Weekly Wonders

Assassin's

Armory

Alex Riggs, Joshua Zaback





Necromancers of the Northwest

Designers

Alex Riggs, Joshua Zaback

Editor

Rosa Gibbons



Necromancers of the Northwest, LLC 8123 236th St SW, Unit 102 Edmonds, WA, 98026 www.necromancers-online.com

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Introduction

Any true professional knows that it's not enough to have the right set of skills, it's crucial that you have the right tool for the job, and this is especially true when your job is a matter of life and death. For an assassin, killing is not personal, and it is never a matter of fighting fair. The best assassinations are those that are over before they've even begun, where the target has no chance to react, and every contingency is taken care of. Accomplishing such feats requires having a detailed and specific plan of attack, and that often requires specialized tools. Any adventurer can just grab a magic sword and start swinging, but a professional assassin needs the right weapon in the right place at the right time to make their kill exactly according to plan.

This book features eight new magic items intended for assassins and similar characters, as well as ten new poisons designed to target specific foes.

New Magic Items

The following magic items are presented in alphabetical order.

BONE DART

Aura faint necromancy; CL 1st Slot —; Price 206 gp; Weight 1/2 lbs.

DESCRIPTION

This +1 dart is made of bone, but has been magically treated to be as strong as steel. The dart is suffused with harmful negative energy, and on a successful hit, it deals an additional 1d6 points of damage. Additionally, if the target dies within 1 minute of being damaged by a *bone dart*, the dart's magic causes his body to rapidly rot and decay over the course of 1d4 minutes, leaving only a skeleton behind. In addition to helping conceal the target's identity and potentially obscuring the means of death, this also prevents the target from being returned to life by any spell that requires a mostly intact body, such as *raise dead*.

Some of a *bone dart*'s unique abilities count as an enhancement bonus equivalent, and it is treated as a +2-equivalent piece of ammunition for the purposes of the cost of further improving its magical abilities.

CONSTRUCTION

Requirements Craft Wondrous Item, *decompose corpse*^{UM}; **Cost** 106 gp

CLOAK OF THE NIGHT

Aura faint evocation; CL 3rd Slot shoulders; Price 40,000 gp; Weight 2 lbs.

DESCRIPTION

These cloaks are made of a deep midnight blue silk, perfect for blending in in dark environments, and are cut in such a way that they resemble the wings of a giant bat or demon when they are billowing in the wind. The cloak grants a +3 competence bonus on saving throws. Additionally, the cloak's wearer can use one hand to pull the cloak around himself for protection, and this grants him 20% concealment as long as he continues to hold the cloak in this fashion with one hand. Grabbing or releasing the cloak in this way is a standard action.

Additionally, three times per day the wearer can unfurl the cloak dramatically as a standard action that provokes attacks of opportunity. Doing so causes the cloak to release a wave of darkness, which functions as the spell *darkness*, except that the effect remains centered on the location the wearer was in when he activated the ability, rather than radiating from a particular object. This field of darkness remains for 1 minute.

CONSTRUCTION

Requirements Craft Wondrous Item, *darkness*; **Cost** 20,000 gp

DAGGER OF SOUL STEALING

Aura strong necromancy; CL 17th Slot —; Price 140,302 gp; Weight 2 lbs.

DESCRIPTION

This +3 keen vicious dagger has a large slot in the pommel where a gemstone can be inserted. The dagger's magic allows stones of nearly any size or shape to fit in this slot, but only black sapphires worth at least 1,000 gp will lock into place. Whenever a creature is killed with the *dagger of soul stealing*, that creature must succeed on a DC 23 Will save or be affected as though by the spell *soul bind*, attempting to trap its soul within the gem inserted in the dagger's pommel.

Some of a *dagger of soul stealing*'s unique abilities count as an enhancement bonus equivalent, and it is treated as a +8-equivalent weapon for the purposes of the cost of further improving its magical abilities.

CONSTRUCTION

Requirements Craft Wondrous Item, *soul bind*; **Cost** 70,302 gp

GASBREATHER'S MASK

Aura moderate conjuration; CL 7th Slot face; Price 8,000 gp; Weight 2 lbs.

DESCRIPTION

This black leather mask covers the entire head, and fits snugly around the base of the neck, with a small belt to fasten it in place. The wearer views the world through a pair of glass lenses, and breathes through a small chamber with a filter. As long as the mask is worn, the wearer is immune to the effects of harmful vapors and gases (including spells like *cloudkill* and *stinking cloud*, inhaled poisons, and environmental effects like smoke). The smoke does not allow the wearer to breathe in environments she would not otherwise be able to breathe in (such as underwater or in a vacuum).

Additionally, once per day, when the wearer is exposed to an inhaled poison, as a standard action, she can have the *gasbreather's mask* absorb the poison, storing it in distilled liquid form in a special chamber within the mask. At any future time, this distilled poison can be removed from the mask (a full round action). Afterwards, it functions identically to the absorbed poison, including its effect, frequency, and saving throw DC, but its type changes from inhaled to ingested. Finally, three times per day, the wearer can cause a cloud of smoke to billow forth from the mask, filling a 20-footradius area centered on her current location. This smoke grants concealment to creatures 5 feet away, and total concealment to creatures further than 5 feet from each other, and forces any character breathing it to make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character that chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage.

CONSTRUCTION

Requirements Craft Wondrous Item, *neutralize poison*; **Cost** 4,000 gp

GLOVES OF ENTRANCE AND EXIT

Aura moderate transmutation; CL 9th Slot hands; Price 10,000 gp; Weight 1 lb.

DESCRIPTION

These black satin gloves fit snugly on the hands of whoever wears them, adjusting their size as though by magic. They completely resist any kind of dirt, dust, or grime, and never acquire or leave fingerprints or other evidence. In addition to these minor features, the gloves can also be used to create openings in solid objects by tracing one's finger along its surface.

The gloves have 5 charges, which they regain each night at midnight. As a standard action, by expending 1 charge, the gloves can be traced over a wall, door, or similar structure of hardness 10 or less, that is no thicker than 1 foot, in order to create an opening through that surface large enough for a Tiny creature to squeeze through (larger creatures can still reach through the opening, but cannot move through it). The opening remains for 1 minute. If anything is still in the opening when this time ends, it is harmlessly shunted to whichever side it is further on (or its choice, if it is directly in the middle).

By expending 2 charges when the gloves are activated, they can be used to create an opening large enough for a Medium creature to squeeze through, and by expending 3 charges and activating the gloves as a full-round action, the wearer can create an opening large enough for two Medium creatures to pass through comfortably side by side (which is large enough for a Large creature to squeeze through).

CONSTRUCTION

Requirements Craft Wondrous Item, *passwall*; **Cost** 5,000 gp

LIFESIGHT MASK

Aura faint divination; CL 5th Slot head; Price 60,000 gp; Weight 3 lbs.

DESCRIPTION

These masks are generally made of darkened steel, and typically resemble skulls, grinning demon faces, or other fearsome and intimidating visages appropriate for a reaper of death. Regardless of their form, they feature two small amethyst lenses through which the wearer can observe the world around him, giving everything he sees a slightly purplish tint.

As long as the mask is worn, the wearer is able to see the health aura of any and all creatures in his field of vision, as described in the spell *analyze aura*^{OA}. In addition to allowing the wearer to determine the health of nearby creatures, the auras can be seen through some solid objects, allowing the wearer to effectively see the locations of creatures on the other side of walls. The mask allows auras to be seen through up to 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or three feet of wood or dirt. Seeing auras in this way provides an estimate of the creature's size (accurate enough to determine its size category), and the normal information for a health aura, but gives no insight into the creature's appearance, overall shape, or even the direction they are facing.

CONSTRUCTION

Requirements Craft Wondrous Item, *analyze aura*^{OA}; **Cost** 30,000 gp

POISONER'S GLOVES

Aura faint conjuration; CL 3rd Slot hands; Price 7,500 gp; Weight 1 lb.

DESCRIPTION

These gloves are made of supple black leather, and gleam faintly in moonlight. As long as they are worn, the wearer never risks poisoning herself when applying poison to a weapon or other object. Additionally, each glove has a unique way to store and deliver poison.

The left glove has a small compartment in which a single dose of poison can be stored. With a thought, the wearer can cause the contents of the compartment to be coated on the palm of the glove, allowing her to use the glove to apply that dose of poison to an object as a swift action.

The right glove features a tiny needle embedded in the index finger, which can be retracted into the glove or extended as a move action. The needle can be used as a simple melee weapon which deals 1 point of piercing damage. Further, a character attacking with the needle can attempt a Sleight of Hand check with a –10 penalty, opposed by the Perception checks of observers, to avoid the attack with the needle from being seen (the target still feels the pain, but may not immediately identify its source). If poison is applied to needle, it remains potent indefinitely as long as the needle is retracted.

CONSTRUCTION

Requirements Craft Wondrous Item, *delay poison, rope trick*; **Cost** 3,750 gp



ROOFWALKER'S BOOTS

Aura faint transmutation; **CL** 1st **Slot** feet; **Price** 12,000 gp; **Weight** 5 lbs.

DESCRIPTION

These tall black boots rise nearly to the knee, and lace tightly all the way to the top. They grant a +5 bonus on Acrobatics checks and Stealth checks. These bonuses are doubled for Acrobatics checks made to cross narrow surfaces or jump, and for Stealth checks made to hide against creatures that are at least 10 feet lower than the wearer. Finally, once per day, after making an Acrobatics or Stealth check, the wearer can immediately reroll that check, and use the new result instead. The wearer must declare that she is using this ability after the result of the die roll is known, but before it is determined whether the roll is a success or failure.

CONSTRUCTION

Requirements Craft Wondrous Item, jump; Cost 6,000 gp

New Poisons

The following poisons are presented in alphabetical order.

Table: Poison Prices

Poison	Price
Addlemind	75 gp
Bloodrush	300 gp
Fog of war	200 gp
Kinslayer	150 gp
Nightblinder	280 gp
Saints' tongue	100 gp
Serpent shakes	250 gp
Softskin	500 gp
Spellbane	300 gp
Trueform	320 gp

ADDLEMIND

Type poison, ingested; **Save** Fortitude DC 15 **Onset** 10 minutes; **Frequency** 1/hour for 8 hours **Effect** 1 Intelligence, Wisdom, and Charisma damage. Additionally, the afflicted creature must succeed on a concentration check (DC 10 + twice the spell's level) on any spell he casts for the next hour, or the spell is lost. This is in addition to any other concentration checks the caster may be required to make while casting that spell. Anything that increases the saving throw DC of addlemind also increases the DC of these concentration checks; **Cure** 2 consecutive saves.

BLOODRUSH

Type poison, injury; Save Fortitude DC 14; see text

Onset 10 minutes; see text; **Frequency** 1/round for 6 rounds; see text

Effect 1d3 Intelligence and Wisdom damage and 1d6 points of bleed damage. The poison is activated and greatly enhanced by stress and high blood pressure. If the afflicted creature is in a rage or bloodrage when afflicted with the poison, the poison's onset period is bypassed, and the saving throw DC increases to 24. Further, any round that the afflicted creature is raging or bloodraging does not count against the poison's frequency for the purposes of determining how many rounds it takes for the poison to run its course. As long as a creature is suffering from this poison, he cannot use the withdraw action, and must succeed on a Will save (DC equal to bloodrush's Fortitude save DC) any time he attempts to flee combat, or be unable to do so; **Cure** 3 consecutive saves.

FOG OF WAR

Type poison, inhaled; Save Fortitude DC 19 Frequency 1/minute for 10 minutes

Effect 1 Wisdom damage, and the target suffers a -4 penalty on Will saves made to resist emotion and fear effects for the next hour. Additionally, the poison renders the creature paranoid and on edge, preventing him from benefitting from the aid another action, and forcing him to make any available saving throws to resist spells with saving throw entries denotes as harmless; **Cure** 1 save.

KINSLAYER

Type poison, injury; Save Fortitude DC 15 Frequency 1/round for 6 rounds

Effect 1d4 points of Constitution damage. If the afflicted creature has an animal companion, eidolon, familiar, phantom, or similar companion creature, then for each point of Constitution damage the creature suffers, an equal amount of Constitution damage is automatically afflicted on that companion creature (no save). Similarly, if the afflicted creature is a companion creature of this sort, then its master suffers the Constitution damage, as well. If the afflicted creature's companion or master is more than a mile away, this effect does not apply; **Cure** 2 consecutive saves.

NIGHTBLINDER

Type poison, injury; Save Fortitude DC 20 Frequency 1/minute for 6 minutes Effect 1d3 Wisdom damage, and the afflicted creature loses low-light vision and darkvision for 1 minute. Additionally, as long as she is poisoned, the afflicted creature suffers a -5 penalty on all sight-based Perception checks made in dim light or darker conditions; **Cure** 2 consecutive saves.

SAINTS' TONGUE

Type poison, ingested; **Save** Fortitude DC 15 and Will DC 15; see text

Onset 1 hour; **Frequency** 1/hour for 8 hours **Effect** 1d2 Wisdom damage, and the target suffers a –5 penalty on Bluff, Disguise, and Sleight of Hand checks for 1 hour, as the poison inhibits the parts of their brain that allow them to lie and deceive. Further, as long as the poison is in his system, whenever the afflicted creature is asked a direct question, he must succeed on a Will save or be compelled to provide a truthful answer to the best of his ability. This compulsion is fairly short-lived, and if the answer to the question requires more than 200 words, he is able to stop himself from speaking further after that amount; **Cure** 1 save (only successful Fortitude saves made to resist the poison count towards the cure; Will saves made to resist volunteering information do not).

SERPENT SHAKES

Type poison, injury; **Save** Fortitude DC 16 **Frequency** 1/round for 6 rounds **Effect** 1d2 Strength and Dexterity damage. Additionally, whether she succeeds or fails on her saving throw, as long as the poison is in her system, the afflicted creature suffers a -2 penalty on attack rolls and on all skill checks involving the use of her hands, as the poison causes violent and uncontrollable shaking of her arms. This shaking also prevents the afflicted creature from dealing precision-based damage; **Cure** 2 consecutive saves.

SOFTSKIN

Type poison, injury; Save Fortitude DC 18 Frequency 1/round for 10 rounds

Effect 1 Constitution damage, and the afflicted creature's damage reduction and natural armor bonus to AC are reduced by 1 each. These penalties last for the duration of the poison, plus 1 minute after the poison has been cured; **Cure** 2 consecutive saves.

SPELLBANE

Type poison, injury; Save Fortitude DC 18 Frequency 1/round for 10 rounds

Effect 1 Intelligence and Charisma damage, and the afflicted creature loses a single unused spell or spell slot of the highest level she has available. The exact spell that is lost is determined at random from among those available at that level; **Cure** 2 consecutive saves.

TRUEFORM

Type poison, injury; Save Fortitude DC 22 Frequency 1/round for 6 rounds

Effect 1 point of Constitution damage, and if the target is currently affected by a polymorph effect of any kind, he takes an additional 1d4 points of Constitution damage and reverts to his original shape, ending the effect; **Cure** 2 consecutive saves.

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The Right Tools For The Job

A professional assassination leaves nothing to chance, with everything planned out in meticulous detail, dozens of contingencies, and a solution on hand for every possible problem. But in addition to a very particular set of skills, this also requires a very particular set of tools: tools that can be highly specialized to particular jobs, or far more general in nature. And while not every adventurer is an assassin, nearly every adventurer can find a use for the tools a dealer of death might have lying around in his or her toolbox.

This book contains eight new magic items and ten new poisons, thematically appropriate for assassins and others of their ilk, including the following.

• Addlemind, a poison that makes it all but impossible to concentrate on spells, allowing enemy spellcasters to be negated.

• The bone dart, a magic dart made from bone which, among other things, causes the victim's corpse to instantly rot away leaving only a skeleton behind.

• Nightlbinder, a poison that strips its victims of the ability to see in the dark, among other effects.

• The gloves of entrance and exit, which allow the wearer to open doorways in nearly any surface.

• Softskin, a poison that reduces a creature's damage reduction and natural armor.

• Poisoner's gloves, which aid in both delivering poisons covertly, and poisoning weapons swiftly.



ROLEPLAYING GAME COMPATIBLE

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