take the Assassin and Shadowed Death prestige classes due to the added faculty with poisons both provide.

Seducer

It is easiest to sneak up on a mark, when you are invited. You find it easy to ingratiate yourself into your mark's life, almost always in a trusted position. While others might take months or years to earn any level of trust, you have perfected the subtleties of speech and mannerisms that allow you to become somebody's best friend, bodyguard, or lover in a matter of hours.

Motivations: Seducers kill for money usually because it is easier than getting a legal job. Laziness is their prime motivator, and the rush of power they gain from twisting some unsuspecting sap around their little finger is an added bonus.

Methods: Seducers are not necessarily sexual. They use sexual wiles, enjoyable conversation, or apparent concern to ingratiate themselves with the mark. Once the mark lets them inside their confidence, they can finish the job in any number of ways from poison, to brutality, to leaving a door unlocked for an accomplice. Some even go so far as to re-arrange the mark's defenses so that an "accident" does the job for them.

Preferred Base Classes: Bards make the best seducers, although with their wide range of skills Rogues can also be very capable in this role. A high Charisma score and some carefully selected spells can also make Sorcerers able seducers too.

Preferred Prestige Classes: There really is only one prestige class worth considering as a seducer, and that is the Siren Shade.

Sniper

You love the kill. The thrill of finding your target, taking a bead, and ending their life is your favorite drug. It makes you feel powerful, like a god, and is a rush you cannot live without.

Motivations: A sniper kills for the pleasure of killing. Unlike others, they do not derive joy from the "hands on" approach, but instead get a vicarious thrill from reducing another's life to a single shot.

Methods: Most snipers use crossbows because of the greater range, and the ability to fire them while prone. They locate a place where they have a clear line of fire to the target, and hide there until the mark appears. At that time they fire, then either move to fade away, or stay to insure the first shot does the job.

Preferred Base Classes: Most snipers are either former Rangers or Rogues, mainly for the mix of stealth skills and archery ability. Some Sorcerers take up this prestige class as well; utilizing spells the make up for their deficiency in ranged combat skill.

Preferred Prestige Classes: The vast majority of snipers take levels in Dead Shot, but many elven and half-elven snipers instead take levels in Arcane Archer. Arcane Archer mixed with a few levels of any spellcasting prestige class in Chapter 2 makes for a scarily effective sniper.

Thug

You live for the feel of flesh giving way under your hands, the meaty impact sound of your weapon striking a defenseless mark's flesh. Stealth has it's place, but once the deed must be done nothing can stop you from enjoying the mark's whimpers and pleas for mercy.

Motivations: Thugs love the feeling of power they get from inflicting pain and death on their targets. The feel of flesh giving way under their hands or weapons, and the almost drug-like *need* to hear the target's last whimpers, fills their minds

constantly. The only time they are at rest is after a particularly savage killing, and even then not for long.

Methods: Thugs are the most direct of the assassin types. They will either lay in wait for the mark, or attempt to sneak into the mark's presence, after which they unleash a fury of attacks intended to incapacitate and kill the mark. Some prefer to kidnap or otherwise attain a lengthy period of time with the mark, in order to extract more pained cries for help.

Preferred Base Classes: Almost all thugs have levels in Fighter, although many also have levels in Barbarian or Rogue as well.

Preferred Prestige Classes: Most thugs take the Raving Doom prestige class; some also take levels in Blackguard. A few thugs that have a more artistic bent take levels in Torturer.

Vigilante

Not all assassins are out for money and dirty thrills, some like you seek to make the world a better place by killing those who somehow escape justice. You are judge, jury, and executioner. You are the only soldier waging a private war to make those weaker than yourself able to sleep safely at night. It bothers you that in order to do so you have to take up skills normally used to commit crimes, and your greatest worry is that you might inadvertently hurt an innocent.

Motivations: Vigilantes are usually motivated by a need to see justice done. The source of this need can vary widely, from a desire to avenge a loved one, to disgust with the state of the public justice system. No matter what motivates them, a vigilante assassin is somebody who finds that their need for justice persists, even after the initial reason is gone.

Methods: Vigilantes have a wide range of methods, most changing them to suit the needs of the moment. Even though they operate outside the law, they tend to have at least a basic understanding of law enforcement and investigative methods. This knowledge helps them to stay one step ahead of legitimate law enforcement, which sees them as just another criminal, and to track down their marks more easily. While vigilantes typically refuse to take pay for their kills, they are often not above stealing from their marks in order to further fund their personal quest for justice. This often leads to them being tracked down, causing most vigilantes to have a very short career.

Preferred Base Classes: Most vigilantes are Rangers or Rogues, although some are also Clerics. Despite the common threads with Paladins, the Paladin code of honor requires up-front combat, which most vigilantes acknowledge is the easiest way to have their quests end quickly, and permanently.

Preferred Prestige Classes: Almost all vigilantes take levels in the Hidden Justice prestige class.

TYPES OF GUILDS

Why Join a Guild?

The reasons for joining a guild of assassins is varied and convoluted, with no single reason dominating most members' motives. Just as many assassins do not join guilds, either because they desire the lone-wolf status of being an assassin, or they would rather rely entirely on their own skills. In any case, joining a guild offers definite advantages, but also some disadvantages.

One definite reason to join a guild is revenge. Many guilds will offer all-guild bounties on anybody who kills one of its

members. This rule is usually not enforced if it was the mark that killed the member, although some might decide to do the mark for free in personal retaliation.

Another reason is a sense of community. It can be a lonely life being an assassin. You cannot talk about your work, and even if you did nobody else would understand it. At least within the guild you have people you can be honest with, share stories, and exchange tips.

The final "big reason" to join a guild would be resources. This can range from something like having extra people to watch your back on a job, to making it easier to get illicit goods, to training, to information. Most guilds offer some sort of extra resource to its members.

Benefits of a Guild

Each guild offers a benefit to its members, one that is associated with its guild type. Many guilds have multiple types, and in these cases have multiple benefits. These benefits are similar to feat bonuses, but they do not require the character to spend a feat on them.

All guilds also have drawbacks. This can be anything from membership fees, to skill check penalties, and so on. Mechanically, the drawback is a part of the benefit, and how the character gets the benefit without having to use a feat on it.

A character can be a member of multiple guilds, and derive the benefits of each, so long as they hold by all the drawbacks. In many cases this will mean that members of one guild are barred from joining other guilds.

Guild Statistics

Guilds are rated according to several factors. When combined together, these factors represent the total benefits and drawbacks of guild membership. This can be anything from areas the guild operates in, to membership fees, and so on.

Below is a key showing the format of an assassin guild's entry. The elements of the key are described below it.

Name
(Type)

Area:

Benefits:

Drawbacks:

Description

Name: The guild's name.

(Type): Which of the eight types of assassins guilds it is, and possible multiple types.

Area: The size of the area the guild has influence within. Outside of this area the guild's Benefits *and* Drawbacks are lost. If the guild requires a cut of contracts, then the cut need only be paid if the contract is taken or executed within the guild's area. Many guilds survive as central clearinghouses in small communities, where members go to collect news and goods from time to time.

Benefits: What bonuses guild membership provides. This is based on the guild type, and any variables from the type are explained here.

Drawbacks: What being a member of the guild costs the character. This can be in terms of entrance fees, a cut of contracts, or some other type of drawback. This is also filled in form the outline under the guild's type.

Description: A brief history of the guild, and a work-up on how it operates. This also includes any notes on joining the guild.

Guild Types

Here is a description of the eight general categories of guilds, including their typical benefits and drawbacks.

Cooperative

Members of this type of guild join in the understanding that they will pool resources and contracts together.

Benefit: Members of this type of guild can always find at least three other assassins of about equal level* to help them out on any job. Doing so requires an hour's legwork.

Drawback: Anybody that helps them out on a job, no matter how small their involvement, must receive an equal share of the pay for the contract.

Educational

Members of this guild join in order to learn their craft, and often other things.

Benefit: Choose one Knowledge skill, one Intelligence-linked skill, one Dexterity-linked skill, and one Charisma linked skill. You get a +1 competence bonus to these four skills, and to Profession (assassin). You can use these skill untrained.

Drawback: Joining this guild requires a fee of 1,800 gp, and the character must spend at least six months of downtime per bonus to get each +1 bonus. Food and lodging is paid for out of the membership fee.

Exclusive

Members of this guild join because to *not* do so means becoming a target of the rest of the guild's members.

Benefit: Due to a lack of competition from freelancers, guild members get to charge an extra 25% after all other modifiers for a contract's pay.

Drawback: Every month there is a 25% chance that an individual guild member must kill a freelance assassin of about equal level*. Failure to do so results in loss of the benefit until the freelancer is dead.

Family

Members of this guild are all related to one-another, either by marriage or blood, and assassination is either family trademark or profession.

Benefit: Members of this guild get a +3 bonus to their profession (assassin) check.

Drawback: Members of this guild are automatically suspect whenever there is an assassination, increasing the Shafted percentile chance by 5%.

Non-Competitive

Members of this guild join because the guild provides organizational aid that helps them avoid getting Shafted on a job, and keeps them out of each-others' sights.

Benefit: Due to organizational help and a network of informers and aides, members of this guild reduce their Shafted chance by 5%. This can reduce it to 0%.

Drawback: All of this help does not come cheap. Members of this guild must pay a quarter of their paydays to the guild for bribes and other expenses.

Prestigious

Members of this guild join because it provides bragging rights, which help them get contracts.

Benefit: Members of this guild can still find a job for base pay, even if they fail their Profession (assassin) check by up to five. They can also choose to modify *two* tables for random contracts instead of one, by penalizing their Profession (assassin) check once for each table. These penalties can be of different sizes.

Drawback: The downside to bragging about being an assassin is that everybody knows you are an assassin. You increase your Shafted chance by 5%.

Resource

This guild is more of an underground store for information and illegal gear than a guild per se.

Benefit: Members of this type of guild can pay to have a guild staff member use divination spells for them, exercise Bardic Lore, or obtain illegal good easier. NPC spellcasting services are reduced by 25% cost, excluding the cost of material components. Bardic Lore checks cost 5 gp per +1 bonus. Illegal goods can be found automatically, 1d4 of virtually anything after giving 24 hours notice (but only one use per 24 hours).

Drawback: The network required to maintain this level of service is spendy. Members must pay a quarter of their paydays to the guild for bribes, materials, and retainers.

Sponsored

This type of guild has a powerful and wealthy patron, an individual or organization, that pays the members a retainer in order to limit their activities, and have them on-call for any contracts they might have come up.

Benefit: The patron of this guild protects its members, and sees to their day-to-day expenses. Reduce all Shafted chances by 5%. This can reduce it to 0%. Members get a monthly cash stipend of 50 gp x level, but only if they spend the entire month in the guild's area.

Drawback: Members of this guild can only make one Profession (assassin) check a month, which represents the needs of their patron. They cannot engage in any other assassinations during this time in the guild's area.

* "About Equal level" Roll percentile: 01-50 level is the same, 51-75 level is 1d4 lower, 76-100 level is 1d4 higher. Build them using the Elite array, and NPC wealth.

EXAMPLE GUILDS

Exiles of Mallor

(Cooperative, Family)

Area: Mallor and the townships closest to it.

Benefits: Members of this guild can call upon at least three family members of about equal level to help them on any job. They also get a +3 bonus to their Profession (assassin) skill checks.

Drawbacks: Members of this guild must split their paydays among themselves and any family members that help them out on the job. Being a known member of this family raises their Shafted percentages by 5%.

Members of this family were cast out of Mallor a century ago when it became public knowledge that the family Prince

was an assassin. This is news that was discovered, and spread, by the newly formed churches seeking a scapegoat for the social and economic problems of the times. The family name was stricken from all records, and the survivors of the purge fled Mallor for it's outlying cities.

Now they are back in Mallor, determined to oppose the remaining Princes and the churches that cast them out. Their family name is no longer known, even to them, as speaking it has been a crime for 100 years. They seek to drown the ruling caste in blood, and bathe the churches in flames, for what was done to their ancestors.

All members of this guild have to be blood-relatives of the same extended family. The family progenitors were humans so only characters that are Human, Half-Elven, and Half-Orcish can be part of this guild.

Note: This guild was the basis for the Dragon playtest game.

Felonious Brotherhood

(Non-Competitive, Resource)

Area: The entire continent.

Benefits: Members of this guild reduce their Shafted chance by 5% due to organization aid. They can also easily make contact with guild resources, allowing them to purchase NPC spellcasting at a discount, cheap Bardic Lore, and get illegal goods quickly (see Resource Guild for details).

Drawbacks: The infrastructure required to keep this guild running requires that all guild members pay *half* their contract paydays to the guild's organizers, in order to defray costs of operating the guild.

Originally started as a smuggling ring, over the years this guild evolved into a continent-wide resource for assassins. This was mainly due to the smugglers' constant need to utilize assassins to eliminate competitors and law enforcement. Eventually the assassins became such a focus of the operation, which the ringleaders ended up being all assassins. After this, it was a simple matter to shift the operations of the organization into making it a support network for assassins.

These days the guild operates the smuggling ring in order to feed illegal goods to the various drop points and underground shops that support it's members. These same shops often also serve the local thieving community, which gives them a "legitimate" front and helps cover costs when the assassination business is slow. Odds are good that any fence or illicit goods procurer somebody uses has ties to the Felonious Brotherhood.

The only real requirement for membership in the Felonious Brotherhood is aptitude. Prospective members must have at least one level of any prestige class in Chapter 2, except Hidden Justice. This is because the guild's members are also its main source of income, and it makes no sense to limit your customer base beyond what is absolutely necessary.

Oaken Order

(Exclusive, Sponsored)

Area: Capital city.

Benefits: Members of this guild get to reduce their Shafted chance by 5%. They also get to charge an extra 25% after all other factors for their services, to represent their exclusivity. If a member spends an entire month in the city, they get a stipend of 50 gp x level for personal expenses.

Drawbacks: Members are forbidden from taking outside contracts, so they can only make one Profession (assassin)

check each month to represent what jobs their sponsor has for them. Every month there is a 25% chance per guild member that a freelancer has taken up assassination-for-hire in the city, one who is of about equal level to the character. This freelancer must be killed; otherwise all benefits of guild membership end until the freelancer is eliminated.

This is a super-secret organization started by the royal government as a means of, oddly enough, preventing their own assassination. After decades of the throne passing around as inheritors were killed off, the ones who eventually managed to keep it did so by hiring their own assassins *to kill all the other assassins!* Since then the Oaken Order has been the crown's dirty little secret, but has never been disbanded.

Nowadays the guild patrols the underworld of the capital city, as a kind of secret police force. They are unconcerned with treason, smuggling, or any crime other than assassination. Anybody planning, or attempting, to assassinate *anybody* within the city is hunted down and killed. This is done so that the assassin cannot eventually be hired to take out a member of the royal court. The crown also has found a use for the members of this guild as an ultimately deniable means of eliminating problems and potential problems they cannot take care of officially. More than one dirty judge, slave trader, and upstart merchant have met their end under suspicious circumstances thanks to this guild.

Membership in this order is very difficult to achieve. At any time there are only 10 members, with a new one being recruited only in the event of a current one's death. The easiest way to get noticed for filling an opening is to kill a current member and get caught, which is also the easiest way to become the guild's next target. Only potential recruits that impress the remaining guild members, and that manage to convince them that they can work within the guild's framework, will be recruited. Most guild members range in level from 5th to 10th (1d6+4).

Whitehall Manor

(Educational, Prestigious)

Area: Three kingdoms.

Benefits: +1 competence bonus to Diplomacy, Disable Device, Knowledge (nobility and royalty), Profession (assassin), and Search skills. Members can fail a Profession (assassin) check by up to five and still find a job for base pay. They can also take an additional penalty to the check in order to alter a second table (the penalties may be for different amounts).

Drawbacks: Joining the guild requires a one-time payment of 1,800 gp and 24 months of time spent at the school the guild is named for. Your chances for being Shafted are increased by 5%.

Whitehall Manor was originally the home for a retired assassin named Bellarian Whitehall. He bought it because it's marble-faced construction tweaked his sense of humor, after the family that owned the mansion died in the plague that swept the city. Shortly after his retirement, he found a pair of brothers orphaned by the same plague living in one of the abandoned wings. In a rare moment of pity, he took them in and taught them his trade. The brothers spent several years caring for their mentor, and eventually inherited Whitehall manor as his adopted sons after he died. Not knowing of the "family business", the local government asked them to board several youngsters orphaned in the constant border skirmishes between the three kingdoms. Having been infected by their mentor's

bizarre sense of humor, the brothers accepted the orphans with a tidy pay-off. After several years of training a wave of assassinations claimed the lives of all the petty and spiteful rulers and commanders of the three kingdoms, as the now infamous "orphanage assassins" extracted bloody revenge for their murdered families. This act, and the threat of its repetition, has been responsible for peace that has pervaded the three kingdoms since.

These days Whitehall Manor is both threat and reassurance. The guild's entrenched power, and obvious ability, has managed to force a peace on three kingdoms filled with spiteful rulers. It offers promise to the wealthy and influential, by offering to educate their children in decorum and the techniques needed to help survive potential assassination. The fact that such an education invariably ingrains a sense of camaraderie among those who survive it helps to insure that most potential assassins will not be school graduates. The black sash with gold trim that graduates are given has become a badge of pride among the three kingdoms, and is violently defended by those who have earned the right to wear it.

In addition to the cash payment, potential students must also be young in life. They cannot have more than three character levels before enrolment.

For those of you who might not see the problem...

While it is technically feasible to have a guild that is both prestigious and exclusive, it is a recipe for disaster. Not only is everybody in the guild recognizable, but there are so few of them that they are recognizable to virtually everybody they could encounter. The only times they would NOT be recognized is when they are so far away from their guild base that they gain none of the benefits of it being exclusive either...so they might as well not even be IN a guild at that point!

Basically such a guild would be a guild of a handful of very famous...failures. People who have failed upwards in life, or at least the business of death. In other words: don't do it unless it as a joke!

SIX: CONTRACTS

Getting a Job

The easiest way to get a contract to kill someone is to look for one. A few well-placed hints to a person's competitors, listening in to conversations at seedy bars, and so on can be used to find somebody interested in paying to make their problems go away. Human nature being what it is, there is almost a guaranteed chance that even in the smallest hamlets you will find *somebody* interested in your services.

This is represented by a Profession (assassin) skill check. The area's Population Modifier, as shown on the table below, penalizes the skill check. If the check result is at least a 15, then you can find a job. You can choose to further penalize the check by any amount up to your regular check total, in order to look for more specific types of assassination contracts. Only one skill check can be made per day, and it takes all of a character's free time to make the skill check. If you left a "calling card" on your last contract, and the job was a success, then you get a +4 bonus to this check.

Profession (assassin) Synergies: 5+ ranks in these skills gives a +2 synergy bonus to Profession (assassin) - Bluff, Disguise, Gather Information, Intimidate, Knowledge (local), and Sense Motive. Only these skills apply because the skill check is mostly to locate a job and give an impression of capability, other skills that would be useful to an assassin do not affect actually **getting** a contract.

The size of the area also determines the base price for such a job. Smaller areas are poorer, and there is less funds at stake over somebody's corpse, therefore the prices that making such a corpse can command are proportionally smaller. The price for a job is also modified by negotiation and the circumstances surrounding the target.

Every -1 penalty taken to the skill check allows character to modify any single random roll for the contract by 5% up or down per point. They must choose before any random value is rolled what they wish to alter. Add together all the modifiers to the contracts base price before applying them to the roll for the base price.

The amount the character passed the DC for 15 for the Profession (assassin) check by now adjusts the price of the contract. This represents haggling between the character and the hiring party, or their representative. Every point the DC was passed by increases the Contract Base (see Table 6-1: Population Modifier) random die value by one.

All marks are "elites". They get above-average ability scores, and maximum value on their first Hit Die. Descriptions for NPCs of the character classes can be found in the *DMG*, those for NPCs of the NPC classes can be found in Chapter 7 later on.

TABLE 6-1: POPULATION MODIFIER

Town Size	Population	Check Mod	Contract Base
Thorp	20-80	-6	1d4 gp
Hamlet	81-400	-4	1d6 gp
Village	401-900	-2	2d6 gp
Small Town	901-2,000	+0	1d6 x 5 gp
Large Town	2,001-5,000	+2	2d6 x 5 gp
Small City	5,001-12,000	+4	2d6 x 10 gp
Large City	12,001-25,000	+6	2d6 x 25 gp
Metropolis	25,001 or more	+8	2d6 x 50 gp

Target Difficulty

The more difficult it is to kill the target, the more cash the assassin can command for killing them. Roll on the tables below to determine the target's class, level, and race. These values all can modify the base price of the contract by a percentage amount.

Base CR: Money is not the only reward for completing a contract, Experience Points are also gained. Use the multiple given here with the target's level from Table 6-3: Target Level to find the target's Challenge Rating. This is the effective Challenge Rating of the target, before modifications for the amount of gear it has. In the case of NPC classes, round down.

TABLE 6-2: TARGET CLASS

d%	Class	Price Mod	Base CR
01-05	Adept*	+0%	Level x 3/4
06-15	Aristocrat*	+50%	Level x 3/4
16-45	Commoner*	-50%	Level x 1/2
46-65	Expert*	+25%	Level x 3/4
66-75	Warrior*	-25%	Level x 3/4
76	Barbarian	+0%	Level
77	Bard	+25%	Level
78-81	Cleric	+50%	Level
82-83	Druid	+25%	Level
84-85	Fighter	+25%	Level
86-87	Monk	+0%	Level
88-91	Paladin	+50%	Level
92-93	Ranger	+25%	Level
94-96	Rogue	+50%	Level
97-98	Sorcerer	+50%	Level
99-100	Wizard	+50%	Level

* NPC class.

TABLE 6-3: TARGET LEVEL

d%*	Level**	Price Mod
01-50	1d4	-25%
51-75	1d6	+0%
76-87	2 + 1d6	+25%
88-93	4 + 1d6	+50%
94-97	6 + 1d6	+100%
98-99	8 + 1d6	+200%
100-101	10 + 1d6	+300%
102-103	12 + 1d6	+400%
104+	14 + 1d6	+500%

* Adjusted by the Population modifier, to a minimum percentile roll of 1%.

** Roll for the target's level secretly; only tell the players the *range* it could be.

TABLE 6-4: TARGET RACE

d%	Race	Price Mod
01-50	Dominant*	+0%
51	Dwarf	+25%
52-53	Elf	+50%
54-59	Half-Elf	+0%
60-71	Half-Orc	-25%
72-96	Halfling	+0%
97-99	Gnome	+25%
100	Special**	see below

* The single most populous race in the area.
 ** The GM picks a race of his choice, monstrous or a subspecies. Roll again to find out what the race is masquerading as, which is the only information about the target's race the PCs receive! If the race has an ECL, do not factor it into the target's level for purposes of the level determined by Table 6-3: Target Level. The price mod for the target is determined by the second roll on this table.

Target Size

Not all targets travel alone, some have a retinue of friends and protectors that must be bypassed in order to do the deed. The larger a target's group of defenders, the harder it will be to kill them, and the more money that can be asked for should the job be completed. The table below shows how many defenders the target has, and what their relationship to the target is. This also modifies the price as indicated on the table.

TABLE 6-5: TARGET SIZE

d%	Defenders	Price Mod
01-10	Bodyguard	+100%
11-25	Guild	+50%
26-50	Guardsmen	+25%
51-100	None	+0%

Bodyguard: The target has a personal bodyguard totally devoted to his service. The bodyguard's level is an even mix of Fighter and Rogue levels that total one level lower than his charge's level. If this would be an odd level, then the extra level favors the Rogue. They are designed as non-Elite Array NPCs, and as such their Challenge Rating is one lower than their character level.

Guild: The target is surrounded at almost all times by either a group of guildsmen, or his family, which makes getting to them without collateral damage a lot more difficult. It can be expected that in either case, the slightest slip can alert the target to their danger and send them into hiding, spoiling the contract. Treat them as always having around 3d6 others identical in statistics to them, but with (1d4-1) fewer levels (minimum level 1).

Guardsmen: The target has 1d6 x level guards to protect himself and his assets. These guards are simple non-Elite Array Warriors with only 1d6 character levels each. They are generally easy to bypass, and loyal only to the coin that the target pays them. In many cases it is not even the target that pays them, he merely enjoys the benefits of their presence while somebody else foots their bill. There is a 25% chance that the target also has 2d6 guard dogs (trained large dogs) on hand to also defend themselves, a somewhat harder to bypass sentry.

Target Resources

Richer targets have greater prices on their heads, but also more resources to use in keeping their head attached. The table below shows how much cash the target should have devoted to personal gear. Taking any of the target's personal gear is not only the sign of an immature and unprofessional assassin, but also of one that is begging for death. A target's personal gear can be easily traced magically, which will easily result in the assassin waking up one night...dead. It is best to leave the target's possessions alone, or maybe take something to prove to the hirer that the job has been completed.

CR Modifier: This is the adjustment to the target's base CR from Table 6-2: Target Class. It is applied after using that table and Table 6-3: Target Level to find the target's Challenge Rating.

TABLE 6-6: TARGET RESOURCES

d%	Resources	Price Mod	CR Modifier
01-45	Starting Cash only	-25%	-1
46-70	NPC value*	+0%	+0
71-95	PC value**	+25%	+1
96-100	Double PC value***	+50%	+2

* 1st-level targets use double starting cash.
 ** 1st-level targets use tripple starting cash.
 *** 1st-level targets use quadruple starting cash.

Target Defenses

The circumstances surrounding the target can make them more difficult to kill. It is easier to take the life of somebody who lives in a shack than it is to take the life of somebody who lives in a fortified manor outside of town. The table below shows the target's defenses, and the amount that the added difficulty increases the contract price by.

TABLE 6-7: TARGET DEFENSES

d%	Defenses	Price Mod
01-10	Homeless	-25%
11-35	Shack	+0%
36-56	Small house/tower	+25%
57-66	Large house/tower complex	+50%
67-76	Fortified manor	+100%
77-81	Small keep	+200%
82-83	Large keep	+250%
84	Castle	+500%
85-94	Outskirts of town*	+25%
95-99	Wilderness*	+50%
100	Mountaintop*	+100%

* Re-roll and add together the results of each roll. If this same result comes up again, ignore the repeated result and roll until it does not come up.

Homeless: The target sleeps in flophouses or back alleys. No defenses to speak of, other than trip wire alarms and such.

Shack: A ramshackle hut or seedy room in an even seedier inn. Easy to get into, but doing so unnoticed might be difficult due to the ractety design prone to squeaking in the case of a hut, or other customers in the case of an inn room.


Small House/Tower: A four or six-room house or tower not particularly designed for defense.

Large House/Tower Complex: A ten or twelve room house or a tower with an attached small house.

Fortified Manor: A 20+ room mansion with a portcullis and thick walls, as well as heavy shutters on all the windows. There are no windows on the ground floor.

Small Keep: A 20-30 room defensive structure protected by an outer wall with a crenellated walkway and a heavy door. The door is barred and braced when not in use, making picking it impossible even by use of the *knock* spell. The structure inside has a wide area of courtyard between it and the wall.

Large Keep: A 40+ room keep that is actually a 10-room tower surrounded by a 30+ room structure. A wide-open area surrounds the entire structure. This open area is surrounded in turn by a crenellated wall with a locked, barred, and braced



portcullis that has no lock to pick, and cannot be opened by even a *knock* spell.

Castle: A castle is similar to a keep, only it's internal structure abuts directly against the crenellated wall in all areas except directly in front of the front portcullis. There is typically a small area between the wall and the main structure called a courtyard that has several smaller structures within it, such as food storage and a stable. The inside structure is also protected by a secondary portcullis. The portcullis cannot be opened or picked even by a *knock* spell when closed from the inside.

Outskirts of Town: The target hangs his hat outside the town's main gates; in the shantytown that always spring up as towns grow. This makes it more difficult to sneak up on them, and to sneak back into the town proper once the job is done.

Wilderness: The target lives deep in the woods, most likely keeping their exact location secret. In addition to the target's regular defenses, any group trying to reach them has a 25% chance of encountering a CR 1d6 trap designed for game hunting, and serving as annoying anti-assassin defenses.

Mountaintop: The target lives atop a large hill, or on an inaccessible area of a mountain such as a cliff face or promontory. The remoteness of the target combined with the difficulty in escaping undetected make the job even more hazardous. 1d6 Climb DC 20 checks are required to reach or leave the target's location successfully, with a failed check resulting in a fall of 1d6 x 10 feet, and forcing the would-be assassin to start all over again (if they survive).

Keeping them Dead

In a fantasy world, a fact of any assassin's existence is that there is the possibility that the mark will return to life of one sort or the other. While returning the dead to true life by means of magic is almost always possible, the expense and rarity of the services needed usually makes that not an option. Returning to "life" as an undead is more common, but only just.

As a rule of thumb, there is a 1% chance per 1,000 gp of the contract's pay that the mark has "pre-paid" for some sort of revival magic in the event of his death. There is also a 1% chance per five HD that the mark will return from the dead as an undead creature 1d6 days after his death, if not brought back to life. Wise assassins should take measures to prevent either event from occurring.

There are several methods to prevent the mark from regaining life of some sort. Most do not need to be employed, as the majority of marks simply would not be *able* to escape death's grasp. In any case each of the methods for insuring a mark's lasting demise is detailed below.

Decapitation: This is a common means of preventing revival, as it prevents most magical means of regaining life and the ability to rise as any type of sapient undead except a ghost. *Raise dead* is defeated by this method, but *reincarnate*, *resurrection*, and *true resurrection* are not. The head can even be used to prove the mark's death.

Incineration: A more radical method of eliminating the mark is to turn them into charred powdery remains, often followed by spreading the ashes into a body of water. This method typically requires a large investment of time and application of extreme heat, which is one reason why assassins often make contacts with less-than-upright blacksmiths for use of the forge. It defeats all manner of magical revival except *true resurrection*.

Poison: A more expensive but less gruesome way of insuring the mark's demise is to poison them. Once the mark is dead, any poison left in their body that has not caused damage becomes dormant. Should they be returned to life, the poison reactivates and could easily cause them to die once more. Like decapitation, this method only insures against *raise dead* being used to return the victim to life. Even that can be overcome if a *neutralize poison* spell is used. This has no effect on marks that become undead.

Hiding the Body: If the mark's corpse can be kept from being found for long enough, then no magic short of *true resurrection* can return them to life. This method has it's own hazards, as it allows for the body's location to be found through divination, and increases the keeper's risk of being killed should the corpse reanimate spontaneously as an undead. It takes only one week to defeat *reincarnate*, 1 day/caster level to stop *raise dead*, 10 years to prevent *resurrection*, and cannot stop *true resurrection*. That means that unless the corpse can be hidden for longer at least a couple of weeks, the usefulness of this method is limited.

Spells: One of the best ways to stop magic from being used to restore the dead is with more magic. *Death knell* and other death effect spells, as well as the mark's return as any form of undead, prevents both *raise dead* and *reincarnate*. *Final death* is a very popular means of insuring eternal demise among assassins, as it prevents everything except *true resurrection*, including animation as undead. The mark's soul can be permanently trapped by means of the *soul bind* spell to prevent its revivification in *any* manner, but leaves the caster responsible for the soul from then on. *Destruction* can prevent almost any means of the mark's revival except *true resurrection*, and maybe *resurrection* with a carefully worded *wish*.

Hallowed Ground: Any corpse interred in a place that has been the subject of the *hallow* spell cannot come back as a corporeal or incorporeal undead. This does not prevent it's being returned to life however. Assassins will sometimes sneak a mark's body into such a location, to both prevent it's reanimation and to keep it from being found to be returned to life.

Coming Back Undead

As a rule of thumb, there is a 1% chance per 1,000 gp of the contract's pay that the mark has "pre-paid" for some sort of revival magic in the event of his death. There is also a 1% chance per five HD that the mark will return from the dead as an undead creature 1d6 days after his death, if not brought back to life. Wise assassins should take measures to prevent either event from occurring.

If the mark ends up returning as an undead, the GM has to determine what *type* of undead it returns as. Below is a list of undead creatures, why they become undead, and the chance that the mark becomes one. They are organized in importance of appearance, with the more common types first. The gm should go down the list, rolling percentile dice for the chance of each type that fits the mark. When the chance comes up, stop and use that type of undead. They should not bother rolling for any corporeal undead if the subject's body has been destroyed, or if their head has been taken away from the body.

Ghoul: 20% chance (corporeal). Ghouls are the dead that had ravenous or vile appetites in life. They could have been gluttons, addicts, or desired some form of forbidden perversion.

Ghost: 10% chance (corporeal). Ghosts are a rare more powerful form of ghoul, and come about spontaneously from the same type of person.

Shadow: 15% chance. This is the spirit of somebody who died in darkness, and whose soul can no longer leave it.

Wight: 15% chance (corporeal). Whenever somebody is buried in a mass grave (3 or more corpses) on ground that is not *hallowed* there is a chance that at least one of the buried corpses reanimates as a wight.

Wraith: 10% chance. Whenever an evil being that spends most of its active time in darkness and shadows also dies in darkness, their soul might come back as a wraith. This usually applies to most assassins; so many wraiths are the former souls of assassins.

Mohrg: 5% chance (corporeal). Anybody evil that has personally killed several people (at least five), but has yet to repent, can have their corpse reanimated as a mohrg after they die. As with wraiths, this applies to most assassins.

Vampire: 10% chance (corporeal). Any evil person that has been buried without the funeral rites of their faith, or the dominant faith of their homeland if they have no faith of their own can rise as a vampire after their burial. This often applies to those who secretly follow gods not approved of in the locations they are buried.

Spectre: 20% chance. Anybody who has met their end by violence can have their soul return as a spectre. They cannot have had the chance to fight back, but must have been killed before they could defend themselves at all. This applies to most of those who are the victims of assassins, even if they are poison victims.

Ghost: 100% chance. Anybody who either does not fall into one of the above types of undead, or whose percentage chance has not come up, becomes a ghost. If the ghost knows their death was not natural, then they will almost definitely include finding justice for their demise as one of the things that keeps them from being able to rest.

Proving the Kill

After the target is dead, the assassin needs to prove it in order to claim his cash. The easiest way of doing so, and keeping the target dead, is to decapitate them and bring the severed head to the meeting. Unfortunately the manner in which the target dies, circumstances surrounding them, and other factors can prevent this easy method. Using the “head on a platter” verification method also has it’s own dangers, as it makes it impossible to bluff your way out of jail or death should the assassin be captured.

Another sure-fire method of proving the deed is to have the target die in public. If they meet their end with a crowd of witnesses, it becomes hard for the payday to claim the service was not rendered. This is fraught with it’s own dangers, mainly trying to escape afterwards. Most contracts (50%) also require that the target’s death look at least somewhat like a non-contract killing, which leaves this option out entirely.

The final method of proving that the mark has been terminated is that of bringing a beloved personal object to the meeting. A family seal, favorite scarf, or other item the mark would never be without. Should the mark have actually survived, then they will be looking for their favored item, and a *scry* spell can reveal not only it’s location but also the owner. For this reason, the payday will never take the “proof”, and will

usually demand it’s destruction on the spot after they have had a chance to look it over and verify it’s authenticity.

Getting Paid

Lets face it; the payday knows he is facing somebody who kills for money when they are brought proof of the kill. For this reason, they *never* bring the payment to the meeting. Instead they tell the assassin where they hid the location of the payment, typically a note or small map to the loot. The assassin then leaves to get the note while the payday leaves to get to safety.

Should the assassin kill the payday at the meeting, or poison them, the payday’s henchmen can simply move the loot and spoil the assassin’s chances of payment. Should the payday renege on the deal...well it is pretty sure that the assassin can find them late one night.

Trust is hard to earn in the world of contract killing. The payday’s main defense against a greedy or psychopathic assassin is the simple fact that they are worth more alive than dead. Alive the payday can hook them up with other contracts; dead they are just one more body. This means it is also in the payday’s best interests to not betray his hired killer, as hey are a resource that can be used later, and proof of their own nefarious deeds, all in one highly lethal package.

Contracts typically have a time limit attached of 1d6 days. Every day after that limit reduces the price for the contract by 1/10th the amount. The assassin is paid according to the amount of time that has passed form when the contract was set, and when they proved the kill to the payday.

Getting Shafted

There is a chance that a character is identified by somebody hunting them, or by law enforcement, as an assassin, which is called “getting Shafted”. When looking for a contract if the Profession (assassin) check comes up a natural “1”, then the character gets Shafted. There is also a percentage chance after a job is over that the assassin(s) left enough of a trail to be Shafted. The chance of this is 1%, plus all values for circumstances from the table below.

TABLE 6-8: GETTING SHAFTED CONDITIONS

d% Mod	Circumstance
-20%	<i>Nondetection</i> spell used during operation
-10%	<i>Cleansing Aura</i> spell used during operation
-5%	Death is by “natural causes”
+1% each	Per person other than the target killed
+2%	Using Poison on the target or others killed
+2% each	Per item of target’s taken
+2% each	Per lock destroyed
+3% each	Per trap set off
+5%	Head or other body part taken
+5% each	Being seen undisguised, per person left alive
+7% each	Per door destroyed or kicked in
+10%	Publicly killing target (even if “accidental death”)
+10% each	Per piece of equipment left behind
+20%	“Calling Card” left behind

No matter the cause, getting Shafted results in the assassin(s) getting ambushed either on the street (if the Profession check was a “1”), or when they go to pick up their payday (if it was because of the percentage roll). They are

attacked by 2d6 NPCs from Chapter 7 with NPC gear, 50% warriors, 25% experts, and 25% adepts (round in favor of warriors), each of which is level 2d6. Also roll percentile dice to find out *who* is Shafting the character(s), by consulting the table below, adjusting as shown.

TABLE 6-9: ATTACKERS SHAFTING THE PLAYERS

d%	Attackers
01-70	Law Enforcement
71-90	Last Mark's Associates
91-100	Past Mark's Associates

Law Enforcement: It's the cops! No adjustments.

Last Mark's Associates: Group is led by somebody with the same race and class as the last mark, but who is two levels lower (minimum 1st level). This person has NPC gear, and is built using the Elite Array. Get them from Chapter 7 or the appropriate *DMG* table.

Past Mark's Associates: Group is led by somebody who is 1d6 levels *higher* than the highest level in the party, an enemy that has been looking for them for a long time. They should have PC class levels, NPC gear, and be built using the Elite Array. The GM should make them associates of a mark from the distant past, looking for revenge. If they are not killed, then there is a 50% chance that each time the assassin get Shafted this old foe shows up, in *addition* to the regular group.

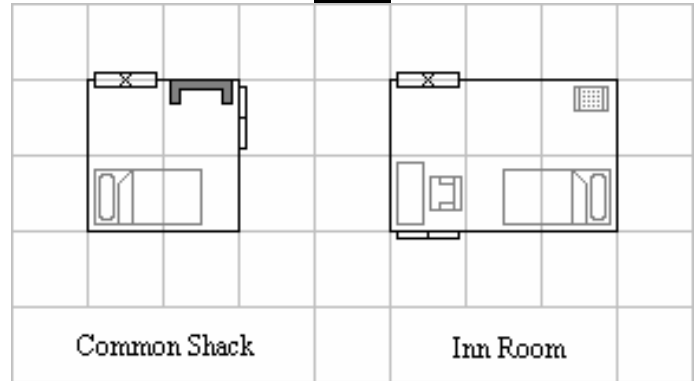
MAPS

You will notice that after a while, there are no more maps. Specifically there are no maps for anything more complex than a Fortified Manor. There is a simple reason for this: these maps are intended to represent *generic* and *common* examples of each type of location. Neither of these exists for keeps and castles.

Map Key

	Bed		Chest
	Door		Fireplace
	Door, Locked		Wall
	Portcullis		Shelves
	Window		Dresser
	Table & Chair		Possible Trap
	Table		Arrow Slit
	Stairs		Trap Door Down
	Room Numbers		Crenelation

Shack

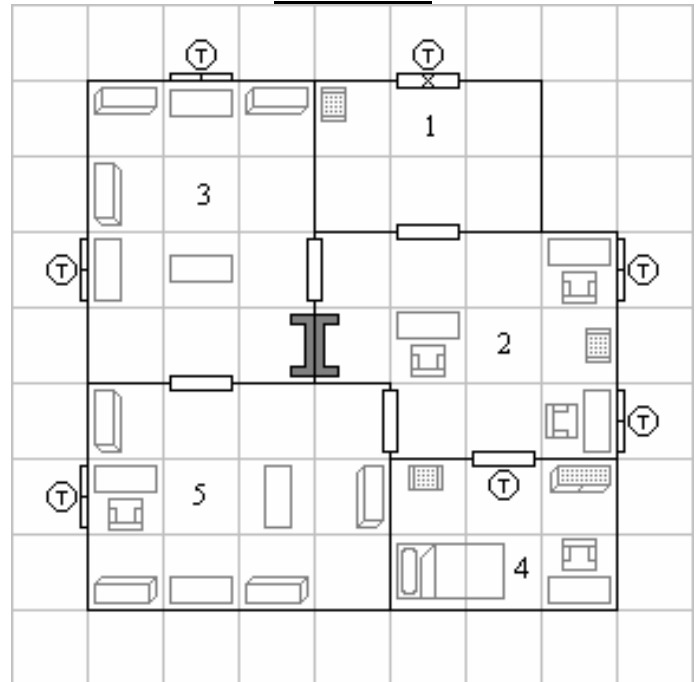


Either a single room in an inn that pays little attention to traffic, or a ramshackle hut in the slums where paying attention to the comings and going of others would be very unhealthy. In either case the construction of the location is flimsy and cheap, and hazardous to the owner at worst. So long as the assassin doesn't cause too much racket, he could easily get away with murder...

Common Shack: Simple (DC 15) lock on light wood door, -10 Move Silently to open. Cloth-covered window, -10 Move Silently to open. Small fireplace ventilated by window.

Inn Room: Simple lock (DC 15) on heavy wood door. Small paned window that does not open. Chest with 25% chance of average lock (DC 20) for possessions.

Small House



This type of structure isn't designed primarily for defense, but is nonetheless defensible to a degree. The walls are usually made from a mixture of stone foundation and heavy wooden beams, with the roof sloping upward towards the chimney and covered in tiles or slates to help protect against fire. This makes the roof slope from only 6 ft tall at the house's edge, to 12 ft tall at the chimney. In addition to the possible traps indicated, there is a 25% chance that there is a single CR 1d4 trap located somewhere inside the house.

Room 1, Entryway: In addition to cloak pegs on the walls, this room has a chest for storing foul-weather gear out of

season. The front door is a heavy wooden door protected by an average lock (DC 25). It has a 25% chance of there being a CR 1d4 trap outside of it that is activated by any attempt to open the door. The switch to deactivate this trap is typically located inside the room by the chest. The door leading out of this room into the sitting room is a light wooden door with a latch but no lock, although one can be installed.

Room 2, Sitting Room: This room shares a fireplace with the kitchen. Other than having several tables and chairs for convenient lounging and entertaining, it also has two large windows that open inward. The windows are made from small panes of glass set into a crosshatch frame of heavy wood, are protected by average locks (DC 25), and each has a 25% chance of being protected by a CR 1d4 trap. Switches located in the bedroom typically deactivate these traps.

Room 3, Kitchen: This room shares a common fireplace with the sitting room, and has a light wooden door leading to both that room and another leading to the work/storage room. It has two windows identical to those in the sitting room for easy lighting and ventilation, which also have a 25% chance each of being trapped with CR 1d4 traps. The switches to deactivate these traps would be located inside the kitchen. If collected and sold this room's typical cooking ware would weigh 1d10+10 lbs and fetch as many silver pieces, while its spices would weigh 1d4 lbs and fetch five times that amount in gold pieces.

Room 4, Bedroom: This room is protected by a heavy wooden door without a lock, but has a 25% chance of there being a CR 1d4 trap located immediately inside the door. The switch to deactivate this trap is located both inside the bedroom, and hidden somewhere else in the house. A typical owner's personal belongings would weigh 3d10 lbs and could fetch 2d6 times that amount in silver pieces. Spending five minutes going through everything and making a successful Appraise DC 15 check reveals the most valuable 25% of the items by weight, which is worth 50% of the amount.

Room 5, Workroom/Storage: This room is typically a place to stash the owner's bulkier possessions, or to have a working area for different projects. If the owner has an alchemical or magical lab, it would be located here. In houses with a family, this is the place that the children would sleep. It has a window the same as those in the sitting room, which also has a 25% chance of being protected with a CR 1d4 trap. The switch to deactivate this trap would be located inside the bedroom.

Small Tower

Each floor of this tower stands approximately 6 ft tall, with a foot-thick floor area. The external walls are all thick stone, and the internal walls are all heavy wood. The very top roof that forms the floor for the top floor is a wooden framework and supports buttressing a thin stone over-layer, to prevent fire from catching. The stairs are all wooden.

Ground Floor: The outside heavy wooden door has a very simple lock (DC 20), but is 25% likely to trigger a CR 1d4 trap in front of it when it is opened. The switch to disable this trap is usually located

just on the inside of the door. On this same floor is a 2-man barracks behind an unlocked light wood door.

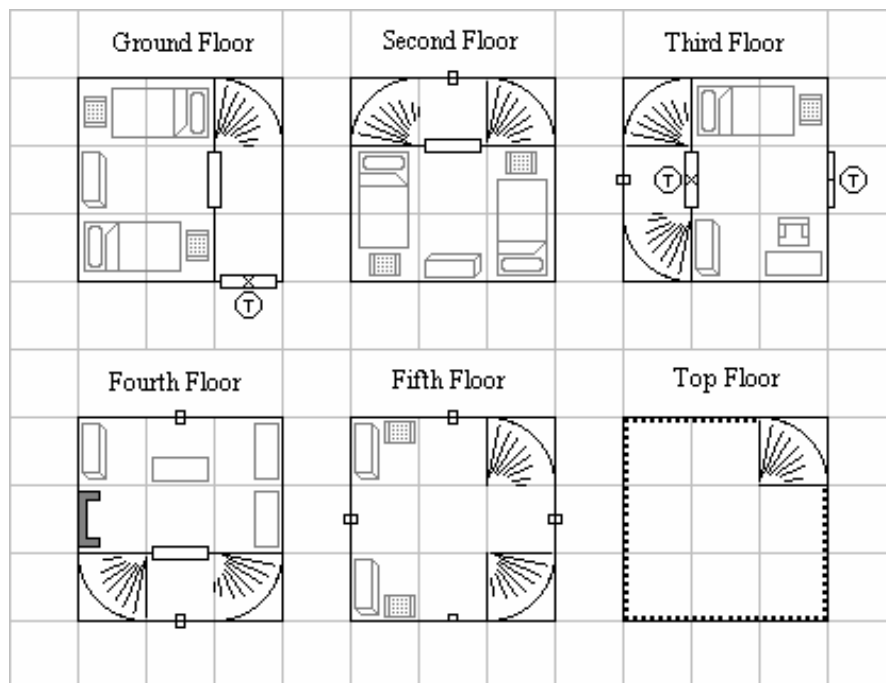
Second Floor: This floor's only notable feature is another 2-man barracks behind a light wood door. There is also an arrow slit located between the up and down staircases.

Third Floor: This floor has the commander's room, which has a curtained window that is made from small panes of glass leaded into an iron crosshatch frame that swings outward when unlocked. It has a very simple lock (DC 20). The heavy wooden door leading into this room is protected by a very simple lock (DC 20). The window and door each have a 25% chance of being protected by a CR 1d4 trap. Neither trap can be any sort of pit trap, nor can the window trap cannot be any sort of falling item trap re-roll if such a trap comes up. The switch to deactivate each is located inside the room. There is also an arrow slit between the stairs on this floor.

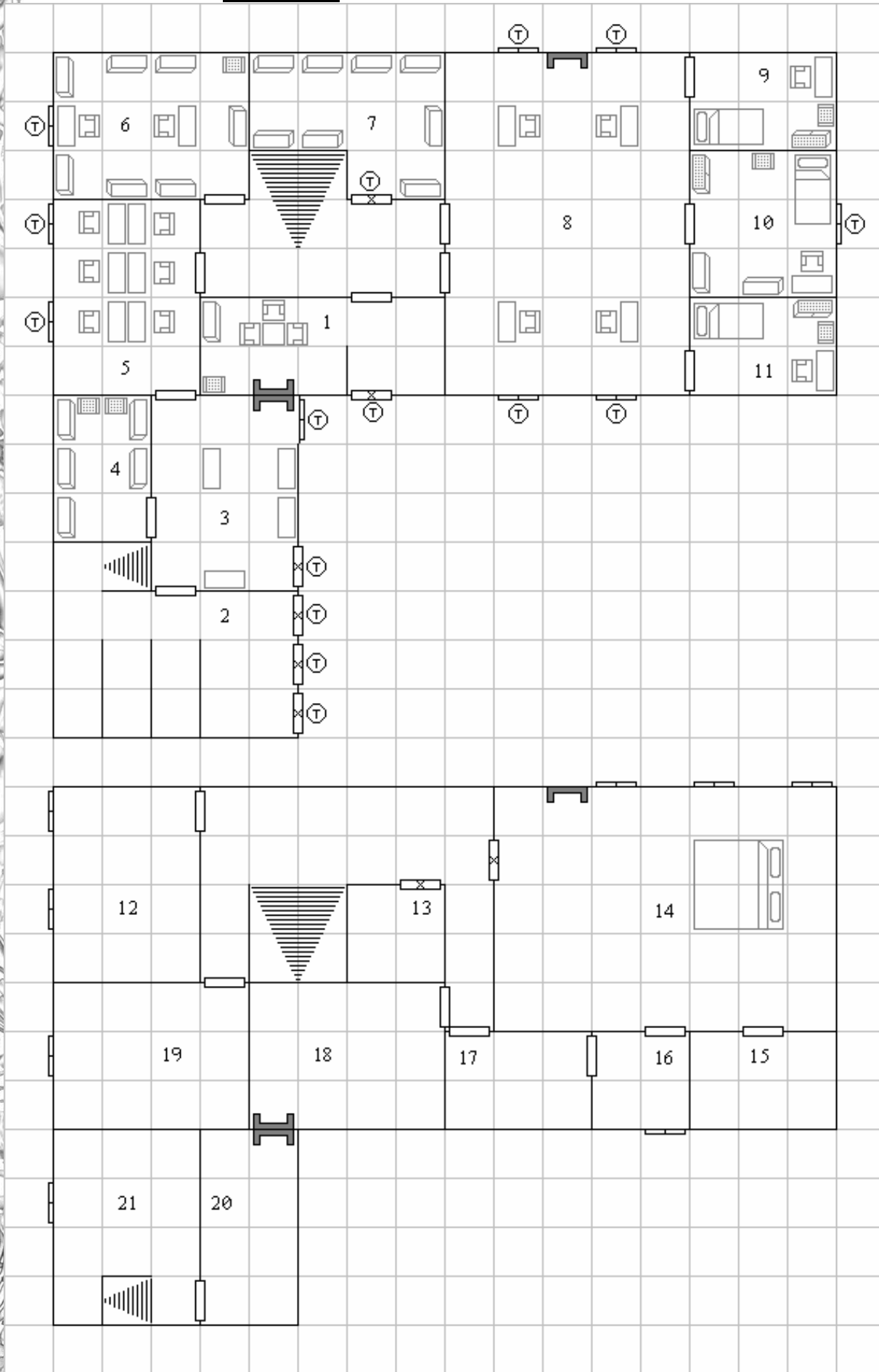
Fourth Floor: This is the scullery, which has basic cooking supplies including a fireplace with a side-out chimney. A light wooden door without a lock or even a latch seals the scullery. There are two arrow slits on this floor, one in the scullery and the other between the staircases.

Fifth Floor: This entire floor is given over to weapon supplies and four arrow slits, one on each wall. It is the main repository for supplies to defend the tower from attackers.

Top Floor: This floor is open to the air and crenellated, with the staircase protected by a slopes-sided heavy wooden shack and an unlocked door, to keep out the weather. Each corner typically has a large reflective metal dish aimed downwards, with either an oil lamp or several *everburning torches* in front of it. When activated they provide illumination not only for the entire floor, but project a cone of light the 35 ft to the ground.



Large House



6: Contracts

Large House/Tower Complex: A ten or twelve room house or a tower with an attached small house. Average locks on all entryways (DC 25), as well as on the target's bedroom. 50% chance of there being 1d4 CR 1d6 traps located inside or on each entrance (roll separately).

This is a two-story house, typically made from hard woods and brick. The roof is sloped at a 45-degree angle, and covered in slates. Underneath the roof is a pair of large cisterns, one under each branch of the house's "L" shape, that are fed water from a drainage system in the joints of both sides of the roof.

Traps: There is a 50% for each trap marker, that a trap is located there. Each individual trap is CR 1d6. All external traps cannot be designed to have things fall onto the trap's victims, and cannot be Portcullis Traps. All traps on the second floor cannot be pit traps of any sort.

Room 1, Guard Room and Entryway: The front door is a heavy wooden door with a bar inside, protected with an average lock (DC 25), and possibly trapped. If it is trapped, the switch to deactivate it will be located inside the guard's area on the side. This area has accoutrements to allow up to three guardsmen to relax while on duty, and shares a common fireplace with the kitchen. The door leaving this room and leading into the hallway is a light wooden door, mostly there to prevent drafts.

Room 2, Stable: In addition to having room for three horses, this room also has space for a small carriage or large cart. The three doors that lead outside from here are all made from heavy wood, and locked with average locks (DC 25). The two doors in front of the carriage space are set up as double-doors, while the one closest to the kitchen is designed so that the top half can be opened separately from the bottom half, but only if the door is unlocked. There is also a staircase leading up to the Hay Loft and Stableman's Quarters. The switches to deactivate any traps on the outside doors will be located next to these stairs.

Room 3, Kitchen: This room shares a fireplace with the Guard Room, and has light wooden doors leading into the Stable, Food Storage, and Dining Room. It has one window that is kept locked with an average lock (DC 25), and possibly is trapped. If trapped the release for the trap will be located near the door to the Food Storage room. If collected and sold this room's typical cooking ware would weigh 1d10+10 lbs and fetch as many silver pieces, while its spices would weigh 1d4 lbs and fetch five times that amount in gold pieces.

Room 4, Food Storage: This room is lined with shelves, and has only one light wooden door, which leads to the Kitchen. On the shelves are spices, packages of bread, and jars of preserves.

Room 5, Dining Room: This room has two light wooden doors, one leading to the central hallway, and the other to the Kitchen. On one wall are two windows, each of which are protected by an average lock (DC 25), and is possibly trapped. If they are trapped, the switches to deactivate the traps will be located on the wall furthest from the windows.

Room 6, Sitting Room/Study: This room has several bookshelves, and reading areas. It also has one window, which is protected by an average lock (DC 25), and possibly trapped. If it is trapped, the switch to deactivate it will be hidden somewhere in the room, possibly behind some of the shelves. In many places these shelves would be filled with a mixture of books, scrolls, curiosities, and items of personal importance to the masters of the manor. To see how much the contents of the

study will sell for, roll percentile dice and multiply it by 2d20. The result is the gold piece value of the shelves' contents. The contents weight half as many pounds as their gp value. A successful Appraise DC 20 check which takes 10 minutes will allow the most expensive and smallest items to be identified, getting 50% of the gp value for 10% of the weight. If the masters of the manor have a spell research library, this is where it will be located.

Room 7, Armory: This room is lined with shelves, except for the places on the walls that are used to hold suits of armor and large weapons. Its only door is made from heavy wood and protected by an average lock (DC 25). The door is not trapped, but there is a chance the square immediately inside the room is. If this square is trapped, the switch to deactivate it will be located inside the Guard Room.

Room 8, Main Hall: Mainly for entertaining guests and holding parties, this room is almost bare except for wall hangings and trophies, plus the occasional place to sit and enjoy the solitude. There is a fireplace on one wall, which shares a common chimney with the fireplace in the Master Bedroom, although clever design prevents smoke and other things from getting to one location from the other. It has a set of light wooden double doors that lead into the main hallway, and on the opposite wall it has three light wooden doors: one each leading into the Maid's Quarters, Cook's Quarters, and Butler's Quarters. The floor of this room is left uncarpeted, as it also often serves as an arms practice room. It has four windows, two on opposite walls, each of which is protected by an average lock (DC 25), and possibly a trap. If the windows are trapped, the switch to deactivate them will be located above the fireplace.

Room 9, Maid's Quarters: There is a light wooden door that leads into the Main Hall, a place to sleep, a dresser, and a place to sit in this small room, but not much else.

Room 10, Cook's Quarters: Slightly more spacious than the Maid's and Butler's Quarters, this room boasts a window that is locked with an average lock (DC 25), and possibly trapped. The switch to deactivate the trap would be located in the Master Bedroom.

Room 11, Butler's Quarters: This room is identical to the Maid's Quarters in every way, except that any clothing and personal items found here would be for a man rather than a woman.

Room 12, Secondary Bedroom: This room has a light wooden door leading into the hallway. Its two windows are each protected by an average lock, and possibly by traps. If trapped, the switch to deactivate them would be located inside the room. In here you will find the usual accoutrements of a person's bedroom, such as clothes and personal items. This is in addition to furniture. The room is typically used by the owner's eldest child, or sometimes a close relative or friend.

Room 13, Bedding and Candle Storage:

Room 14, Master Bedroom:

Room 15, Walk-In Closet:

Room 16, Baby's Room:

Room 17, Nanny's Room:

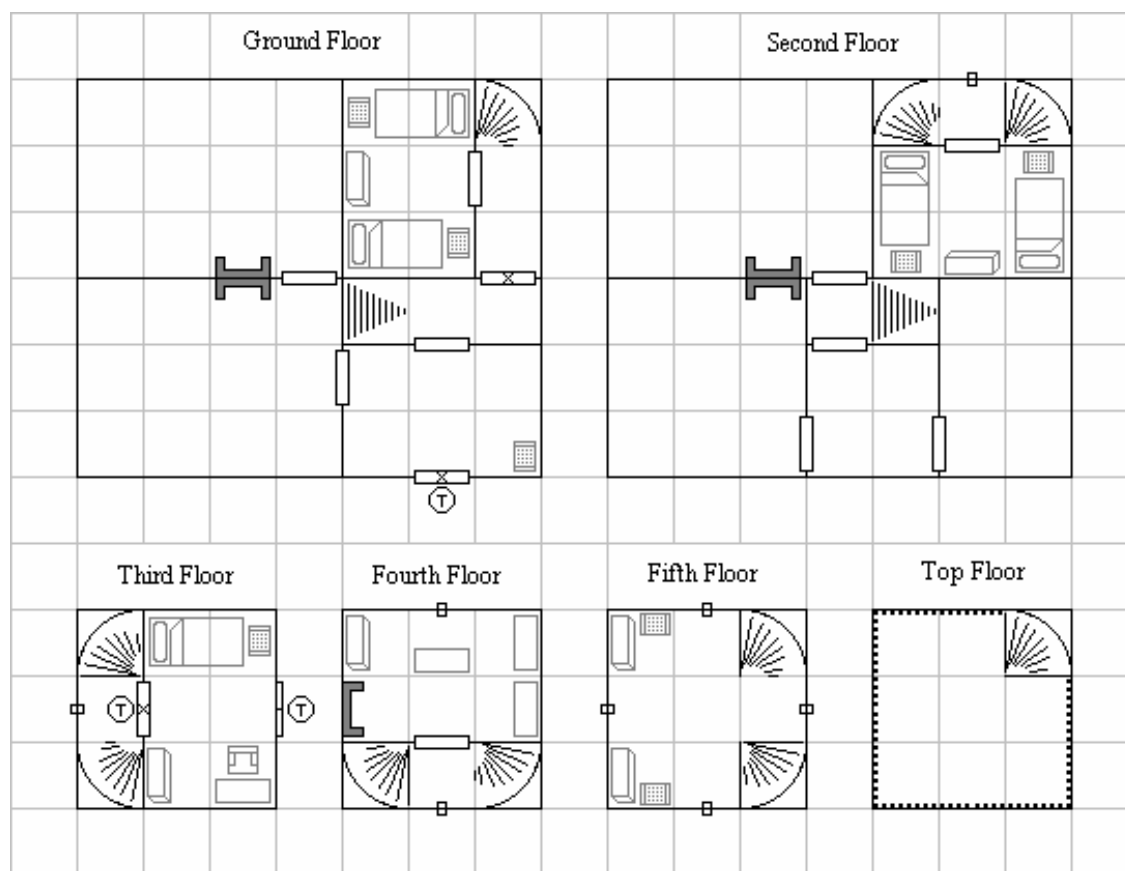
Room 18, Bathroom:

Room 19, Guest Room:

Room 20, Stableman's Room:

Room 21, Hay Loft:

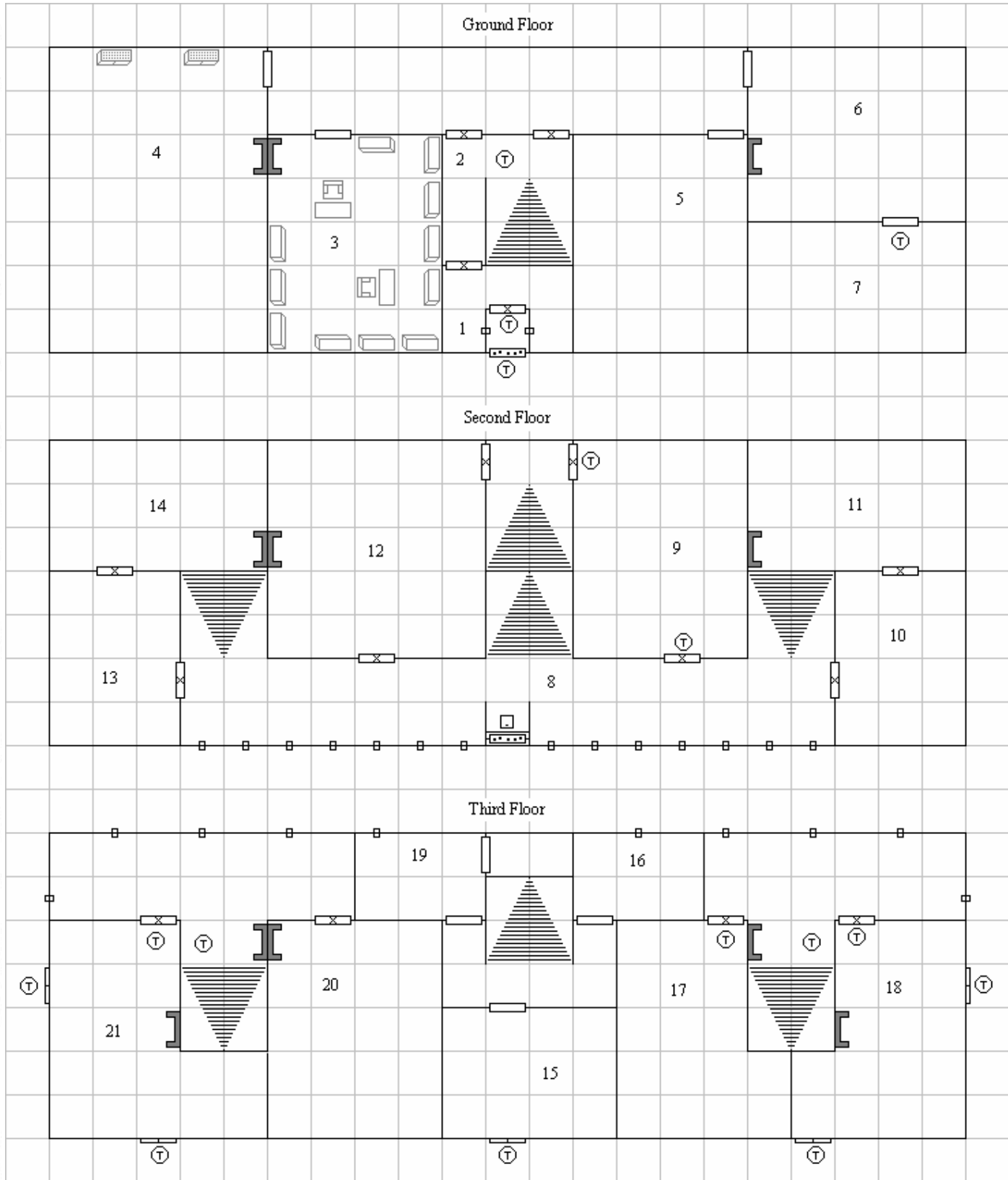
Tower Complex



6: Contracts

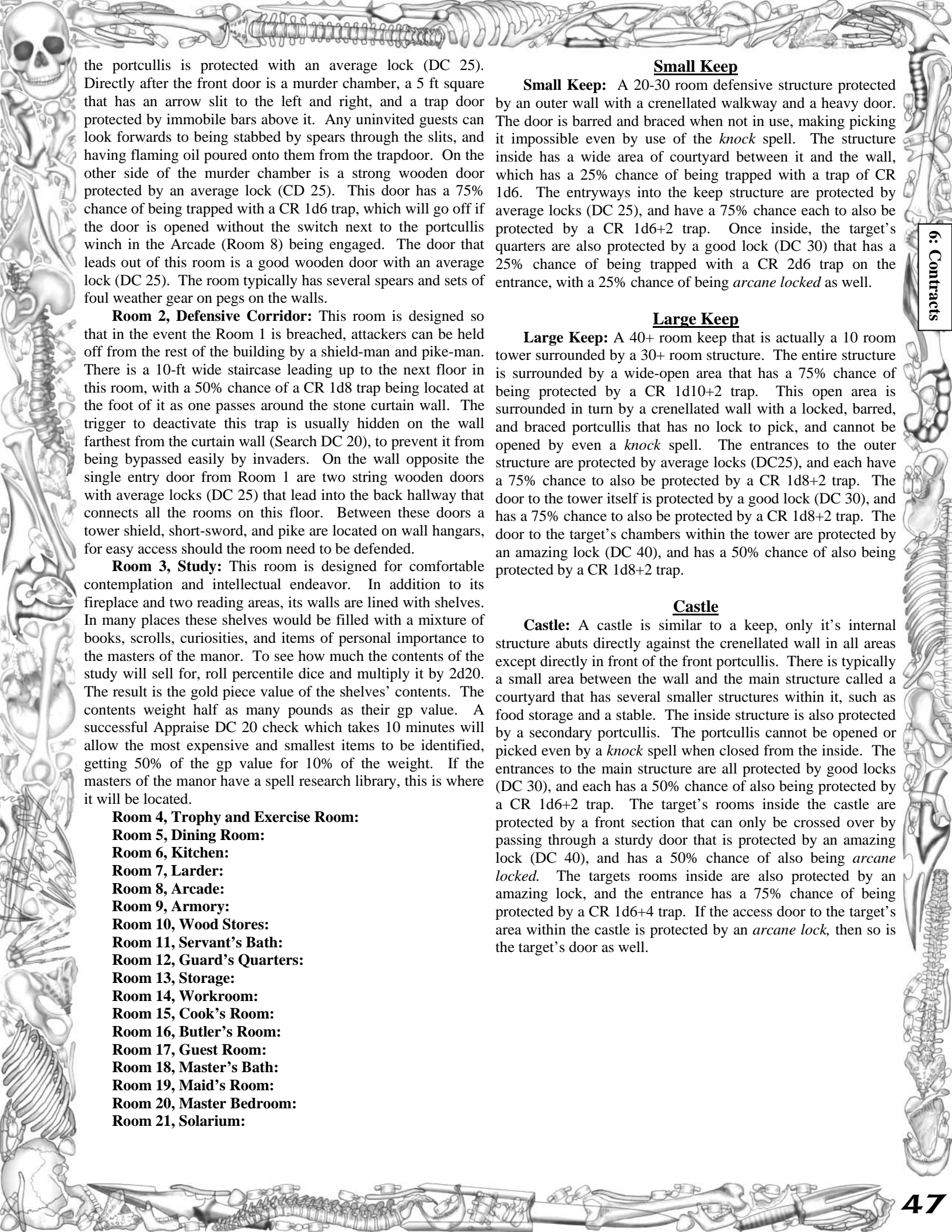
Large House/Tower Complex: A ten or twelve room house or a tower with an attached small house. Average locks on all entryways (DC 25), as well as on the target's bedroom. 50% chance of there being 1d4 CR 1d6 traps located inside or on each entrance (roll separately).

Fortified Manor



Fortified Manor: A 20+ room mansion with a portcullis and thick walls, as well as heavy shutters on all the windows. There are no windows on the ground floor. Each entryway has an average lock (DC 25), while the target's rooms are protected by a good lock (DC 30). There is a 75% chance each that an entryway is protected by a CR 1d6 trap. There is also a 50% chance that there are 1d4 CR 1d8 traps located inside.

Room 1, Entryway: The front door is covered with an iron portcullis (hardness 10, 60 hp, Strength DC 25 to lift) that prevents it from being picked. The release for the portcullis is on this floor, but the winch to raise it is located in the Arcade (room 8). There is a 75% chance that the square immediately in front of the portcullis is protected by a CR 1d6 trap, that will go off if the portcullis is moved without engaging the release inside the room. The strong wooden door immediately behind



the portcullis is protected with an average lock (DC 25). Directly after the front door is a murder chamber, a 5 ft square that has an arrow slit to the left and right, and a trap door protected by immobile bars above it. Any uninvited guests can look forwards to being stabbed by spears through the slits, and having flaming oil poured onto them from the trapdoor. On the other side of the murder chamber is a strong wooden door protected by an average lock (CD 25). This door has a 75% chance of being trapped with a CR 1d6 trap, which will go off if the door is opened without the switch next to the portcullis winch in the Arcade (Room 8) being engaged. The door that leads out of this room is a good wooden door with an average lock (DC 25). The room typically has several spears and sets of foul weather gear on pegs on the walls.

Room 2, Defensive Corridor: This room is designed so that in the event the Room 1 is breached, attackers can be held off from the rest of the building by a shield-man and pike-man. There is a 10-ft wide staircase leading up to the next floor in this room, with a 50% chance of a CR 1d8 trap being located at the foot of it as one passes around the stone curtain wall. The trigger to deactivate this trap is usually hidden on the wall farthest from the curtain wall (Search DC 20), to prevent it from being bypassed easily by invaders. On the wall opposite the single entry door from Room 1 are two string wooden doors with average locks (DC 25) that lead into the back hallway that connects all the rooms on this floor. Between these doors a tower shield, short-sword, and pike are located on wall hangars, for easy access should the room need to be defended.

Room 3, Study: This room is designed for comfortable contemplation and intellectual endeavor. In addition to its fireplace and two reading areas, its walls are lined with shelves. In many places these shelves would be filled with a mixture of books, scrolls, curiosities, and items of personal importance to the masters of the manor. To see how much the contents of the study will sell for, roll percentile dice and multiply it by 2d20. The result is the gold piece value of the shelves' contents. The contents weight half as many pounds as their gp value. A successful Appraise DC 20 check which takes 10 minutes will allow the most expensive and smallest items to be identified, getting 50% of the gp value for 10% of the weight. If the masters of the manor have a spell research library, this is where it will be located.

Room 4, Trophy and Exercise Room:

Room 5, Dining Room:

Room 6, Kitchen:

Room 7, Larder:

Room 8, Arcade:

Room 9, Armory:

Room 10, Wood Stores:

Room 11, Servant's Bath:

Room 12, Guard's Quarters:

Room 13, Storage:

Room 14, Workroom:

Room 15, Cook's Room:

Room 16, Butler's Room:

Room 17, Guest Room:

Room 18, Master's Bath:

Room 19, Maid's Room:

Room 20, Master Bedroom:

Room 21, Solarium:

Small Keep

Small Keep: A 20-30 room defensive structure protected by an outer wall with a crenellated walkway and a heavy door. The door is barred and braced when not in use, making picking it impossible even by use of the *knock* spell. The structure inside has a wide area of courtyard between it and the wall, which has a 25% chance of being trapped with a trap of CR 1d6. The entryways into the keep structure are protected by average locks (DC 25), and have a 75% chance each to also be protected by a CR 1d6+2 trap. Once inside, the target's quarters are also protected by a good lock (DC 30) that has a 25% chance of being trapped with a CR 2d6 trap on the entrance, with a 25% chance of being *arcane locked* as well.

Large Keep

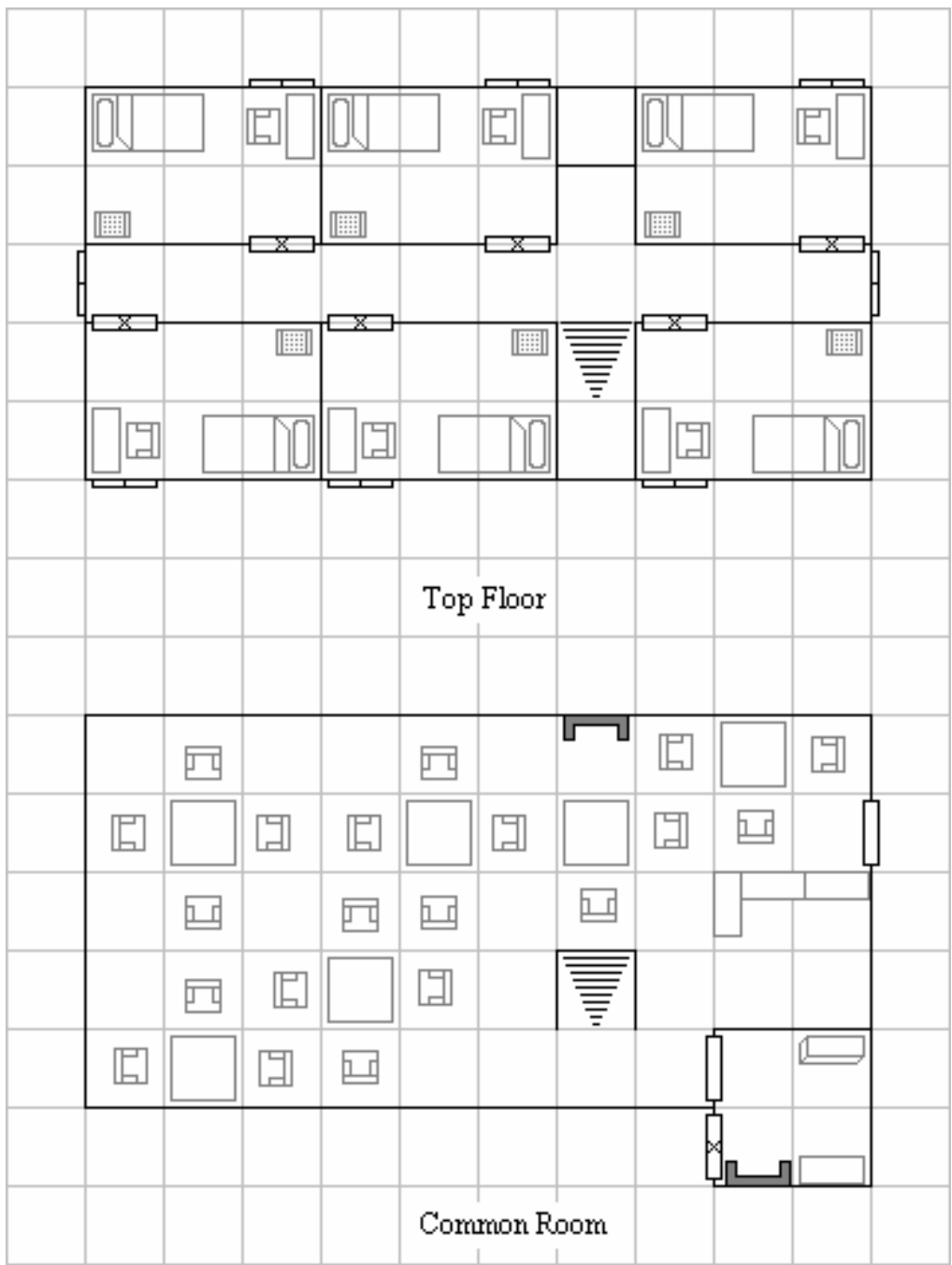
Large Keep: A 40+ room keep that is actually a 10 room tower surrounded by a 30+ room structure. The entire structure is surrounded by a wide-open area that has a 75% chance of being protected by a CR 1d10+2 trap. This open area is surrounded in turn by a crenellated wall with a locked, barred, and braced portcullis that has no lock to pick, and cannot be opened by even a *knock* spell. The entrances to the outer structure are protected by average locks (DC25), and each have a 75% chance to also be protected by a CR 1d8+2 trap. The door to the tower itself is protected by a good lock (DC 30), and has a 75% chance to also be protected by a CR 1d8+2 trap. The door to the target's chambers within the tower are protected by an amazing lock (DC 40), and has a 50% chance of also being protected by a CR 1d8+2 trap.

Castle

Castle: A castle is similar to a keep, only it's internal structure abuts directly against the crenellated wall in all areas except directly in front of the front portcullis. There is typically a small area between the wall and the main structure called a courtyard that has several smaller structures within it, such as food storage and a stable. The inside structure is also protected by a secondary portcullis. The portcullis cannot be opened or picked even by a *knock* spell when closed from the inside. The entrances to the main structure are all protected by good locks (DC 30), and each has a 50% chance of also being protected by a CR 1d6+2 trap. The target's rooms inside the castle are protected by a front section that can only be crossed over by passing through a sturdy door that is protected by an amazing lock (DC 40), and has a 50% chance of also being *arcane locked*. The targets rooms inside are also protected by an amazing lock, and the entrance has a 75% chance of being protected by a CR 1d6+4 trap. If the access door to the target's area within the castle is protected by an *arcane lock*, then so is the target's door as well.

Generic Inn

6: Contracts



SEVEN: NPCS

CASH FOR RANDOM NPCS

Not all NPCs have the same amount of resources. Some are richer, or just luckier, than others. When you are putting together an NPC using the listings in this chapter, you will notice that their tables take only the "Base Items" into account. This is done to reflect the varied wealth levels of different NPCs.

In order to properly adjust the table, find the amount of cash the NPC would have overall on Table 7-1: NPC Gear Value. This is the total value of goods that the NPC possesses. Subtract 200 gp from this amount to represent the NPC's "Base Items", and find the result on the gear table for each NPC. Everything on that line and up are items that the NPC owns. If an item would alter the NPC's statistics table, the alterations are listed in brackets "[]". All bracketed entries are cumulative.

The second column of the item table lists the actual cost of just the item itself. In cases where the item is an enhancement on a previous item, the cost is listed with a "+". This is done so that GMs can easily determine the value of anything the NPC has, without having to look it up.

Any cash left over after paying for the items on the table can be used, as the GM deems appropriate for the NPC. It can be kept as coins or jewels, or converted into property and goods. You will notice that after a certain point the tables just stop, when the potential of having leftover cash is high. This is done to represent two things: the table only indicates the *commonly* possessed items, and that after a certain point the items the NPC would have would be due to either luck or personal taste.

TABLE 7-1: NPC GEAR VALUE

Level	Starting NPC Value	PC Value	PC Value x2
1st	200 gp	600 gp	900 gp
2nd	300 gp	1,500 gp	2,000 gp
3rd	550 gp	2,500 gp	2,700 gp
4th	750 gp	3,300 gp	5,400 gp
5th	1,000 gp	4,300 gp	9,000 gp
6th	1,300 gp	5,600 gp	13,000 gp
7th	1,650 gp	7,200 gp	19,000 gp
8th	2,050 gp	9,400 gp	27,000 gp
9th	2,500 gp	12,000 gp	36,000 gp
10th	3,000 gp	16,000 gp	49,000 gp
11th	3,550 gp	21,000 gp	66,000 gp
12th	4,150 gp	27,000 gp	88,000 gp
13th	4,800 gp	35,000 gp	110,000 gp
14th	5,500 gp	45,000 gp	150,000 gp
15th	6,250 gp	59,000 gp	200,000 gp
16th	7,050 gp	77,000 gp	260,000 gp
17th	7,900 gp	100,000 gp	340,000 gp
18th	8,800 gp	130,000 gp	440,000 gp
19th	9,750 gp	170,000 gp	580,000 gp
20th	10,750 gp	220,000 gp	760,000 gp

NPCS STATISTICS

Hit Die: The size of the NPC's Hit Dice.

Base Attack: The rate at which the NC gains base attack bonus.

Fort Save: The NPC's Fortitude base save progression. "Good" is equal to 1/2 level, plus 2. "Poor" is equal to 1/3 level.

Ref Save: The NPC's Reflex base save progression. "Good" is equal to 1/2 level, plus 2. "Poor" is equal to 1/3 level.

Will Save: The NPC's Will base save progression. "Good" is equal to 1/2 level, plus 2. "Poor" is equal to 1/3 level.

Special Abilities: The levels at which the NPC class gains special abilities, and what those abilities are.

Spellcasting: The NPC class' manner of spellcasting - if any - and what ability score its spellcasting abilities are based on.

Skill Points: How many skill points the NPC class gets at 1st level, and every subsequent level.

Weapon and Armor Proficiency: What weapons, shields, and armor the NPC class can use.

Feats: What feats a typical member of this NPC class gains, and when they gain them. Also given here is the default Bonus Fat for human members of this NPC class.

Base Items: Using this system the lowest amount of gear a 1st-level NPC can have is 200 gp worth. With this in mind here is listed all of the items a typical 1st-level NPC of this class will have. Any left from the 200 gp minimum amount is also given here, which can be in the form of loose coin or any items deemed appropriate for the particular NPC would have. Unlike gear gained for having more than the 200 gp minimum in cash, this gear is factored directly into the NPC tables.

NPCS TABLES

The meanings and permutations of the various columns on the NPC tables are given below. Keep in mind that this will be altered according to the NPC's race, as indicated in the *DMG*.

Level: this column is used to indicate the NPC's level for the rest of the table.

Hp: How many hit points a typical member of this NPC class has at each level.

AC: The total Armor Class of a typical member of this NPC class at each level.

Init: The initiative modifier of a typical member of this NPC class at each level.

Speed: The Speed of a typical member of this NPC class at each level.

Weapons (damage): Each NPC table has several weapon entries. Below the name of each weapon its base damage is given in parentheses. This column first shows the total attack bonus the character gets when they attack with the indicated weapon, and the modifier to the weapon's damage roll in parentheses.

Every "*" after the attack bonus indicates an iterative attack at a cumulative -5 penalty. Thus "+8*" would mean that a full-attack action allows for one attack at +8, and another at +3; while "+13**" would mean one attack at +13, another at +8, and a third at +3 on a full-attack action.

Saves F/R/W: The total Fortitude, Reflex, and Will saves of a typical member of the NPC class at each level, in order.

Ability Scores: The NPC ability scores of typical members of the NPC class at any given level, taking into

account the +1 ability score point gained every 4 levels. The NPCs here are built using the Elite Array (15, 14, 13, 12, 10, 8), but others can be made using the non-Elite Array (13, 12, 11, 10, 9, 8). If making an NPC using the non-Elite Array, you will have to adjust the rest of the table by the difference in the old and new ability scores.

Skills: The most common skills of every NPC class is given here. The total listed represents not only maximum

possible ranks in those skills, but also any ability score and feat modifications to them. Most NPCs can have more skills than those listed, due to high Intelligence and/or more base skill points. Exactly what these skills are is at the GM's discretion.

Special: The special abilities of the NPC, and exactly what level they are gained at.

ADEPT

Hit Die: D6.

Base Attack: +1/2 levels.

Fort Save: Poor.

Ref Save: Poor.

Will Save: Good.

Special Abilities: (2nd) Summon familiar.

Spellcasting: Divine, based on Wisdom.

Skill Points: 2 + Intelligence modifier (x4 at 1st level).

Weapon and Armor Proficiency: Simple weapon proficiency.

Feats: (1st) Scribe Scroll, (3rd) Brew Potion, (6th) Craft Magic Arms and Armor, (9th) Craft Wondrous Item, (12th) Forge Ring, (15th) Negotiator, (18th) Quicken Spell; (Human Feat) Extend Spell

Base Items [23 gp left]: Antitoxin (x2), Light Crossbow (w/10 bolts), Padded Armor, Quarterstaff, Scholar's Outfit, Scroll Case, Silver Holy Symbol, Spell Component Pouch.

TABLE 7-2: THE ADEPT

Level	hp	AC	Init	Speed	Lt Xbow (1d8 dmg)	Staff (1d6 dmg)	Saves F/R/W	Ability Scores					Spell-craft (arcane)	Know. Special		
1st	6	12	+1	30 ft	+1 (+0)	-1 (-1)	+0/+1/+4	8	12	10	14	15	13	+6	+6	
2nd	9	12	+1	30 ft	+2 (+0)	+0 (-1)	+0/+1/+5	8	12	10	14	15	13	+7	+7	Smn Familiar
3rd	13	12	+1	30 ft	+2 (+0)	+0 (-1)	+1/+2/+5	8	12	10	14	15	13	+8	+8	
4th	16	12	+1	30 ft	+3 (+0)	+1 (-1)	+1/+2/+7	8	12	10	14	16	13	+9	+9	
5th	20	12	+1	30 ft	+3 (+0)	+1 (-1)	+1/+2/+7	8	12	10	14	16	13	+10	+10	
6th	23	12	+1	30 ft	+4 (+0)	+2 (-1)	+2/+3/+8	8	12	10	14	16	13	+11	+11	
7th	27	12	+1	30 ft	+4 (+0)	+2 (-1)	+2/+3/+8	8	12	10	14	16	13	+12	+12	
8th	30	12	+1	30 ft	+5 (+0)	+3 (-1)	+2/+3/+9	8	12	10	14	17	13	+13	+13	
9th	34	12	+1	30 ft	+5 (+0)	+3 (-1)	+3/+4/+9	8	12	10	14	17	13	+14	+14	
10th	37	12	+1	30 ft	+6 (+0)	+4 (-1)	+3/+4/+10	8	12	10	14	17	13	+15	+15	
11th	41	12	+1	30 ft	+6 (+0)	+4 (-1)	+3/+4/+10	8	12	10	14	17	13	+16	+16	
12th	44	12	+1	30 ft	+7* (+0)	+5* (-1)	+4/+5/+12	8	12	10	14	18	13	+17	+17	
13th	48	12	+1	30 ft	+7* (+0)	+5* (-1)	+4/+5/+12	8	12	10	14	18	13	+18	+18	
14th	51	12	+1	30 ft	+8* (+0)	+6* (-1)	+4/+5/+13	8	12	10	14	18	13	+19	+19	
15th	55	12	+1	30 ft	+8* (+0)	+6* (-1)	+5/+6/+13	8	12	10	14	18	13	+20	+20	
16th	58	12	+1	30 ft	+9* (+0)	+7* (-1)	+5/+6/+14	8	12	10	14	19	13	+21	+21	
17th	62	12	+1	30 ft	+9* (+0)	+7* (-1)	+5/+6/+14	8	12	10	14	19	13	+22	+22	
18th	65	12	+1	30 ft	+10* (+0)	+8* (-1)	+6/+7/+15	8	12	10	14	19	13	+23	+23	
19th	69	12	+1	30 ft	+10* (+0)	+8* (-1)	+6/+7/+15	8	12	10	14	19	13	+24	+24	
20th	72	12	+1	30 ft	+11* (+0)	+9* (-1)	+6/+7/+17	8	12	10	14	20	13	+25	+25	

Adept Spells per Day Total

Level	0th	1st	2nd	3rd	4th	5th
1st	3	2	---	---	---	---
2nd	3	2	---	---	---	---
3rd	3	3	---	---	---	---
4th	3	3	1	---	---	---
5th	3	3	2	---	---	---
6th	3	3	2	---	---	---
7th	3	4	3	---	---	---
8th	3	4	3	1	---	---
9th	3	4	3	2	---	---
10th	3	4	3	2	---	---
11th	3	4	4	3	---	---
12th	3	4	4	3	1	---
13th	3	4	4	3	2	---
14th	3	4	4	3	2	---

15th	3	4	4	4	3	---
16th	3	4	4	4	3	---
17th	3	4	4	4	3	1
18th	3	4	4	4	3	1
19th	3	4	4	4	4	2
20th	3	5	4	4	4	3

Preferred Spells by Spell Level: 0th - *cure minor wounds, detect magic*; 1st - *burning hands, cure light wounds*; 2nd - *invisibility, scorching ray*; 3rd - *lightning bolt, neutralize poison*; 4th - *cure critical wounds, polymorph*; 5th - *break enchantment, true seeing*. Most Adepts will have at least one of each of these spells prepared, providing they can cast spells of the appropriate level. This list can be used for a quick cheat-sheet of NPC spells.

Total Cash	GP Value	Item [modifications]
50gp	50gp	Potion of cure light wounds (CL 1)
150gp	100gp	Oil of bless weapon
300gp	+150gp	Armor becomes Masterwork
600gp	300gp	Potion of cure mod. wounds (CL 3)
900gp	300gp	Potion of lesser restoration (CL 3)
1,300gp	400gp	Feather token, tree
1,800gp	500gp	Alchemst's lab
2,550gp	750gp	Wand of cure light wounds (CL 1)
3,300gp	750gp	Potion of gaseous form (CL 5)
4,050gp	750gp	Potion of heroism (CL 5)
5,050gp	1,000gp	Pearl of power, 1st-level spell
6,050gp	+1,000gp	Armor gains +1 bonus [+1 to AC]
8,050gp	2,000gp	Amulet of nat. armor +1 [+1 to AC]
10,750gp	2,700gp	Stone of alarm

13,750gp	+3,000gp	Armor gains +2 bonus [+1 to AC]
17,750gp	4,000gp	Restorative ointment
22,750gp	+5,000gp	Armor gains +3 bonus [+1 to AC]
28,750gp	+6,000gp	Amulet of nat. armor +2 [+1 to AC]
35,750gp	+7,000gp	Armor gains +4 bonus [+1 to AC]
42,750gp	7,000gp	Robe of useful items
51,750gp	+9,000gp	Armor gains +5 bonus [+1 to AC]
61,750gp	+10,000gp	Amulet of nat. armor +3 [+1 to AC]
72,250gp	10,500gp	Rod of metal and mineral detection
92,250gp	20,000gp	Portable hole
140,250gp	48,000gp	Orb of storms
190,250gp	50,000gp	Ring of shooting stars
265,250gp	75,000gp	Ring of telekinesis
345,250gp	80,000gp	Crystal ball with true seeing

ARISTOCRAT

Hit Die: d8.

Base Attack: +3/4 levels.

Fort Save: Poor.

Ref Save: Poor.

Will Save: Good.

Special Abilities: None.

Spellcasting: None.

Skill Points: 4 + Intelligence modifier (x4 at 1st level).

Weapon and Armor Proficiency: Simple and Martial weapons, all armor and shields.

Feats: (1st) Negotiator, (3rd) Great Fortitude, (6th) Leadership, (9th) Mounted Combat, (12th) Ride-By Attack, (15th) Mounted Archery, (18th) Skill Focus (Diplomacy); (Human Feat) Persuasive

Base Items [13 gp left]: Longbow (w/ 20 Arrows), Longsword, Noble's Outfit, Studded leather Armor.

TABLE 7-3: THE ARISTOCRAT

Level	hp	AC	Init	Speed	Longsword	Longbow	Saves	Ability Scores						Diplomacy	Sense
					(1d8 dmg)	(1d8 dmg)	F/R/W	Str	Dex	Con	Int	Wis	Cha	Motive	
1st	7	13	+0	30 ft	+2 (+2)	+0	-1/+0/+3	14	10	8	12	13	15	+8	+7
2nd	10	13	+0	30 ft	+3 (+2)	+1	-1/+0/+4	14	10	8	12	13	15	+11	+8
3rd	14	13	+0	30 ft	+4 (+2)	+2	+2/+1/+4	14	10	8	12	13	15	+12	+9
4th	17	13	+0	30 ft	+5 (+2)	+3	+2/+1/+5	14	10	8	12	13	16	+14	+10
5th	21	13	+0	30 ft	+5 (+2)	+3	+2/+1/+5	14	10	8	12	13	16	+15	+11
6th	24	13	+0	30 ft	+6 (+2)	+4	+3/+2/+6	14	10	8	12	13	16	+16	+12
7th	28	13	+0	30 ft	+7 (+2)	+5	+3/+2/+6	14	10	8	12	13	16	+17	+13
8th	31	13	+0	30 ft	+8* (+2)	+6*	+3/+2/+8	14	10	8	12	14	16	+18	+15
9th	35	13	+0	30 ft	+8* (+2)	+6*	+4/+3/+8	14	10	8	12	14	16	+19	+16
10th	38	13	+0	30 ft	+9* (+2)	+7*	+4/+3/+9	14	10	8	12	14	16	+20	+17
11th	42	13	+0	30 ft	+10* (+2)	+8*	+4/+3/+9	14	10	8	12	14	16	+21	+18
12th	45	13	+0	30 ft	+11* (+2)	+9*	+5/+4/+10	14	10	9	12	14	16	+22	+19
13th	49	13	+0	30 ft	+11* (+2)	+9*	+5/+4/+10	14	10	9	12	14	16	+23	+20
14th	52	13	+0	30 ft	+12* (+2)	+10*	+5/+4/+11	14	10	9	12	14	16	+24	+21
15th	56	13	+0	30 ft	+13** (+2)	+11**	+6/+5/+11	14	10	9	12	14	16	+25	+22
16th	75	13	+0	30 ft	+14** (+2)	+12**	+7/+5/+12	14	10	10	12	14	16	+26	+23
17th	80	13	+0	30 ft	+14** (+2)	+12**	+7/+5/+12	14	10	10	12	14	16	+27	+24
18th	84	13	+0	30 ft	+15** (+2)	+13**	+8/+6/+13	14	10	10	12	14	16	+31	+25
19th	89	13	+0	30 ft	+16** (+2)	+14**	+8/+6/+13	14	10	10	12	14	16	+32	+26
20th	93	13	+0	30 ft	+17** (+2)	+15**	+8/+6/+14	15	10	10	12	14	16	+33	+27

Total Cash	GP Value	Item [modifications]
150gp	+150gp	Armor becomes Masterwork
450gp	+300gp	Masterwork Longsword [+1 to hit]
1,450gp	+1,000gp	Armor gains +1 bonus [+1 to AC]
2,450gp	1,000gp	Cloak of resistance +1 [+1 all saves]
4,450gp	+2,000gp	Longsword +1 [+1 to damage]
6,450gp	+2,000gp	Ring of protection +1 [+1 to AC]
9,450gp	+3,000gp	Armor gains +2 bonus [+1 to AC]
12,450gp	+3,000gp	Cloak of resistance +2 [+1 all saves]

16,950gp	4,500gp	Circlet of persuasion [+3 Diplomacy]
21,950gp	+5,000gp	Armor gains +3 bonus [+1 to AC]
26,950gp	+5,000gp	Cloak of resistance +3 [+1 all saves]
31,950gp	+6,000gp	Longsword +2 [+1 to hit/damage]
37,950gp	+6,000gp	Ring of protection +2 [+1 to AC]
44,950gp	+7,000gp	Armor gains +4 bonus [+1 to AC]
51,950gp	+7,000gp	Cloak of resistance +4 [+1 all saves]
60,950gp	+9,000gp	Armor gains +5 bonus [+1 to AC]
69,950gp	+9,000gp	Cloak of resistance +5 [+1 all saves]

79,950gp	10,000gp	<i>Glove of storing</i>
89,950gp	+10,000gp	<i>Longsword +3</i> [+1 to hit/damage]
99,950gp	+10,000gp	<i>Ring of protection +3</i> [+1 to AC]
113,950gp	+14,000gp	<i>Longsword +4</i> [+1 to hit/damage]
127,950gp	+14,000gp	<i>Ring of protection +4</i> [+1 to AC]
145,950gp	+18,000gp	<i>Longsword +5</i> [+1 to hit/damage]
163,950gp	+18,000gp	<i>Ring of protection +5</i> [+1 to AC]
185,950gp	+22,000gp	<i>Keen Longsword +5</i> [17-20/x2 crit]
212,950gp	27,000gp	<i>Periapt of proof against poison</i>
261,950gp	49,000gp	<i>Boots of teleportation</i>
316,950gp	55,000gp	<i>Instant fortress</i>

Aristocrat Leadership

		Cohort Number of Followers by level						
Level	Score	Level	1st	2nd	3rd	4th	5th	6th
6th	9	6th	---	---	---	---	---	---
7th	10	7th	5	---	---	---	---	---
8th	11	7th	6	---	---	---	---	---
9th	12	8th	8	---	---	---	---	---
10th	13	9th	10	1	---	---	---	---
11th	14	10th	15	1	---	---	---	---

12th	15	10th	20	2	1	---	---	---
13th	16	11th	25	2	1	---	---	---
14th	17	12th	30	3	1	1	---	---
15th	18	12th	35	3	1	1	---	---
16th	19	13th	40	4	2	1	1	---
17th	20	14th	50	5	3	2	1	---
18th	21	15th	60	6	3	2	1	1
19th	22	15th	75	7	4	2	2	1
20th	23	16th	90	9	5	3	2	1

Cohort: Determine their race and class randomly using tables 6-2 and 6-4 respectively. On table 6-2, re-roll any result that is a NPC class. On table 6-4 any result of "dominant" is instead the same race as the Aristocrat. The cohort is built using the Elite Array and has NPC gear. This is in addition to anybody from Table 6-5: Target Size.

Followers: 50% are Commoners, 25% are Experts, and 25% are Warriors, round in favor of Warriors. All are built using the non-Elite array and have Starting gear. These are in addition to anybody from Table 6-5: Target Size.

COMMONER

Hit Die: d4.

Base Attack: +1/2 levels.

Fort Save: Poor.

Ref Save: Poor.

Will Save: Poor.

Special Abilities: None.

Spellcasting: None.

Skill Points: 2 + Intelligence modifier (x4 at 1st level)

Weapon and Armor Proficiency: One Simple weapon only.

Feats: (1st) Skill Focus (Profession), (3rd) Great Fortitude, (6th) Weapon Focus (Quarterstaff), (9th) Alertness, (12th) Skill Focus (Craft), (15th) Endurance, (18th) Self-Sufficient; (Human Feat) Toughness

Base Items [191 gp, 7 sp left]: Backpack, Flint and Steel, Padded Armor, Peasant's Outfit, Quarterstaff, Sling (w 20 bullets), Waterskin.

TABLE 7-4: THE COMMONER

Level	hp	AC	Init	Speed	Quarterstaff	Sling	Saves	----- Ability Scores -----							
					(1d6 dmg)	(1d4 dmg)	F/R/W	Str	Dex	Con	Int	Wis	Cha	Profession	Craft
1st	5	12	+1	30 ft	+2 (+3)	+1 (+2)	+1/+1/+2	14	12	13	10	15	8	+9	+4
2nd	7	12	+1	30 ft	+3 (+3)	+2 (+2)	+1/+1/+2	14	12	13	10	15	8	+10	+5
3rd	10	12	+1	30 ft	+3 (+3)	+2 (+2)	+4/+2/+3	14	12	13	10	15	8	+11	+6
4th	16	12	+1	30 ft	+4 (+3)	+3 (+2)	+5/+2/+3	14	12	14	10	15	8	+12	+7
5th	20	12	+1	30 ft	+4 (+3)	+3 (+2)	+5/+2/+3	14	12	14	10	15	8	+13	+8
6th	23	12	+1	30 ft	+6 (+3)	+4 (+2)	+6/+3/+4	14	12	14	10	15	8	+14	+9
7th	27	12	+1	30 ft	+6 (+3)	+4 (+2)	+6/+3/+4	14	12	14	10	15	8	+15	+10
8th	30	12	+1	30 ft	+7 (+3)	+5 (+2)	+6/+3/+5	14	12	14	10	16	8	+17	+11
9th	34	12	+1	30 ft	+7 (+3)	+5 (+2)	+7/+4/+6	14	12	14	10	16	8	+18	+12
10th	37	12	+1	30 ft	+8 (+3)	+6 (+2)	+7/+4/+6	14	12	14	10	16	8	+19	+13
11th	41	12	+1	30 ft	+8 (+3)	+6 (+2)	+7/+4/+6	14	12	14	10	16	8	+20	+14
12th	44	12	+1	30 ft	+9* (+3)	+7* (+2)	+8/+5/+7	14	12	14	10	16	9	+21	+18
13th	48	12	+1	30 ft	+9* (+3)	+7* (+2)	+8/+5/+7	14	12	14	10	16	9	+22	+19
14th	51	12	+1	30 ft	+10* (+3)	+8* (+2)	+8/+5/+7	14	12	14	10	16	9	+23	+20
15th	55	12	+1	30 ft	+10* (+3)	+8* (+2)	+9/+6/+8	14	12	14	10	16	9	+24	+21
16th	58	12	+1	30 ft	+11* (+3)	+9* (+2)	+9/+6/+8	14	12	14	10	16	10	+25	+22
17th	62	12	+1	30 ft	+11* (+3)	+9* (+2)	+9/+6/+8	14	12	14	10	16	10	+26	+23
18th	65	12	+1	30 ft	+12* (+3)	+10* (+2)	+10/+7/+9	14	12	14	10	16	10	+27	+24
19th	69	12	+1	30 ft	+12* (+3)	+10* (+2)	+10/+7/+9	14	12	14	10	16	10	+28	+25
20th	72	12	+1	30 ft	+13* (+3)	+11* (+2)	+10/+7/+9	15	12	14	10	16	10	+29	+26

Total Cash	GP Value	Item [modifications]
50gp	50gp	<i>Potion of cure light wounds</i> (CL 1)
200gp	+150gp	Armor becomes Masterwork
500gp	300gp	<i>Potion of bull's strength</i> (CL 3)
800gp	300gp	<i>Potion of cure mod wounds</i> (CL 3)
1,400gp	+600gp	Quarterstaff becomes Masterwork [+1 to hit]
2,000gp	+1,000gp	Armor gains +1 bonus [+1 to AC]
4,000gp	+2,000gp	<i>Ring of protection +1</i> [+1 to AC]
7,000gp	+3,000gp	Armor gains +2 bonus [+1 to AC]
11,000gp	+4,000gp	Quarterstaff gains +1 bonus [+1 to hit]
16,000gp	+5,000gp	Armor gains +3 bonus [+1 to AC]
22,000gp	+6,000gp	<i>Ring of protection +2</i> [+1 to AC]
29,000gp	+7,000gp	Armor gains +4 bonus [+1 to AC]
38,000gp	9,000gp	<i>Decanter of endless water</i>

47,000gp	+9,000gp	Armor gains +5 bonus [+1 to AC]
57,000gp	+10,000gp	<i>Ring of protection +3</i> [+1 to AC]
69,000gp	+12,000gp	Quarterstaff gains +2 bonus [+1 to hit and damage]
83,000gp	14,000gp	<i>Cloak of arachnidia</i>
97,000gp	+14,000gp	<i>Ring of protection +4</i> [+1 to AC]
105,000gp	+18,000gp	<i>Ring of protection +5</i> [+1 to AC] damage]
125,000gp	+20,000gp	Quarterstaff gains +3 bonus [+1 to hit and damage]
153,000gp	+28,000gp	Quarterstaff gains +4 bonus [+1 to hit and damage]
189,000gp	+36,000gp	Quarterstaff gains +5 bonus [+1 to hit and damage]

EXPERT

Hit Die: d6.

Base Attack: +3/4 levels.

Fort Save: Poor.

Ref Save: Poor.

Will Save: Good.

Special Abilities: Any ten skills are class skills.

Spellcasting: None.

Skill Points: 6 + Intelligence modifier (x4 at 1st level).

Weapon and Armor Proficiency: Simple Weapons, light armor.

Feats: (1st) Great Fortitude, (3rd) Weapon Finesse, (6th) Lightning Reflexes, (9th) Skill Focus (Craft), (12th) Improved Initiative, (15th) Dodge, (18th) Precise Shot; (Human Feat) Negotiator

Base Items [181 gp left]: Leather Armor, Sickle, Dart (x4), Artisan's Outfit.

TABLE 7-5: THE EXPERT

Level	hp	AC	Init	Speed	Sickle	Dart	Saves	----- Ability Scores -----					Disable		
					(1d6 dmg)	(1d4 dmg)	F/R/W	Str	Dex	Con	Int	Wis	Cha	Craft	Device
1st	7	14	+2	30 ft	-1 (-1)	+2 (-1)	+3/+2/+3	8	15	13	14	12	10	+6	+6
2nd	10	14	+2	30 ft	+0 (-1)	+3 (-1)	+3/+2/+4	8	15	13	14	12	10	+7	+7
3rd	11	14	+2	30 ft	+3 (-1)	+3 (-1)	+4/+3/+4	8	15	13	14	12	10	+8	+8
4th	14	15	+3	30 ft	+5 (-1)	+5 (-1)	+4/+4/+5	8	16	13	14	12	10	+9	+9
5th	18	15	+3	30 ft	+5 (-1)	+5 (-1)	+4/+4/+5	8	16	13	14	12	10	+10	+10
6th	21	15	+3	30 ft	+6 (-1)	+6 (-1)	+5/+7/+6	8	16	13	14	12	10	+11	+11
7th	25	15	+3	30 ft	+7 (-1)	+7 (-1)	+5/+7/+6	8	16	13	14	12	10	+12	+12
8th	36	15	+3	30 ft	+8* (-1)	+8* (-1)	+6/+7/+7	8	16	14	14	12	10	+13	+13
9th	41	15	+3	30 ft	+8* (-1)	+8* (-1)	+7/+8/+7	8	16	14	14	12	10	+16	+14
10th	45	15	+3	30 ft	+9* (-1)	+9* (-1)	+7/+8/+8	8	16	14	14	12	10	+17	+15
11th	50	15	+3	30 ft	+9* (-1)	+9* (-1)	+7/+8/+8	8	16	14	14	12	10	+18	+16
12th	54	15	+7	30 ft	+10* (-1)	+10* (-1)	+8/+9/+9	8	17	14	14	12	10	+19	+17
13th	59	15	+7	30 ft	+10* (-1)	+10* (-1)	+8/+9/+9	8	17	14	14	12	10	+20	+18
14th	63	15	+7	30 ft	+11* (-1)	+11* (-1)	+8/+9/+10	8	17	14	14	12	10	+21	+19
15th	68	16	+7	30 ft	+12** (-1)	+12** (-1)	+9/+10/+10	8	17	14	14	12	10	+22	+20
16th	72	17	+7	30 ft	+14** (-1)	+14** (-1)	+9/+11/+11	8	18	14	14	12	10	+23	+21
17th	77	17	+7	30 ft	+14** (-1)	+14** (-1)	+9/+11/+11	8	18	14	14	12	10	+24	+22
18th	81	17	+7	30 ft	+15** (-1)	+15** (-1)	+10/+12/+12	8	18	14	14	12	10	+25	+23
19th	86	17	+7	30 ft	+16** (-1)	+16** (-1)	+10/+12/+12	8	18	14	14	12	10	+26	+24
20th	90	17	+7	30 ft	+17** (-1)	+17** (-1)	+10/+12/+13	9	18	14	14	12	10	+27	+25

Total Cash	GP Value	Item [modifications]
50gp	50gp	<i>Potion of cure light wounds</i> (CL 1)
200gp	+150gp	Armor becomes Masterwork
500gp	300gp	<i>Potion of cure mod wounds</i> (CL 3)
800gp	+300gp	Sickle becomes Masterwork [+1 to hit]
1,760gp	960gp	Poisoned darts (4 doses, Injury DC 12, 1d6 Dex / 0)
2,760gp	+1,000gp	Armor gains +1 bonus [+1 to AC]
4,160gp	1,400gp	Porteullis trap (CR 1)
6,160gp	+2,000gp	Sickle gains +1 bonus [+1 damage]
9,160gp	+3,000gp	Armor gains +2 bonus [+1 to AC]

13,160gp	4,000gp	<i>Gloves of dexterity</i> +2 [+1 to AC, Init, Ref saves, and ranged attacks]
18,160gp	+5,000gp	Armor gains +3 bonus [+1 to AC]
24,160gp	+6,000gp	Sickle gains +2 bonus [+1 hit/damage]
31,160gp	+7,000gp	Armor gains +4 bonus [+1 to AC]
40,160gp	+9,000gp	Armor gains +5 bonus [+1 to AC]
42,160gp	+2,000gp	<i>Ring of protection +1</i> [+1 to AC]
48,160gp	+6,000gp	<i>Ring of protection +2</i> [+1 to AC]
58,160gp	+10,000gp	Sickle gains +3 bonus [+1 hit/damage]
68,160gp	+10,000gp	<i>Ring of protection +3</i> [+1 to AC]
82,160gp	+14,000gp	Sickle gains +4 bonus [+1 hit/damage]

96,160gp +14,000gp *Ring of protection +4* [+1 to AC]
 114,160gp +18,000gp Sickle gains +5 bonus [+1 hit/damage]
 132,160gp +18,000gp *Ring of protection +5* [+1 to AC]
 172,160gp 40,000gp *Ring of freedom of movement*
 226,160gp 54,000gp *Wings of flying*

299,660gp 73,500gp *Helm of teleportation*
 374,660gp 75,000gp *Gem of seeing*

WARRIOR

Hit Die: d8.

Base Attack: +1/level.

Fort Save: Good.

Ref Save: Poor.

Will Save: Poor.

Special Abilities: None.

Spellcasting: None.

Skill Points: 2 + Intelligence modifier (x4 at 1st level).

Weapon and Armor Proficiency: Simple and Martial Weapons, all armor and shields.

Feats: (1st) Power Attack, (3rd) Cleave, (6th) Point Blank Shot, (9th) Far Shot, (12th) Quick Draw, (15th) Iron Will, (18th) Endurance; (Human Feat) Alertness

Base Items [24 gp left]: Chain Shirt, Glaive, Heavy Steel Shield, Longsword, Shortbow (w/20 Arrows), Traveler's Ourfit.

TABLE 7-6: THE WARRIOR

Level	hp	AC	Init	Longsword Shortbow Glaive@			Saves F/R/W	----- Ability Scores -----							
				Speed	(1d8 dmg)	(1d6 dmg)		(1d10 dmg)	Str	Dex	Con	Int	Wis	Cha	Intimidate
1st	10	17	+1	30 ft	+3 (+2)	+2	+3 (+3)	+4/+1/+1	15	13	14	8	12	10	+4
2nd	15	17	+1	30 ft	+4 (+2)	+3	+4 (+3)	+5/+1/+1	15	13	14	8	12	10	+5
3rd	21	17	+1	30 ft	+5 (+2)	+4	+5 (+3)	+5/+2/+2	15	13	14	8	12	10	+6
4th	26	17	+1	30 ft	+7 (+3)	+5	+7 (+4)	+6/+2/+2	16	13	14	8	12	10	+7
5th	32	17	+1	30 ft	+8 (+3)	+6	+8 (+4)	+6/+2/+2	16	13	14	8	12	10	+8
6th	37	17	+1	30 ft	+9* (+3)	+7*	+9* (+4)	+7/+3/+3	16	13	14	8	12	10	+9
7th	43	17	+1	30 ft	+10* (+3)	+8*	+10* (+4)	+7/+3/+3	16	13	14	8	12	10	+10
8th	48	18	+2	30 ft	+11* (+3)	+10*	+11* (+4)	+8/+4/+3	16	14	14	8	12	10	+11
9th	54	18	+2	30 ft	+12* (+3)	+11*	+12* (+4)	+8/+5/+4	16	14	14	8	12	10	+12
10th	59	18	+2	30 ft	+13* (+3)	+12*	+13* (+4)	+9/+5/+4	16	14	14	8	12	10	+13
11th	65	18	+2	30 ft	+14** (+3)	+13**	+14** (+4)	+9/+5/+4	16	14	14	8	12	10	+14
12th	69	18	+2	30 ft	+15** (+3)	+14**	+15** (+4)	+10/+6/+5	17	14	14	8	12	10	+15
13th	75	18	+2	30 ft	+16** (+3)	+15**	+16** (+4)	+10/+6/+5	17	14	14	8	12	10	+16
14th	80	18	+2	30 ft	+17** (+3)	+16**	+17** (+4)	+11/+6/+5	17	14	14	8	12	10	+17
15th	86	18	+2	30 ft	+18** (+3)	+17**	+18** (+4)	+11/+7/+8	17	14	14	8	12	10	+18
16th	91	18	+2	30 ft	+20*** (+4)	+18***	+20*** (+6)	+12/+7/+8	18	14	14	8	12	10	+19
17th	97	18	+2	30 ft	+21*** (+4)	+19***	+21*** (+6)	+12/+7/+8	18	14	14	8	12	10	+20
18th	102	18	+2	30 ft	+22*** (+4)	+20***	+22*** (+6)	+13/+8/+9	18	14	14	8	12	10	+21
19th	108	18	+2	30 ft	+23*** (+4)	+21***	+23*** (+6)	+13/+8/+9	18	14	14	8	12	10	+22
20th	113	18	+2	30 ft	+24*** (+4)	+22***	+24*** (+6)	+14/+8/+9	19	14	14	8	12	10	+23

@ Two-handed reach weapon.

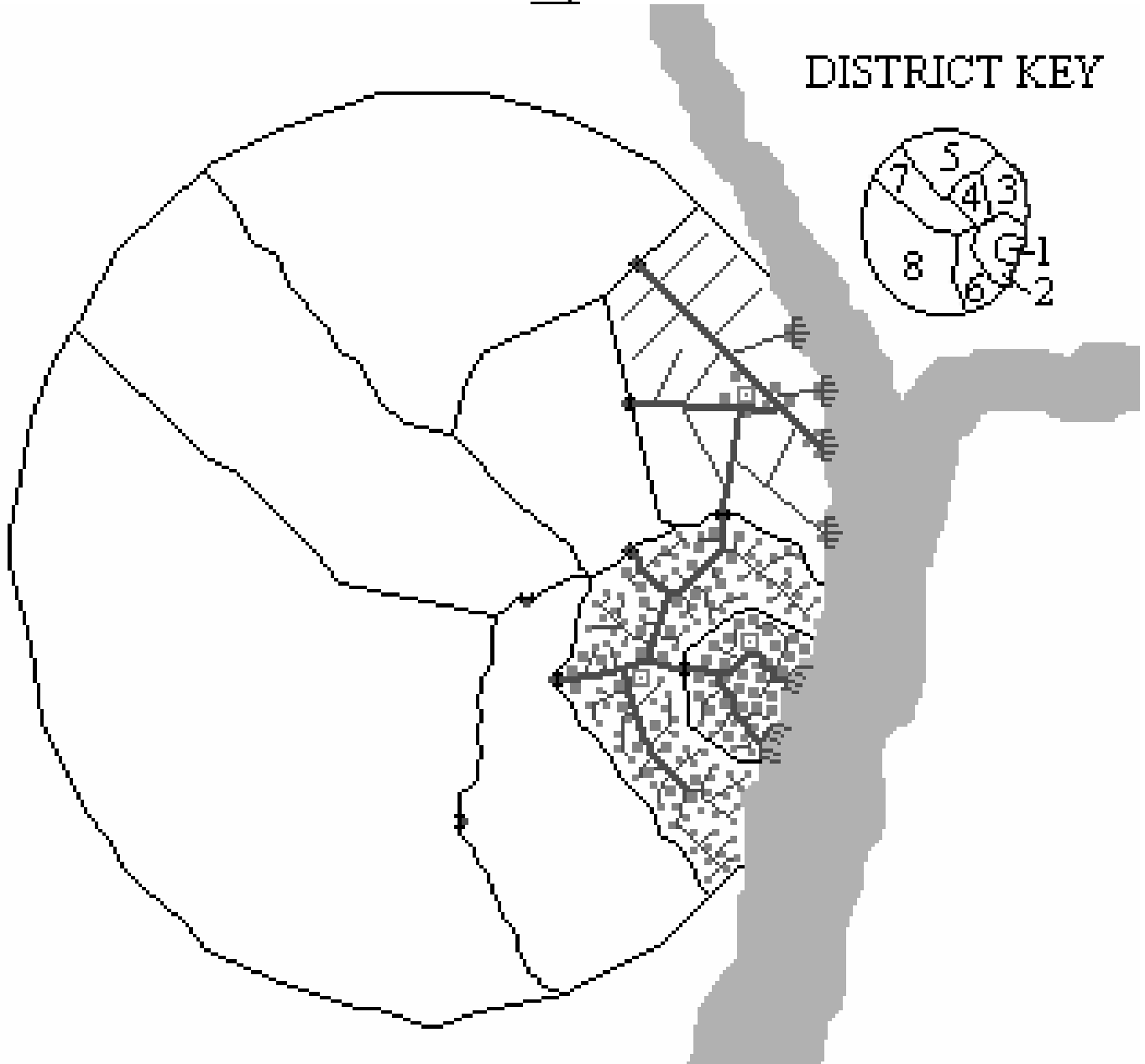
Total Cash	GP Value	Item [modifications]
150gp	+150gp	Armor becomes Masterwork
450gp	+300gp	Longsword becomes Masterwork
		[+1 to hit]
1,450gp	+1,000gp	Armor gains +1 bonus [+1 to AC]
3,450gp	+2,000gp	Longsword gains +1 bonus
		[+1 to damage]
5,450gp	+2,000gp	<i>Ring of protection +1</i> [+1 to AC]
8,450gp	+3,000gp	Armor gains +2 bonus [+1 to AC]
13,450gp	+5,000gp	Armor gains +3 bonus [+1 to AC]
19,450gp	+6,000gp	Longsword gains +2 bonus
		[+1 to hit/damage]
25,450gp	+6,000gp	<i>Ring of protection +2</i> [+1 to AC]
32,450gp	+7,000gp	Armor gains +4 bonus [+1 to AC]
41,450gp	+9,000gp	Armor gains +5 bonus [+1 to AC]
51,450gp	+10,000gp	Longsword gains +3 bonus
		[+1 to hit/damage]
61,450gp	+10,000gp	<i>Ring of protection +3</i> [+1 to AC]
75,450gp	+14,000gp	Longsword gains +4 bonus
		[+1 to hit/damage]

89,450gp	+14,000gp	<i>Ring of protection +4</i> [+1 to AC]
104,450gp	15,000gp	<i>Periapt of wound closure</i>
122,450gp	+18,000gp	<i>Ring of protection +5</i> [+1 to AC]
140,450gp	+18,000gp	Longsword gains +5 bonus
		[+1 to hit/damage]
165,450gp	25,000gp	<i>Bracers of archery, greater</i>
		[+2 to hit/+1 damage with bows]
255,450gp	90,000gp	<i>Ring of regeneration</i>

EIGHT: MALLOR SETTING

Map

DISTRICT KEY



8: Mallor Setting

Population

Total: 13,000
Human: 9,000 (~69%)
Elven: 1,000 (~7%)
Dwarven: 800 (~6%)
Half-Elven: 600 (~4%)
Halfling: 500 (~3%)
Half-Orc: 450 (~3%)
Gnomish: 350 (~2%)
Other: 300 (~2%)

Economy

Mallor's economy can be best described as a strong trade-based economy. Its surrounding farmlands provide more than enough simple fare to feed the city, but luxury foods such as spices and

warm-weather fruit have to be imported. This means that the city has very little *needs* that it cannot meet, leaving its trading ability for the near-total devotion to high-profit materials.

The city trades for dyes, rare furs, and minor magical items from the elven homeland to the north, usually imported via the Elven district these days. From the Dwarves to the east they trade for rare minerals, gemstones, and the occasional finely crafted weapon. The barbarians bring raw leather and venison, as well as the occasional rare monstrous creature for magical research or entertainment. From the human lands to the south the city trades for spices, warm-weather fruit, seasoned wood, and common metals. The city's merchants then turn around and sell the imported items to the others that come here to trade, acting as middlemen and acquisition agents.

The sheer volume of money in motion within Mallor reduces the tax burden on its populace significantly. The Prince of each district collects a tax of 1% of the sale value of every trade transaction within their district. They also charge a yearly four copper piece per ten square feet for property tax to all building owners within the city limits, multiplied by the structure's number of stories. The trade tax goes to maintain their luxurious lifestyle, fund their private enterprises, and maintain the rule of law within their districts. The property tax goes to pay for street sweepers and public sanitation.

Government

A Prince, who together forms the Council of Princes, heads each of the eight districts. The Prince-hood is typically a hereditary title, but not necessarily so. Each Prince selects his successor, and in the event of a Prince's death before a successor is chosen, the Council chooses a new Prince for the district from the blood relatives of the last Prince, or from the most influential of it's citizens if no blood relative is available. Only the unanimous vote of the entire Council of Princes can strip a Prince of his title.

Each Prince is free to set down the laws and method of their execution within his own District, usually by the formation of a District Guard. The council as a whole determines law enforcement, patrols, and trade agreements for the city as a whole. Each Prince is required to give up 25% of their taxes to the city's coffers for these purposes, as well as to form the basis of an emergency fund.

The City's Guard force is comprised of an equal mixture of veterans of the individual District Guards, and hired mercenaries or soldiers of fortune. The City Guard maintains the security of the docks themselves, except for those in the Elven district, and patrols the surrounding countryside intercepting dangerous creatures and travelers. They also defend the city's walls in times of invasion, a situation that has yet to occur. In order to serve these purposes the City Guard has two headquarters, one in the Docks district and the other in the newly formed Farmer's district. Most of the "hired help" for the city guard is used to replace personnel losses for the border patrol stationed in the Farmer's district, a situation that often lends to public hostilities between the two headquarters' troops inside the city. It is a matter of public knowledge, and often-rude jokes, that the individual District Guards spend most of their time breaking up fights and investigating thefts between the two branches of the City Guard.

History

Centuries ago the folk of the human lands had poor trading relations with the elves and dwarves. While traders existed that specialized in trading with these races, the logistics involved in doing so were prohibitive and greatly reduced the amount of elven and dwarven material on the market. This was a problem for all sides, as human lands were a main source of raw materials for both the elves and the dwarves.

Then a human trader down on his luck won a riverboat in a game of chance, and unexpectedly was to become one of the wealthiest humans in the world. He took that riverboat and sailed it further up the river than any human had gone before, far away from all human lands and concerns with only some commonly available human goods and a few weeks worth of rations. Some say it was to get away from the daily struggle in human society, others that he was seeking solitude to

contemplate his fate, but most agree it was to avoid his creditors. He sailed far north to a point where two other rivers joined together to form the river he was sailing on.

At this time, he got *very* lucky. A small group of elves was fishing and playing in the deep waters where the two rivers met, and spotted him. They invited him to share their campsite, for humans were known to have access to the richly flavored spices elves loved. The trader agreed, and the next day was met by a group of elven traders seeking the spices he had with him.

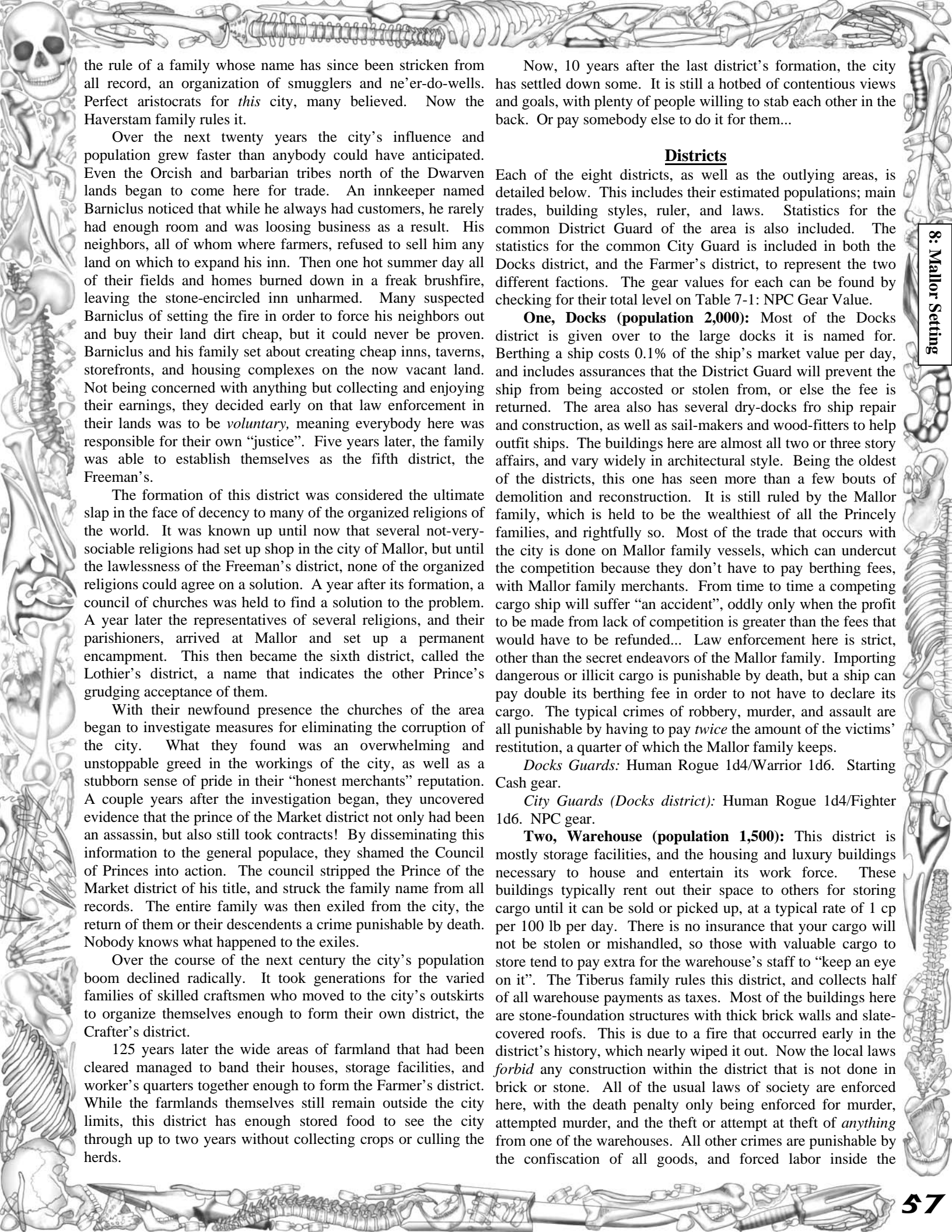
He returned to human civilization with a small cache of valuable elven furs and minor magic items, and a plan. Purchasing large amounts of spices, construction materials, and hiring laborers he returned to where the rivers met, and began construction of a trading outpost. At the end of a year's time he had not only begun to expand his outpost and put in a true dock, but had also made contact with the dwarves that lived on the *other* side of the river!

Thus was born the Docks, ruled by "prince" Mallor. A crown that the trader secured by the simple expedient of paying off the debts of all the kingdoms near him that might challenge his claim to the title, and opening full trade routes with them. Thus the Docks became the first "nation" to be defended solely by its economic power, and not a standing army.

All good things must come to an end however. Ten years after Mallor established his trading empire a rival trading company moved into the area and began building their *own* trading settlement next to his. Mallor did not take kindly to this, and began paying to have his rival's riverboats attacked as they left the city, preventing the rival from establishing a firm hold in the area. Desperate for an end to the financial drain, the head trader for the rival company offered to make Mallor a deal. In exchange for equal say in all managerial affairs, they would maintain the warehouses needed to increase trading output, and open up new trade routes in other areas, while Mallor retained control of the Docks and all ship landings. Seeing that this would drastically increase his wealth, Mallor accepted. This new area eventually came to surround the Docks, and was named the Warehouse.

Seeing that Mallor was making huge amounts of money from his endeavors, and establishing a human foothold so close to their ancestral lands, the elves decided to take action. An emissary from the elven leaders came to Mallor and told him that he had gone too far too fast. He had to scale back his population and eliminate at least half his city size, or they would eliminate it **all** for him. Fearing the loss of everything he had gained, Mallor had a different proposal: come and build their *own* settlement with his, enter into the joined government, and receive not only an equal say in all managerial decisions but also have their own trading docks with access to his trade routes. Being xenophobic, but not foolish, the elves agreed and not only the Elven district but also the idea of separate districts came into being. The elves had some conditions however, nobody inside their district was allowed to speak any language except elven, and only elves could own property inside the district. It was their insistence on these rules that led the now "City of Mallor" to separate laws and law enforcement responsibilities by district, rather than have centralized control over each.

With the sudden increase in the city's size and wealth, it was only natural that free marketers would come to take advantage of it. This led to the creation of the Market district a mere seven years after the formation of the Elven district, under



the rule of a family whose name has since been stricken from all record, an organization of smugglers and ne'er-do-wells. Perfect aristocrats for *this* city, many believed. Now the Haverstam family rules it.

Over the next twenty years the city's influence and population grew faster than anybody could have anticipated. Even the Orcish and barbarian tribes north of the Dwarven lands began to come here for trade. An innkeeper named Barniclus noticed that while he always had customers, he rarely had enough room and was losing business as a result. His neighbors, all of whom were farmers, refused to sell him any land on which to expand his inn. Then one hot summer day all of their fields and homes burned down in a freak brushfire, leaving the stone-encircled inn unharmed. Many suspected Barniclus of setting the fire in order to force his neighbors out and buy their land dirt cheap, but it could never be proven. Barniclus and his family set about creating cheap inns, taverns, storefronts, and housing complexes on the now vacant land. Not being concerned with anything but collecting and enjoying their earnings, they decided early on that law enforcement in their lands was to be *voluntary*, meaning everybody here was responsible for their own "justice". Five years later, the family was able to establish themselves as the fifth district, the Freeman's.

The formation of this district was considered the ultimate slap in the face of decency to many of the organized religions of the world. It was known up until now that several not-very-sociable religions had set up shop in the city of Mallor, but until the lawlessness of the Freeman's district, none of the organized religions could agree on a solution. A year after its formation, a council of churches was held to find a solution to the problem. A year later the representatives of several religions, and their parishioners, arrived at Mallor and set up a permanent encampment. This then became the sixth district, called the Lothier's district, a name that indicates the other Prince's grudging acceptance of them.

With their newfound presence the churches of the area began to investigate measures for eliminating the corruption of the city. What they found was an overwhelming and unstoppable greed in the workings of the city, as well as a stubborn sense of pride in their "honest merchants" reputation. A couple years after the investigation began, they uncovered evidence that the prince of the Market district not only had been an assassin, but also still took contracts! By disseminating this information to the general populace, they shamed the Council of Princes into action. The council stripped the Prince of the Market district of his title, and struck the family name from all records. The entire family was then exiled from the city, the return of them or their descendants a crime punishable by death. Nobody knows what happened to the exiles.

Over the course of the next century the city's population boom declined radically. It took generations for the varied families of skilled craftsmen who moved to the city's outskirts to organize themselves enough to form their own district, the Crafter's district.

125 years later the wide areas of farmland that had been cleared managed to band their houses, storage facilities, and worker's quarters together enough to form the Farmer's district. While the farmlands themselves still remain outside the city limits, this district has enough stored food to see the city through up to two years without collecting crops or culling the herds.

Now, 10 years after the last district's formation, the city has settled down some. It is still a hotbed of contentious views and goals, with plenty of people willing to stab each other in the back. Or pay somebody else to do it for them...

Districts

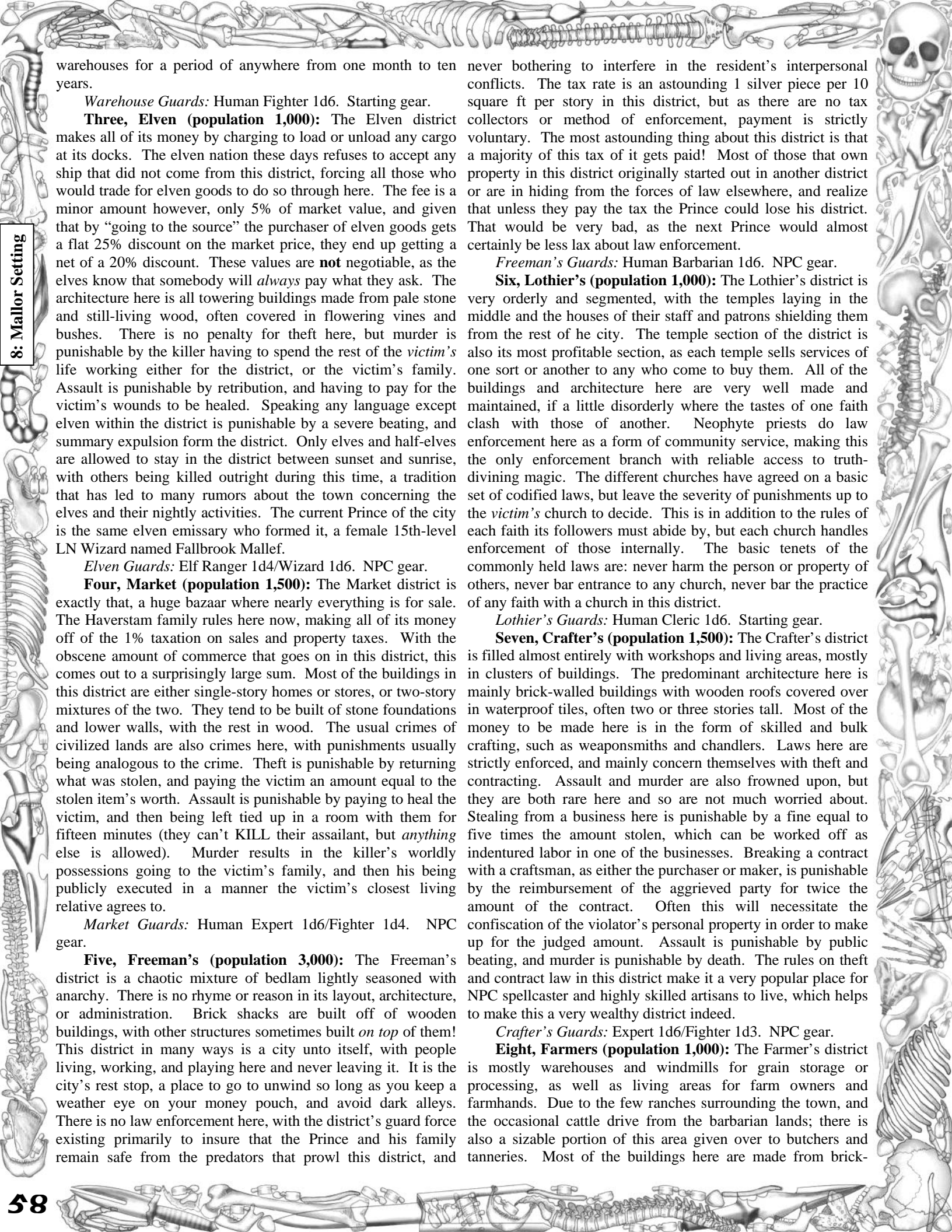
Each of the eight districts, as well as the outlying areas, is detailed below. This includes their estimated populations; main trades, building styles, ruler, and laws. Statistics for the common District Guard of the area is also included. The statistics for the common City Guard is included in both the Docks district, and the Farmer's district, to represent the two different factions. The gear values for each can be found by checking for their total level on Table 7-1: NPC Gear Value.

One, Docks (population 2,000): Most of the Docks district is given over to the large docks it is named for. Berthing a ship costs 0.1% of the ship's market value per day, and includes assurances that the District Guard will prevent the ship from being accosted or stolen from, or else the fee is returned. The area also has several dry-docks for ship repair and construction, as well as sail-makers and wood-fitters to help outfit ships. The buildings here are almost all two or three story affairs, and vary widely in architectural style. Being the oldest of the districts, this one has seen more than a few bouts of demolition and reconstruction. It is still ruled by the Mallor family, which is held to be the wealthiest of all the Princely families, and rightfully so. Most of the trade that occurs with the city is done on Mallor family vessels, which can undercut the competition because they don't have to pay berthing fees, with Mallor family merchants. From time to time a competing cargo ship will suffer "an accident", oddly only when the profit to be made from lack of competition is greater than the fees that would have to be refunded... Law enforcement here is strict, other than the secret endeavors of the Mallor family. Importing dangerous or illicit cargo is punishable by death, but a ship can pay double its berthing fee in order to not have to declare its cargo. The typical crimes of robbery, murder, and assault are all punishable by having to pay *twice* the amount of the victims' restitution, a quarter of which the Mallor family keeps.

Docks Guards: Human Rogue 1d4/Warrior 1d6. Starting Cash gear.

City Guards (Docks district): Human Rogue 1d4/Fighter 1d6. NPC gear.

Two, Warehouse (population 1,500): This district is mostly storage facilities, and the housing and luxury buildings necessary to house and entertain its work force. These buildings typically rent out their space to others for storing cargo until it can be sold or picked up, at a typical rate of 1 cp per 100 lb per day. There is no insurance that your cargo will not be stolen or mishandled, so those with valuable cargo to store tend to pay extra for the warehouse's staff to "keep an eye on it". The Tiberus family rules this district, and collects half of all warehouse payments as taxes. Most of the buildings here are stone-foundation structures with thick brick walls and slate-covered roofs. This is due to a fire that occurred early in the district's history, which nearly wiped it out. Now the local laws *forbid* any construction within the district that is not done in brick or stone. All of the usual laws of society are enforced here, with the death penalty only being enforced for murder, attempted murder, and the theft or attempt at theft of *anything* from one of the warehouses. All other crimes are punishable by the confiscation of all goods, and forced labor inside the



warehouses for a period of anywhere from one month to ten years.

Warehouse Guards: Human Fighter 1d6. Starting gear.

Three, Elven (population 1,000): The Elven district makes all of its money by charging to load or unload any cargo at its docks. The elven nation these days refuses to accept any ship that did not come from this district, forcing all those who would trade for elven goods to do so through here. The fee is a minor amount however, only 5% of market value, and given that by “going to the source” the purchaser of elven goods gets a flat 25% discount on the market price, they end up getting a net of a 20% discount. These values are **not** negotiable, as the elves know that somebody will *always* pay what they ask. The architecture here is all towering buildings made from pale stone and still-living wood, often covered in flowering vines and bushes. There is no penalty for theft here, but murder is punishable by the killer having to spend the rest of the *victim's* life working either for the district, or the victim's family. Assault is punishable by retribution, and having to pay for the victim's wounds to be healed. Speaking any language except elven within the district is punishable by a severe beating, and summary expulsion from the district. Only elves and half-elves are allowed to stay in the district between sunset and sunrise, with others being killed outright during this time, a tradition that has led to many rumors about the town concerning the elves and their nightly activities. The current Prince of the city is the same elven emissary who formed it, a female 15th-level LN Wizard named Fallbrook Mallef.

Elven Guards: Elf Ranger 1d4/Wizard 1d6. NPC gear.

Four, Market (population 1,500): The Market district is exactly that, a huge bazaar where nearly everything is for sale. The Haverstam family rules here now, making all of its money off of the 1% taxation on sales and property taxes. With the obscene amount of commerce that goes on in this district, this comes out to a surprisingly large sum. Most of the buildings in this district are either single-story homes or stores, or two-story mixtures of the two. They tend to be built of stone foundations and lower walls, with the rest in wood. The usual crimes of civilized lands are also crimes here, with punishments usually being analogous to the crime. Theft is punishable by returning what was stolen, and paying the victim an amount equal to the stolen item's worth. Assault is punishable by paying to heal the victim, and then being left tied up in a room with them for fifteen minutes (they can't KILL their assailant, but *anything* else is allowed). Murder results in the killer's worldly possessions going to the victim's family, and then his being publicly executed in a manner the victim's closest living relative agrees to.

Market Guards: Human Expert 1d6/Fighter 1d4. NPC gear.

Five, Freeman's (population 3,000): The Freeman's district is a chaotic mixture of bedlam lightly seasoned with anarchy. There is no rhyme or reason in its layout, architecture, or administration. Brick shacks are built off of wooden buildings, with other structures sometimes built *on top* of them! This district in many ways is a city unto itself, with people living, working, and playing here and never leaving it. It is the city's rest stop, a place to go to unwind so long as you keep a weather eye on your money pouch, and avoid dark alleys. There is no law enforcement here, with the district's guard force existing primarily to insure that the Prince and his family remain safe from the predators that prowl this district, and

never bothering to interfere in the resident's interpersonal conflicts. The tax rate is an astounding 1 silver piece per 10 square ft per story in this district, but as there are no tax collectors or method of enforcement, payment is strictly voluntary. The most astounding thing about this district is that a majority of this tax of it gets paid! Most of those that own property in this district originally started out in another district or are in hiding from the forces of law elsewhere, and realize that unless they pay the tax the Prince could lose his district. That would be very bad, as the next Prince would almost certainly be less lax about law enforcement.

Freeman's Guards: Human Barbarian 1d6. NPC gear.

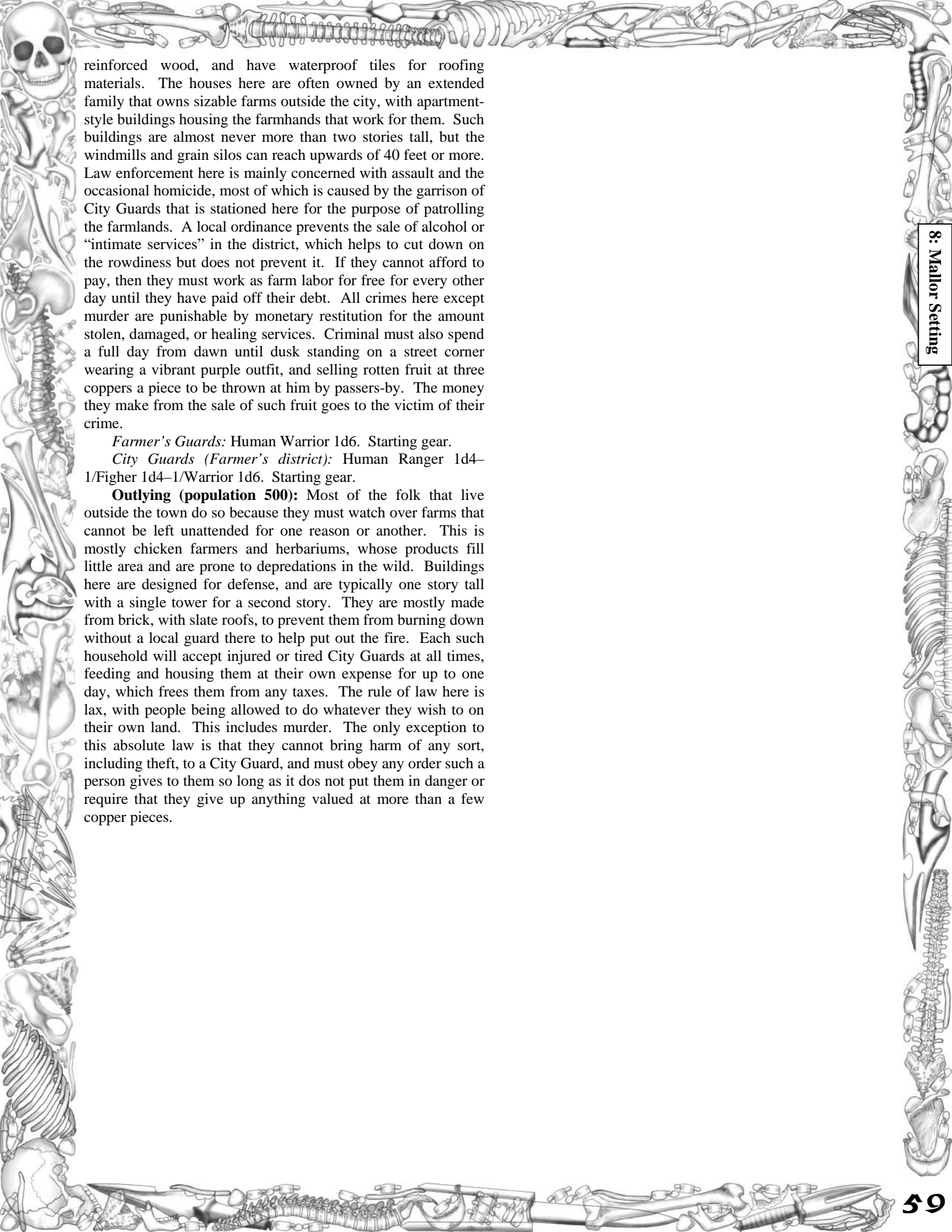
Six, Lothier's (population 1,000): The Lothier's district is very orderly and segmented, with the temples laying in the middle and the houses of their staff and patrons shielding them from the rest of the city. The temple section of the district is also its most profitable section, as each temple sells services of one sort or another to any who come to buy them. All of the buildings and architecture here are very well made and maintained, if a little disorderly where the tastes of one faith clash with those of another. Neophyte priests do law enforcement here as a form of community service, making this the only enforcement branch with reliable access to truth-divining magic. The different churches have agreed on a basic set of codified laws, but leave the severity of punishments up to the *victim's* church to decide. This is in addition to the rules of each faith its followers must abide by, but each church handles enforcement of those internally. The basic tenets of the commonly held laws are: never harm the person or property of others, never bar entrance to any church, never bar the practice of any faith with a church in this district.

Lothier's Guards: Human Cleric 1d6. Starting gear.

Seven, Crafter's (population 1,500): The Crafter's district is filled almost entirely with workshops and living areas, mostly in clusters of buildings. The predominant architecture here is mainly brick-walled buildings with wooden roofs covered over in waterproof tiles, often two or three stories tall. Most of the money to be made here is in the form of skilled and bulk crafting, such as weaponsmiths and chandlers. Laws here are strictly enforced, and mainly concern themselves with theft and contracting. Assault and murder are also frowned upon, but they are both rare here and so are not much worried about. Stealing from a business here is punishable by a fine equal to five times the amount stolen, which can be worked off as indentured labor in one of the businesses. Breaking a contract with a craftsman, as either the purchaser or maker, is punishable by the reimbursement of the aggrieved party for twice the amount of the contract. Often this will necessitate the confiscation of the violator's personal property in order to make up for the judged amount. Assault is punishable by public beating, and murder is punishable by death. The rules on theft and contract law in this district make it a very popular place for NPC spellcaster and highly skilled artisans to live, which helps to make this a very wealthy district indeed.

Crafter's Guards: Expert 1d6/Fighter 1d3. NPC gear.

Eight, Farmers (population 1,000): The Farmer's district is mostly warehouses and windmills for grain storage or processing, as well as living areas for farm owners and farmhands. Due to the few ranches surrounding the town, and the occasional cattle drive from the barbarian lands; there is also a sizable portion of this area given over to butchers and tanneries. Most of the buildings here are made from brick-

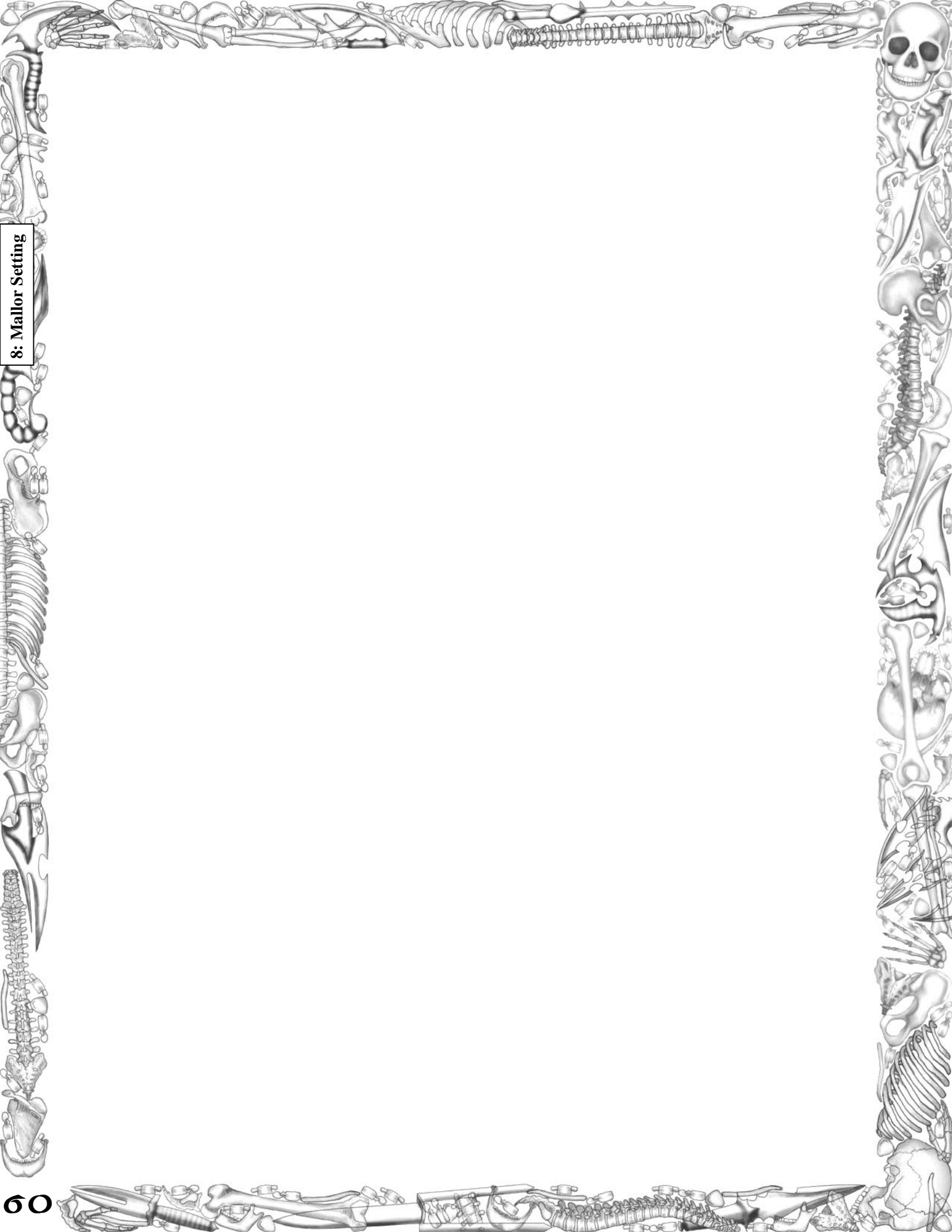
A decorative border of human skeletons runs along the top, bottom, left, and right edges of the page. The skeletons are arranged in a repeating pattern, showing various parts of the human body such as skulls, spines, ribs, and limbs.

reinforced wood, and have waterproof tiles for roofing materials. The houses here are often owned by an extended family that owns sizable farms outside the city, with apartment-style buildings housing the farmhands that work for them. Such buildings are almost never more than two stories tall, but the windmills and grain silos can reach upwards of 40 feet or more. Law enforcement here is mainly concerned with assault and the occasional homicide, most of which is caused by the garrison of City Guards that is stationed here for the purpose of patrolling the farmlands. A local ordinance prevents the sale of alcohol or “intimate services” in the district, which helps to cut down on the rowdiness but does not prevent it. If they cannot afford to pay, then they must work as farm labor for free for every other day until they have paid off their debt. All crimes here except murder are punishable by monetary restitution for the amount stolen, damaged, or healing services. Criminal must also spend a full day from dawn until dusk standing on a street corner wearing a vibrant purple outfit, and selling rotten fruit at three coppers a piece to be thrown at him by passers-by. The money they make from the sale of such fruit goes to the victim of their crime.

Farmer’s Guards: Human Warrior 1d6. Starting gear.

City Guards (Farmer’s district): Human Ranger 1d4–1/Fighter 1d4–1/Warrior 1d6. Starting gear.

Outlying (population 500): Most of the folk that live outside the town do so because they must watch over farms that cannot be left unattended for one reason or another. This is mostly chicken farmers and herbariums, whose products fill little area and are prone to depredations in the wild. Buildings here are designed for defense, and are typically one story tall with a single tower for a second story. They are mostly made from brick, with slate roofs, to prevent them from burning down without a local guard there to help put out the fire. Each such household will accept injured or tired City Guards at all times, feeding and housing them at their own expense for up to one day, which frees them from any taxes. The rule of law here is lax, with people being allowed to do whatever they wish to on their own land. This includes murder. The only exception to this absolute law is that they cannot bring harm of any sort, including theft, to a City Guard, and must obey any order such a person gives to them so long as it does not put them in danger or require that they give up anything valued at more than a few copper pieces.



8: Mallor Setting