

# The Whispers of Death Companion

Welcome to the Whispers of Death Companion. This product is designed to supplement Whispers of Death: A Sourcebook for Assassin Characters. If you do not own this book, a lot of the content in this supplement will be of no use. Please go to [www.sunderedblade.com](http://www.sunderedblade.com) to get your copy of Whispers of Death.

This supplement contains a few things that were left out of Whispers of Death, particularly new rules for poisons. This supplement also contains an example assassin encounter as well as a variant on the rules to compensating assassin characters for jobs.

## New Poison Rules

The following section is devoted to new rules for poisons. You will find a variant use of the Craft skill for making poisons, as well as the DCs for all poisons from the DMG, new feats for poison use and crafting, and some magical poisons.

### Craft (Poison) Skill

You are trained in the craft of making poison.

**Check:** You must roll a Craft (Poison) check to refine raw poison material into a usable poison. Refining poison requires a Poison Making Kit, which has a cost of 25gp, and is illegal. Without this kit, all Craft (Poison) checks are made at a -2 to the roll. Masterwork Poison Making Kits exist, and cost 170gp, and add a +2 to all Craft (Poison) checks.

Refining poison costs one third of the poison's cost in raw materials. You may reduce this cost by 1/2 if you possess the unrefined components of the poison (such as poison from a scorpion's tail).

Follow all other rules for the Craft skill in the *Player's Handbook*.

### Poison-Related Feats

#### Alternate Delivery Method (General)

You can deliver poisons with different delivery methods.

**Prerequisites:** The ability to apply poison to a weapon without accidentally poisoning yourself, such as the Assassin's *poison use* ability, Craft (Poison) 10 ranks.

### Craft (Poison) Difficulty and Raw Material Cost

Poison	Craft DC	Raw Cost
Small centipede poison	15	30 gp
Greenblood oil	17	33 gp
Medium-size spider venom	18	50 gp
Bloodroot	16	33 gp
Purple worm poison	28	233 gp
Large scorpion venom	22	66 gp
Wyvern poison	21	1,000 gp
Blue whinnies	18	40 gp
Giant wasp poison	22	70 gp
Shadow essence	21	83 gp
Black adder venom	16	40 gp
Deathblade	24	600 gp
Malyss root paste	20	166 gp
Nitharit	17	216 gp
Dragon bile	30	500 gp
Sassone leaf residue	20	100 gp
Terinav root	20	250 gp
Carrion crawler brain juice	17	66 gp
Black lotus extract	24	833 gp
Oil of taggit	19	30 gp
Id moss	18	41 gp
Striped toadstool	15	60 gp
Arsenic	17	40 gp
Lich dust	21	83 gp
Dark reaver powder	22	100 gp
Ungol dust	19	333 gp
Burnt othur fumes	22	700 gp
Insanity mist	19	500 gp

**Benefit:** You may prepare a poison to be delivered differently. You could, therefore, prepare a Contact poison to be used as Injury poison. Doing so requires raw materials equal to one tenth of the base price for the poison, and a successful Craft (Poison) check equal to half the DC for making the poison. This process takes one hour per dose of poison.

**Special:** When crafting new poison, you can create it using any delivery method at no additional cost.

#### Craft Empowered Poison (General)

You can craft poison that cause greater effects.

**Prerequisite:** Craft (Poison) 10 ranks, Craft Improved Poison.

**Benefit:** You can create poison that has its effects increased by one-half. Multiply any numeric effects (such as ability damage) by 1.5 when dealing the effect of this poison. Creating such poison costs raw materials equal to double the price of standard poison.

## Craft Improved Poison (General)

You can craft poison that is harder to resist.

**Prerequisite:** Craft (Poison) 8 ranks.

**Benefit:** You can create poison that has a higher DC to resist. Add 2 to the DC of any poison created using this feat. Improved poison requires raw materials equaling 1.5 times the price of standard poison.

## Craft Magical Poison (Item Creation)

You can imbue poison with magical effects.

**Prerequisite:** Spellcaster level 5<sup>th</sup>+

**Benefit:** The character can create any magical poison whose prerequisites the character meets. Crafting a magical poison takes 1 day for each 1,000 gp in its base price. To craft a magical poison, the character must spend 1/25 of its base price in XP and use up raw materials costing half of its base price.

Some magical poisons incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the magical poison's base price.

## Craft Maximized Poison (General)

You can craft poison that delivers maximum effects.

**Prerequisite:** Craft (Poison) 12 ranks, Craft Improve Poison.

**Benefit:** You can create poison that has all variable, numeric effects of maximized. Maximized poison deals the maximum amount of possible ability damage. Creating maximized poison requires raw materials equaling 3 times the price of standard poison.

## Craft Quickened Poison (General)

You can craft poison that deals its secondary damage quicker.

**Prerequisite:** Craft (Poison) 15 ranks, Craft Improved Poison.

**Benefit:** You can create poison that has its secondary damage take effect one round after the initial damage. Quickened poison requires raw materials equaling 4 times the price of standard poison.

**Normal:** Poison deals its secondary damage one minute after its initial damage.

## Magical Poisons

The following poisons are standard poisons that have been enchanted with magic. In addition to the standard save for the poison, the poisoned character must also roll a save to resist the effects of the spell. Unless otherwise noted, the spell effect occurs after the initial effect of the poison.

**Broken Might:** The broken might poison is designed to inflict massive damage to the target's strength score. Broken might is purple worm poison with an enchantment of *ray of enfeeblement* cast upon it. When the target is injured by broken might, he must make a Fortitude save as normal for the purple worm poison (DC 24). Immediately afterward, whether the save is successful or not, the target must make another Fortitude save to resist the *ray of enfeeblement* effect. The standard DC for this extra Fortitude save is 11 and the effect lasts for 6 minutes. (**Note:** The DC for magical poisons may be different depending on the creator. All DCs for magical effects are the lowest possible to cast the spell.)

*Caster Level:* 6<sup>th</sup>; *Prerequisites:* Craft Magical Poison, *ray of enfeeblement*; *Market Price:* 1,000gp.

**Cloud of Shattered Faith:** Kept in a jar, the cloud of shattered faith is a misty poison that must be inhaled by its target. It is insanity mist poison enchanted with *bestow curse*. Upon inhaling the mist, the target must first make the standard poison initial Fortitude saving throw for insanity mist (DC 15). Whether or not this save is successful, the target must also make a Will save to resist the effect of the *bestow curse* spell. The standard DC for this Will save is 16, and the curse effectively lowers the target's wisdom by 6 points to a minimum of 1. (**Note:** The DC for magical poisons may be different depending on the creator. All DCs for magical effects are the lowest possible to cast the spell.)

*Caster Level:* 10<sup>th</sup>; *Prerequisites:* Craft Magical Poison, *bestow curse*; *Market Price:* 3,500gp.

**Mage-Bane:** This magically enchanted id moss is enchanted with a *feblemind* spell. When ingested, the target must first make a Fortitude save to resist the initial effect of the id moss (DC 14). Whether this save is made or not, the target must also make a Will save to resist the effects of the *feblemind* spell. The standard DC for this save is 17, and anyone ingested with Mage-Bane that is an arcane spell caster suffers a -4 penalty to the Will save. (**Note:** The DC for magical poisons may be different depending on the creator. All DCs for magical effects are the lowest possible to cast the spell.)

*Caster Level:* 12<sup>th</sup>; *Prerequisites:* Craft Magical Poison, *feblemind*; *Market Price:* 3,125gp.

**Repulsive Charm:** This ungol dust poison is enchanted with a *bestow curse* spell. Upon inhalation, the target must first make the initial Fortitude saving throw for the poison (DC 15). Whether this save is successful or not, the target must immediately make a Will save to resist the effects of the *bestow curse* spell. The standard DC for this save is 16, and the curse effectively lowers the target's charisma by 6 points to a minimum of 1. (**Note:** The DC for magical poisons may be different depending on the creator. All DCs for magical effects are the lowest possible to cast the spell.)

*Caster Level:* 10<sup>th</sup>; *Prerequisites:* Craft Magical Poison, *bestow curse*; *Market Price:* 3,000gp.

**Sever Shadow:** This giant wasp poison is enchanted with a *bestow curse* spell. Upon injury, the target must first make the initial Fortitude saving throw for the poison (DC 18). Whether or not this save is successful, the target must immediately make a Will save to resist the effects of the *bestow curse* spell. The standard DC for this Will save is 16, and the curse severs the target's connection with the shadow world. Until the curse is removed, the target suffers a -6 to all Hide and Move Silently skill checks. (**Note:** The DC for magical poisons may be different depending on the creator. All DCs for magical effects are the lowest possible to cast the spell.)

*Caster Level:* 10<sup>th</sup>; *Prerequisites:* Craft Magical Poison, *bestow curse*; *Market Price:* 3,000gp.

## Alternate Compensation Rules

The Compensation table in *Whispers of Death* is very similar to the table for awarding experience. As the assassin attains higher level, he gets paid less for lower CR kills, while a lower level assassin would get paid more for the same kill. This can be a little strange depending on the case. To make up for the strangeness, consider the following alternate table for compensating your assassin characters.

This table is designed with the freelance assassin in mind. He would charge more as he goes up in level, even if it is a lower CR assassination. The original table from *Whispers of Death* is good for compensating the career assassin, who gets paid directly from his guild.

With this situation, the assassin is getting paid depending on the difficulty of the task, not just his skill alone.

## Example Encounter

The following encounter is designed as an example of the material presented in *Whispers of Death*, but also serves as a tough battle for an unprepared party of adventurers. Fitting this encounter into any adventure is easy. It takes place alongside any road in your campaign, and you can easily work it into an adventure that the main villain has hired these shadowblades to remove of the adventurers.

This encounter involves two assassins from the Order of the Shadowblade. One assassin, Sarren, is an elite assassin who is prepared to take on any task. Krennar, Sarren's assistant, is here to sneak attack the adventurers from the nearby forest.

This encounter is designed for characters of levels 10-12. You could increase the difficulty by adding another sniper in the forest to back up Sarren's tactical assault, or remove the sniper altogether to lessen the difficulty. Another way to scale the difficulty of this encounter is to give the assassins access to poison.

### Area 1: The Campfire

Depending on how you want the PCs to encounter the assassins, you can have them come across the campfire during a journey, or it can be the party's resting place. Regardless of the situation, the campfire is the area that the PCs are going to encounter Sarren, and the place that all the action is going to happen.

If you choose to have the PCs come across the campfire during a journey, Sarren will begin his attack once the party has reached the crossroads and perhaps

### Compensation for Assassin Characters (In GP)

Assassin Level	CR 1-2	CR 3-4	CR 5-6	CR 7-8	CR 9-10	CR 11-12	CR 13-14	CR 15-16	CR 17-18	CR 19-20
1-2	100	300	500	700	900	1,100	1,300	1,500	1,700	1,900
3-4	300	900	1,500	2,100	2,700	3,300	3,900	4,500	5,100	5,700
5-6	500	1,500	2,500	3,500	4,500	5,500	6,500	7,500	8,500	9,500
7-8	700	2,100	3,500	4,900	6,300	7,700	9,100	10,500	11,900	13,300
9-10	900	2,700	4,500	6,300	8,100	9,900	11,700	13,500	15,300	17,100
11-12	1,100	3,300	5,500	7,700	9,900	12,100	14,300	16,500	18,700	20,900
13-14	1,300	3,900	6,500	9,100	11,700	14,300	16,900	19,500	22,100	24,700
15-16	1,500	4,500	7,500	10,500	13,500	16,500	19,500	22,500	25,500	28,500
17-18	1,700	5,100	8,500	11,900	15,300	18,700	22,100	25,500	28,900	32,300
19-20	1,900	5,700	9,500	13,300	17,100	20,900	24,700	28,500	32,300	36,100

stopped to rest at the campsite.

If you choose to have the campfire be the resting place of the PCs, Sarren will most likely make his attack at night. This situation also serves as a method of increasing the difficulty. Not only are the PCs surprised, but also they are also completely unprepared to engage in combat. In this situation, Sarren will instead attack whoever is on watch first.

Sarren's combat tactics are detailed below, and Krennar will follow Sarren's lead at all times.

## Area 2: The Forest

Whichever way Sarren decides to attack the PCs, Krennar has his bow ready up in the nearby trees. Krennar should get sneak attacks every round until someone has located him, though you may wish to award Krennar a bonus to his Hide check due to the immense amount of time he has had to prepare.

### Sarren, Shadowblade

**Class/Level:** Rogue 6/Shadowblade 6

**Sex/Race:** Male elf

**Height/Weight:** 5 ft. 3 in./107 lbs.

**Challenge Rating:** 12

**Hit Dice:** 12d6+12

**Hit Points:** 72

**Initiative:** +4 (+4 Dex)

**Speed:** 30 ft.

**Armor Class:** 22 (+4 Dex, +3 Int, +2 bracers, +1 ring, +1 amulet)

**Attacks:** +14/+9 melee (Longsword +1)

**Damage:** 1d8+2 melee (Longsword +1)

**Special Attacks:** Death attack (DC 19), Shadowblade (Dex bonus to attack), Sneak attack +6d6

**Special Qualities:** Evasion, hide in plain sight, shadowblade (Int bonus to AC), shadow meld 2/day, uncanny dodge (Dex bonus to AC), uncanny dodge (can't be flanked)

**Alignment:** Chaotic evil

**Saves:** Fort +7, Ref +16, Will +6

**Abilities:** Str 12, Dex 18, Con 12, Int 16, Wis 11, Chr 16

**Skills:** Disable Device +19, Hide +22, Listen +19, Move Silent +20, Open Lock +22, Spot +19, Tumble +20

**Feats:** Alertness, Dodge, Mobility, Skill Focus (Hide), Weapon Focus (Longsword)

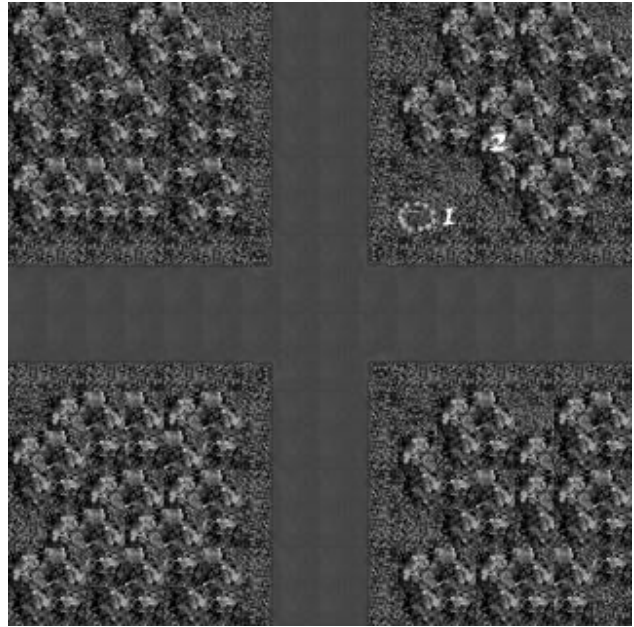
**Possessions:** Amulet of natural armor +1, bracers of armor +2, cloak of resistance +2, longsword +1, ring of protection +1

**Shadowblade Spells Known (cast per day: 2/2/2):**

1<sup>st</sup> - Expeditious retreat, hold portal.

2<sup>nd</sup> - Blindness/deafness, darkness, invisibility.

3<sup>rd</sup> - Black edge, hold person, invisibility sphere.



Sarren is an experienced assassin, and will use any tactics necessary to complete his tasks. When dealing with larger groups of adventurers, Sarren will remove the largest threats first. He will utilize his magical abilities before moving in to attack with a weapon.

The PC spell caster is likely to be Sarren's first target. Sarren will use his *blindness/deafness* spell to attempt to disrupt the caster's spells. The next threat to Sarren is any fighters, paladins, or rangers in the party. He will pick out which one he feels to be the most powerful, and utilize his *hold person* spell to keep that PC out of the action. Sarren's last priority is a PC rogue or assassin, as his uncanny dodge ability negates the PC's sneak attacks. Sarren's last spell will be *black edge*, which will give his longsword the edge it needs to slice through the party's armor.

While casting these spells upon the PCs, Krennar will be launching an attack with his bow to confuse the party. Once the party has moved closer to the forest, Sarren will utilize his ability to hide in plain sight and sneak attack the next most powerful warrior in the party. Depending on the time allotted between casting his spells and the PCs engaging the situation, this attack may be a death attack as well. From then on, Sarren will utilize his ability to hide in plain sight, as well as his *shadow meld* ability, to keep out of the reach of the PCs while simultaneously whittling down their hit points.

If at any time Sarren doesn't have control of the battle, he will make no hesitation to escape. In this case, Sarren is prepared with many spells, including *expeditious retreat*, which is perfect for escaping monk PCs, and *darkness*. He will also use his *shadow meld* to disappear from existence for just enough time to slip away and leave the PCs confused. Sarren has little regard for the life of Krennar, and will escape even if it means Krennar will be killed. If Krennar is captured and held for questioning,

Sarren will enlist the aid of other shadowblades to either assassinate Krennar before he can slip any information, or to finish off the PCs.

## Krennar, Sniper

**Class/Level:** Rogue 7/Sniper 3

**Sex/Race:** Male elf

**Height/Weight:** 5 ft./ 96 lbs.

**Challenge Rating:** 70

**Hit Dice:** 10d6+10

**Hit Points:** 47

**Initiative:** +3 (+3 Dex)

**Speed:** 30 ft.

**Armor Class:** 13 (+3 Dex)

**Attacks:** +8/+3 melee (shortsword) and +11/+6 ranged (longbow +1)

**Damage:** 1d6+1 melee (shortsword) and 1d8+1 (longbow +1)

**Special Attacks:** Death attack (DC 15), ranged death attack 10', ranged sneak attack 45', sneak attack +6d6

**Special Qualities:** Evasion, uncanny dodge (Dex bonus to AC), uncanny dodge (can't be flanked)

**Alignment:** Neutral evil

**Saves:** Fort +4, Ref +11, Will +3

**Abilities:** Str 12, Dex 17, Con 13, Int 14, Wis 10, Chr 8

**Skills:** Disable Device +17, Hide +16, Listen +15, Move Silent +16, Open Lock +18, Spot +15, Tumble +16

**Feats:** Far Shot, Point Blank Shot, Precise Shot, Rapid Shot

**Possessions:** Longbow +1, shortsword.

Krennar is Sarren's assistant. Despite his high level, he is an initiate in the Order of the Shadowblade, and once worked on his own as a sniper. Krennar is nowhere near being a natural leader, and has resorted to following orders from Sarren in order to get money.

Krennar is hidden in a nearby tree. Due to the amount of time Krennar has had to prepare his hiding place, you should give him a +5 bonus to his Hide check and/or allow him to take a 20 on his Hide check.

Krennar will begin his first attack whenever Sarren begins to cast spells on the PCs. This first attack is either a ranged sneak attack, ranged death attack, or standard attacks depending on how far away the PCs are.

Krennar will continue to make ranged attacks on the party until he is found. Krennar will then attempt to relocate himself to another area, or defend himself if any PC gets close enough to attack. Krennar will not attempt to escape unless Sarren gives him the order to do so.

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