



ROGUISH ARCHETYPE

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.

GLOAMING KNIGHT

The fearsome, black-clad knights of the Gloaming Court pursue their sworn mission with grim determination, fanatically dedicated to the destruction of all lycanthropes. The reasons for their crusade are shrouded in mystery, but none can doubt their efficacy.

Gloaming knights are among the only fey who work with and use iron and steel, having developed magical wards to protect themselves from its noxious effect. Consequently, other fey creatures tend to give them a wide berth, often treating them with scorn or outright hostility.

BEAST SLAYER

When you choose this archetype at 3rd level, all weapon attacks you make count as silvered for the purposes of bypassing damage resistance and immunity. Furthermore, you have advantage on attack rolls you make against creatures with the shapechanger subtype.

IRON BLOOD CHARM

Also at 3rd level, you fall under the protection of the gloaming knight's secret charm. This could take the form of a trinket to be worn, a tattoo on your body or a ritual brew that you drink. You are immune to all diseases, including magical ones, such as the curse of lycanthropy.

ENSHAEDN'D

At 9th level, you become permanently surrounded by a shifting veil of shadows. When you are in an area of dim light or darkness, you can use your action to become invisible. You remain invisible until you make an attack, cast a spell, or are in an area of bright light.

Additionally, you have advantage on Dexterity (Stealth) checks made at night.

SILVERSMITH

When you reach 13th level, you gain proficiency with smith's tools and jeweler's tools. In addition, you can silver weapons much more efficiently than ordinary smiths. It takes you 10 minutes to silver one weapon or set of 20 missiles, and costs only 25 gp.

HUNT BY MOONLIGHT

Starting at 17th level, when you attack against a creature that can't see you (such as while you're invisible) and hit, the target must succeed on a Constitution saving throw (DC equals 8 + your Dexterity modifier + your proficiency bonus) or be stunned until the beginning of your next turn.