

# Archive of Forgotten Lore:

## Rogue

This is Supplemental Material

### Roguish Archetype

At 3rd level, a rogue gains the Roguish Archetype feature. This is an option written by Odvaskar for that feature: The Nightblade

## Nightblade

Some rogues enhance their skills of stealth and agility with shadow magic, learning to cast spells and how to teleport from shadow to shadow. Most rogues make a contract with an entity of shadow or the night to gain these powers. The contract could be an assassination, a heist, or anything an entity of the night would want. Many rogues that take this archetype are called nightblades, shadows, or nocturnals.

### Nightblade Spellcasting

*3rd-level Nightblade feature*

When you reach 3rd level, you empower your stealth and agility with the ability to cast spells.

**Spell Slots.** The Nightblade Spellcasting table shows how many spell slots you have to cast warlock spells of 1st through 4th level. The table also shows what the level of those slots is; all your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spells when you finish a short or long rest.

**Spells Known of 1st-level and higher.**

You know three 1st-level warlock spells of your choice. The Spells Known column of the Nightblade Spellcasting table shows when you learn more warlock spells of 1st level or higher. Whenever you gain a level in this class, you can replace one of the warlock spells you know for another spell of your choice from the warlock

spell list. The new spell must be of a level for which you have spells slots.

**Spellcasting Ability.** Charisma is your spellcasting ability for your warlock spells since your magical power comes from another entity. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Charisma modifier.

**Spell Attack Modifier** = your proficiency bonus + your Charisma modifier.

#### Nightblade Spellcasting

Rogue Level	Spells Known	Spell Slot	Slot Level	Invocation Known
3rd	3	1	1st	1
4th	4	1	1st	1
5th	4	1	1st	2
6th	4	2	1st	2
7th	5	2	2nd	2
8th	6	2	2nd	2
9th	6	2	2nd	3
10th	7	2	2nd	3
11th	8	2	2nd	3
12th	8	2	2nd	4
13th	9	2	3rd	4
14th	10	2	3rd	4
15th	10	3	3rd	5
16th	11	3	3rd	5
17th	11	3	3rd	5
18th	11	3	3rd	6
19th	12	3	4th	6
20th	13	3	4th	6

## Shadow Blink

*9th-level Nightblade feature*

At 9th level, you gain the move from one shadow to another. When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness.

## Gloom Strike

*13th-level Nightblade feature*

Starting at 13th level, whenever kill a creature with your sneak attack you can chose to have its corpse turns to shadow leaving behind anything it was wearing and carrying. Additionally, once a corpse turns to shadow you can immediately use your reaction to use your Shadow Blink and make another attack, if the attack hits you can deal extra damage equal to half your sneak attack dice (rounded up).

The corpse is sent to the plane of the entity you made a contract with.

## Dark Possession

*17th-level Nightblade feature*

Beginning at 17th level, you gain the power to turn into a shadow to possess beasts and humanoids. As an action, you can expend 1 use of this feature to target one beast you can see within 5 feet to make a Charisma saving throw or be possessed by you for an hour; you disappear, the target is incapacitated, and loses control of its body. The target is aware of its actions even though you now control the body, and you can't be targeted by any attacks, spells, other effects, and you retain your alignment, Intelligence, Wisdom, and Charisma. You use the target's statistics, but you don't gain access to the target's knowledge. Possessing a humanoid follows the same rules except, you must expend 2 uses of this feature and the possession only lasts for 10 minutes.

The possession also ends if the targets body drops to 0 hit points or if you use your bonus action. When the possession ends you reappear in an unoccupied space within 5 feet of the body. The target is immune to being possessed for 24 hours after the possession ends or after succeeding on the saving throw.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.