

SUPERIOR MELEE WEAPON

Two-Handed				
Weapon	Prof	Damage	Range	Price
Garrote	+3	1d4	–	1 gp
			1 lb.	Garrote
				High crit, small

SUPERIOR RANGED WEAPON

Two-Handed				
Weapon	Prof	Damage	Range	Price
Blowgun	+3	1d4	5/10	5 gp
			2 lb.	Blowgun
				Load minor, small

KILLER'S ARSENAL

To be an effective killer, you must be prepared for everything. Other than planning, nothing gives better assurances of a successful mission than proper equipment. The following mundane, alchemical, and magic items represent only a few tools of the bloody trade.

WEAPONS

Blowgun: This long tubular weapon is used, by blowing on one end, to launch darts and other agents.

Garrote: This strangling tool is a length of wire or knotted rope with handles at either end. If you're proficient with the garrote, you can use it to deal the garrote's weapon damage as part of a grab attack.

MUNDANE EQUIPMENT

Camouflaged Clothing: This clothing is patterned so you blend into shadows. While wearing it, you gain a +1 item bonus to Stealth checks to hide.

Crowbar: When a lock is too tricky to circumvent, brute strength can sometimes do the trick. A crowbar

grants a +2 item bonus to Athletics checks made to open locked doors or containers.

Disguise Kit: A disguise kit includes everything from cosmetics to prosthetics—all that you might need to conceal your identity. While using a disguise kit, you gain a +2 item bonus to Bluff checks made to pass off your disguises.

Footpads: These felt soles fit over shoes or boots and help dampen the noise you create while walking. The footpads grant you a +1 item bonus to Stealth checks made to move quietly.

Glass Cutter: When breaking a window is not an option, you can use a glass cutter to create the opening you need. Using a glass cutter takes 1 minute and it opens a hole large enough to fit your arm through.

MUNDANE EQUIPMENT

Item	Price	Weight
Ammunition		
Blowgun needles (10)	1 gp	–
Camouflaged clothing	30 gp	4 lb.
Crowbar	2 gp	4 lb.
Disguise kit	30 gp	5 lb.
Footpads	5 gp	–
Glass cutter	25 gp	5 lb.

ALCHEMICAL ITEMS

Some of the best tools in a slayer's arsenal are alchemical items. Inexpensive to produce, designed with short-term benefits, and useful for dispatching a mark quickly and efficiently, alchemical items provide just the edge a killer needs to complete his or her mission. In addition to these new alchemical items, you can benefit from those presented in the *Adventurer's Vault* and the upcoming *EBERRON® Player's Guide*.

DROWSY DUST

Level: 4

Category: Poison

Time: 30 minutes

Component Cost: See below

Market Price: 160 gp

When inhaled, the powder overwhelms a target, causing it to become sleepy and careless.

Drowsy Dust

Level 3+

You blow the dust from the palm of your hand so it spreads through the air and clouds your opponent's senses.

Lvl 4	80 gp	Lvl 19	8,400 gp
Lvl 9	320 gp	Lvl 24	21,000 gp
Lvl 14	1,600 gp	Lvl 29	210,000 gp

Alchemical Item

Power (Consumable ♦ Poison): Standard Action. Make an attack: Ranged 2/5; +7 vs. Fortitude; the target takes a -2 penalty to defenses and a -5 penalty to Perception checks (save ends both).

Level 9: +12 vs. Fortitude

Level 14: +17 vs. Fortitude

Level 19: +22 vs. Fortitude

Level 24: +27 vs. Fortitude

Level 29: +32 vs. Fortitude