

Eldritch Grimoire: Rogue

This is Supplemental Material

Roguish Archetype

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

Nightblade

Nightblades are rogues that enhance their skills of stealth, agility, and assassination with shadow magic fueled by the Shadowfell itself. This archetype originated from the ancient netherese flying city of [Thultanthar](#), the City of Shade. The city avoided the fall of the empire by plane shifting into the Shadowfell. Nightblades were trained to use magic from the realm of shadows to spy on and eliminate any netherese nobles or wizards that might stop the eventual return of the city to the material plane. When the city returned and was brought to ground by Elminster himself many nightblades fled the city and spread their techniques to the criminal underworld of Faerun.

Nightblade Spellcasting

3rd-level Nightblade feature

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

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

Spells Known of 1st-level and higher.

You know two 1st-level warlock spells of your choice. The Spells Known column of the Nightblade Spellcasting table shows when you learn more warlock spells of 1st level or higher.

Whenever you gain a level in this class, you can replace one of the warlock spells you know for another spell of your choice from the warlock spell list. The new spell must be of a level for which you have spells slots.

Spellcasting Ability. Charisma is your spellcasting ability for your warlock spells since your dark magic is channeled from the [Shadowfell](#) itself. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

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

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

Nightblade Spellcasting

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

Shadow Weave Vestige

3rd-level Nightblade feature

Your connection to the Shadowfell attracts small fragments of the [Shadow Weave](#). These fragments fuse with your soul granting you strange shadow abilities lost when the Shadow Weave was destroyed. Use the warlock invocation list to choose an invocation of your choice that doesn't have a warlock pact prerequisite. When you gain certain rogue levels, you gain additional invocations of your choice.

If an invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time you meet its prerequisites. A level prerequisite refers to your level in the rogue class.

Shadowfell Blink

9th-level Nightblade feature

At 9th level, you can momentarily open a rift into the Shadowfell to move from one shadow to another. Whenever you are in dim light or darkness you can use a bonus action to teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness.

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

Gloom Strike

13th-level Nightblade feature

Starting at 13th level, you gain advantage on attacks made against any creature in dim light or darkness. whenever you kill a creature with your sneak attack you can choose to have its corpse turn to shadows leaving behind anything it was wearing and carrying.

The corpse is sent to the Shadowfell, where it will reanimate as an undead and roam the realm.

Umbral Possession

17th-level Nightblade feature

Beginning at 17th level, you gain the power to meld into another creature's shadow to possess it. As an action, you can target a beast or humanoid you can see within 5 feet to make a Charisma saving throw or be possessed by you for an hour; you disappear, the target is incapacitated, and loses control of its body. The target is aware of its actions even though you now control the body, and you can't be targeted by any attacks, spells, other effects, and you retain your alignment, Intelligence, Wisdom, and Charisma. You use the target's stat block, but you don't gain access to the target's knowledge.

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

Once you use this feature you must finish a short or long rest before using it again.