

PEOPLE OF THE SHADOWS

WE WALK WHERE YOU DARE NOT, FROM DEEP NIGHT TO VESPER HOURS
YOU DREAD WHAT WE FEAR NOT, FOR THE SHADOW REALM IS OURS.

PEOPLE OF THE SHADOWS

Herein is contained a collection of peoples, and other character options, for characters deeply tied to the shadow realms, to death, and to the darkness.

First, you will find rules for new peoples, or ancestries, for your 5e games. After that, you will find the Assassin class and its Guilds. Third, you will find a section on the various tools, magical and mundane, spells, and feats, that support these folk and the Assassin class, as well as allow other characters to dip their toes into these dark waters.

WE SHADOWS WELCOME YOU, FRIENDS, AND BID YOU REMEMBER ONLY THIS, THAT THE DARKNESS IS NOT YOUR ENEMY, NOT ALL WHO STAND TALL IN THE SUNLIGHT ARE GOOD, AND WHEN YOU ENTER THE DARK FORESTS OF NIGHT, THE ONLY EVIL YOU WILL FIND IS WHAT YOU BRING WITH YOU.

UMBRYLAR

These mysterious folk are comprised of three branches of one family, whose origins stretch back to the time before time, perhaps before the origin of worlds.

Legend holds that the Umbrylar were one in ancient times, and that they were transformed by the Three Witching Sisters known to history only as The Shadow Queen, The Crimson Fury, and the Lady of Silver Mist. The Umbrylar hailed once from a small island chain known as Vas Shadar.

In ancient times, they lived in a kingdom on an island chain, called Vas Shadar. These people lived as one with the mists of their home, and with the wolves and ravens, hunting with their animal friends in the morning fog, feasting at night, and revelling in the tales of their heroes. These folk served no gods, but paid reverence to the many Fey, for their realm was close to the Otherworld, a rare nexus where the crossroads between worlds were easy to find and safely traveled.

Eventually, the trade with otherworldly realms lead to wealth, and thus to the jealousy of their neighbors, and war was brought to Vas Shadar, lead by a the great draconic necromancer called The Empty Night. Unprepared for the ferocity of the onslaught, the natives of Vas Shadar called out to their most powerful daughters, three sisters who had nearly become lords of the Fey themselves, and had lived in a great tower on one of the smaller islands, shrouded in mists, for centuries. The people of Vas Shadar lived long lives, but the Sisters had surpassed even the most long lived elder, and the people had respect, and no small fear, for them. The Sisters answered the call of the Queen of Vas Shadar, and for one year, they fought alongside their people. The Shadow Queen brought powerful spells and terrible curses, undoing to lesser undead with a word. The Crimson Fury grew terrible in fury, cleaving enemies in half with a single swing of her great sword, and calling forth the great wolves of the islands to fight beside her, even turning into a massive blood red wolf herself. The Lady of Silver Mists was the most terrifying foe of all, for she was the most subtle. Her mists enshrouded the enemy, and drained the life from them, and her allies seemed to be able to become one with the mists themselves as long as she was near. But the power of the sisters was not enough, in the end.

The Empty Night called out to it's master, an evil god of death, and was given even greater dominion over undeath, and the dead of Vas Shadar began to turn against their kin, rising as vampires.

Finally, the Three Sisters retreated to their tower, and called upon all their power, and performed a ritual that would give them even greater power, as full Archfey. Full of fell might, they came to the Queen and her court with an offer. They could save the people, but only at great cost. They could give them the power to defeat their enemies, but Vas Shadar itself would disappear into the mists, the Nexus lost to time, and it's people scattered. What's more, they would lose their names. The sisters had already sacrificed their own for this power, and so would every person who was saved, as would the people lose the name that bound them together.

Heavy of heart, the Queen agreed, and word spread that salvation was at hand, and what the grim price would be. Without exception, the survivors of Vas Shadar agreed, and awoke the next day transformed. One third became beings of shadow, one third gained the power of the wolf, and one third became one with the mists.

Umbrylar Corbinus, Loupin, and Caligo, came from these hardy folk, and have never forgotten their shared origin, their lost home, and their grudge against vampires and those who seek unholy dominion over the living.

What they cannot remember, at least not until they find their home again and complete the circle of the fell magic, is the true identity of the being known as The Empty Night, nor why the being's eternal hatred was so mightily focused on their ancestors.

A PEOPLE ADRIFT

Their home lost to them in the mists of unimaginable magic, still potentially hunted for by an evil they cannot remember, the three family lines of the Umbrylar bound themselves to eachother and to the Witching Sisters, and began walking the varied and myriad roads of the multiverse. It is rare that Umbrylar found nations, but their names are often found in the tomes of history as champions, slayers, and great paragons.

RELATIONS

Umbrylar tend to be stalwart allies, and when they adopt a homeland, culture, organization, or other people group, they do so with an intense loyalty. They are also often mistaken for humans, or sometimes for half-elves, making it fairly easy for them to become part of a human society.

In spite of superstitions, umbrylar do not drink blood, and are rarely melevolent or cruel, though their diets are often as strange to their neighbors as their other rituals, owing to long memories of distant lands, and family recipe books handed down over many generations.

Though they are generally opposed to the use of necromancy by reckless magicians seeking power, those who actively fight such individuals and their cults often do so using dark magics of their own, and can in some places gain a reputation as "anti-necromancers".

DARK DIASPORA

Umbrylar are a far flung people, and as varied as elves or dwarves, but they do tend to think of themselves as one people in meaningful ways. One shared tradition is matriarchal social structures, while another is called "whistling", where in Umbrylar from disparate locales share news, stories, songs, and recipes, with eachother.

Umbrylar tend to live in mixed communities in a widespread diaspora, and many families spend their lives in caravans, on ships of the sea, air, and space, and otherwise traveling the multiverse.

OLD GRUDGES DIE HARD

The Umbrylar still harbor a deep, bitter, resentment against necromancers and undead, and many adventurous Umbrylar become monster hunters of one kind or another. Hidden enclaves of Umbrylar monks and scholars exist in places where the veil between worlds is thin, and in those places, one can find many ancient treatises on undeath, necromancy, as well as training, should one be able to convince a master to teach them, in the arts of fighting such creatures. These enclaves are guarded by two groups, the Knights of Shadar, and the mystic Order of The Raven. Both organizations are dedicated to the destruction of undead, especially vampires and liches, and necromancers. In worlds where the god of death is evil and served by such creatures, Vryloka also actively oppose all that god's servants. Even evil Vryloka tend to retain this ancient grudge, making them occasional allies even to Good adventurers, while mutual goals remain.

THE WEAPON OF THE ENEMY

In spite of the grudges described above, it is not uncommon for Umbrylar hunters to become experts in necromancy, often using the binding and invocation magics common in necromancy against unscrupulous practitioners. These anti-necromancers are often Binders, but might also be Wraith Assassins, or Rangers. Those who are aware of these anti-necromancers call them *Anathemir*, and recognize them by the tools of their trade, those being a black leatherbound tome, a ritual knife known as an *atheme*, and one or more small silver hand-bell.

UMBRYLAR FAMILIES

Umbrylar think of themselves as one people, with three "Great Families". Any given nuclear family of Umbrylar might be a mix of all three Great Families, but tend to have a dominant character that fits within one of the three.

Below is a brief description of each type of family, and very general notes on their habits and relationships. Note that these are trends and observed norms, not rules. A rowdy Caligo or a somber and reserved Loupin will be a surprising guest in an Umbrylar home, but especially as Umbrylar are generally very accepting of difference and idiosyncracies, it is very rare for this to be any sort of issue.

CALIGO FAMILIES

Most Caligo families are matriarchal, even moreso than their Corvinus and Loupin cousins. Because Umbrylar live so long, one might expect Caligo families to be ruled over by a single matriarch for hundreds of years, but the need to wander, to search, means that few Caligo grandmothers stay in one place for longer than it takes to raise their grandchildren. Often, Caligo families will live in very old homes on the edges of a town, surrounded by family cemeteries, with a reputation for strange rituals and practices. These family units can seem insular to outsiders, but their friendship is generally worth earning, and

CORVINUS FAMILIES

Corvinus are just as social as their other kin, and most corvinus families are matriarchal. Unlike their kin, however, corvinus tend to leave home at a younger age to wander and test themselves against the world. They tend to have strong attachments to a smaller selection of relatives, like siblings and close cousins. They are very honest, open, and accepting with each other, and very open to unusual or experimental lifestyle choices. They tend to learn in games, show affection through gregarious compliments and friendly jibes and challenges.

LOUPINS FAMILIES

Umbrylar Loupins families are the most likely bloodlines to gain aristocratic status in human societies, especially those that value martial skill. Loupins tend toward large families, and are quick to "adopt" companions in need of familial support. Siblings tend to play rough, emotions are expressed both verbally and physically, and most activities are engaged in pairs or groups.

UMBRYLAR CALIGO

The fog that now surrounds the city is not natural. It didn't roll in from the coast, but simply formed in the air, dense as gravy and cold as the grave. The sound of ravens cawing is muffled by the dense air, but it still somehow echoes down the quiet streets, as does the sound of swords clashing. A young woman in black and red leather and a velvet half-cape whips a needle-sharp rapier around her, spilling blood with every thrust. As her enemies circle her, trying to find an opening, she tilts her head as a raven calls out, and the woman curses to herself. As the men surrounding her begin to hear the muffled sound of boots on cobblestone, and realize their allies have come, one of them grins. "Surrender now, and we won't hand you over to the crown, little magpie." She says nothing, but returns his grin, and winks. Suddenly, her body becomes translucent, and her eyes silver, and before anyone can respond, she is gone, and only mist remains.

DEATHLY ENIGMA

The Umbrylar Caligo are quieter and more reserved than their kin, and the average person might forget all about them, but those who are familiar with them, know better. Thier pallor and their piercing eyes

AS ADVENTUERS

Caligo adventure for numerous reasons, often simply to see new places, and search for signs of the mysteries that drive thier folk. Others seek answers within themselves, or in study, religious devotion, or to master a specific skillset.

PERSONALITY

Quiet but intense is a common description of caligo. Those unfamiliar with them often mistake their quiet calm for apathy or even a lack of empathy, but the truth is that caligo experience their emations just as intensely as their more expressive kin, if not moreso. This distance is not cultural, but a result of the dark ritual which infused them with the mists of their lost home. They naturally experience a sort of buffer between their interior feelings and their outward expressions, which often results in a percieved stoicism and often an extremely dry humor.

UMBRYLAR CALIGO TRAITS

Your Race character shares the following traits with all other varieties of Race.

Umbrylar Ancestry

You are considered an Umbrylar for all effects or prerequisite for which your species is relevant.

Ability Score Increase.

When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

Age.

Umbrylar can live a little over 300 years on average, and powerful Umbrylar are known to live longer twice that. Either way, they retain their health and vigor until their death, though the urge to wander and experience new things grows stronger in many Umbrylar as they get above 100 years.

Size.

Caligo, like all Umbrylar, can be small or medium sized, and tend to slender and muscular.

Speed.

Your base walking speed is 30ft.

Darkvision

Your people have always been creatures of the night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Born In The Valley of The Shadow of Death

Death marks you, a curse that your folk have turned into a blessing. You have resistance to necrotic damage, and on saves against charm. Additionally, you are difficult to kill. Whenever an effect would cause you to automatically fail a Death Saving Throw, you can choose to roll a Death Saving Throw as normal instead, a number of times equal to your proficiency bonus. You regain all uses when you finish a long rest.

Human Likeness

Though your kin have always been a separate race, you look close enough to human to fool most folk who have never heard the name Umbrylar. You have advantage on checks to pass as human.

Blessing of The Lady of Silver Mist

You gain greater vitality when you strike down your enemies.

As an action, or as a bonus action when you reduce an enemy to 0hp or score a critical hit against an enemy within 30ft of you, you can activate the Blessings of The Sisters.

When you do so, you gain temporary hit points equal to 1d8+your proficiency bonus, and can choose one of the following additional benefits:

You can move up to your speed without provoking attacks of opportunity. This is in addition to any other movement you use this round. You gain a bonus equal to 1d4 + your proficiency bonus on your next attack roll, or your next Ability Check to Intimidate or Charm a single target.

Starting at level 3, you can instead choose to transform into a creature of silvery mist, using the statistics of the vampiric mist, except that you are vulnerable to radiant damage, and do not have the sunlight hypersensitivity trait.

You can use this ability a number of times equal to your proficiency modifier, and regain all uses when you complete a long rest.

Creature of The Night

Your eyes glow with silver moonlight, and your gaze transfixes those who meet it. You gain proficiency in Deception or Persuasion.

Languages

You can speak, read, and write Common and Vaes Shadhar, which is a language that incorporates body language, trilling, coughs, and other vocalizations similar to those made by crows and ravens. Few outside the Blood of Shadar know the language, and those who do tend to be practitioners of shadow magic, or scholars of lost civilizations. Many Kenku learn Vas Shadar, however, as do many servants of the Raven Queen and her sisters. The words of Vas Shadar include a sometimes confusing mix of slight variations, with such oddities as 13 distinct words for one's siblings, depending on age, gender, how close the relationship is, and who is present. Written Vaes Shadhar is a language of complex symbols within circles, which determine tense, punctuation, and display tonal qualities. A proficient reader knows exactly what the writer would sound like speaking the written words aloud.

UMBRYLAR LOUPIN

Lightning flashes, and the two adventurers see a long black sword, seemingly made of obsidian, and a long crimson cape and long hair of the same hue, as an armored figure stands in the entrance made by the broken wall of the tower. Lightning strikes again, and they see the woman more clearly, if only for a moment. Glowing wolf eyes stare back at them from a beautiful pale face, over plate armor of enameled midnight inlaid with dark green vines and crimson roses. On one shoulder is a pauldron in the shape of a wolf's head. She stalks toward them, sizes them up, and nods. "You'll do. In the next room, a band of cultists are trying to perform profane rituals on living subjects. I mean to stop them. I hope you will join me, but the cultists of the undying serpent will find their end tonight."

Stunned, half afraid and half in awe, the pair look at each other, and nod. Grinning, one says to the other, "Well damn. Looks like we aren't screwed after all."

BLOODY WOLVES

The Umbrylar Loupin are brash, impulsive, and tend to wear their emotions on their sleeves. They also have the ability to turn into wolves, usually ranging in color from deep crimson to charcoal grey and sooty black, and their eyes are the eyes of wolves regardless of their form.

AS ADVENTURERS

Loupin adventure for many reasons. A common drive is simply to prove themselves against a worthy challenge, or to find a person or group of people who will be worthy companions, and to help them face their own challenges.

PERSONALITY

Loupin are generally more likely to be extroverted than introverted, and can go a bit feral if deprived for too long of companionship. They not only wear their emotions on their sleeves, but also tend to communicate quite a bit in their clothing, armaments, and other belongings, preferring to decorate and personalize every last comb and whetstone. Common themes in loupin decorations include wolves, the moons, rose vines, various architectural structures in threes, such as arches or circular windows. For a loupin, every emotion is fully realized and present, and so for most loupin, the idea of utilitarian objects is simply nonsensical. Why look at something if it lacks the potential to make you feel something?

RELATIONS

Umbrylar Loupin form friendships easily, but earning their true trust, and a place within their trusted circle, is not so simple as making them like you. Any loupin would defend an embattled friend without a thought, can fall in love in a moment, and they will repay betrayal with the same enthusiasm.

UMBRYLAR LOUPIN TRAITS

Your loupin character shares the following traits with all other loupin.

Umbrylar Ancestry

You are considered an Umbrylar for all effects or prerequisite for which your species is relevant.

Ability Score Increase.

When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

Age.

Umbrylar can live a little over 300 years on average, and powerful Umbrylar are known to live longer twice that. Either way, they retain their health and vigor until their death, though the urge to wander and experience new things grows stronger in many Umbrylar as they get above 100 years.

Size.

Loupin, like all Umbrylar, can be small or medium sized, and tend to more visibly muscular, and are often stout.

Speed.

Your base walking speed is 30ft.

The dark ritual of remaking has granted you long life, and many other traits.

Darkvision

Your people have always been creatures of the night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Born In the Valley of The Shadow of Death

Death marks you, a curse that your folk have turned into a blessing. You have resistance to necrotic damage, and on saves against fear. Additionally, you are difficult to kill. Whenever an effect would cause you to automatically fail a Death Saving Throw, you can choose to roll a Death Saving Throw as normal instead, a number of times equal to your proficiency bonus. You regain all uses when you finish a long rest.

Human Likeness

Though your kin have always been a separate race, you look close enough to human to fool most folk who have never heard the name Umbrylar have advantage on checks to pass as human.

Blessing of The Red Witch

You gain greater vitality when you strike down your enemies.

As an action, or as a bonus action when you reduce an enemy to 0hp or score a critical hit against an enemy within 30ft of you, you can activate the Blessings of The Sisters.

When you do so, you gain temporary hit points equal to 1d8+your proficiency bonus, and can choose one of the following additional benefits:

You can move up to your speed without provoking attacks of opportunity. This is in addition to any other movement you use this round. You gain a bonus equal to 1d4 + your proficiency bonus on your next attack roll, or your next Ability Check to Intimidate or Charm a single target.

Starting at level 3, you can instead choose to become a Night Wolf. A Night Wolf is a normal Wolf, with glowing eyes, and fur ranging from coal black to crimson red. You can stay in wolf form for a number of hours equal to your proficiency bonus.

You can use this ability a number of times equal to your proficiency modifier, and regain all uses when you complete a long rest.

Creature of The Night

Your heart is that of the wolf, and the power of the wolf runs in your veins, calling you to run with it. You gain proficiency in Athletics.

Languages

You can speak, read, and write Common and Vaes Shadhar, which is a language that incorporates body language, trilling, coughs, and other vocalizations similar to those made by crows and ravens. Few outside the Blood of Shadar know the language, and those who do tend to be practitioners of shadow magic, or scholars of lost civilizations. Many Kenku learn Vas Shadar, however, as do many servants of the Raven Queen and her sisters. The words of Vas Shadar include a sometimes confusing mix of slight variations, with such oddities as 13 distinct words for one's siblings, depending on age, gender, how close the relationship is, and who is present. Written Vas Shadar is a language of complex symbols within circles, which determine tense, punctuation, and display tonal qualities. A proficient reader knows exactly what the writer would sound like speaking the written words aloud.

UMBRYLAR CORVINUS



unlight reflects off the white sand of the arena floor as the crowd waits for the champion to make his entrance. An older man in bright red and gold raises his hand and all onlookers go silent. The challenger paces impatiently as the crowd holds their breath in anticipation. The gilded arena master snaps his finger, a crack in the dead silence, and the silence deepens for a tense moment as even the challenger is still. Suddenly the champion is there, sprinting headlong, roaring like a lion made of shadows, as the crowd explodes in cheers. A tall and slender figure in flowing cloth like shadows, long black hair like soot, once slate grey washed out skin darkened to charcoal grey by the desert sun, eyes like pools made of the absence of light, teeth gleaming white as a terrible sound caught between the cawing of a giant raven and the roar of a challenged lion issues forth from them. The challenger, all dense muscle and boiled leather armor and faceless mask polished to a painful gleam, rushes to meet the champion, but before they can clash, before the challenger can ask himself where is his opponent's weapons, the champion disappears. From the lengthening shadows of the Prince's Balcony, directly behind the challenger, the champion appears again, his form hazy for a moment. Their hand reaches into the darkness as if it were water, and grasps something, and as he sprints forward again a length of midnight chain flows out of the darkness behind him. The challenger is turning, so slowly, and the champion recalls, and unconsciously repeats aloud, the words his teacher told him when he learned to kill. "Nothing that needs the light can move as quickly as the darkness." The chain streaks around them, and forward, fast as a whip, and the roar of the crowd is cut short, silent, as blood stains the white sand, and a lone figure stands still as a statue as the priests rush in to see to his challenger. They stare into the eyes of the gasping challenger, incline their head in respect, and walk over him toward the Champion's Gate, chains nowhere to be seen. The crowd erupts once more, screaming the name of their champion in unison.

VIBRANT DARKNESS

Corvinus, often called simply called crows or shadows, can appear humanlike or more elven, but the weight of the dark ritual that infused their body and soul with elemental darkness has shaped them to be slightly shorter and much thinner than their human counterparts.

A corvinus has a colorless complexion that varies from alabaster to dark gray. Their hair is similarly drab or raven black. Pale hair might have a hint of color within the range of human norms. The eyes are lustrous and black, lacking any white or clear pupil. Shadows near a corvinus sometimes seem to reach out or deepen, especially when they are upset. Although drab in natural appearance, corvinus are quite elaborate and idiosyncratic in personal adornment.

They like dark and intricate clothing, jewelry, and weapons, often decorated with swatches of bright color. Hair is similarly ornate and often dyed. Corvinus often adorn their skin with tattoos and piercings, and many families use these adornments to communicate details about their background, accomplishments, allegiances, and membership in certain groups or organizations, or to honor fallen individuals. Any Umbrylar that share this habit understand any such adornment automatically, unless it is intentionally confusing in order to convey meaning only to a select group.

THE CROWING

Anyone raised in a Corvinus family knows The Crowing, and has at least some small skill in it. To an outsider, the Crowing can often be rather offputting.

Two or more participants battle with words, pitting cleverness, bravado, and linguistic skill in a contest of insults and boasts, with the winner generally determined by the reaction of onlookers, though sometimes crowing is instead the precursor to a physical altercation.

UMBRYLAR CORVINUS FEATURES

The Corvinus share certain traits, listed below.

Umbrylar Ancestry

You are considered an Umbrylar for all effects or prerequisite for which your species is relevant.

Ability Score Increase.

When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

Age.

Umbrylar can live a little over 300 years on average, and powerful Umbrylar are known to live longer than twice that. Either way, they retain their health and vigor until their death, though the urge to wander and experience new things grows stronger in many Umbrylar as they get above 100 years.

Size.

Umbrylar Corvinus, like humans, can be small or medium sized, and tend to more visibly muscular, and are often stout.

Speed.

Your base walking speed is 30ft.

The dark ritual of remaking has granted you long life, and many other traits.

Darkvision

Your people have always been creatures of the night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Born In the Valley of The Shadow of Death

Death marks you, a curse that your folk have turned into a blessing. You have resistance to necrotic damage, and on saves against fear. Additionally, you are difficult to kill. Whenever an effect would cause you to automatically fail a Death Saving Throw, you can choose to roll a Death Saving Throw as normal instead, a number of times equal to your proficiency bonus. You regain all uses when you finish a long rest.

Human Likeness

Though your kin have always been a separate race, you look close enough to human to fool most folk who have never heard the name Umbrylar have advantage on checks to pass as human.

Raven Queen's Blessing

As a bonus action, you can magically teleport up to half your speed to an unoccupied space you can see, and until the start of your next turn, you appear ghostly and translucent.

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

Starting at 3rd level, you also gain resistance to all damage when you teleport using this trait. The resistance lasts until the start of your next turn.

At Home In Darkness

Your people are one with the night. You have proficiency in the Stealth skill.

Languages

You can speak, read, and write Common and Vaes Shadhar, which is a language that incorporates body language, trilling, coughs, and other vocalizations similar to those made by crows and ravens. Few outside the Blood of Shadar know the language, and those who do tend to be practitioners of shadow magic, or scholars of lost civilizations. Many Kenku learn Vas Shadar, however, as do many servants of the Raven Queen and her sisters. The words of Vas Shadar include a sometimes confusing mix of slight variations, with such oddities as 13 distinct words for one's siblings, depending on age, gender, how close the relationship is, and who is present. Written Vas Shadar is a language of complex symbols within circles, which determine tense, punctuation, and display tonal qualities. A proficient reader knows exactly what the writer would sound like speaking the written words aloud.

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 for 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, Assassin's Tools |
| 2nd | +2 | 2 | 2d10 | Shadow Moves, Lethal |
| 3rd | +2 | 2 | 3d10 | Assassin's Guild, Priveleges of Membership |
| 4th | +2 | 3 | 3d10 | Ability Score Improvement, Preternatural Parry |
| 5th | +3 | 3 | 3d10 | Deadly Riposte |
| 6th | +3 | 3 | 4d10 | Guild Feature |
| 7th | +3 | 4 | 4d10 | Evasion |
| 8th | +3 | 4 | 4d10 | Ability Score Improvement |
| 9th | +4 | 4 | 5d10 | Advanced Specialised Tool |
| 10th | +4 | 5 | 5d10 | Fear and Shadow |
| 11th | +4 | 5 | 6d10 | Lethal Efficiency |
| 12th | +4 | 5 | 6d10 | Ability Score Improvement |
| 13th | +5 | 6 | 6d10 | Guild Feature |
| 14th | +5 | 6 | 7d10 | Crow's Feast |
| 15th | +5 | 6 | 7d10 | Death's Messenger |
| 16th | +5 | 7 | 7d10 | Ability Score Improvement |
| 17th | +6 | 7 | 8d10 | Lethal Mastery |
| 18th | +6 | 8 | 8d10 | Guild Feature |
| 19th | +6 | 8 | 9d10 | Ability Score Improvement |
| 20th | +6 | 8 | 9d10 | Angel of Death |

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, all crossbows, short bow, light and finesse weapons lacking the heavy property

Tools: see the Assassin's 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) shortbow 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

Some 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 that targets a creature that is vulnerable, 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.

ASSASSIN'S TOOLS

At first level you gain proficiency in 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 its 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.

Ritualist's Tools 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.

Tinker's Tools

You gain proficiency with Tinker's tools. Choose an Assassin weapon, and construct a concealable version of that weapon. This could 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 it's short and long range is doubled.

SHADOW MOVES

At second level, you gain special abilities called Shadow Moves, which can be used as a bonus action, 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.

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.

PRIVELEGES 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.

DEADLY RIPOSTE

Starting at 5th level, you can use a shadow move as a reaction when you reduce a creature to 0hp or score a critical hit, or when a creature misses you with an attack.

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

You can choose to spend 1 shroud when you use this ability, or when you use Preternatural Parry. If you do, add 1d10 to the damage of the attack, or to the result of one ability check made as part of the reaction.

You can only spend 1 shroud on a given 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

Beginning at level 10, 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 reduce the extra damage by 1d10 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.
- When you fail a deception, stealth, or sleight of hand check, you can use a shadow action as a reaction.
- Study a creature you can see or hear that is under your shroud. The target is vulnerable to you until the end of your next turn. If you use this action on each of your turns for 1 minute, the target is vulnerable to you for the next 24 hours, or until you use this ability against another target.

LETHAL EFFICIENCY

Beginning at 11th level, your Shrouds become more deadly.

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

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

CROW'S FEAST

At level 14, when you reduce a shroud target to 0hp, you can capture a small sliver of the power of death, and regain 1 shroud, as a reaction. You can do this a number of times equal to your proficiency bonus, and regain all uses when you complete a long rest.

DEATH'S MESSENGER

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

Beginning at 17th level, the Hit Point threshold of your Lethal feature becomes your level+your proficiency bonus+your intelligence modifier, and it is doubled when dealing damage from a critical hit.

GUILD FEATURE

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

ANGEL OF DEATH

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, disease, violence, or any other natural cause. 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, and rolling a natural 20 on a death saving throw restores 1d10 hit points, and you can immediately use a shadow action as a reaction.

GUILDS OF THE ASSASSIN

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

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

At 3rd level, you gain a climb speed equal to your speed.

Additionally, when you would take falling damage, you can reduce the damage by a number equal to 5 times your Assassin level as a reaction. When you do so, you do not fall prone if 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

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

Starting at 13th level, you master the esoteric teachings of your Guild.

EAGLE PERCH

When you view an area from a height of at least 100ft, you can enter a state of deep focus and unrival perception, surveying up to 1 mile radius from your space. You must concentrate, as if on a spell, for 10 minutes, in order to use this ability, and you cannot do so again until you finish a long rest. This state of focus lasts for 10 minutes, so long as you do not lose concentration, and requires no action to end.

You do not suffer disadvantage on any check that relies on sight, even when viewing something up to 1 mile away, while in this state of focus.

You can take any action that relies purely on vision, such as your Heart Seeker ability or placing a shroud on a target, as if you were within the normal range of the target, though this does not allow you to ignore the range of weapons or spells.

For the next 24 hours, you have advantage on checks to search the area, find your way, or avoid clear dangers such as enemy soldiers or large predatory beasts.

PERFECT FALL

When you fall more than 10ft, and reduce falling damage as a reaction, you can spend 1 shroud to fall with perfect precision, targeting a specific space, and reducing the damage by an additional amount equal to your Shroud damage. If you target a creature while falling, they must make a dexterity saving throw or take all of the damage you rolled to reduce the fall damage, even if it exceeds the maximum damage you could have taken from the fall. If they succeed, they still take half damage.

MASTER OF THE PERYTON

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

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

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

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

LEVEL 13 ARCHETYPE ROCK

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

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

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

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.

THREAD OF DECEIT

Starting at 6th 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. You can also use this to cast the *mirror image* spell, and regain the ability to do so when you complete a long rest.

AN OPEN BOOK

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.

LET THE DEAD LIE

At level 18, you can study a creature as a Shadow Action, as if using your malleable features ability, if the target was reduced to 0hp within 1 minute or is unconscious. When you do, you can immediately take on their appearance, vocal traits, and mannerisms. If you spend 1 shroud while you do so, you can "ask" the target 1 question, to which you gain a truthful answer.

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 MIMIC TRICKS

You learn how to make specialised devices that can either be integrated into a hidden weapon (if you have one), or a separate device. Select from the following. YOu can build, or replace a single lost or broken device, during a short rest. Otherwise, doing so takes several hours per device.

You also gain proficiency in tinker tools. If you already have proficiency, you gain expertise. You can use your tinker tools to disarm, disassemble, and build, traps. Work with your DM on the details of any trap you want to take apart and learn to how build, and what is required to build it.

- 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 your 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. The trap's dexterity save DC is your assassin save DC, and the trap deals damage equal to 1d10+your assassin level, or half damage on a successful saving throw.

TOOLS OF THE TRADE

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

STILL AS STONE

Starting at 6th level, you gain the ability to change the colors and texture of your skin and clothing, and to hold yourself perfectly motionless for extended periods. You must not use more than half your movement before using this ability, and you can use none afterward on the same turn. As an action, you can Hide as if your were heavily obscured even if you are not obscured at all, creating a chameleon's illussion of your coloration and textures so real you effectively become invisible, or become indistinguishable from a statue. If a character becomes suspicious that somehting is wrong, they have disadvantage on checks made to visually determine the truth, and if you are mimicing a statue they still have disadvantage on a physical inspection.

You cannot use this ability again until you complete a long rest, or spend 1 Shroud to regain the ability.

MASTERWORK TOOLS

Starting at 13th level, you choose a second tool of the trade, and rebuild your existing tools, as well as the tools chosen from the Assassin's Tools feature. These tools provide a 1d4 bonus to ability checks made with them.

LEVEL 18 MASTER OF THE MIMIC

Starting at 18th level, you can choose an additional tool from either your tools of the trade or assassin's tools feature. This tool benefits from the bonus given by your masterwork tools feature, as do your checks to hide or remain hidden, and your saving throws against traps.

GUILD OF THE MANTICORE

POISONER'S SECRETS

At level 3, you gain the knowledge of the crafting of the basic poison in the PHB, and 3 of the Guild Poisons listed below. Each Guild Poison builds upon the basic poison, adding the listed effects to the damage of the basic poison.

You can make a number of Guild Poisons equal to your proficiency modifier, and each one lasts 24 hours before losing efficacy.

When you make a Guild Poison, you can choose to instead spend 2 uses to 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.

You learn an additional Guild Poison formula at levels 6, 13, and 18.

Regardless of the delivery method, the DC is your assassin save DC.

- **Sleep Tincture.** The target must save or fall unconscious. 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 unconscious 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, and then gains advantage on dexterity saving throws and a +5 ft bonus to speed for 1 minute. If the target has no HD to spend, it instead takes 1d10 poison damage.
- **Bloodfire Poison.** The target is poisoned. If you deal shroud damage to the target while it is poisoned by this poison, the target also takes fire damage equal to 1d10+your intelligence modifier immediately, and must succeed at the beginning of each subsequent turn for 1 minute, or take 1d10+your intelligence modifier fire damage. If the target succeeds on a saving throw against the lingering effects of the poison, the effect ends and they are no longer poisoned.
- **Weaponized Halucinegin.** The target must succeed on a Wisdom saving throw or become frightened. The target can make a new wisdom saving throw at the end of subsequent turns. When subjected to the poison, and at the beginning of each turn while still under the effects, the target must roll a 1d6. On a 1, the target falls prone, and has disadvantage on its next saving throw. On a 2-5, the target makes a single melee weapon attack against the nearest creature other than itself. On a 6, the target is able to choose its own action as normal, subject to the effects of being frightened.

AN HONEST LIVING

At 3rd level, you gain proficiency with the Poisoner's Kit, and with either Cooking Utensils or Brewing Tools. If you already have one of these proficiencies, you can gain proficiency in an artisan's tool of your choice, instead.

STRIKE OF THE MANTICORE

Starting at 6th level, you can modify any poison you craft so that it targets a specific type of creature, such as fiends or monstrosities. Those creatures lose any poison resistance or advantage on saving throws against this poison, and they lose any resistance or advantage against any poison. The effects of the poison are the same as a poison formula you know, otherwise.

Additionally, if a poisoned target is also under your shroud, any attack you make against them is a critical hit if the d20 shows an 18, 19, or 20.

MASTER OF POISONS

Starting at 13th level, targets under your Shroud have disadvantage on saves against poison damage or being poisoned, or ending an effect from a poison.

You, meanwhile, are immune to poison damage and the poison condition.

LEVEL 18 DEATH'S BLOOD

Starting at 18th level, critical hits you score against poisoned targets deal an extra 1d10 poison damage, and you learn a powerful secret guild poison formula shared only with true master poisoners. The Death's Blood poison, as described below.

- **Death's Blood.** The target of this poison must be under your shroud in order to come under the effect of the poison. The target is poisoned. When you deal shroud damage to the target, it must succeed on a constitution saving throw, or the attack is a critical hit regardless of the number on the d20.

CREDITS:

The good folks at EnWorld.org have repeatedly given me fantastic feedback and criticism, as I've iterated this class since about 2016.

My wife, Alison, is my constant sounding board, creative partner, and inspiration.

My friends in my gaming group have helped me develop all of my homebrew designs, and helped me gain a much stronger feel for how a mechanical design will feel in play, and what will appeal to players.

My dog, Fred, keeps me sane, and helps me manage the anxiety that is the enemy of productivity.

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