



# ASSASSIN

The fog clings to the city streets as the alarm bells begin to ring throughout the city. A shadar-kai woman in fine clothes smiles to herself as she pays a street merchant for a hot apple cider to warm her hands. A silver coin from the advance payment was many times more than a single hot drink was worth, but she was feeling generous. A crier called out into the morning mist, "The governor is dead! Slain in his bed as his guards slept outside his locked door!" She shared a grin with the merchant, a local man. "Worse ways to start a day, no?" He laughs and hands her a pouch. "Worse ways, indeed. The client will be pleased. Exactly as much flash as they requested, precisely on time, and no explanation as to how someone got into his room in the first place." The woman sips her drink and nods. "Of course, they hired a Wraith for a reason."

An ugly man in work clothes sprints the last 10 feet to close with a man in ceremonial robes, a blade sliding free of an arm bracer as he embraces his target. The priest tries to cry out, but cannot. His guards rush the assailant, who leaps from his target to the nearest guard, a quick jab silencing the guard as he stumbles back, and the assassin tumbles past toward the second guard, seemingly open to attack. As the guard lunges forward, the man guides the sword past himself, bringing the guard into his reach, and drives his blade into his heart. In a heartbeat, it's over, and in another, the assassin is over the garden wall and gone. His features shift just before he enters a busy street, brown hair turning red, features molding themselves into those of a freckled man barely past boyhood.

Each of these is an Assassin, a heroic assassin who works not only for petty coin, but for a cause. Some have been hired killers in the past, others have trained with them by refusing the life of contract murder. Others were raised and trained to be a blade in the left hand of their god, or to be a balance upon the scales, or to take down the powerful who abuse the powerless.

## LETHAL FOCUS AND ESOTERIC RITUAL

Assassins train, usually for years, to be utterly lethal in every situation. If you strike at them, they turn your attack into an opportunity. If you defend, they use your hesitation. If you come in groups, they use your numbers to hinder your movements and take you out one by one. Part of this training is the training to embrace the shadows, and to establish a mystical connection with their target, called a Shroud. Through rituals known only to the Assassin Guilds, these exceptional individuals can track their quarry, and see their strengths and weaknesses to a degree otherwise impossible.

## BORN BY POWER, IMBALANCED

The first Assassins were a religious order founded in response to the oppression of their faith by a more powerful group. They formed the Guild of The Peryton, and the other Guilds were formed in time as the methods of the Perytons proved effective, each Guild bringing a new focus, new tools, and new skills, into the fold. Nearly all Assassin Guilds are born from similar circumstances, from one form of oppression or another.

## CREATING AN ASSASSIN

As you build your Assassin, consider where, and with whom, you trained. These days, the Guilds are often less formal, but you may still have trained in a Guild House, or instead with a single Master. Were you raised to be an Assassin, did you come to it as a source of potential revenge, or something else?

## QUICK BUILD

The Simplest Assassin is the Guild of The Peryton. Choose Poisoner's Kit at level 1, take a hand crossbow and scimitar, choose the Spy background. Your highest score should be Dexterity, followed by Intelligence or Wisdom, and then Constitution. Stealth, Perception, Athletics, are good class skills.

## ASSASSIN

Level	Proficiency Bonus	Total Shrouds	Shroud Damage	Features
1st	+2	2	2d10	Assassin's Shroud, Ritualist Tools, Shadow Moves
2nd	+2	2	2d10	Specialised Tools, Lethal
3rd	+2	2	3d10	Assassin's Guild, Priveleges of Membership
4th	+2	3	3d10	Ability Score Improvement, Preternatural Parry
5th	+3	3	3d10	Extra Attack
6th	+3	3	4d10	Guild Feature, Deadly Riposte
7th	+3	4	4d10	Evasion
8th	+3	4	4d10	Ability Score Improvement
9th	+4	4	5d10	Advanced Specialised Tool, Terrible Display
10th	+4	5	5d10	Quick on The Draw
11th	+4	5	6d10	Lethal Efficiency
12th	+4	5	6d10	Ability Score Improvement
13th	+5	6	6d10	Guild Feature
14th	+5	6	6d10	Focused Shrouds
15th	+5	6	7d10	Specialised Tool Improvement
16th	+5	6	7d10	Ability Score Improvement
17th	+6	7	7d10	Lethal Mastery
18th	+6	7	8d10	Guild Feature
19th	+6	7	8d10	Ability Score Improvement
20th	+6	7	8d10	Master Assassin

## CLASS FEATURES

As an Assassin, you gain the following features

### HIT POINTS

**Hit Dice:** 1d8 per Assassin level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 5 (1d8) + your Constitution modifier per Assassin level after 1st.

### PROFICIENCIES

**Armor:** Light Armor

**Weapons:** Simple Weapons, crossbows, short bow, light or finesse weapons lacking the heavy property

**Tools:** see the Specialised Tools class feature

**Saving Throws:** Dexterity, Charisma

**Skills:** Stealth, and choose 3 from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, Survival

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) showrtbow or (b) hand crossbow
- (a) a martial weapon or (b) two simple weapons

- (a) a burglar's pack or (b) an explorer's pack
- leather armor, two daggers, and 1 tool

### VULNERABLE TARGETS, ASSASSIN SAVE DC, AND ASSASSIN'S WEAPONS

Many of your Assassin abilities reference a Vulnerable target. A creature is Vulnerable to you if it is Blinded, Charmed, Frightened, Incapacitated, Poisoned, or Surprised.

Assassin Weapons are all crossbows, bows, and any simple or light weapon that lacks the heavy property.

If an Assassin feature requires a creature to make a saving throw to resist the feature's effects, the saving throw DC is calculated as follows:

**DC = 8 + your proficiency bonus + your Intelligence modifier**



## ASSASSIN'S SHROUD

At first level, you gain the ability to place a Shroud on a target you can see within 100ft of you at the start of your turn, or as part of rolling initiative. A shroud remains for 24 hours, until you choose to remove your shrouds from a target, the target dies, or you use this ability on a different creature. You regain all spent shrouds at the end of a short or long rest.

While your shroud is on a target, you gain the following benefits.

- Double proficiency bonus on any Wisdom or Intelligence ability check made to find, track, analyse, or read the motives of, your shroud target.
- When you hit with an attack with an Assassin Weapon, you can choose to Invoke your shroud to deal extra damage to the target, shown on the Assassin class table under Shroud Damage. When you invoke your shroud, the shroud is removed from the target. If your target dies before you invoke your shroud, you regain the spent shroud.
- By performing a ritual which takes 10 minutes and can be done as part of a rest, you become one with shadow, and regain Shrouds equal to half your proficiency modifier. You cannot do so again until you complete a long rest.

## RITUALIST'S TOOLS

At first level you gain proficiency in Ritualist's Tools, which include a small bell, a dagger, a bowl, a book containing ritual diagrams and procedures, a black cloth with a silver circle embroidered upon it, treated to take chalk drawings and be easily washed free of them, three pieces of white chalk, and 3 pieces of black chalk, 3 white candles, and 3 black candles. You will learn rituals as you gain levels in this class, and you must have your ritual tools in order to perform them. Generally a satchel or case holding your tools can easily fit on your person, taking up roughly the size of a large coinpurse or a small messenger's satchel.

## SHADOW MOVES

At first level, you can attempt to hide when only light obscured by dim light, fog, smoke, or a dense crowd.

Additionally, you gain special abilities called Shadow Moves, which can be used as a bonus action when you hit or miss a creature with a weapon attack, or in place of an attack as part of the Attack Action.

Once per turn, you can spend 1 Shroud to take the Hide action as part of using a Shadow Move on your turn. You can attempt to hide before or after using a Shadow Move.

- You gain 15 ft of extra movement this turn and gain a climb speed equal to your walking speed until the start of your next turn.
- Become lightly obscured by a crowd simply by doing nothing out of the ordinary, and by moving no more than half your speed, while at least 3 non-hostile creatures are near you.

- Take a defensive posture. You have a bonus to AC until the start of your next turn equal to your Intelligence modifier.
- Make a single weapon attack against a creature, so long as you reduced another creature to 0hp or scored a critical hit this turn.

## SPECIALISED TOOLS

Starting at level 2, you gain specialized Ritualist's Tools and choose another Specialised Tool. You gain proficiency with the listed tool if you do not already have it, and the benefits described below.

You can create or replace 1 basic poison or specialised poisoner's tool, disguise, or device as part of a long rest.

### Disguise Kit

You gain proficiency in the Disguise Kit, and learn to make clothing that can be made to appear very different if turned inside out or otherwise manipulated, and allows you to don or discard your disguise as part of another action, without losing the disguise. You can carry a number of Specialised Disguises equal to your Intelligence modifier. For each one, you develop a name, basic personal history, distinctive gait, stance, and mode of speech. Any creature who knows you under one of your Specialised disguises is certain that this is simply who you are, and does not question your identity unless you give them explicit reason to do so. You can choose to instead create such a disguise for another creature.

### Poisoner's Kit

You gain proficiency with the Poisoner's Kit, and you learn the recipe for the Basic POison found in the PHB. You can only learn a poison if it's cost is equal to your Assassin level times 50, rounded down. Learning to make new poisons requires the cost of one dose of the poison and 2 hours of study and experimentation per 50 gold of the cost of the poison. You might learn a new poison formula from an apothecary, another assassin, or from a rare book, at your DM's discretion. Your specialised poisoner's tools hidden on your person allow you to apply a poison to a weapon or to ammunition as part of the action used to attack, or to apply the poison to food, drink, or an object as part of another action, once per turn. Your assassin's save DC replaces any DC normally associated with the poison, and you can choose a secondary effect when you make Basic Poison, from the following options. The target makes a save against the effects at the start of each of its turns, and the effect ends after 1 minute regardless.

- The target gains disadvantage on Wisdom (Perception) checks that rely on sight.
- The target has trouble controlling their speech and moving carefully, gaining disadvantage on Stealth, Deception, or Sleight of Hand checks.
- The target's speed is reduced by a number of feet equal to 5 times your Intelligence modifier.
- The Target takes 1d6 poison damage every time they fail a saving throw to end this effect.



## Ritualists Tools

You can cast certain spells as rituals. You can also communicate simple ideas, and understand the same, from crows and ravens. You can learn rituals from the Illusion, Divination, and Necromancy schools, from any spell list, in the course of your adventures. The spell must be equal to half your level rounded down, and requires 2 hours and 50 gold to inscribe into a ritualists grimoire. You learn two first level ritual spells when you gain this feature, and can choose an additional ritual spell at levels 5, 9, 13, and 17.

### Tinker's Tools

You gain proficiency with Tinker's tools. Choose an Assassin weapon, and construct a concealable version of that weapon. This could be a dagger blade or hand crossbow hidden in a bracer, that extends when you strike with it, a bow that folds into an innocuous object and folds out as part of the attack action, a one-handed weapon like a scimitar or spear that collapses and telescopes or is cleverly disguised as a cane, or something else worked out between you and your DM.

The statistics of the weapon do not change, except as described below.

- The weapon does not appear to be a weapon to the eyes of observers, and even a close inspection has disadvantage to determine that it is a weapon, or that you are armed.
- The weapon can be drawn and stowed as part of each attack made with it.
- If your Specialised Weapon is a melee weapon, you can spend a bonus action grant yourself advantage on your next attack with the weapon before the start of your next turn.
- If your Specialised Weapon is a ranged weapon it loses the loading property, and its short and long range is doubled.

## LETHAL

At 2nd level, you are the epitome of the efficient killer. When you make a weapon attack that would reduce a target to a number of hit points equal to or less than your level, you instead reduce them to 0 hit points.

Additionally, your attacks are critical hits if you roll a 19 or 20 on the attack roll against a creature that is Vulnerable.

## ASSASSIN'S GUILD

At third level, you must choose which Guild your skillset comes from.

### PRIVILEGES OF MEMBERSHIP

Beginning at 3rd level, your membership in a Guild of Assassins grants you certain benefits that aren't directly related to death-dealing. You know how to read the signs and ask the right questions to find hidden supply caches, safe houses, and guild contacts who can pass messages along to other guild houses or safe houses, or provide you with information relevant to your work, such as who wants who killed in the area, and why.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you can choose a feat (see Chapter 6 for a list of feats).

## PRETERNATURAL PARRY

Starting at level 4, as a reaction when you hit by a melee attack, you can try to cause the attacker to overextend, to your advantage. Roll 1d10+your dexterity modifier+your Assassin level and reduce the damage of the attack by the result. If you reduce the damage to 0, the attack misses you and deals no damage.

## EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## DEADLY RIPOSTE

Starting at level 6, you can spend 1 shroud as a reaction when an attack misses you, to either take a Shadow Move, or make an attack against the creature that attacked you, if they are within range. Add a 1d10 bonus to the damage roll, or a single ability check you make as part of a Shadow Move.

If you cause an attack to miss with Preternatural Parry, you can use Deadly Riposte as part of the same reaction.

## GUILD FEATURE

At 6th level, you gain a new feature from the Assassin's Guild you chose at level 3.

## EVASION

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

## ADVANCED SPECIALISED TOOL

Starting at 9th level, you gain an advanced use of your tools, depending on what tool you learned to use via your Specialised Tool class feature. You also gain an additional Basic Specialised Tool chosen from the options presented at level 2.

**Disguise Kit** Creatures now have disadvantage on checks to see through your Specialised Disguises. You can create convincing disguises for yourself and up to 6 other creatures as part of a long rest, with all the same benefits as your Specialised Disguises.

**Poisoner's Kit** You become resistant to poison, and have advantage on any check or save to avoid being poisoned, and on checks to detect, identify, and treat, poisons. Your poisons ignore poison resistance.



**Tinker's Tools** You can use your Tinker's Tools to pick locks or disarm devices, as if they were Thieve's Tools. If you successfully disarm a trap, you learn it's workings, and can replicate it with appropriate time and materials. The first time you attack a creature with your hidden weapon in an encounter, the attack deals 1d6 extra damage.

#### **Ritualist's Tools**

You can cast the Dispel Magic, Nondetection, or Pass Without Trace spell as a ritual. You can also cast each spell as normal by spending Shrouds equal to the spell's level.

Additionally, you learn 2 ritual spells of a level no higher than half your assassin level, rounded down, from any spell school.

## **FEAR AND SHADOW**

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Beginning at level 9, you gain new Shadow Moves.

- You can try to put the fear of Death into a creature that can see and hear you. When you invoke a shroud on an enemy, you can forgo the extra damage to instead force the creature to make a Wisdom saving throw or be frightened of you for 1 minute. The target can make the save again at the end of each of their turn for the duration of the effect.
- You snuff out any exposed flame, lanterns, or other mundane light source within 30ft of you.

## **QUICK ON THE DRAW**

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At level 10, when you fail a deception, stealth, or sleight of hand check, you can use a Shadow Action, or make a single weapon attack, as part of the action used to make the failed check.

## **LETHAL EFFICIENCY**

Beginning at 11th level, your Shrouds become more deadly, and your Lethal feature cuts deeper.

When you attack a creature which is Vulnerable, your attacks are critical hits on a roll of 18-20.

Additionally, when you gain a critical hit against a shroud target of CR 1 or lower, you can invoke the shroud on the target to force them to make a constitution saving throw or be reduced to 0hp. The CR threshold for this ability increases to CR 2 at 13th level, CR 3 at 15th level, and CR 4 at 17th level.

## **GUILD FEATURE**

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at level 13, Your Guild training provides you with a new ability, or improves an existing ability.

## **HUNTER'S GAZE**

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Starting at 14th level, you can study a creature and gain greater insights about them. If you study or interact with a creature for at least 1 minute, they become Vulnerable to you for the next 24 hours.

## **DEATH'S MESSENGER**

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Beginning at 15th level, your mastery over death has made you more difficult to kill, and has granted you deeper insight into the mysteries of Death. You can add your proficiency modifier to death saving throws, and you can cast Speak With Dead and Gentle Repose spells as rituals. When you cast Gentle Repose on a creature, any attempt to contact or resurrect the creature is hampered, requiring an ability check against your Assassin Save DC. When you cast Speak With Dead, you can choose to do so by peering into the eyes of a corpse for the duration. If you do so, you become blinded for the duration, instead seeing a 10 minute span of time within the last 24 hours from the point of view of the creature whose corpse you are casting the spell on. You can choose either a specific time, such as 3 hours ago or noon, or you can view the 10 minutes leading up to the death of the creature. You do not require material components to cast Speak With Dead.

## **LETHAL MASTERY**

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Beginning at 17th level, the Hit Point threshold of your Lethal feature becomes your level+your proficiency bonus+your intelligence modifier, and your weapon attack with which you invoke your shroud gain a bonus to damage equal to your intelligence modifier.

## **GUILD FEATURE**

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at level 18, you've mastered the teachings of your guild.

## **ANGEL OF DEATH**

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At 20th level, you become an avatar of the cycle of Death and Life. You do not suffer the effects of old age, though you can die of old age. When you die, you can choose to return to life 1 year later, re-entering the world of the living from the land of the dead at the age at which you gained this ability. You cannot do so again for 1 year.

When you succeed on a death saving throw, you regain consciousness. You remain at 0 hit points, and continue to make death saving throws. When you succeed on three death saving throws, you regain 1 hit point.

## GUILDS OF THE ASSASSIN

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Assassins are varied, but most belong to a Guild, and most Guilds follow one of the Guild archetypes listed here.

Any guild that focuses on physical movement, enhancing the mystical bond with the shroud target, and "death from above" tactics of swooping in from nowhere to strike then disappear, follow the Guild traditions of the Peryton.

Those who empower their Shroud with shadow magic, becoming as shadows to steal life force from their targets while passing through objects and appearing from thin air to strike with lethal living shadows, follow the tradition of the Wraith Guild.

Assassins who rely on varied poisons, while using mobility to keep out of the reach of reprisal, making even a small cut into a lethal strike, rely on the skills pioneered by the Manticore Guild.

Perhaps most terrifying of all are the guilds who look to the traditions of the Doppelganger, who teach a combination of manipulation, disguise, and mind-bending magic, to charm and frighten their targets, turn their allies against them, and often take down their target without ever touching them.

Regardless of your Guild, you will gain new abilities and improve core Assassin features as you level, and gain reputation within the secret circles of the Assassins.

## GUILD OF THE PERYTON

Incredible athletes, highly skilled in, tracking, social engineering and blending into a crowd, the Perytons are students of the oldest traditions of the Assassins. Their most lethal tools are an intense focus on their prey and a preternatural ability to leap from great heights unharmed, often following their prey from rooftops and landing upon them from several stories up, the mark dead before the assassin takes their next step.

### HEART SEEKER

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At 3rd level, when a creature is under your Shroud, you know their exact location, and can tell roughly how close they are by the sound of their heartbeat, as long as they are within 100ft of you. This may also provide you with advantage on checks to determine their mood, if they are lying, or other clues about their mental and emotional state, at the DM's discretion.

### DEATH FROM ABOVE

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At 3rd level, when you move at least 20 feet as part of a fall, while flying, or after taking the Dash action or using a Shadow Move that increases your speed, your next weapon attack is made with advantage.

Additionally, when you would take falling damage, you can reduce the damage by a number equal to 5 times your Assassin level and you do not fall prone when you reduce falling damage to 0. Landing on a creature causes that creature to take the falling damage that you avoid with this ability, instead.

## FLIGHT OF THE PERYTON

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Starting at 6th level, you no longer provoke opportunity attacks when you are falling or flying, or when you take the Dash action. When you Dash, or use a Shadow Move that increases your speed, you increase your jump distance and height by a number of feet equal to your dexterity score.

## EYE AND CLAW AND WING

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Starting at 13th level, you gain a Guild Tool, based on what Specialised Tool you chose at level 2.

**Disguise Kit** While you or an ally are using one of your disguises, the wearer can add your intelligence modifier to any check made to blend into a crowd.

**Poisoner's Kit** You learn a new tincture, called a Deadeye Tincture. When you drink it, you spend 1 hit die and gain advantage on Wisdom (Perception) checks involving sight, and you can see minute details out to 1 mile away as if you were looking within your immediate surroundings. The effect lasts for 1 hour.

**Tinker's Tools** You craft a suit of Studded Leather armor called a Glide-Wing, with specialised flaps and hinges that allow for limited flight. As a bonus action, you can activate the gliding wings of your armor and gain a fly speed equal to your speed + your dexterity score in feet. You cannot fly from a standing position, but must instead leap from at least 20ft above the nearest surface. If an effect allows you to jump that high, you can use such a jump to engage the flight instead. You can disengage gliding mode as a bonus action or using 10ft of movement.

## MASTER OF THE PERYTON

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Starting at 18th level, you learn the Scrying spell and can cast it as a ritual. When you successfully scry on a target, you can place your Shroud upon them, regardless of distance. You regain the ability to do so when you finish a long rest. If the target succeeds the saving throw and the scry fails, you do not lose the use of this ability, but you cannot use it on the same target again for 24 hours.



# GUILD OF THE WRAITH

Here you can provide an overview of the archetype.

## LEVEL 3 SHADOW HAND

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At 3rd level, you gain the ability to cast certain spells. Intelligence is your spellcasting ability score for these spells. (learn spells at levels appropriate for a 1/3 caster, cost 1 shroud per spell level, except cantrips. minor illusion, pass without trace, darkness, shadowblade, summon shadow, chill touch. Illusion, Necromancy, Abjuration. Can invoke shrouds when dealing damage with a spell.

## LEVEL 3 THE SHADOW OF DEATH

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Additionally at 3rd level, you gain Darkvision out to 30ft. If you already have Darkvision it's range increases by 30ft. While in dim light or darkness, you can use your movement to teleport up to your speed. This form of movement follows the normal rules for movement on your turn.

## LEVEL 6

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Starting at 7th level, increase darkvision and movement speed in dim light or darkness.

## LEVEL 13 ARCHETYPE ROCK

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Starting at 13th level, when you reduce damage using Preternatural Parry or via your Evasion feature, you can spend 1 shroud to become insubstantial until the end of your next turn. While insubstantial, you gain resistance to all damage, and have advantage on all stealth checks.

## LEVEL 18 ARCHETYPE ROCK

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Starting at 18th level, you can spend 3 Shrouds as an action to become insubstantial for 1 minute, and double your speed.

# GUILD OF THE DOPPELGANGER

Here you can provide an overview of the archetype.

## MALLEABLE FEATURES

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At 3rd level, you gain the ability to study another humanoid and adopt their appearance and mannerisms later. After 10 minutes of direct interaction, or 1 hour of study, you can make a Wisdom (Insight) or Intelligence (Investigate) check against the creature's Charisma (Deception).

If you succeed, you gain the ability to adopt their likeness, mannerisms, name, and even very simple memories like common phrases and names of close associates, though no details related to them, as a false identity. You can hold a number of such identities in your mind equal to your intelligence modifier. You can adopt the appearance as a Shadow Move. You have advantage on any check to avoid detection of the deception.

As part of your training to study the minds of others, you have also developed a minor form of telepathy, and you learn the message spell. When you cast it, it has no components, and you needn't speak aloud your message.

## TERRIBLE VISAGE

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Also at level 3, you gain the ability to bring fear into the heart of creatures who can see and hear you, as a Shadow Move. Creatures that can see and hear you within a 15ft cone must succeed on a Charisma Saving Throw or be Frightened of you, as you distort your appearance to mirror their deepest fears. The creatures can make a new save at the end of each of their turns.

## LEVEL 6 ARCHETYPE ROCK

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Starting at 7th level, you have learnt the secrets of an arcane form of tailoring. When you create a disguise, you can sew patterns of illusion and conjuration into a set of clothes. As a Shadow Move, or as part of your Malleable Features ability, you can change the colors and any visible patterns of a prepared disguise. You can prepare disguises this way up to a number equal to your intelligence modifier.

## LEVEL 13 ARCHETYPE ROCK

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Starting at 13th level, when you study a humanoid creature, you can glean more of their surface thoughts. You can spend 3 Shrouds to cast the Detect Thoughts spell while studying a creature with your Malleable Features ability, targeting the object of your study.

## LEVEL 18 ARCHETYPE ROCK

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Starting at 18th level,



## GUILD OF THE MIMIC

The mimic places traps in mundane items, uses clever devices hidden as common items to reach thier targets and escape the scene.

### LEVEL 3 ARCHETYPE ROCK

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You learn how to make a specialised tool that can either be integrated into your hidden weapon, or a separate device. Select from the following. YOU can build, or replace a lost or broken device, during a short rest. Otherwise, doing so takes several hours per device.

- A spring loaded grappling cord with a barbed tip. It has a range of 30ft, and is strong enough to hold the wieght of up to your Int modifier medium creatures at one time. When it has no more than 1 medium creature worth of wieght on it, you can use your action to pull the cord in, either pulling you toward the grappled end of the cord, or pulling an unattended object or a creature toward you. An unwilling creature must succeed on a strength save against your assassin save DC to avoid being pulled. This device can be attached to a ranged weapon.
- An enhanced spyglass. You can see up to 1 mile away as if you were viewing something within 100 ft of you. Creatures you see through your spyglass count as being within 100ft of you. You have darkvision when using this spyglass, within the limited field of view of the spyglass.
- A spring-loaded trap, hidden in a mundane item no larger than a small chest.

### LEVEL 3 ARCHETYPE RIBBON

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Additionally at 3rd level, you gain proficiency with the Tinker Tools and Forgery Kit, if you do not have them already.

### LEVEL 6 ARCHETYPE ROCK

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Starting at 7th level, this feature provides a new mechanic to increase the archetype's power, or improves upon an existing archetype rock.

### LEVEL 13 ARCHETYPE ROCK

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Starting at 13th level, this feature provides a new mechanic to increase the archetype's power, or improves upon an existing archetype rock.

### LEVEL 18 ARCHETYPE ROCK

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Starting at 18th level, this feature provides a new mechanic to increase the archetype's power, or improves upon an existing archetype rock.

## GUILD OF THE MANTICORE

You gain the knowledge of three new Specialised Poisons called a Guild Poison, and your Basic Poison damage gains a bonus equal to your Intelligence modifier.

When you make a Guild Poison, you can choose to instead make a gas in a glass vial or a specially crafted arrow that affects creatures within 5 ft of the space in which the vial is broken, or to make a flavored or flavorless additive that can be added to food or drink. Regardless of the delivery method, the DC is your assassin save DC.

- Sleep Tincture. The target must save or fall unconcious. They can make a new save any time they take damage after the initial damage, and at the end of every minute, and another creature can wake them by shaking them as an action. If the target is dropped to 0hp or fewer by this poison, it is unconcious until treated with a medicine check against your save DC.
- Rictus Tincture. The target must save or be restrained for 1 minute. They can make a new save by using their action to try to shake off the effect.
- Reflex Tincture. A creature that drinks this tincture loses 1 hit die or 1 hit die worth of HP, and then gains advantage on dexterity saving throws and a +5 ft bonus to speed for 1 minute.

### LEVEL 3 ARCHETYPE ROCK

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At 3rd level, this feature provides a mechanical identity to the archetype.

### LEVEL 3 ARCHETYPE RIBBON

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Additionally at 3rd level, this feature provides a conceptual identity to the archetype

### LEVEL 6 ARCHETYPE ROCK

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Starting at 7th level, this feature provides a new mechanic to increase the archetype's power, or improves upon an existing archetype rock.

### LEVEL 13 ARCHETYPE ROCK

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Starting at 13th level, this feature provides a new mechanic to increase the archetype's power, or improves upon an existing archetype rock.

### LEVEL 18 ARCHETYPE ROCK

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Starting at 18th level, this feature provides a new mechanic to increase the archetype's power, or improves upon an existing archetype rock.

## CREDITS:

enworld peeps, wife, best friend, my dog

