

THE NIGHTINGALE



BY BARTHOLOMEW KLINK

A Roguish Archetype for D&D 5e



vampire steps over the threshold of the church to find a priest finishing a small prayer at the altar. The vampire moves with demonic speed toward its free meal – but a figure rises from the shadows between the two. They draw a pair of silver daggers, and step in front of the soulless hunter.

“A little bird told me you might drop by,” the figure says. “Welcome.”

A flash of silver arcs through the air.

Nightingales patrol the twilight between good and evil, defending their communities from the encroaching darkness. These shadowy warriors are called by many names: demon hunters, exorcists, hellsingers (among the elves), but they refer to themselves as Nightingales – the little birds that lament the dark hour of night.

NIGHTINGALE ABILITIES

Nightingales gain the following abilities.

SPELLCASTING

Nightingales have similar training to their more forthright paladin cousins and gain access to divine spellcasting. Starting at 3rd level, the rogue can cast paladin spells.

PREPARING AND CASTING SPELLS

The Nightingale table below shows how many spell slots the rogue has to cast their Paladin spells. To cast one of their paladin spells of 1st level or higher, they must expend a slot of the spell's level or higher. They regain all expended spell slots when they finish a long rest.

The rogue prepares the list of Paladin spells that are available for them to cast, choosing from the Paladin spell-list. When they do so, they choose a number of Paladin spells equal to their Charisma modifier + half their rogue level, rounded down (minimum of one spell). The spells must be of a level for which they have spell slots.

Casting the spell doesn't remove it from the rogue's list of prepared spells. The rogue can change their list of prepared spells when they finish a long rest. Preparing a new list of Paladin spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on the rogue's list.

SPELLCASTING ABILITY

Charisma is the rogue's spellcasting ability for their paladin spells. The rogue uses their Charisma whenever a spell refers to their spellcasting ability. In addition, they use their Charisma modifier when setting the saving throw DC for a paladin spell they cast and when making an attack roll with one.

Spell save DC = 8 + the rogue's proficiency bonus + the rogue's charisma modifier.

Spell attack modifier = the rogue's proficiency bonus + the rogue's charisma.

A LITTLE BIRD TOLD ME

Acquired At Third Level

Nightingales learn the vital skill of gathering information from unwilling, reluctant, and fearful tongues, for the locations of evil creatures must be ferreted out before any action of consequence can be taken. Nightingales can weave their words with a soothing cadence that subtly tells

NIGHTINGALE SPELLCASTING TABLE

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

the weak and harmless that it's okay to speak of what they know. Nightingales can also imply, without ever making a direct or indirect threat, that someone who witnessed evil will be in grave danger if they remain silent.

When making a Persuasion, Intimidation, or Investigation (Cha) check, the rogue can choose to make that roll at advantage. They can do this a number of times per long rest equal to their proficiency bonus.

ARGENT BLADES

Acquired at 3rd Level

Nightingales are especially skilled with silvered weapons and know the secrets to making them particularly effective versus otherworldly creatures.

Starting at 3rd level, any silvered weapon that the rogue blesses in a ten-minute ceremony counts as a holy symbol for the rogue. This weapon counts as magical for the purpose of bypassing resistances and immunities to slashing, piercing, and bludgeoning damage. The blessing fades if another creature attempts to use the weapon.

Attacks that the rogue makes with a Silvered Weapon, including ammunition, deal an additional 1d8 radiant damage and the rogue's Sneak Attack feature, combined with a Silvered Weapon, deals radiant damage against aberrations, elementals, fey, fiends, or the undead.

VENGEANCE

Acquired at 9th Level

Nightingales have stared long into the abyss — and then stabbed it before it could stare back.

Starting at 9th level, when the rogue is forced to make a saving throw, they can use their reaction to make a weapon attack at advantage against the creature that forced them to make the saving throw.

If the attack hits, it counts as a sneak attack. If the creature dies from this attack, the spell is completely countered and fizzles.

HATRED

Acquired at 13th Level

Nightingales often seem like gentle souls, but their reserved nature with the common folk belies the hatred they bear in their hearts for the evil and corrupt. Veteran nightingales can use this hatred to protect magic that they store in their weapons. Additionally, they can maintain this magical energy at a distance.

Starting at 13th level, the rogue no longer has to maintain concentration on Smite spells, such as Wrathful Smite.

The rogue may use Smite spells with a ranged weapon attack, a melee weapon attack, or with cantrips (if any are known; Nightingales have no access to cantrips natively).

CONDEMN THE UNHOLY

Acquired at 17th Level

When the most powerful evils in the world become manifest, nightingales rise to meet them, and can use their access to the divine to briefly peel away the special protections that such creatures often have.

At 17th level, the rogue can use a bonus action to suppress a creature's Legendary Resistance trait, disallowing the creature from using the trait until the end of the current turn. While the creature's resistance is suppressed in this manner, the rogue's attacks, abilities, and smite spells automatically deal their maximum damage. The rogue can do this a number of times per day equal to their proficiency bonus.

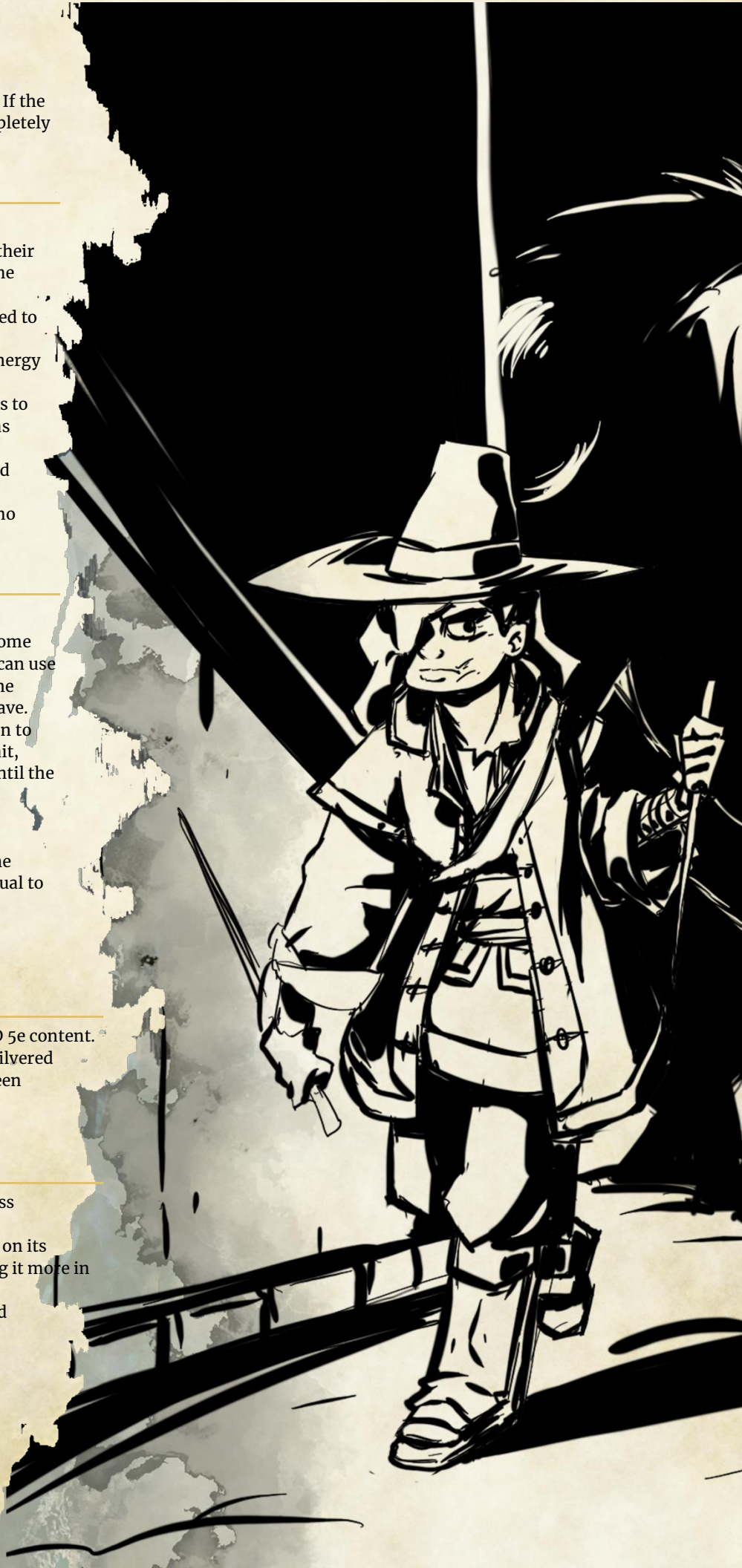
CHANGELOG:

VERSION 2.0.2.

- Updated to be more in line with modern D&D 5e content.
- Nightingales gain their extra damage from silvered weapons sooner, now, and Vengeance has been rebalanced.
- *Creature of the Night* revised and renamed.

VERSION 1.2.0.

- Nightingales can no longer infinitely suppress Legendary Resistances.
- *A Little Bird Told Me* now provides advantage on its checks rather than twice proficiency, to bring it more in line with similar abilities in official content.
- *Creature of the Night* has been revised to avoid redundancies.
- Formatting changes.



CREDITS

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ON THE COVER

The werewolf isn't the one hunting here, in this depiction of a Nightingale by Zachary Stoppel.

Disclaimer: Many, many evil creatures were harmed in the production of this document.

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