

# ASSASSIN

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## CLASS TRAITS

*"By the time you see me, it is too late to save yourself."*

**Role:** Striker. You are the ghost in the night and the whisper on the wind. Barriers are worthless against you, and you strike your foes with sudden, precise force. You lean toward controller as a secondary role.

**Power Source:** Shadow. You have bound your soul to the Shadowfell and become a being of darkness.

**Key Abilities:** Dexterity, Charisma, Constitution

**Armor Proficiencies:** Cloth, leather; light shield

**Weapon Proficiencies:** One-handed simple melee, military heavy blades, military light blades, simple ranged

**Implements:** Ki focuses

**Bonus to Defense:** +1 Fortitude, +1 Will

**Hit Points at 1st Level:** 10 + Constitution score

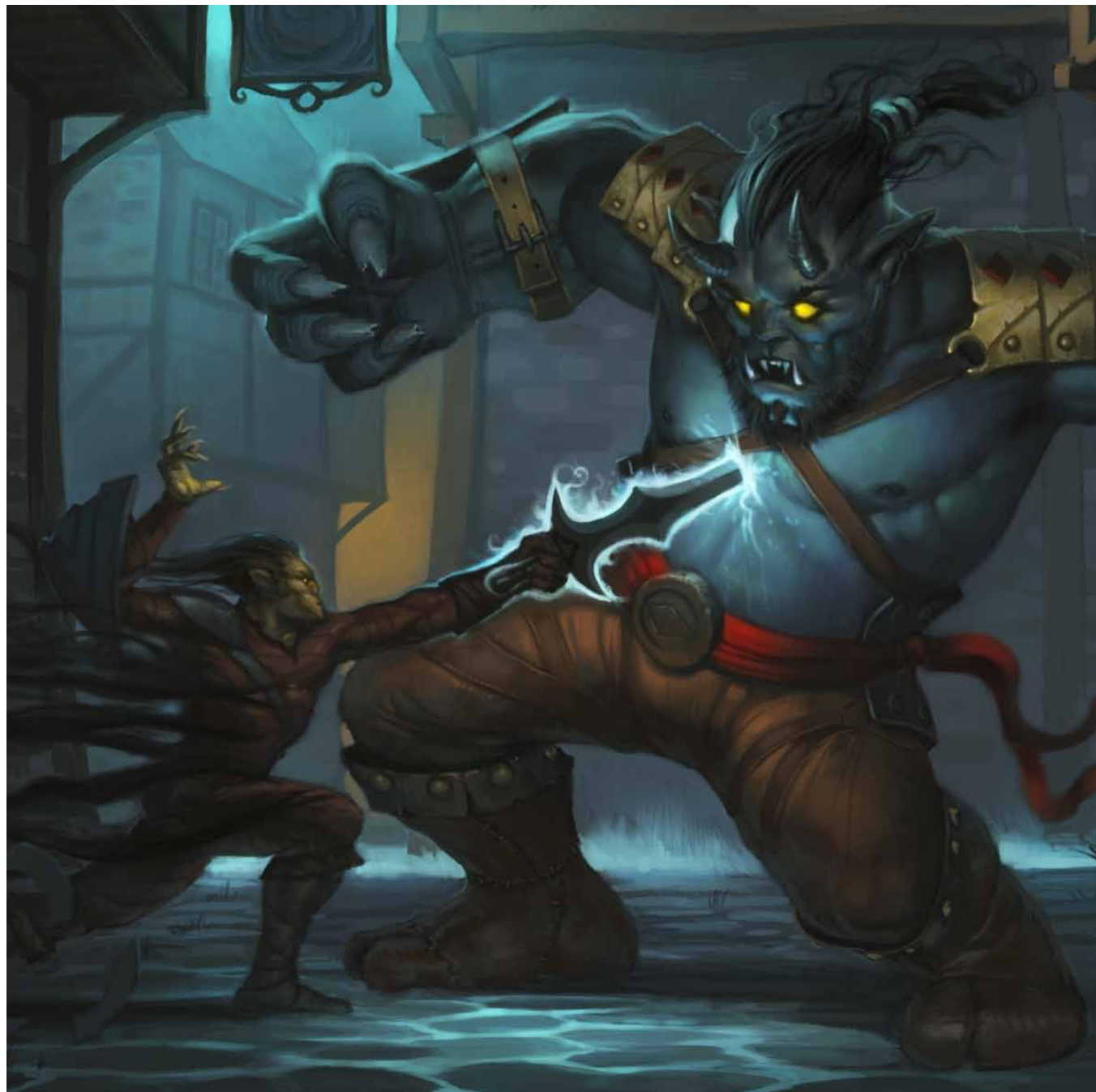
**Hit Points per Level Gained:** 4

**Healing Surges per Day:** 6 + Constitution modifier

**Trained Skills:** Stealth. From the class skills list below, choose four more trained skills at 1st level.

**Class Skills:** Acrobatics (Dex), Arcana (Int), Athletics (Str), Bluff (Cha), Endurance (Con), Insight (Wis), Perception (Wis), Stealth (Dex), Streetwise (Cha), Thievery (Dex)

**Class Features:** Assassin's shroud, Guild Training, shade form, shadow step



Few creatures embrace shadow magic without both a compelling reason and a measure of desperation. Not many visit the Shadowfell willingly, let alone pledge a shard of their souls to it. Yet that is exactly what assassins, and other practitioners of shadow magic, do to gain their power.

As an assassin, you cede a portion of yourself to the Shadowfell, replacing a fundamental part of your being with a dark reflection of your true self. At times, you can manifest this twisted image in place of your body so that you can face attacks with little cause for concern. Also, the infusion of shadow magic allows you to spot the weakest points in a victim's defenses. With a few moments of study, you can reduce even the stoutest warrior to a corpse.

If others know that you are an assassin, you might find that few trust you. In some civilized realms, the study of shadow magic and assassination is banned on pain of death. In the past, and as a response to the outcry against them, assassins formed coteries, or guilds, of like-minded slayers, and each one delves into the study of shadow magic and develops unique methods of killing. A guild provides you with a measure of protection, and its grandmasters expect obedience and fealty. The wars between guilds, and the struggles within them, might never spill into mass battles, but they still leave dozens of slain folk in their wake.

As an assassin, you are an outcast. You traded away part of your soul for the power of death. Perhaps you seek justice against a powerful enemy, or maybe you had no other way to preserve yourself in the face of a bleak, uncaring world. Whatever drew you onto the assassin's path, you are an avatar of death and a trained killer from whom few can escape unharmed.

## ASSASSIN CLASS FEATURES

Assassins have the following class features.

### ASSASSIN'S SHROUD

You gain the *assassin's shroud* power. The dark magic of the Shadowfell courses through your veins, tainting your soul but granting you the ability to subject an enemy to invisible shrouds that reveal its weakest points. The more of your shrouds there are on a target, the deadlier a blow you can strike against it.

### GUILD TRAINING

Assassins gain their abilities by following a training regimen developed by a particular guild. Even an assassin taught by an individual master studies a set of teachings that were once developed by a guild.

Assassins' guilds claim towns and other territories as their hunting grounds. Nonguild assassins who seek to practice their art must first gain the permission of the local grandmaster of assassins. In some areas, particularly large cities that have many potential contracts, two guilds go to war for control of the slayers' trade. In that situation, you must choose a side or face the wrath of both factions.

Choose one of the following options. The choice you make gives you the benefit described below and also provides bonuses to certain assassin powers, as detailed in those powers.

**Bleak Disciple:** When you hit an unbloodied target, you gain temporary hit points equal to your Constitution modifier. Add 2 to the temporary hit points gained at 11th level and 4 at 21st level.

Githyanki brought the tradition of the Bleak Disciple from the Astral Sea. It teaches its adherents to forge the stuff of shadow into a weapon they can use

against their foes. Its strictest followers keep a white cloth that they dab in the blood of each slain foe, and before they attack a chosen target, they reflect on this memento of the foes they have defeated.

**Night Stalker:** You gain a bonus to damage rolls equal to your Charisma modifier against any target that is adjacent to none of your enemies.

The drow assassins who founded this guild at Lolth's instruction held that fear and misdirection are as deadly as a poisoned blade. This tradition teaches how best to draw on shadow magic to terrorize and deceive enemies.

### SHADE FORM

You gain the *shade form* power. When you gave part of your soul to the Shadowfell, the power of that dark realm fused with your material form. As a result, you can assume a shadowy form that allows you to pass through barriers and evade enemies that you could not normally avoid.

When you adopt this form, you blur, your skin becomes gray, and all the gear you carry and the clothes you wear adopt similarly dull colors. Your eyes lose their pupils, becoming blank, white orbs. You cannot damage your foes without returning to your normal form, which prevents you from doing more than maneuvering in for the kill against your enemies.

### SHADOW STEP

You gain the *shadow step* power. The shadow energy surrounding every creature touches the Shadowfell slightly, for the realm of death is a creature's eventual destination. You have the ability to walk the shadow pathways from one creature to another.

## ASSASSIN OVERVIEW

**Characteristics:** You can turn into an insubstantial creature of shadow. While you are in that form, even the most alert sentinel can overlook your approach, and attacks pass through you with little harm. When you spot your target, you study its weaknesses as you prepare to deliver a killing blow.

**Religion:** Assassins who pursue evil creatures are often worshipers of the Raven Queen, who teaches that death is the great leveler, a tool the world needs to end abuses by powerful beings. Evil assassins wallow in the misery and fear they cause, or they revel in performing an exquisite kill. Such folk usually venerate Zehir or Lolth.

**Races:** Revenants have the combination of implacability and physical ability needed to flourish as assassins. Half-orcs also excel as assassins, often having a brutish nature that makes the assassin's art palatable to them. Drow are superlative assassins, both because they grow up in a society that values skilled murder and because they are comfortable with working in darkness. Halflings make good assassins since they can combine their natural stealthiness with a native curiosity that makes hiding from them difficult. Changeling assassins possess an unsurpassed ability to infiltrate and kill from a position of trust.

## IMPLEMENTS AND WEAPONS

Assassins focus their shadow energy through a ki focus, which is not an object they wield but a reservoir of magical power within themselves. When using a ki focus, an assassin taps into the power of shadow magic and channels it into both implement and weapon attacks.

You can imbue your ki focus with magic as if it were a physical implement. When you have a magic ki focus, you can add its enhancement bonus to the attack rolls and the damage rolls of assassin powers and assassin paragon path powers that have the implement keyword. You can also add its enhancement bonus to the attack rolls and the damage rolls of any weapon attack you make using a weapon with which you're proficient.

You can also use a weapon with which you're proficient as an implement. While wielding the weapon as an implement, the characteristics of the weapon you use—proficiency bonus, damage die, and weapon properties (such as defensive or high crit)—are irrelevant to your implement powers.

If you have a magic ki focus and wield a magic weapon, you choose before you use an attack power whether to draw on the magic of your ki focus or to employ the magic of your weapon. Your choice determines which enhancement bonus, critical hit effects, and magic item properties and powers you can apply to attacks with that power. You can't, for example, use the enhancement bonus of your ki focus and the property of your magic weapon with the same attack power.

## CREATING AN ASSASSIN

Assassins rely on Dexterity, Charisma, and Constitution for their powers. You can choose any powers you like, but assassins typically choose powers that complement their choice of Guild Training.

### BLEAK DISCIPLE ASSASSIN

You have studied the raw stuff of shadow and can use your abilities to manipulate and control the shadows cast by your enemies. At your command, shadows become physical objects that reach forth to grab and crush your foes, or hold them still while you ready a killing blow. Constitution should be your second highest ability score, after Dexterity. Charisma is a good third choice, to buoy your Will. Choose the Bleak Disciple option for your Guild Training class feature.

**Suggested Class Feature:** Bleak Disciple

**Suggested Feat:** Shadow Veil Assassin

**Suggested Skills:** Acrobatics, Athletics, Endurance, Stealth, Thievery

**Suggested At-Will Powers:** *executioner's noose*, *leaping shade*

**Suggested Encounter Power:** *nightmare shades*

**Suggested Daily Power:** *strangling shadow*



## NIGHT STALKER ASSASSIN

You tap into shadow magic to spread terror, cloud the reason of your enemies, drive away their allies, and leave all your foes vulnerable to your attack. After Dexterity, Charisma should be your second highest ability score. Constitution is a good third choice due to the additional hit points it grants. Choose the Night Stalker option for your Guild Training class feature, and focus on fear powers and powers that grant an additional benefit due to your Guild Training choice.

**Suggested Class Feature:** Night Stalker

**Suggested Feat:** Nightmare Killer

**Suggested Skills:** Arcana, Bluff, Insight, Stealth, Thievery

**Suggested At-Will Powers:** *inescapable blade*, *shadow storm*

**Suggested Encounter Power:** *smothering shadow*

**Suggested Daily Power:** *terrifying visage*

## ASSASSIN POWERS

Your powers are called hexes. They draw on your shadowed soul to enhance your combat techniques or harm your enemies directly. You can use shadows as distractions, weapons, and secret paths to destroy your enemies.

## CLASS FEATURES

Each assassin gains the powers *assassin's shroud*, *shade form*, and *shadow step*.

### Assassin's Shroud Assassin Feature

*You cause invisible shrouds to settle on your foe. At your command, the shrouds reveal the target's weak points to your keen gaze.*

**At-Will ♦ Shadow**

**Free Action (Special)** Close burst 10

**Target:** One enemy you can see in burst

**Effect:** You subject the target to your shroud. If any of your shrouds are already on the target, you subject it to an additional shroud, up to a maximum of four. The shrouds last until you use this power against a different enemy or until the end of the encounter.

Before you make an attack roll against the target, you choose to invoke either all your shrouds on it or none of them. If you invoke your shrouds, the attack deals 1d6 damage per shroud, minus one shroud if the attack misses, and all your shrouds then vanish from the target. This damage roll never benefits from bonuses to damage rolls.

*Level 11:* 1d6 + 3 damage per shroud.

*Level 21:* 1d6 + 6 damage per shroud.

**Special:** You can use this power only on your turn and only once per turn.

### Shade Form Assassin Feature

*You transform yourself into a being of shadow, becoming more difficult to notice and to harm.*

**Encounter ♦ Shadow**

**Minor Action Personal**

**Effect:** You assume a shadowy form that lasts until you make an attack roll or until the end of your next turn. While in this form, you are insubstantial, and you gain vulnerable 5 radiant. In addition, you can make Stealth checks to become hidden if you have any cover or concealment, and you can use cover granted by your allies both to become hidden and to remain hidden.

**Sustain Minor:** The form persists.

### Shadow Step Assassin Feature

*You vanish into the shadow energy around one creature and then step out of it near another creature.*

**At-Will ♦ Shadow, Teleportation**

**Move Action Personal**

**Requirement:** You must be adjacent to a creature.

**Effect:** You teleport 3 squares to a square adjacent to a different creature.

*Level 11:* Teleport 4 squares.

*Level 21:* Teleport 5 squares.

## LEVEL 1 AT-WILL HEXES

### Executioner's Noose Assassin Attack 1

*You gather shadows into the form of a noose, cast it around your foe's neck, and pull.*

**At-Will ♦ Force, Implement, Shadow**

**Standard Action Ranged 5**

**Target:** One creature

**Attack:** Dexterity vs. Fortitude

**Hit:** 1d6 + Dexterity modifier force damage, and you pull the target 2 squares. The target is slowed until the end of your next turn.

*Level 21:* 2d6 + Dexterity modifier force damage.

## Inescapable Blade Assassin Attack 1

You stop several feet away from your foe and slash with your weapon. Your weapon's shadow closes the distance, and mundane obstacles do not slow it.

**At-Will ♦ Shadow, Weapon**

**Standard Action** Melee weapon + 2 reach

**Target:** One creature

**Attack:** Dexterity vs. AC. The attack ignores cover and superior cover.

**Hit:** 1[W] damage.

Level 21: 2[W] damage.

## Leaping Shade Assassin Attack 1

As your weapon makes contact, the shrouds you have placed on your victim dig cruelly into its flesh.

**At-Will ♦ Shadow, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage. If you didn't invoke your shrouds on the target, it takes 1 extra damage for each of your shrouds on it.

Level 21: 2[W] + Dexterity modifier damage, and 2 extra damage for each of your shrouds on the target.

## Shadow Storm Assassin Attack 1

Your tie to the Shadowfell calls on the living shadows around your foe, causing them to claw at it as you make your attack.

**At-Will ♦ Shadow, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage, plus 1 damage for each creature adjacent to the target.

Level 21: 2[W] + Dexterity modifier damage, plus 2 damage for each creature adjacent to the target.

## LEVEL 1 ENCOUNTER HEXES

### Gloom Thief Assassin Attack 1

As you slash at your foe, you seize part of its shadow, which you use to hide yourself from your enemies' eyes.

**Encounter ♦ Shadow, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage. Until the end of your next turn, you are invisible while within 2 squares of the target.

### Nightmare Shades Assassin Attack 1

The darkness in the corner of your foe's eyes shifts and moves, causing it to glance about in terror. In its panic, it forgets the true threat to its life.

**Encounter ♦ Fear, Implement, Psychic, Shadow**

**Standard Action** Ranged 5

**Target:** One creature

**Attack:** Dexterity vs. Will

**Hit:** 2d8 + Dexterity modifier psychic damage, and the target grants combat advantage to you until the end of your next turn.

**Night Stalker:** Until the end of your next turn, you gain a power bonus to damage rolls against the target equal to your Charisma modifier.

### Shadow Darts Assassin Attack 1

You launch a volley of chilling darts of shadow energy at your foe.

**Encounter ♦ Cold, Implement, Shadow**

**Standard Action** Ranged 5

**Target:** One creature

**Attack:** Dexterity vs. Reflex. Make three attack rolls, and if any of them hit, resolve them as a single hit.

**Hit:** 1d8 cold damage if one of the attack rolls hits, 2d8 cold damage if two hit, or 3d8 cold damage if three hit.

## Smothering Shadow Assassin Attack 1

You stab at your foe and channel shadow magic into its body, causing its own shadow to hinder it.

**Encounter ♦ Illusion, Shadow, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage, and the target is slowed until the end of your next turn.

**Bleak Disciple:** The target takes extra damage equal to your Constitution modifier.

## LEVEL 1 DAILY HEXES

### Grave Spike Assassin Attack 1

As you strike your foe, your weapon shoots hundreds of tiny shadow spikes into it, wracking it with pain.

**Daily ♦ Shadow, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage, and ongoing 5 damage (save ends). Whenever the target takes this ongoing damage, the target falls prone.

**Miss:** Half damage.

**Effect:** Until the end of the encounter, you gain a +2 power bonus to attack rolls against the target while your shrouds are on it.

### Strangling Shadow Assassin Attack 1

Your attack distracts your foe with pain just long enough for you to weave a noose of shadows around its neck.

**Daily ♦ Shadow, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. Fortitude

**Hit:** 1[W] + Dexterity modifier damage, and the target takes ongoing 5 damage and is immobilized (save ends both).

**Miss:** Half damage, and the target is immobilized (save ends).

**Effect:** Until the target saves against this power, you can pull the target 3 squares as a free action once during each of your turns.

**Targeted for Death** Assassin Attack 1

*A black dart streaks from your hand to strike the target, surrounding it in a warmth-stealing gloom.*

**Daily** ♦ Cold, Implement, Shadow

**Standard Action** Ranged 5

**Target:** One creature

**Attack:** Dexterity vs. Will

**Hit:** 3d8 + Dexterity modifier cold damage.

**Miss:** Half damage.

**Effect:** Until the end of the encounter, whenever you use *assassin's shroud* against the target, you subject it to two shrouds instead of one.

**Terrifying Visage** Assassin Attack 1

*Your face distorts into a horrid visage, which drives your foes before you, but leaves one victim rooted in place.*

**Daily** ♦ Fear, Implement, Psychic, Shadow

**Standard Action** Close blast 5

**Primary Target:** One creature adjacent to you in blast

**Primary Attack:** Dexterity vs. Will

**Hit:** 2d8 + Dexterity modifier psychic damage, and the primary target is immobilized (save ends).

**Miss:** Half damage, and the primary target is immobilized until the end of your next turn.

**Effect:** Make a secondary attack.

**Secondary Target:** Each creature other than the primary target in blast

**Secondary Attack:** Dexterity vs. Will

**Hit:** You push the secondary target 4 squares.

**Miss:** You push the secondary target 2 squares.

LEVEL 2 UTILITY HEXES

**Cat's Trickery** Assassin Utility 2

*You plunge the room into darkness at the same time that your eyes pierce those shadows.*

**Encounter** ♦ Shadow

**Minor Action** Personal

**Effect:** Until the end of your next turn, you both gain darkvision and douse one light source that is within 10 squares of you and no larger than a lantern.

**Cloak of Shades** Assassin Utility 2

*A shadowy haze swirls around you, hiding you from view.*

**Encounter** ♦ Shadow

**Minor Action** Personal

**Effect:** Until the end of your next turn, you gain concealment against all creatures and are invisible to creatures that are more than 5 squares away from you.

**Lurking Shadow** Assassin Utility 2

*You meld with the shadows, allowing you to spy on your enemies without fear of discovery.*

**Daily** ♦ Shadow

**Standard Action** Personal

**Requirement:** You must be in dim light or darkness.

**Effect:** You become invisible and silent until the end of your next turn, until you move more than 2 squares on your turn, or until you enter a square of bright light. If a creature tries to enter your space before the effect ends, you can either shift 1 square as a free action or remain where you are. If you remain where you are, the effect ends.

**Sustain Standard:** The effect persists.

**Shadow Meld** Assassin Utility 2

*Your shadow lengthens to veil your allies from your foes.*

**Daily** ♦ Shadow, Stance

**Minor Action** Personal

**Effect:** Until the stance ends, allies within 5 squares of you can use your Stealth modifier for their Stealth checks.

LEVEL 3 ENCOUNTER HEXES

**Army of the Night** Assassin Attack 3

*Your shadow magic spawns a phantom mob in your foe's mind, and the mob spurs the foe to strike out at its allies in terror.*

**Encounter** ♦ Fear, Illusion, Shadow, Weapon

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. Will

**Hit:** 1[W] + Dexterity modifier damage. Until the end of your next turn, the target makes a melee basic attack as an opportunity action against any enemy that ends its turn adjacent to the target.

**Night Stalker:** The target makes the attack with a power bonus to attack rolls equal to your Charisma modifier.

**Cloaking Mist** Assassin Attack 3

*You draw the stuff of shadows to your hands and cast it forth, creating cold, black mist that chokes your enemies and gives you a chance to vanish.*

**Encounter** ♦ Cold, Implement, Shadow

**Standard Action** Close blast 3

**Target:** Each creature in blast

**Attack:** Dexterity vs. Fortitude

**Hit:** 2d6 + Dexterity modifier cold damage.

**Effect:** Until the end of your turn, you can make a Stealth check to hide from the targets even if you have only cover or concealment against them.

**Inescapable Shadow** Assassin Attack 3

*You step from your foe's shadow, driving your blade into the foe before it can make a sound.*

**Encounter** ♦ Shadow, Teleportation, Weapon

**Standard Action** Melee 1

**Effect:** Before the attack, you teleport 5 squares to a square adjacent to your *assassin's shroud* target.

**Target:** Your *assassin's shroud* target

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage.

**Nightshade's Kiss** Assassin Attack 3

Your strike infects your foe's mind, causing the foe to recoil from every attack.

**Encounter** ♦ Fear, Shadow, Weapon

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 2[W] + Dexterity modifier damage, and you slide the target 2 squares. Until the end of your next turn, you can slide the target 1 square as a free action whenever the target is hit.

**Bleak Disciple:** The number of squares you slide the target increases by 1.

## ASSASSINS AND THE KI FOCUS

Assassins use ki focuses for the ability to augment mundane weapons. After all, a guard patrol is far more suspicious of the wanderer carrying a greatsword than of the unarmed peasant. Using ki focuses, assassins wield whatever weapons are at hand, or even unarmed strikes, to deliver attacks.

When you use your ki focus with a weapon attack, you focus shadow magic into your weapon. Some assassins carry a few different weapons to ensure that they have the right tool for the job, and they take the Weapon Proficiency feat to expand their choice of tools. An accurate weapon, such as a longsword, is a good tool for taking down a heavily armored warrior. When an assassin battles a brute that relies on endurance rather than defense, a less accurate but devastating weapon such as a greataxe proves useful.

Since your ki focus augments your basic attacks, a thrown weapon wielded in your off hand serves as the perfect complement to your primary weapon. You can throw a dagger to cut down a fleeing guard, and feats such as Two-Weapon Fighting improve your melee abilities.

## LEVEL 5 DAILY HEXES

**Heart of Dust** Assassin Attack 5

Shadow venom courses through your target, causing it to shed a gray dust that chokes nearby enemies.

**Daily** ♦ Poison, Shadow, Weapon

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage, and ongoing 5 poison damage (save ends). Whenever the target takes this ongoing damage, each enemy within 2 squares of it takes 5 poison damage.

**Miss:** Half damage, and each enemy within 2 squares of the target takes 3 poison damage.

**Shadow Soul** Assassin Attack 5

You tear away a piece of your foe's shadow and tuck it into the hollow in your soul. You can sense your foe now and step from its shadow at will.

**Daily** ♦ Shadow, Teleportation, Weapon

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage.

**Miss:** Half damage.

**Effect:** Until the end of your next turn, you gain a +5 power bonus to Perception checks against the target.

**Sustain Minor:** The power bonus persists, and if the target is not hidden from you, you teleport 20 squares to a square adjacent to it.

**Treachorous Shades** Assassin Attack 5

You seize control of your enemies' shadows, which rattle the enemies by turning on them.

**Daily** ♦ Implement, Psychic, Shadow

**Standard Action** Close blast 3

**Target:** Each creature in blast

**Attack:** Dexterity vs. Will

**Hit:** 2d6 + Dexterity modifier psychic damage, and the target grants combat advantage (save ends). Until the target saves against this effect, enemies grant combat advantage while adjacent to the target.

**Miss:** Half damage, and the target grants combat advantage until the end of your next turn.

**Twilight Assassin** Assassin Attack 5

Your shadow leaps from you to attack your enemies, and the two of you fight as one.

**Daily** ♦ Conjuration, Implement, Shadow

**Standard Action** Ranged 5

**Primary Target:** One creature

**Primary Attack:** Dexterity vs. Reflex

**Hit:** 2d8 + Dexterity modifier damage.

**Effect:** You conjure a shadowy duplicate of yourself in an unoccupied square adjacent to the primary target. The duplicate occupies its space, and it lasts until the end of the encounter. Whenever you use a move action, you can also move the duplicate 5 squares. You can flank enemies with the duplicate, but your allies cannot. Until the duplicate vanishes, it can make the following attack.

**Minor Action** Melee 1

**Secondary Target:** One creature

**Secondary Attack:** Dexterity vs. Reflex

**Hit:** 3 damage, or 6 damage if the secondary target is your assassin's shroud target.



## LEVEL 6 UTILITY HEXES

### Darting Shadow Assassin Utility 6

*You leap from one hiding spot to the next, remaining hidden from view thanks to your mastery of shadow magic.*

**At-Will ♦ Shadow**

**Move Action**    **Personal**

**Requirement:** You must be hidden.

**Effect:** You move your speed. You remain hidden from each enemy against which you have cover, superior cover, concealment, or total concealment at the end of the movement.

### Sheltering Dark Assassin Utility 6

*Shadows move to surround you and provide you with a spot from which to watch your enemies without fear of detection.*

**Encounter ♦ Illusion, Shadow, Zone**

**Minor Action**    **Close burst 2**

**Effect:** The burst creates a zone that lasts until the end of your next turn. You have concealment while you are within the zone. When you leave the zone, you become invisible until the end of your turn.

### Slayer's Escape Assassin Utility 6

*After you are struck, you fold shadows around yourself and disappear.*

**Encounter ♦ Shadow, Teleportation**

**Immediate Reaction**    **Personal**

**Trigger:** You are hit by an attack

**Effect:** You teleport 5 squares, and you become invisible until the start of your next turn.

### Slithering Shadow Assassin Utility 6

*You move like a shadow in a flickering light, slipping from one spot to another in the blink of an eye.*

**Daily ♦ Shadow, Stance**

**Minor Action**    **Personal**

**Effect:** Until the stance ends, you can shift 1 square as a minor action.

## LEVEL 7 ENCOUNTER HEXES

### Captured Shadow Assassin Attack 7

*As you strike your foe, you steal its shadow. In a moment, you can teleport your foe back to your side.*

**Encounter ♦ Shadow, Teleportation, Weapon**

**Standard Action**    **Melee weapon**

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage. Once before the end of your next turn, you can use a free action to teleport the target to a square adjacent to you. That square cannot be hindering terrain.

### Echoing Threat Assassin Attack 7

*Your foe sees threats in every corner and betrayal in every eye. If it cannot escape the press of the crowd, it will go mad.*

**Encounter ♦ Implement, Psychic, Shadow, Teleportation**

**Standard Action**    **Ranged 10**

**Target:** One creature

**Attack:** Dexterity vs. Will

**Hit:** 1d10 + Dexterity modifier psychic damage. At the end of its next turn, the target takes 10 psychic damage if any creatures are within 2 squares of it.

**Night Stalker:** During your next turn, you can teleport a number of squares equal to your Charisma modifier as a minor action. You must end the teleportation closer to the target.

### Shadow Jack Assassin Attack 7

*You strike your foe and then merge with its shadow. Your enemies' attacks pass through you and hit your foe instead.*

**Encounter ♦ Shadow, Weapon**

**Standard Action**    **Melee 1**

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage, and you shift 1 square into the target's space and remain there until the start of your next turn. While there, you are insubstantial, you move with the target (this movement doesn't provoke opportunity attacks), and any melee or ranged attack that misses you hits the target instead, unless the target is the attacker. At the start of your next turn, you slide 1 square to a square adjacent to the target.

### Shadow Link Assassin Attack 7

*Your attack forges a brief bond with your foe that allows you to shroud it with greater darkness each time you feel pain.*

**Encounter ♦ Shadow, Weapon**

**Standard Action**    **Melee weapon**

**Target:** Your assassin's shroud target

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage. Until the end of your next turn, you can use your assassin's shroud against the target whenever you are hit.

**Bleak Disciple:** You gain temporary hit points equal to your Constitution modifier when the attack hits.



## LEVEL 9 DAILY HEXES

### Black Garrote Assassin Attack 9

A wisp of shadow stuff stretches between your hands. You loop it around your foe's throat and transform the shadow into a material as hard as steel.

**Daily ♦ Implement, Reliable, Shadow**

**Standard Action** Melee touch

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** You grab the target. Until the grab ends, the target takes a -5 penalty to all escape attempts and a -2 penalty to attack rolls against you. When the grab ends, the target takes 1d10 + your Dexterity modifier damage.

**Sustain Standard:** The grab persists, and the target takes 2d10 + your Dexterity modifier damage.

**Special:** You can instead sustain the grab as a minor action. If you do so, the power's effect ends, and the grab becomes a normal grab.

### Bound by Shadow Assassin Attack 9

As your weapon pierces your foe, you send deadly shadow energy coursing into it, linking your two fates. When you are harmed, so is your foe.

**Daily ♦ Shadow, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. Fortitude

**Hit:** 2[W] + Dexterity modifier damage.

**Miss:** Half damage.

**Effect:** Until the end of the encounter, the target takes 5 damage whenever an enemy, including the target, deals damage to you.

### Obscuring Shadow Assassin Attack 9

You slash at your foe, calling up shadows that blot you from its vision.

**Daily ♦ Illusion, Shadow, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. Will

**Hit:** 3[W] + Dexterity modifier damage.

**Miss:** Half damage.

**Effect:** The target cannot see you (save ends).

### Wall of Shadows Assassin Attack 9

You weave a skein of shadows that bites your enemies with a deathly chill.

**Daily ♦ Cold, Conjunction, Implement, Shadow, Teleportation**

**Standard Action** Area wall 5 within 10 squares

**Effect:** You conjure a wall of darkness that lasts until the end of your next turn. The wall can be up to 2 squares high, and it blocks line of sight for creatures other than you. Any creature that enters the wall or starts its turn there takes 1d6 + your Dexterity modifier cold damage. If you are in the wall or adjacent to it, you can use a move action to teleport to another square in the wall or adjacent to it.

**Sustain Minor:** The wall persists.

## LEVEL 10 UTILITY HEXES

### Mist Walk Assassin Utility 10

For a moment, you are like a ghost passing through creatures and objects.

**Daily ♦ Shadow**

**Move Action** Personal

**Effect:** You shift 6 squares, and you gain phasing during the shift.

### Promise of Retribution Assassin Utility 10

When a foe attacks you, shadows spirit you away, and you take a small part of the foe's being with you.

**Daily ♦ Shadow, Teleportation**

**Immediate Reaction** Personal

**Trigger:** An enemy hits you

**Target:** The triggering enemy

**Effect:** You teleport 10 squares. Once before the end of the encounter, you can use a move action to teleport to a square adjacent to the target. When you do so, you gain a +2 power bonus to attack rolls against the target and a +5 power bonus to damage rolls against it until the end of your turn.

### Seeker of Shadow Assassin Utility 10

Right as combat begins, you disappear into the shadows.

**Daily ♦ Shadow**

**Free Action** Personal

**Trigger:** You roll initiative

**Effect:** You gain a +4 power bonus to your next damage roll. In addition, you become invisible and silent until you hit an enemy or until the end of the encounter. After hitting the enemy, you remain invisible and silent until the end of your next turn.

### Slayer's Endurance Assassin Utility 10

You draw the comforting darkness close, allowing shadows to carry away the pain of your wounds.

**Encounter ♦ Shadow**

**Minor Action** Personal

**Effect:** The first time an enemy takes damage from your assassin's shroud before the end of your next turn, you gain 5 temporary hit points for each shroud on that enemy.

## HEROIC TIER FEATS

Name	Prerequisite	Benefit
Assassin's Cloak	Assassin	Make a Stealth check to hide when you turn invisible
Assassin's Escape	Assassin, <i>shade form</i> power	Use <i>shade form</i> as an immediate interrupt when damaged
Avernian Emissary Wrath	Tiefling, assassin, assassin's shroud power	Once per encounter, use <i>infernal wrath</i> against missed assassin's shroud target
Blod Devourer Shifting	Shifter, assassin, assassin's shroud power	Deal extra damage to assassin's shroud target when you first become bloodied
Brutal Shroud	Assassin, assassin's shroud power	Reroll natural 1s on assassin's shroud damage dice
Crimson Eye Action	Human, assassin, assassin's shroud power	Assassin's shroud target gains additional shroud when you spend an action point
Dawn Hunter Training	Elf, assassin	Use <i>elven accuracy</i> to reroll damage
Emerald Scale Concealment	Dragonborn, assassin	Become invisible to creature hit by <i>dragon breath</i>
Eternal Void Memories	Deva, assassin	Deal extra damage to target when you improve attack with <i>memory of a thousand lifetimes</i>
Grave Dust Advantage	Assassin, revenant, assassin's shroud power	Assassin's shroud target gains another shroud when you use <i>dark reaping</i>
Grave Dust Assassin	Assassin, revenant, assassin's shroud power	Target of assassin's shroud takes damage when you deal damage with <i>dark reaping</i>
Hidden Insight	Assassin, assassin's shroud power	If you're hidden, creatures aren't aware of your shrouds
Hungry Sky Shadows	Goliath, assassin, assassin's shroud power	When you use shrouds and hit an enemy, it takes extra damage
Killer's Insight	Assassin, assassin's shroud power	Once per encounter, target gains an extra shroud
Mist Walker Illusion	Gnome, assassin	Use <i>fade away</i> as a free action when you hit with a shadow power
Nightmare Killer	Assassin	Gain +2 bonus to damage rolls with fear powers
Nightmare Step	Assassin	Slide creature 1 square when you miss with fear power
Obsidian Cave Recovery	Dwarf, assassin, <i>shade form</i> power	Regain use of <i>shade form</i> if you use <i>second wind</i> as a minor action
Phantom Blade Evasion	Halfling, assassin, <i>shadow step</i> power	Use <i>shadow step</i> as free action when you use <i>second chance</i>
Scions of Zarak Initiate	Half-orc, assassin, assassin's shroud power	Deal 1d6 damage to shrouded target you miss
Shadow Veil Assassin	Assassin	Shift 1 square when you hit adjacent creature with encounter or daily illusion power
Shadow Veil Disappearance	Assassin	Make a Stealth check to hide from creature you hit with melee illusion power
Teilight Phantom Step	Eladrin, assassin, assassin's shroud power	Increase <i>fey step</i> distance by 5 squares if you end adjacent to assassin's shroud target
Velvet Blade Trick	Half-elf, assassin, assassin's shroud power	Assassin's shroud target gains another shroud when you use <i>Dilettante racial trait</i> power
Venom Hand Assassin	Assassin	After short or extended rest, weapon deals 1d8 extra poison damage on next successful attack
Venom Hand Killer	Assassin	+2 feat bonus to poison damage rolls
Venom Hand Master	Assassin	Ignore poison resistance and immunity
Venom Handler	Assassin, Venom Hand Assassin feat	Gain resist 5 poison

## PARAGON TIER FEATS

Name	Prerequisites	Benefit
Minion of the Dark	11th level, assassin	You gain <i>darkvision</i>
Nightmare Master	11th level, assassin	Creature hit by your fear power is dazed

## ASSASSIN FEATS

### ASSASSIN'S CLOAK

**Prerequisite:** Assassin

**Benefit:** Whenever you become invisible, you can make a Stealth check to hide as a free action.

### ASSASSIN'S ESCAPE

**Prerequisite:** Assassin, *shade form* power

**Benefit:** You can use your *shade form* as an immediate interrupt when you take damage.

### AVERNIAN EMISSARY WRATH

**Prerequisite:** Tiefling, assassin, *assassin's shroud* power

**Benefit:** Once per encounter, when you miss your *assassin's shroud* target, you can use your *infernal wrath* racial power against it, even if you have already used *infernal wrath* during this encounter.

### BLOOD DEVOURER SHIFTING

**Prerequisite:** Shifter, assassin, *assassin's shroud* power

**Benefit:** The first time you are bloodied during an encounter, choose an enemy that has at least one of your shrouds on it. The next time you attack that enemy before the end of your next turn, you deal damage to that enemy equal to your Dexterity modifier, in addition to the attack's other effects.

### BRUTAL SHROUD

**Prerequisite:** Assassin, *assassin's shroud* power

**Benefit:** Whenever you make the damage roll for your *assassin's shroud*, reroll each die that shows a 1 until it shows a different number.

### CRIMSON EYE ACTION

**Prerequisite:** Human, assassin, *assassin's shroud* power

**Benefit:** When you spend an action point, you also subject your *assassin's shroud* target to an additional shroud.

### DAWN HUNTER TRAINING

**Prerequisite:** Elf, assassin

**Benefit:** You can use your *elven accuracy* racial power to reroll a damage roll instead of an attack roll. You must reroll all the dice. Use the higher of the two results.

### EMERALD SCALE CONCEALMENT

**Prerequisite:** Dragonborn, assassin

**Benefit:** You become invisible to a creature hit by your *dragon breath* racial power until the end of your turn.

### ETERNAL VOID MEMORIES

**Prerequisite:** Deva, assassin

**Benefit:** When you use your *memory of a thousand lifetimes* racial power to improve an attack roll, the target of that attack roll takes damage equal to your Dexterity modifier, in addition to the attack's other effects.

### GRAVE DUST ADVANTAGE

**Prerequisite:** Assassin, revenant, *assassin's shroud* power

**Benefit:** When you use your *dark reaping* racial power, you subject your *assassin's shroud* target to another shroud.

### GRAVE DUST ASSASSIN

**Prerequisite:** Assassin, revenant, *assassin's shroud* power

**Benefit:** When you deal damage with your *dark reaping* racial power, if the target has at least one of your shrouds on it, it takes damage as if you had invoked your shrouds.

### HIDDEN INSIGHT

**Prerequisite:** Assassin, *assassin's shroud* power

**Benefit:** Creatures from which you are hidden are not aware of your shrouds.

### HUNGRY SKY SHADOWS

**Prerequisite:** Goliath, assassin, *assassin's shroud* power

**Benefit:** When you both invoke your shrouds on an enemy and hit it, the enemy takes extra damage equal to your Strength modifier.

### KILLER'S INSIGHT

**Prerequisite:** Assassin, *assassin's shroud* power

**Benefit:** Once per encounter when you use *assassin's shroud*, you can subject the target to two shrouds instead of one.

### MIST WALKER ILLUSION

**Prerequisite:** Gnome, assassin

**Benefit:** When you hit with a shadow power, you can use your *fade away* racial power as a free action.

## NIGHTMARE KILLER

**Prerequisite:** Assassin

**Benefit:** You gain a +2 feat bonus to damage rolls with fear powers. The bonus increases to +3 at 11th level and +4 at 21st level.

## NIGHTMARE STEP

**Prerequisite:** Assassin

**Benefit:** When you miss a creature with a fear power, you can slide the creature 1 square.

## OBSIDIAN CAVE RECOVERY

**Prerequisite:** Dwarf, assassin, *shade form* power

**Benefit:** When you use your second wind as a minor action, you regain the use of your *shade form* if you have already used it during this encounter.

## PHANTOM BLADE EVASION

**Prerequisite:** Halfling, assassin, *shadow step* power

**Benefit:** When you use your *second chance* racial power, you can use *shadow step* as a free action when the attack is resolved.

## SCIONS OF ZARAK INITIATE

**Prerequisite:** Half-orc, assassin, *assassin's shroud* power

**Benefit:** When you miss a target but your shrouds still deals damage to it, you can expend your *furious assault* racial power to deal 1d6 extra damage to the target. The damage increases to 1d12 at 11th level.

## SHADOW VEIL ASSASSIN

**Prerequisite:** Assassin

**Benefit:** When you hit an adjacent creature with an illusion power that is an encounter or a daily attack power, you can shift 1 square.

## SHADOW VEIL DISAPPEARANCE

**Prerequisite:** Assassin

**Benefit:** When you hit a creature with a melee power that has the illusion keyword, you can make a Stealth check to hide from that creature if you end a move action with cover or concealment against it before the end of your current turn.

## TWILIGHT PHANTOM STEP

**Prerequisite:** Eladrin, assassin, *assassin's shroud* power

**Benefit:** You can increase the distance of your *fey step* racial power by 5 squares if your destination space is adjacent to your *assassin's shroud* target.

## VELVET BLADE TRICK

**Prerequisite:** Half-elf, assassin, *assassin's shroud* power

**Benefit:** When you use the power granted by your Dilettante racial trait, you subject the target of your *assassin's shroud* power to another shroud.

## VENOM HAND ASSASSIN

**Prerequisite:** Assassin

**Benefit:** After a short or an extended rest, pick a weapon you're carrying. The next attack made with that weapon before your next short or extended rest deals 1d8 extra poison damage on a hit. On a miss,

the extra damage is lost. The damage increases to 2d8 at 11th level and 3d8 at 21st level.

## VENOM HAND KILLER

**Prerequisite:** Assassin

**Benefit:** You gain a +2 feat bonus to poison damage rolls. The bonus increases to +3 at 11th level and +4 at 21st level.

## VENOM HAND MASTER

**Prerequisite:** Assassin

**Benefit:** Your attacks ignore poison resistance and poison immunity.

## VENOM HANDLER

**Prerequisite:** Assassin, Venom Hand Assassin feat

**Benefit:** You gain resist 5 poison. The resistance increases to 10 at 11th level and 15 at 21st level.

## MINION OF THE DARK

**Prerequisite:** 11th level, assassin

**Benefit:** You gain darkvision.

## NIGHTMARE MASTER

**Prerequisite:** 11th level, assassin

**Benefit:** When you hit a creature with a fear power, the creature is dazed until the start of its next turn.

## About the Author

**Mike Mearls** is the Lead Designer for the DUNGEONS & DRAGONS® roleplaying game. His recent credits include *H1: Keep on the Shadowfell™* and *Player's Handbook® 2*.



# ASSASSIN

## PARAGON TIER

By Mike Mearls

Illustrations by Emrah Elmasli

The assassin is a killer who has forsaken part of his soul in exchange for the potent power of shadow. Able to tap and manipulate the energy that permeates the Shadowfell, an assassin is a valuable addition to any party of adventurers.

This article is a continuation of the new assassin class, exclusive to *D&D Insider*. What follows are assassin powers, for both the Night Stalker and Bleak Disciple builds, through the paragon tier of play, along with several paragon paths for the assassin.

### LEVEL 13 ENCOUNTER HEXES

#### Dark Step Ambush

#### Assassin Attack 13

*You step from your foe's shadow to deliver a deadly attack, then hide in the tatters of the foe's soul.*

**Encounter** ♦ **Illusion, Shadow, Teleportation, Weapon**  
**Standard Action**                      **Melee 1**

**Effect:** Before the attack, you teleport 5 squares to a square adjacent to your assassin's shroud target.

**Target:** Your assassin's shroud target

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage, and you become invisible until the end of your next turn.

#### Flurry of Talons

#### Assassin Attack 13

*You fly toward your foe in the shape of a dozen shadows, each winged and fanged. After savaging your foe, you return to your normal form.*

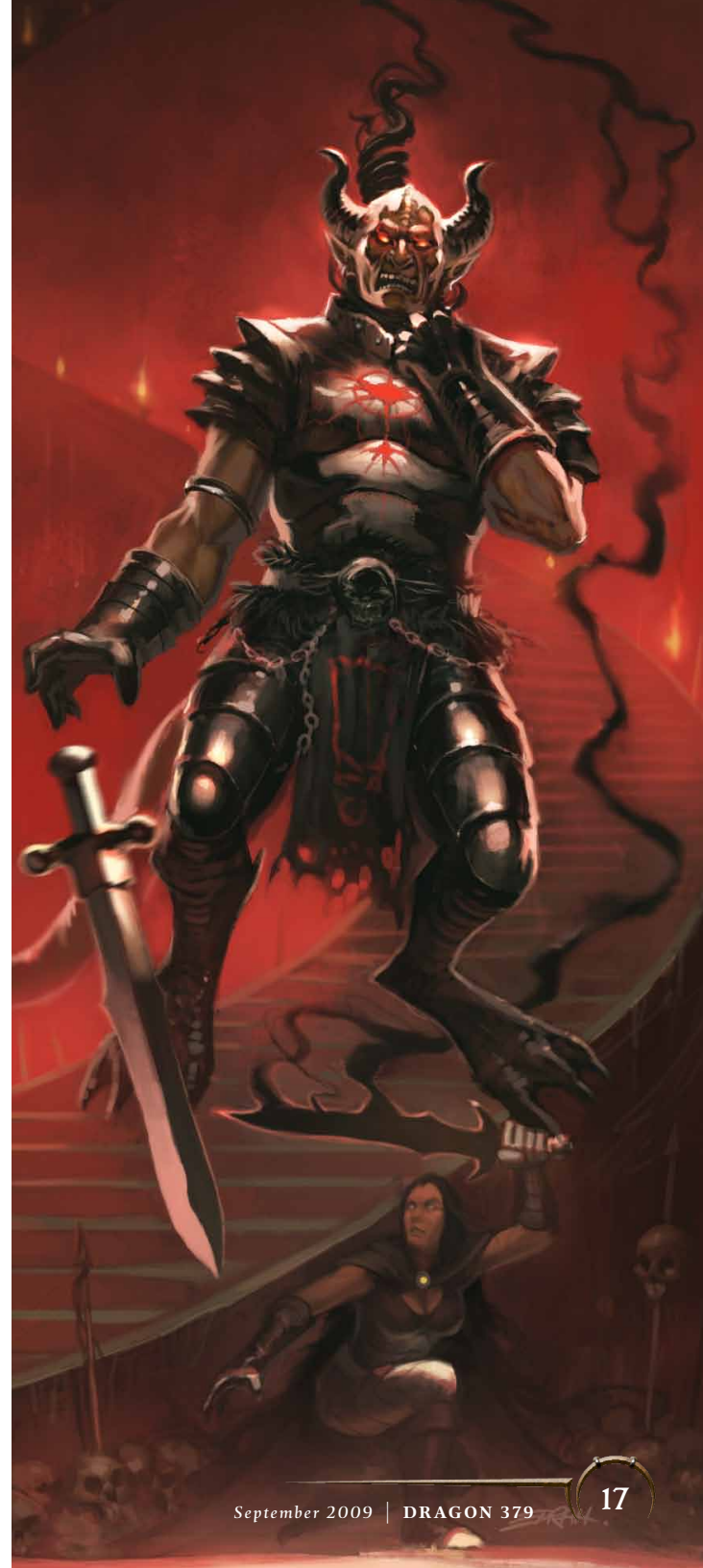
**Encounter** ♦ **Implement, Shadow**  
**Standard Action**                      **Melee 1**

**Effect:** Before the attack, you fly your speed to a square adjacent to an enemy. This movement doesn't provoke opportunity attacks.

**Target:** One enemy

**Attack:** Dexterity vs. Reflex. Make three attack rolls, and if any of them hit, resolve them as a single hit.

**Hit:** 1d8 + Dexterity modifier damage if one of the attack rolls hits, 2d8 + Dexterity modifier damage if two hit, and 3d8 + Dexterity modifier damage if three hit.



**Slayer in the Dark** Assassin Attack 13

*Darkness clouds the eyes of your enemy, and you manipulate its fears, causing it to slash in a panic when its allies approach.*

**Encounter** ♦ Fear, Implement, Psychic, Shadow

**Standard Action** Ranged 5

**Target:** One creature

**Attack:** Dexterity vs. Will

**Hit:** 1d10 + Dexterity modifier psychic damage, and the target is blinded until the end of your next turn. Until this blindness ends, you can use an opportunity action to compel the target to make a melee basic attack as a free action against any enemy that enters a square adjacent to the target. The target makes the attack without the penalty to attack rolls from being blinded.

**Night Stalker:** The target makes the attack with a power bonus to attack rolls and damage rolls equal to your Charisma modifier.

**Well of Shades** Assassin Attack 13

*Freezing shadows stretch out from you and pull your enemies close before you vanish.*

**Encounter** ♦ Cold, Implement, Shadow, Teleportation

**Standard Action** Close burst 3

**Target:** Each enemy in burst

**Attack:** Dexterity vs. Fortitude

**Hit:** 2d6 + Dexterity modifier cold damage, and you pull the target 2 squares.

**Bleak Disciple:** The target is also slowed until the end of your next turn.

**Effect:** You either teleport 5 squares or become invisible until the end of your next turn.

LEVEL 15 DAILY HEXES

**Bleak Gallows** Assassin Attack 15

*Shadows coalesce into a black gallows, and a noose of force drops around your foe's neck.*

**Daily** ♦ Conjuration, Force, Implement, Shadow, Teleportation

**Standard Action** Ranged 5

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 4d6 + Dexterity modifier force damage.

**Miss:** Half damage.

**Effect:** You conjure a gallows in an unoccupied square adjacent to the target. The gallows occupies its square, and it lasts until the end of the encounter. The gallows can be attacked and has 35 hit points. Until the gallows vanishes, you can use a free action to teleport the target to a square adjacent to the gallows at the end of each of the target's turns.

**Death's Doorstep** Assassin Attack 15

*As your weapon strikes your foe, you open a channel from your tainted shadow into its soul, making it easier to shroud it and tear it to shreds.*

**Daily** ♦ Shadow, Weapon

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 3[W] + Dexterity modifier damage.

**Miss:** Half damage.

**Effect:** Until the end of the encounter, whenever you attack the target and invoke your shrouds on it, a shroud is not subtracted if that attack misses.

**Shade Venom** Assassin Attack 15

*Your weapon becomes covered with a translucent, gray poison. When you strike your foe, the poison gives life to your foe's shadow, turning it into a malevolent beast.*

**Daily** ♦ Poison, Shadow, Weapon

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier poison damage.

**Miss:** Half damage.

**Effect:** The target is affected by your shade venom (save ends). Until this effect ends, you can use an opportunity action at the start of each of the target's turns to compel it to make a melee basic attack against itself with combat advantage. The target can make a saving throw against this effect only on a turn during which it hit itself with the melee basic attack.

**Sundered Shadow** Assassin Attack 15

*You slice into your foe's shadow and grasp it. Now your foe cannot escape your attacks.*

**Daily** ♦ Shadow, Weapon

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage. Until the end of the encounter, you gain a +2 power bonus to attack rolls against the target, and you can make melee attacks against the target even when it is beyond your melee reach.

**Miss:** Half damage. Until the end of your next turn, you can make melee attacks against the target even when it is beyond your melee reach.

## LEVEL 16 UTILITY HEXES

### Assassin's Defense Assassin Utility 16

*Infused with your umbral magic, your foe's shadow betrays the foe, giving away its attack a split second beforehand so that you can vanish.*

**Encounter ♦ Illusion, Shadow**

**Immediate Interrupt** Personal

**Trigger:** Your assassin's shroud target hits you

**Effect:** You gain a +2 power bonus to all defenses against the triggering enemy's attack. After the attack is resolved, you become invisible until the end of your next turn.

### Liquid Shadow Assassin Utility 16

*As your foe strikes, you become a creature of shadow and then pursue that enemy.*

**Encounter ♦ Shadow, Teleportation**

**Immediate Interrupt** Personal

**Trigger:** An enemy hits you

**Effect:** You take half damage from the attack. At the end of the triggering enemy's current turn, you can use a free action to teleport to a square adjacent to it.

### Shadow Meld Assassin Utility 16

*You vanish into your own shadow.*

**Daily ♦ Shadow**

**Move Action** Personal

**Effect:** You shift 2 squares. Until the start of your next turn, enemies cannot attack you, and they have neither line of sight nor line of effect to you.

### Thief of Names Assassin Utility 16

*You peer into the Shadowfell, draw forth the shade of a creature, and craft its shadow stuff into a disguise.*

**Daily ♦ Illusion, Shadow**

**Minor Action** Personal

**Effect:** Choose a Medium or smaller humanoid creature that you have seen. You become an illusory duplicate of that creature, though you still carry your own gear. This illusion lasts until you end it as a free action or until your next extended rest. You gain a +5 power bonus to Bluff checks to convince others that you are the creature.

If you take damage from a melee or a ranged attack while you are adjacent to the creature, you take only half damage, and the creature takes the same amount of damage. You gain this benefit neither against the creature's attacks nor against attacks that target both of you.

## LEVEL 17 ENCOUNTER HEXES

### Mob of Shadows Assassin Attack 17

*You slice your foe's shadow to pieces. Each piece forms a miniature copy of you and stands next to the foe, weapon poised.*

**Encounter ♦ Shadow, Weapon, Zone**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. Fortitude

**Hit:** 2[W] + Dexterity modifier damage. The attack creates a zone that fills the squares adjacent to the target. The zone lasts until the end of your next turn. When any enemy enters the zone, you can use an opportunity action to deal damage to that enemy equal to your Dexterity modifier. If you do so, that enemy is slowed until the end of your next turn.

**Bleak Disciple:** Add your Constitution modifier to the damage dealt by the zone.

### Shadow Fire Assassin Attack 17

*You stab at your foe three times, and each strike creates an inky blot on it that erupts into flickering, ebony flares.*

**Encounter ♦ Fire, Illusion, Shadow, Weapon**

**Standard Action**

**Melee weapon**

**Target:** One creature

**Attack:** Dexterity vs. AC. Make three attack rolls, and if any of them hit, resolve them as a single hit.

**Hit:** 1[W] + Dexterity modifier fire damage if one of the attack rolls hits, 2[W] + Dexterity modifier fire damage if two hit, and 3[W] + Dexterity modifier fire damage if three hit. In addition, you become invisible until the end of your next turn.

### Shadowed Deception Assassin Attack 17

*In your foe's eyes, you take on a form so terrifying that you cow it utterly.*

**Encounter ♦ Fear, Implement, Psychic, Shadow**

**Standard Action**

**Ranged 5**

**Target:** One creature

**Attack:** Dexterity vs. Will

**Hit:** 3d10 + Dexterity modifier psychic damage, and the target cannot attack you until the end of your next turn.

**Night Stalker:** The target also grants combat advantage until the end of your next turn.

### Traitorous Shadow Assassin Attack 17

*Your foe's shadow writhes as it gains a malevolent will of its own. The moment the foe drops its guard, the shadow strikes.*

**Encounter ♦ Shadow, Weapon**

**Standard Action**

**Melee weapon**

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage. During the target's next turn, the target falls prone after moving without shifting or after making a ranged or an area attack.



## LEVEL 19 DAILY HEXES

### Consign to Shadow Assassin Attack 19

*Your attack taints your enemy with the essence of the Shadow-fell and creates a bond between you two, which causes you both to fade away for a few moments.*

**Daily ♦ Shadow, Teleportation, Weapon**

**Standard Action** **Melee weapon**

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 3[W] + Dexterity modifier damage.

**Miss:** Half damage.

**Effect:** You create a shadow bond that lasts until the end of your next turn. Until the bond ends, both you and the target become insubstantial to every combatant but each other, the target's allies don't have line of effect to it, and you can use a move action to teleport to a square adjacent to the target.

**Sustain Minor:** The shadow bond persists. You can sustain the bond only if the target has at least 1 hit point.

### Executioner's Blade Assassin Attack 19

*Having studied your foe, you are ready to deliver a killing blow. Your foe might dodge or parry your strike, but in the end, it cannot escape you.*

**Daily ♦ Reliable, Shadow, Weapon**

**Standard Action** **Melee weapon**

**Target:** Your assassin's shroud target

**Attack:** Dexterity vs. AC

**Hit:** 5[W] + Dexterity modifier damage.

**Effect:** If you invoked your shrouds on the target as part of the attack, the shrouds deal maximum damage to the target.

### Guild of Shadows Assassin Attack 19

*Three ebon duplicates of yourself appear, eager to aid you in slaying your foes.*

**Daily ♦ Conjuration, Implement, Shadow**

**Minor Action** **Close burst 5**

**Effect:** You conjure three shadowy duplicates of yourself in 3 unoccupied squares in the burst. The duplicates occupy their spaces, and they last until the end of your next turn. Whenever you use a move action, you can also move each duplicate 5 squares. You can flank enemies with the duplicates, but your allies cannot. Any enemy that starts its turn adjacent to one or more of the duplicates takes 5 damage.

**Sustain Minor:** The duplicates persist, and each one makes the following melee attack against a different creature.

**Target:** One creature adjacent to the duplicate

**Attack:** Dexterity vs. Reflex

**Hit:** 5 + Dexterity modifier damage.

### Phantom Assault Assassin Attack 19

*With each of your blows, shadows flit around your enemy, distracting it and allowing you to remain hidden from its sight.*

**Daily ♦ Illusion, Shadow, Weapon**

**Standard Action** **Melee weapon**

**Target:** One creature

**Attack:** Dexterity vs. Will

**Hit:** 4[W] + Dexterity modifier damage.

**Miss:** Half damage.

**Effect:** You become invisible to the target until the end of your next turn. In addition, whenever you hit the target with a shadow attack before the end of the encounter, you become invisible to it until the end of your next turn.

## PARAGON PATHS

### OBSIDIAN STALKER

*"Walls, guards, and beasts—none of these things can prevent me from reaching my target."*

**Prerequisite:** Assassin

You are a hunting phantom, an assassin who excels at using shadow magic to slip past the tightest defenses. Once you have chosen to slay a creature, no barrier can prevent you from reaching it.

This assassin's tradition traces its origin to the Obsidian Cave assassins' guild, an ancient dwarven order that specialized in hunting down and killing Underdark monsters. Initiates of the Obsidian Cave were tasked with finding and killing mind flayers, drow priestesses, and others that sought to attack the surface world. With such preventative attacks, the dwarves ensured that their mines remained safe. Since that time, the hunting phantom's techniques have passed to assassins from different traditions.

### OBSIDIAN STALKER PATH FEATURES

**Stalker's Action (11th level):** When you spend an action point to take an extra action, you also gain phasing and become insubstantial until the end of your next turn.

**Stalker's Form (11th level):** While insubstantial, you gain a +5 bonus to all defenses against opportunity attacks. Also, once per day when you use *shade form*, you gain phasing until the end of your next turn.

**Stalker's Tread (16th level):** You can move through enemies' spaces.



## OBSIDIAN STALKER HEXES

### Blade from the Mist Obsidian Stalker Attack 11

*You step into sight as you attack, catching your foe unprepared for your assault.*

**Encounter ♦ Shadow, Weapon**

**Standard Action**      **Melee weapon**

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage. If the target couldn't see you at the start of your turn, the attack deals extra damage equal to your Charisma modifier.

**Effect:** Before or after the attack, you shift your speed, and you gain phasing during the shift.

### Hunter's Eye Obsidian Stalker Utility 12

*Once you have chosen a foe, it cannot escape you.*

**Daily ♦ Shadow**

**Minor Action**      **Ranged 10**

**Target:** Your assassin's shroud target

**Effect:** Until you use this power on a different enemy, you gain a +2 power bonus to attack rolls against the target, and you can take a standard action to determine the distance and direction to the target, ignoring all barriers. If the target is on a different plane from you, you know which plane but gain no other information about the target's location.

### Grasp of the Obsidian Tomb Obsidian Stalker Attack 20

*Shadows grasp and pull at the target, holding it in place as you prepare to deliver the final blow.*

**Daily ♦ Shadow, Weapon**

**Standard Action**      **Melee weapon**

**Target:** One enemy

**Attack:** Dexterity vs. AC

**Hit:** 4[W] + Dexterity modifier damage.

**Miss:** Half damage.

**Effect:** The target is immobilized and cannot teleport (save ends both). In addition, you use your assassin's shroud up to four times against the target.

## SHADOWBLADE

*"The dark is my weapon."*

**Prerequisite:** Assassin

You are a shadowblade, an assassin capable of crafting the raw stuff of the night into a deadly weapon. At your command, the shadows twist and sway. With a gesture, you can craft a shadowblade, a weapon of pure darkness that is as sharp as any blade of steel. As long as a shadow is near you, you are never unarmed.

With your shadowblade, you can slice the raw stuff of a foe's shadow. With each cut, you extract part of that essence, and at a foe's death you can infuse that shadow with a magical effect. At your command, the shadows you have harvested appear as looming shades to distract a foe, swirl around you to shield you from sight, or reach forth like hungry apparitions to douse torches and lanterns.

## SHADOWBLADE PATH FEATURES

**Weapon of the Night (11th level):** As a minor action, you can create a shadowblade. It is a light blade with the light thrown property, a +3 proficiency bonus, 1d8 damage, and a range of 5/10. You are proficient in its use. The shadowblade disappears if you are not touching it at the end of your turn.

**Master of Shadows (11th level):** When you reduce any enemy to 0 hit points with your shadowblade, you gain a gloom shard. As a minor action, you can expend a gloom shard to gain one of the following effects.

- ♦ You gain combat advantage against an adjacent enemy until the end of your turn.
- ♦ You gain a +5 bonus to the next Stealth check you make this turn.
- ♦ You douse a light source until the end of your next turn. The light source must be within 10 squares of you and must be no larger than a lantern.

You can have up to five gloom shards at a time. After an extended rest, your unexpended gloom shards vanish, but you gain a gloom shard.

**Shadowblade Action (11th level):** When you spend an action point to take an extra action, you gain combat advantage for all your attacks until the end of your turn, and as your last action of the turn, you can teleport 10 squares as a free action.

**Eyes of the Night (16th level):** You gain darkvision.

## SHADOWBLADE HEXES

### Soul Reaper Shadowblade Attack 11

*Your shadowblade bites deeply into your foe, cutting through flesh, soul, and shadow.*

**Encounter ♦ Shadow, Weapon**

**Standard Action**      **Melee weapon**

**Target:** One creature

**Attack:** Dexterity vs. AC, or Dexterity vs. Reflex if you make this attack with your shadowblade.

**Hit:** 3[W] + Dexterity modifier damage, and you gain a gloom shard.

### Veil of Un sight Shadowblade Utility 12

*Shadows swirl around you, making you or an ally impossible to see.*

**Encounter ♦ Illusion, Shadow**

**Minor Action**      **Melee touch**

**Target:** You or one ally

**Effect:** The target becomes invisible until the end of your next turn.

### Shadow Curse Shadowblade Attack 20

*You utter a dark curse upon your foe as you strike it. At your bidding, the shadows you have carved from your enemies leap on that foe like rabid dogs.*

**Daily ♦ Necrotic, Shadow, Weapon**

**Standard Action**      **Melee weapon**

**Target:** One creature

**Attack:** Dexterity vs. AC, or Dexterity vs. Reflex if you make this attack with your shadowblade.

**Hit:** 3[W] + Dexterity modifier.

**Miss:** Half damage.

**Effect:** Until the end of the encounter, you can expend a gloom shard once per turn as a minor action to deal 5 + your Dexterity modifier necrotic damage to the target and gain combat advantage against it until the end of your turn.

## SOUL THIEF

*"Its body is dead, but I'm only getting started on its soul."*

**Prerequisite:** Assassin

You are a soul thief, an assassin trained in a killing art created by the drow. To the drow, death is merely a release from the horrid torments they can inflict on the body and mind. Soul thieves learn shadow magic techniques that allow them to capture a creature's spirit before it escapes to the afterlife. The soul suffers in agony within this state between life and death, its torment ending only when you use it to fuel your hexes.

## SOUL THIEF PATH FEATURES

**Soul Theft (11th level):** When you reduce any enemy to 0 hit points, you gain a soul shard. You can expend a soul shard as a free action either to subject your assassin's shroud target to another shroud or to gain a +1 bonus to a single attack roll, saving throw, skill check, or ability check. Alternatively, you can expend three soul shards as a free action to regain the use of shade form.

You can have up to five soul shards at a time. After an extended rest, your unexpended soul shards vanish, but you gain a soul shard.

**Soul Thief's Action (11th level):** When you spend an action point to take an extra action, you gain a bonus to attack rolls and damage rolls until the end of your turn. The bonus equals 2 + the number of soul shards you currently have.

**Soul Killer (11th level):** A creature killed by you cannot be restored to life except by a creature of a level higher than yours.

**Soul Reaper (16th level):** When any enemy within 3 squares of you drops to 0 hit points, you gain a soul shard as a free action.

## SOUL THIEF HEXES

### Soul Shadow Soul Thief Attack 11

*Infused with shadow magic, your weapon slashes into your enemy's very soul.*

**Encounter ♦ Shadow, Weapon**

**Standard Action**      **Melee weapon**

**Target:** One creature

**Attack:** Dexterity vs. Will

**Hit:** 3[W] + Dexterity modifier damage.

**Special:** You can expend a soul shard to prevent the attack roll from ending your shade form.

### Stalking Phantom Soul Thief Utility 12

*You move like a ghost, passing through your enemies.*

**At-Will ♦ Shadow**

**Move Action**      **Personal**

**Requirement:** You must be under the effect of shade form.

**Effect:** You shift your speed and can move through enemies' spaces during the shift.

### Final Ending Soul Thief Attack 20

*The souls you have captured scream in agony as your shadow consumes them to lend power to this attack.*

**Daily ♦ Shadow, Weapon**

**Standard Action**      **Melee weapon**

**Target:** One creature

**Effect:** Until the end of the encounter, you can expend a soul shard once per round as a free action to gain a +2 bonus to a single attack roll against the target.

**Attack:** Dexterity vs. AC

**Hit:** 5[W] + Dexterity modifier damage.

**Miss:** Half damage.

## VENOMED SOUL

"One cut is all I need to end your life."

**Prerequisite:** Assassin

You are a venommed soul, a student of an ancient text called *The Book of All Venoms*. Zehir wrote this book at the dawn of creation, and within its pages he outlined the invention of every poison that is, was, and ever shall be. Over the centuries, several thieves have stolen fragments of the book, from adventurers desperate to find a poison's antidote to ambitious slayers eager to unleash poison so powerful that even Zehir balked at crafting them.

### VENOMED SOUL PATH FEATURES

**Poisoned Soul (11th level):** You gain resist 5 poison. The resistance increases to 10 at 21st level.

**Master of Poisons (11th level):** Whenever you take a short or an extended rest, you can poison one of your weapons or a piece of ammunition. Choose one of the poison effects given below. The next time you attack with the poisoned item before your next short or extended rest, the target suffers the chosen effect if the attack hits. The effect is lost if the attack misses.

- ♦ The target takes extra poison damage equal to 5 + your Constitution modifier.
- ♦ The target is immobilized until the end of your next turn.
- ♦ Until the end of your next turn, the target cannot see any creature more than 4 squares from it.

**Venomous Action (11th level):** When you spend an action point to take an extra action, you gain a bonus to attack rolls equal to your Constitution modifier against enemies taking ongoing poison damage. The bonus lasts until the end of your next turn. In addition, you can apply a Master of Poisons effect to one of your weapons or a piece of ammunition.

**Persistent Venom (16th level):** The poison effect of your Master of Poisons is no longer lost on a miss. Instead the first target hit by the poisoned item suffers the effect.

### VENOMED SOUL HEXES

#### Inescapable VenomVenomed Soul Attack 11

*A green mist flows from your weapon as you strike your enemy. Using your shadow magic, you leave even the undead vulnerable to your poisons.*

**Encounter ♦ Shadow, Weapon**

**Standard Action**      **Melee weapon**

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage, and the target gains vulnerable 5 poison until the end of your next turn.

#### Venomous Kiss      Venomed Soul Utility 12

*With a flick of your wrist, you douse your weapon with a deadly venom.*

**Encounter ♦ Poison, Shadow**

**Minor Action**      **Personal**

**Effect:** Choose one weapon you're carrying. The next time you hit a target with that weapon before the end of your next turn, the target takes 2d6 extra poison damage.

#### Soul Venom

#### Venommed Soul Attack 20

*You send a venomous hex into the wound you create. As long as you keep the eye of death on this foe, the venom does its deadly work.*

**Daily ♦ Poison, Shadow**

**Minor Action**      **Ranged 10**

**Target:** One creature

**Effect:** Once before the end of the encounter, when you hit the target with a weapon attack, you can cause the target to take ongoing 15 poison damage (save ends). While the target is your assassin's shroud target, it takes a -5 penalty to saving throws against this ongoing damage.

#### About the Author

**Mike Mearls** is the Lead Designer for the DUNGEONS & DRAGONS® roleplaying game. His recent credits include *H1: Keep on the Shadowfell™* and *Player's Handbook® 2*.

# ASSASSIN

## EPIC TIER

By Mike Mearls

Illustrations by Emrah Elmasli

As an assassin gains more power, the Shadowfell's draw on her soul becomes ever stronger. In exchange, she gains access to greater and great manipulations of shadow. Few can find an epic assassin unless she wants to be found, but few would want to.

This article is a continuation of the new assassin class, exclusive to *D&D Insider*. What follows are assassin powers, for both the Night Stalker and Bleak Disciple builds, through the epic tier of play, along with a new epic destiny for the assassin.



### LEVEL 22 UTILITY HEXES

#### Assassin's Eye

Assassin Utility 22

*Shadows briefly guide your attacks, ensuring that no hindrance can stop your hexes from reaching your enemies.*

Encounter ♦ Shadow

Minor Action Personal

**Effect:** Until the end of your next turn, you ignore penalties to your attack rolls and damage rolls, and you ignore the weakened condition and your targets' resistances.

#### Claim the Dead

Assassin Utility 22

*As your foe's soul passes to the Shadowfell, you drain a portion of its essence for your own use.*

Encounter ♦ Healing, Shadow

Free Action Personal

**Trigger:** You reduce your assassin's shroud target to 0 hit points on your turn

**Effect:** You can spend a healing surge and regain 15 additional hit points. In addition, you gain an extra move action that you can use during either this turn or your next turn.

#### Fortress of Shadow

Assassin Utility 22

*Darkness swirls around you, shielding you from your foes' eyes.*

Daily ♦ Illusion, Shadow

Minor Action Personal

**Effect:** You become invisible until the end of your next turn.

**Sustain Minor:** The invisibility persists.

#### Soul of Death

Assassin Utility 22

*Having nearly touched death, you become an avatar of the killer's art.*

Daily ♦ Healing, Shadow

Immediate Interrupt Personal

**Trigger:** You drop to 0 hit points or fewer

**Effect:** You regain hit points as if you had spent a healing surge.

In addition, you use your assassin's shroud up to four times against an enemy you can see.



## LEVEL 23 ENCOUNTER HEXES

### Cruel Shadows Assassin Attack 23

*Your attack bends and twists your enemy's shadow, causing it to terrify that enemy.*

**Encounter ♦ Fear, Psychic, Shadow, Weapon**  
**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. Will

**Hit:** 3[W] + Dexterity modifier psychic damage. Until the end of your next turn, you can slide the target 3 squares as a free action when any creature ends its turn adjacent to the target.

**Night Stalker:** The target also grants combat advantage until the end of your next turn.

### Obsidian Spiders Assassin Attack 23

*With a gesture, you cause the shadows around your foes to transform into black spiders, which swarm over them and deliver dozens of poisonous bites.*

**Encounter ♦ Implement, Poison, Shadow**  
**Standard Action** Area burst 1 within 10 squares

**Target:** Each creature in burst

**Attack:** Dexterity vs. Fortitude. If the target is your assassin's shroud target, you gain a +2 bonus to the attack roll.

**Hit:** 3d8 + Dexterity modifier poison damage.

### Shadow Swap Assassin Attack 23

*As you strike at your foe, your shadows mingle.*

**Encounter ♦ Shadow, Weapon**  
**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage. The next time you are subjected to an effect that a save can end before the end of your next turn, the target is also subjected to that effect.

**Bleak Disciple:** When the target is subjected to the effect that a save can end, the target takes damage equal to your Constitution modifier.

### Wraith's Assault Assassin Attack 23

*You move through your enemies like a shadow, advancing on your chosen foe despite the defenses around it.*

**Encounter ♦ Shadow, Weapon**  
**Standard Action** Melee weapon

**Effect:** Before the attack, you fly your speed + 4, and you gain phasing and become insubstantial during the movement.

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage.

## LEVEL 25 DAILY HEXES

### Assassin's Scalpel Assassin Attack 25

*You ready the perfect attack to slay your foe, confident that you can score the killing blow under the right circumstances.*

**Daily ♦ Reliable, Shadow, Weapon**  
**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. AC. You can score a critical hit on a roll of 18–20. After making the attack roll, you can turn the attack into a miss.

**Hit:** 6[W] + Dexterity modifier damage.

### Folded Shadow Assassin Attack 25

*As you lunge at your enemy, your blade slices deep into it, and you disappear into its shadow.*

**Daily ♦ Shadow, Weapon**  
**Standard Action** Melee 1

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 5[W] + Dexterity modifier damage.

**Miss:** Half damage.

**Effect:** You shift 1 square into the target's space and remain there until the end of your next turn. While there, you are insubstantial, you move with the target (this movement doesn't provoke opportunity attacks), and any melee or ranged attack that misses you hits the target instead, unless the target is the attacker. When the effect ends, you slide 1 square to a square adjacent to the target.

**Sustain Minor:** The effect persists.

### Reaper's Touch Assassin Attack 25

*With an innocuous tap, you place an echo of death energy into your foe's body and soul.*

**Daily ♦ Implement, Necrotic, Shadow**  
**Standard Action** Melee touch

**Target:** One creature

**Attack:** Dexterity vs. Fortitude

**Hit:** Ongoing 25 necrotic damage (save ends).

**Aftereffect:** Ongoing 15 necrotic damage (save ends).

**Miss:** Ongoing 15 necrotic damage (save ends).

**Aftereffect:** Ongoing 10 necrotic damage (save ends).

**Effect:** Until the end of the encounter, whenever you hit the target with a shadow attack, it takes a –5 penalty to saving throws against this power's ongoing damage until the end of your next turn.

### Wall of Death Assassin Attack 25

*You call forth a shadowy construct built from the shards of your previous victims. It howls in pain and lashes out with long tendrils as the souls trapped within seek to escape.*

**Daily ♦ Conjuration, Implement, Necrotic, Shadow**  
**Standard Action** Area wall 5 within 10 squares

**Effect:** You conjure a wall of darkness that lasts until the end of your next turn. The wall can be up to 4 squares high, and it blocks line of sight for creatures other than you. Any enemy that starts its turn in the wall or adjacent to it takes 15 necrotic damage, plus 5 damage for each of your shrouds on that enemy. Whenever a creature drops to 0 hit points or fewer within 5 squares of the wall, the wall's length can increase by 2 squares.

**Sustain Minor:** The wall persists.

## LEVEL 27 ENCOUNTER HEXES

### Ambush from Thin Air Assassin Attack 27

*You appear suddenly next to your foe and make a deadly attack.*

**Encounter ♦ Shadow, Teleportation, Weapon**  
**Standard Action** **Melee 1**

**Effect:** Before the attack, you teleport 20 squares to a square adjacent to your assassin's shroud target. This teleportation does not require line of sight.

**Target:** Your assassin's shroud target

**Attack:** Dexterity vs. Reflex

**Hit:** 3[W] + Dexterity modifier damage.

### Last Word Assassin Attack 27

*Having studied your enemy, you are now ready to end its life with a single strike.*

**Encounter ♦ Shadow, Weapon**  
**Standard Action** **Melee weapon**

**Target:** Your assassin's shroud target

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage.

**Effect:** If you invoked your shrouds on the target as part of the attack, roll d12s instead of d6s for that damage.

### Reaper in Black Assassin Attack 27

*In your foe's eyes, you become an avatar of death. Your presence is enough to hold the foe rapt with fear, and your other enemies sense that creature's impending doom.*

**Encounter ♦ Fear, Implement, Psychic, Shadow**  
**Standard Action** **Ranged 5**

**Target:** One creature

**Attack:** Dexterity vs. Will

**Hit:** 3d10 + Dexterity modifier psychic damage, and the target is immobilized until the end of your next turn. In addition, you slide each enemy within 5 squares of the target 1 square.

**Night Stalker:** The number of squares you slide each enemy equals 3.

### Shadows of Doom Assassin Attack 27

*Your foe's shadow writhes as it gains a malevolent will of its own. It strikes the moment your foe lets its guard down.*

**Encounter ♦ Shadow, Weapon**  
**Standard Action** **Melee weapon**

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage. Until the end of your next turn, the target takes 3 damage each time it takes any action other than a free action.

**Bleak Disciple:** The target instead takes damage equal to your Constitution modifier each time it takes any action other than a free action.

## LEVEL 29 DAILY HEXES

### Doom Foretold Assassin Attack 29

*As your weapon slices your foe, you lay bare the root of its doom. Your next strike is the last one you'll need.*

**Daily ♦ Shadow, Weapon**  
**Standard Action** **Melee weapon**

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 7[W] + Dexterity modifier damage.

**Miss:** Half damage.

**Effect:** You use your assassin's shroud against the target up to four times.

### Intent to Murder Assassin Attack 29

*You have studied your foe long enough. Now is the time to end its life.*

**Daily ♦ Shadow, Weapon**  
**Standard Action** **Melee weapon**

**Target:** One enemy that has four of your shrouds on it

**Attack:** Dexterity vs. Reflex

**Hit:** Damage equal to your bloodied value, or twice that if the target is helpless.

**Miss:** Damage equal to your healing surge value, or twice that if the target is helpless.

### Shadow Puppet Assassin Attack 29

*You reach into your foe's shadow and rip away part of its essence, which you use to manipulate the foe like a puppet.*

**Daily ♦ Charm, Implement, Psychic, Shadow**  
**Standard Action** **Melee touch**

**Target:** One creature

**Attack:** Dexterity vs. Will

**Hit:** 4d8 + Dexterity modifier psychic damage, and the target is dominated (save ends). Until the target saves against this effect, when any enemy leaves a square adjacent to the target or makes a ranged attack while adjacent to it, you can use an opportunity action to compel the target to make a melee basic attack as a free action against that enemy.

**Miss:** Half damage, and the target is dominated until the end of your next turn.

### Three Shadow Venoms Assassin Attack 29

*You draw the essence of shadow into your weapon and transform it into a deadly mixture of three poisons.*

**Daily ♦ Poison, Shadow, Weapon**  
**Standard Action** **Melee weapon**

**Target:** One creature

**Attack:** Dexterity vs. Fortitude

**Hit:** 2[W] + Dexterity modifier damage, and the target is weakened (save ends) and takes ongoing 15 poison damage (save ends).

**Miss:** Half damage, and the target takes a -5 penalty to damage rolls (save ends) and takes ongoing 5 poison damage (save ends).

**Effect:** The target is dazed (save ends).

## EPIC DESTINY

### PERFECT SLAYER

*An immortal is fated to die, and you are the bearer of that being's fate.*

**Prerequisite:** 21st level, assassin

You were sent by the Raven Queen to slay a great threat to the cosmos, one that could unravel the very foundation of the planes. Though the Raven Queen is the mistress of death, she is usually content to allow each creature to find its death as its fate decrees. When death and misery spread on too wide a scale against the natural order, to the point when all life is threatened, a Perfect Slayer arises at her command.

As a Perfect Slayer, this might be your first incarnation as a mortal or one of many uncounted iterations. Your prior memories are misty at best, and you have only the barest understanding of the threat you have been dispatched to defeat. Perhaps you knew of the threat from the earliest days you practiced the assassin's art, but you might not have uncovered your quarry's true identity until you attained the heights of your power. You learn of your destiny only when your mistress deems it necessary. Legend holds that some day, the Raven Queen herself shall die on the blade of a Perfect Slayer. Perhaps that is the reason for her secrecy.

Your life has been an endless chase, but now the pursuit nears its end. Will you slay your quarry, or will you die in the attempt?

### IMMORTALITY

What is immortality to one fated to end the life of an immortal being? You exist solely to ensure that a great threat to the cosmos dies. Once your task is done, then you can rest.

**Inevitable Doom:** Death will someday come for you, just as it came to your victims. For you, however, death is by no means an end. You might slumber for eons, but if a great threat again manifests against the foundations of reality, the Raven Queen might once more release you into the world.

### PERFECT SLAYER FEATURES

**Lord of Battle (21st level):** You have combat advantage against any enemy that has at least one of your shrouds on it.

**Perfect Form (21st level):** Your Dexterity score increases by 2.

**Blooded but Unbowed (24th level):** When you drop to 0 hit points or fewer, you remain conscious until the end of your next turn if any enemy has at least one of your shrouds on it, and if you reduce your *assassin's shroud* target to 0 hit points before the end of your next turn, you regain hit points as if you had spent a healing surge.

**Perfect Killer (30th level):** Your shrouds do not disappear when you invoke them, unless you want them to.

### PERFECT SLAYER POWER

#### Killer's Judgment

#### Perfect Slayer Utility 26

*With a quick study, you unlock all of your foe's weaknesses.*

**Encounter** ♦ **Shadow**

**Minor Action**   **Ranged 10**

**Target:** One enemy

**Effect:** You use your *assassin's shroud* against the target, subjecting it to up to four shrouds instead of one. The next time you invoke your shrouds on the target before the end of your next turn, the shrouds deal maximum damage to the target.

#### About the Author

**Mike Mearls** is the Lead Designer for the DUNGEONS & DRAGONS® roleplaying game. His recent credits include *H1: Keep on the Shadowfell™* and *Player's Handbook® 2*.