



ART CREDIT: SHUTTERSTOCK

## IGNASIAN ROGUE

The Holy Ignis Empire—also known as the Dragon Empire—stretches across the burning Mohur Desert and dominates the eastern half of the continent of Astaria. The Ignasian military machine knows no equal, and its elite forces are especially fearsome. Highly-trained in the arts of deception and stealth, these rogues are also accomplished wizards, deftly wielding both spell and blade to eliminate their targets.

**Blade and Sorcery.** The rogues use a combination of spells and sneak attacks to end a target's life before they are even noticed.

**Knockout Poison.** Like many creatures that roam the Mohur desert, the rogues coat their crossbow bolts with potent poisons to weaken their enemies.

**Elite Teams.** Ignasian elite soldiers operate in small teams, utilizing the rogues for reconnaissance and assassinations.

### IGNASIAN ROGUE

Medium humanoid (any race), any alignment

**Armor Class** 15 (studded leather)

**Hit Points** 77 (14d8 + 14)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	15 (+2)	12 (+1)	15 (+2)

**Skills** Deception +4, Stealth +7

**Senses** passive Perception 11

**Languages** Thieves' Cant plus any two languages

**Challenge** 3 (700 XP) **Proficiency Bonus:** +2

**Sneak Attack (1/Turn).** The rogue deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the rogue that isn't incapacitated and the rogue doesn't have disadvantage on the attack roll.

**Spellcasting.** The rogue is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The rogue has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, message*

1st level (4 slots): *burning hands, mage armor, magic missile*

2nd level (3 slots): *hold person, invisibility, suggestion*

#### ACTIONS

**Multiattack.** The rogue makes two dagger attacks.

**Dagger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Hand Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.