

ROGUISH ARCHETYPES

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

INVESTIGATOR

There are forces more ancient than time, larger than the Great Wheel, and more powerful than gods. They slumber now in the blackness between stars, behind prison walls of eternity. But, one day when the stars are right, The Old Ones will awaken, and we will come to learn new kinds of fear.

Some understand how perilously close we stand to a world replete with woe and terror. At the risk of their own sanity, they investigate the eldritch madness that seeps into this world in hopes of turning it back, or at the very least, delaying it.



ELDER SECRETS

Beginning when you select this archetype at 3rd level, you can invoke a limited number of eldritch secrets which erode your very sanity.

Madness Dice. You have a pool of 3 madness dice, which are d6s. You may expend a madness die and add its result to an ability check, attack roll, or saving throw you make. Alternatively, you can expend madness dice to use an Elder Rune. You regain all of your expended madness dice when you finish a long rest.

If you begin your turn with no madness dice in your pool, roll a d100 on the Long-Term Madness table found on page 260 of the *Dungeon Master's Guide*. You are immediately afflicted with the result which ends when you take a short rest, and regain one expended madness die.

Elder Runes. By 3rd level, your investigations have granted you terrible insight into magic older than the universe itself, which comes at the cost of your own sanity. You learn two elder runes of your choice, which you may use by expending a madness die. You learn an additional elder rune of your choice at 9th, 13th, and 17th level.

Additionally, when you learn a new elder rune, you can choose one of the elder runes you know and replace it with another one.

Saving Throws. Some of your elder runes require your target to make a saving throw to resist its effects. The saving throw DC is calculated as follows:

Elder rune save DC = 8 + your proficiency bonus + your Intelligence modifier.

INVESTIGATOR'S INSIGHT

At 3rd level you have honed your investigative skills to a fine point. You gain advantage on Wisdom (Insight) checks to determine if someone is lying.

By 9th level, clues rarely escape your observation, and you gain advantage on Intelligence (Investigation) checks to detect hidden or out of place items.

OCCULT SECRETS

At 9th level, your madness dice become d8s. When you choose to add a madness die to an attack roll, you can add its result to damage as well.

PSYCHIC RESOLVE

At 13th level, you gain another madness die, and one more at 17th level. Additionally, you gain resistance to psychic damage at 13th level.

ELDER RUNES

BECOME OTHER

As an action, you can designate a willing humanoid creature within your reach. For up to 1 hour, you sound like and you appear—including your clothing, armor, weapons, and other belongings on your person—to be the designated creature. Likewise, the creature appears to be you. These changes hold up to physical inspection, but do not confer changes in movement or behavior. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check made with disadvantage. You can dismiss this effect as a bonus action, reverting both you and the target creature to your original appearances.

CONFOUND THE SENSES

As an action, select 1 creature you can see within 60 feet to make a Wisdom saving throw. On a failed save, you are invisible and silent to that creature for 1 minute. The creature can reattempt this saving throw with advantage if it takes damage.

CONVOLUTE SPACE

As a reaction when a creature ends its movement, you can contort space and time around it. The creature must make a Constitution saving throw. On a failed save, the creature teleports to the location it occupied before moving.

DISTORT GRAVITY

As an action, select a surface within 100 feet of you. For the next minute, any creature within 100 feet of you may walk on that surface as if it were level ground, even if the surface is perpendicular to the ground or upside down. Objects within this area, up to 15 feet away from that surface, also fall to it as if it were the ground. When the duration ends, all creatures and objects fall.

HOLD OF HADAR

As an action, you can call tendrils of dark energy to creep forth and entangle a single creature you can see within 30 feet. This creature must make a Strength saving throw or be restrained until the end of its next turn.

INVOKE THE UNSPEAKABLE NAME

As an action, you speak a few syllables of a name forbidden by the gods. Creatures that can hear you within 30 feet must make a Wisdom saving throw or be deafened for 1 minute.

LOGICAL LEAP

As an action, you can teleport up to 60 feet in a direction that you choose. If you would arrive in a place already occupied by an object or creature, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.

PROTECT THRESHOLD

As an action, you can ward a doorway, window, or other portal from entry. For the next 1 minute, an invisible eldritch creature stalks the warded portal. Creatures that attempt to pass through must make a Wisdom saving throw or take 4d6 psychic damage, or half as much on a successful save.

RUMOR DUST

As a bonus action, you become covered in a fine cloud of dust. For up to 10 minutes or until you make an attack or cast a spell, no creature will be able to remember details about you or events that have taken place during this time, except for the most basic details. Creatures will be able to remember that someone was present and spoke to them, for example, but be unable to remember your race, attire, or other distinguishing features, nor will they remember the topic of conversation.

SPEAK THE OLD TONGUE

As a bonus action, you can speak in a dead, inhuman language derived from that of the Great Old Ones. For the next minute, no creature can understand precisely what you say, but any creature that can hear you can understand the meaning and intent behind your speech.

VISIONS OF BEYOND

As an action, you can make a creature you can see within 30 feet perceive terrifying images of unreal vistas. That creature must make a Wisdom saving throw or be blinded until the beginning of your next turn.