Nightingale

A ROGUISH ARCHETYPE FOR D&D 5E

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

"They told me you'd drop by," the figure says. "Welcome."

A flash of silver arcs through the air. The vampiric mists clear from the area by morning.

Wherever good things exist in the world, certain roguish types walk the shadows to head off evil. These shadowy warriors are called by many names: demon hunters, exorcists, hellsingers (among the elves), but they refer to themselves as Nightingales – the little birds that lament the dark hour of night.

READING THIS DOCUMENT

There are frequently debates about rules as written (RAW) versus rules as intended (RAI), and this document hopes to help create a culture that heads these off at the pass. The RAW of this class appear in paragraphs that follow brief flavor text explaining each subclass feature. The flavor text refers to the player character by its subclass name (nightingale) while the rules as written refer to the player character as its class name (rogue).

Beneath this are bullet points that quickly outline the rules as intended in more casual, looser language that also serve to give a reader a fast impression of the class trait.

For example, the rules as written gives the nightingale powers that work against certain creature types. The rules as intended simply calls them "evil creatures." A DM creating a new or hybrid creature type now knows that this subclass's abilities are designed with evil in mind, and can use this information to quickly arbitrate rules questions.

Alternatively, the table might reach an agreement that the nightingale's abilities work on particularly vile humans, but do not work on reformed devils.

If the bullet points ever create confusion instead of clarifying them, disregard them in favor of the RAW.

SPELLCASTING

Nightingales have similar training to their more forthright paladin cousins and gain access to the same type of divine magic.

Starting at 3rd level, the rogue can cast paladin spells.

Preparing and Casting Spells

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

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

Casting the spell doesn't remove it from the rogue's list of prepared spells. The rogue can change their list of prepared spells when they finish a

long rest. Preparing a new list of paladin spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on the rogue's list.

NIGHTINGALE TABLE

ROGUE LEVEL	SNEAK ATTACK	1ST	2ND	3RD	4TH
3RD	2D6	2	–	–	–
4TH	2D6	3	–	–	–
5TH	3D6	3	–	–	–
6TH	3D6	3	–	–	–
7TH	4D6	4	2	–	–
8TH	4D6	4	2	–	–
9TH	5D6	4	2	–	–
10TH	5D6	4	3	–	–
11TH	6D6	4	3	–	–
12TH	6D6	4	3	–	–
13TH	7D6	4	3	2	–
14TH	7D6	4	3	2	–
15TH	8D6	4	3	2	–
16TH	8D6	4	3	3	–
17TH	9D6	4	3	3	–
18TH	9D6	4	3	3	–
19TH	10D6	4	3	3	1
20TH	10D6	4	3	3	1

- Charisma caster.
- Gains paladin spells.
- Does not need to prepare spells.
- No cantrips.

SPELLCASTING ABILITY

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

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

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

A LITTLE BIRD TOLD ME

Nightingales learn the vital skill of gathering information from unwilling, reluctant, and fearful tongues, for the locations of evil creatures must be ferreted out before any action of consequence can be taken. Nightingales can weave their words with a soothing that subtly tells the weak and harmless that its okay to speak of what they know. Nightingales can also imply, without ever making a direct or indirect threat, that someone who witnessed evil will be in grave danger if they remain silent.

The rogue gains double their proficiency bonus to persuasion and intimidation checks when inquiring about the locations and activities of aberrations, elementals, fey, fiends, and the undead creatures.

All of this is done with training regarding the subtle use of language to achieve specific effects, and is not a magical effect. However, nightingales can and do use their magic to gather information; those who learn healing magic have a distinctly sing-song tone to the verbal components of these spells, which seem at times to lull enemies to the nightingale's way of thinking, and at other times to calm victims.

When the rogue uses their magic to heal a creature that has missing hit points, the rogue can choose to force that creature to roll a saving throw as if the rogue had cast *Charm Person* or *Calm Emotions* (the rogue's choice.)

- Double proficiency bonus to persuasion and intimidation when inquiring about evil creatures.
- Healing magic can double as *calm emotions* or *charm person* against wounded creatures.

CREATURE OF THE NIGHT

Nightingales receive special training to help them resist the corrupting forces of the creatures they must fight.

The rogue has advantage on wisdom saving throws, as well as saving throws against being charmed or frightened. When the rogue is forced to make a wisdom saving throw, or a saving throw against being charmed or frightened, their next weapon attack is treated as a sneak attack.

- Advantage on wisdom saving throws in general.
- Advantage on any save against becoming charmed or frightened.
- Whenever the rogue uses this ability, their next attack is treated as a sneak attack.

AT ARGENT DAWN

Nightingales are especially fond of silvered weapons, and know the secrets to making these weapons especially effective.

Starting at 9th level, attacks that the rogue makes with a silvered weapon gain 1d8 radiant damage, and an additional 1d8 radiant damage against aberrations, elementals, fey, fiends, and the undead.

Any silvered weapon that the rogue blesses in a ten-minute ceremony counts as a holy symbol for the rogue.

- Silvered weapons gain 1d8 radiant damage.
- Silvered weapons gain an additional 1d8 radiant damage against evil creatures.

HATRED

Nightingales seem like gentle souls, but their reserved nature with the common folk belies the hatred they bear in their hearts for the evil and corrupt. Veteran nightingales can conjure this hatred up and focus it into an attack. The results are frequently gruesome.

Starting at 13th level, when the rogue uses Staggering Smite, Thunderous Smite, Wrathful Smite, Searing Smite, Branding Smite, Blinding Smite, or Banishing Smite, the rogue may treat their next successful weapon attack as if it were a Sneak Attack.

This effect lasts for as long as the rogue maintains concentration on one of those spells.

The rogue may use the spells from the above list with a ranged weapon attack or a melee weapon attack.

- Using a smite spell allows the next attack to be a sneak attack.
- Smite spells may be triggered with ranged weapons.

CONDEMN THE UNHOLY

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

At 17th level, the rogue can use an

action to suppress a creature's Legendary Resistance trait, disallowing the creature from using the trait until the end of the rogue's next turn. The rogue's spells affected by their Hatred trait automatically deal their maximum damage while the creature's Legendary Resistance trait is suppressed in this way.

- Can use an action to prevent a creature from using "Legendary Resistance."
- Deals Maximum damage with "smite" spells when they prevent a

creature from using "Legendary Resistance."

NIGHTINGALE
VERSION 1.0.0

The Arcana Check uses Semantic Versioning, which has 3 numbers separated by a period. The numbers can be read as: Major.Minor.Patch

Major. A change that alters the entire concept of a document, such as removing or completely changing a feature. First releases begin as 1.0.0.

Minor. A change that adds something about a hack, such as swapping a spell in a spell list, changing the damage of an ability, or adding a new feature.

Patch. A change that addresses typos and exploitable features.

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