

Rogue

A Dexterous Expert in Stealth and Subterfuge.

Rogues rely on cunning, stealth, and their foes' vulnerabilities to get the upper hand in any situation. They have a knack for finding the solution to just about any problem. A few even learn magical tricks to supplement their other abilities. Many Rogues focus on stealth and deception, while others refine skills that help them in a dungeon environment, such as climbing, finding and disarming traps, and opening locks.

In combat, Rogues prioritize subtle strikes over brute strength. They would rather make one precise strike than wear an opponent down with a barrage of blows.

Some Rogues began their careers as criminals, while others used their cunning to fight crime. Whatever a Rogue's relation to the law, no common criminal or officer of the law can match the subtle brilliance of the greatest Rogues.

Primary Ability: Dexterity

Hit Point Die: D8 per Rogue level

Saving Throw Proficiencies: Dexterity and Intelligence

Skill Proficiencies: Choose 4: Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, or Stealth

Weapon Proficiencies: Simple weapons and Martial weapons that have the Finesse or Light property

Tool Proficiencies: Thieves' Tools

Armor Training: Light armor

Starting Equipment (Choose A or B):

- **A:** Leather Armor, 2 Daggers, Shortsword, Shortbow, 20 Arrows, Quiver, Thieves' Tools, Burglar's Pack, and 8 GP
- **B:** 100 GP

As a Level 1 Character:

- Gain all the traits in the Core Rogue Traits table.
- Gain the Rogue's level 1 features, which are listed in the Rogue Features table.

As a Multiclass Character:

- Gain the following traits from the Core Rogue Traits table: Hit Point Die, proficiency in one skill of your choice from the Rogue's skill list, proficiency with Thieves' Tools, and training with Light armor.
- Gain the Rogue's level 1 features, which are listed in the Rogue Features table.



Expertise (Level 1)

You gain Expertise in two of your skill proficiencies of your choice. Sleight of Hand and Stealth are recommended if you have proficiency in them. At Rogue level 6, you gain Expertise in two more of your skill proficiencies of your choice.

Sneak Attack (Level 1)

You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack roll if you have Advantage on the roll and the attack uses a Finesse or a Ranged weapon. The extra damage's type is the same as the weapon's type.

You don't need Advantage on the attack roll if at least one of your allies is within 5 feet of the target, the ally doesn't have the Incapacitated condition, and you don't have Disadvantage on the attack roll.

The extra damage increases as you gain Rogue levels, as shown in the Sneak Attack column of the Rogue Features table.

Ranger Features

Level	Proficiency Bonus	Class Features	Sneak Attack
1 st	2	Expertise, Sneak Attack, Thieves' Cant, Weapon Mastery	1d6
2 nd	2	Cunning Action	1d6
3 rd	2	Rogue Subclass, Steady Aim	2d6
4 th	2	Ability Score Improvement	2d6
5 th	3	Cunning Strike, Uncanny Dodge	3d6
6 th	3	Expertise	3d6
7 th	3	Evasion, Reliable Talent	4d6
8 th	3	Ability Score Improvement	4d6
9 th	4	Subclass Feature	5d6
10 th	4	Ability Score Improvement	5d6
11 th	4	Improved Cunning Strike	6d6
12 th	4	Ability Score Improvement	6d6
13 th	5	Subclass Feature	7d6
14 th	5	Devious Strikes	7d7
15 th	5	Slippery Mind	8d6
16 th	5	Ability Score Improvement	8d6
17 th	6	Subclass Feature	9d6
18 th	6	Elusive	9d6
19 th	6	Epic Boon	10d6
20 th	6	Stroke of Luck	10d6

Thieves' Cant (Level 1)

You picked up various languages in the communities where you plied your roguish talents. You know Thieves' Cant and one other language of your choice, which you choose from the language tables in chapter 2.

Weapon Mastery (Level 1)

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Daggers and Shortbows.

Whenever you finish a Long Rest, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Scimitars and Shortswords.

Cunning Action (Level 2)

Your quick thinking and agility allow you to move and act quickly. On your turn, you can take one of the following actions as a Bonus Action: Dash, Disengage, or Hide.

Rogue Subclass (Level 3)

You gain a Rogue subclass of your choice. The Arcane Trickster, Assassin, Soulknife, and Thief subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Rogue levels. For the rest of your career, you gain each of your subclass's features that are of your Rogue level or lower.

Steady Aim (Level 4)

As a Bonus Action, you give yourself Advantage on your next attack roll on the current turn. You can use this feature only if you haven't moved during this turn, and after you use it, your Speed is 0 until the end of the current turn.

Ability Score Improvement (Level 4)

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Rogue levels 8, 10, 12, and 16.

Cunning Strike (Level 5)

You've developed cunning ways to use your Sneak Attack. When you deal Sneak Attack damage, you can add one of the following Cunning Strike effects. Each effect has a die cost, which is the number of Sneak Attack damage dice you must forgo to add the effect. You remove the die before rolling, and the effect occurs immediately after the attack's damage is dealt. For example, if you add the Poison effect, remove 1d6 from the Sneak Attack's damage before rolling. If a Cunning Strike effect requires a saving throw, the DC equals 8 plus your Dexterity modifier and Proficiency Bonus.

- **Poison (Cost: 1d6):** You add a toxin to your strike, forcing the target to make a Constitution saving throw. On a failed save, the target has the Poisoned condition for 1 minute. At the end of each of its turns, the Poisoned target repeats the save, ending the effect on itself on a success. To use this effect, you must have a Poisoner's Kit on your person.
- **Trip (Cost: 1d6):** If the target is Large or smaller, it must succeed on a Dexterity saving throw or have the Prone condition.
- **Withdraw (Cost: 1d6):** Immediately after the attack, you move up to half your Speed without provoking Opportunity Attacks.

Uncanny Dodge (Level 5)

When an attacker that you can see hits you with an attack roll, you can take a Reaction to halve the attack's damage against you (round down).

Evasion (Level 7)

You can nimbly dodge out of the way of certain dangers. When you're subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail. You can't use this feature if you have the Incapacitated condition.

Reliable Talent (Level 7)

Whenever you make an ability check that uses one of your skill or tool proficiencies, you can treat a d20 roll of 9 or lower as a 10.

Improved Cunning Strike (Level 11)

You can use up to two Cunning Strike effects when you deal Sneak Attack damage, paying the die cost for each effect.

Devious Strikes (Level 14)

You've practiced new ways to use your Sneak Attack deviously. The following effects are now among your Cunning Strike options:

- **Daze (Cost: 2d6):** The target must succeed on a Constitution saving throw, or on its next turn, it can do only one of the following: move or take an action or a Bonus Action.
- **Knock Out (Cost: 6d6):** The target must succeed on a Constitution saving throw, or it has the Unconscious condition for 1 minute or until it takes any damage. The Unconscious target repeats the save at the end of each of its turns, ending the effect on itself on a success.
- **Obscure (Cost: 3d6):** The target must succeed on a Dexterity saving throw, or it has the Blinded condition until the end of its next turn.

Slippery Mind (Level 15)

Your cunning mind is exceptionally difficult to control. You gain proficiency in Wisdom and Charisma saving throws.

Elusive (Level 18)

You're so evasive that attackers rarely gain the upper hand against you. No attack roll can have Advantage against you unless you have the Incapacitated condition.

Epic Boon (Level 19)

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of the Night Spirit is recommended.

Stroke of Luck (Level 20)

You have a marvelous knack for succeeding when you need to. If you fail a D20 Test, you can turn the roll into a 20. Once you use this feature, you can't use it again until you finish a Short or Long Rest.

Roguish Archetypes (Subclasses)

Arcane Trickster *(2024 Player's Handbook)*



Enhance Stealth with Arcane Spells.

Some Rogues enhance their fine-honed skills of stealth and agility with spells, learning magical tricks to aid them in their trade. Some Arcane Tricksters use their talents as pickpockets and burglars, while others are pranksters.

Spellcasting (Level 3)

You have learned to cast spells. See chapter 7 for the rules on spellcasting. The information below details how you use those rules as an Arcane Trickster.

Cantrips: You know three cantrips: Mage Hand and two other cantrips of your choice from the Wizard spell list (see that class's section for its list). Mind Sliver and Minor Illusion are recommended.

Whenever you gain a Rogue level, you can replace one of your cantrips, except Mage Hand, with another Wizard cantrip of your choice. When you reach Rogue level 10, you learn another Wizard cantrip of your choice.

Spell Slots: The Arcane Trickster Spellcasting table shows how many spell slots you have to cast your level 1+ spells. You regain all expended spell slots when you finish a Long Rest.

Prepared Spells of Level 1+: You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose three level 1 Wizard spells. Charm Person, Disguise Self, and Fog Cloud are recommended. The number of spells on your list increases as you gain Rogue levels, as shown in the Prepared Spells column of the Arcane Trickster Spellcasting table. Whenever that number increases, choose additional Wizard spells until the number of spells on your list matches the number in the Arcane Trickster Spellcasting table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 7 Rogue, your list of prepared spells can include five Wizard spells of level 1 or 2 in any combination.

Changing Your Prepared Spells: Whenever you gain a Rogue level, you can replace one spell on your list with another Wizard spell for which you have spell slots.

Spellcasting Ability: Intelligence is your spellcasting ability for your Wizard spells.

Spellcasting Focus: You can use an Arcane Focus as a Spellcasting Focus for your Wizard spells.

		Spell Slots per Spell Level			
Rogue Level	Spells Prepared	1	2	3	4
3	3	2	-	-	-
4	4	3	-	-	-
5	4	3	-	-	-
6	4	3	-	-	-
7	5	4	2	-	-
8	6	4	2	-	-
9	6	4	2	-	-
10	7	4	3	-	-
11	8	4	3	-	-
12	8	4	3	-	-
13	9	4	3	2	-
14	10	4	3	2	-
15	10	4	3	2	-
16	11	4	3	3	-
17	11	4	3	3	-
18	11	4	3	3	-
19	12	4	3	3	1
20	13	4	3	3	1

Mage Hand Legerdemain (Level 3)

When you cast Mage Hand, you can cast it as a Bonus Action, and you can make the spectral hand Invisible. You can control the hand as a Bonus Action, and through it, you can make Dexterity (Sleight of Hand) checks.

Magical Ambush (Level 9)

If you have the Invisible condition when you cast a spell on a creature, it has Disadvantage on any saving throw it makes against the spell on the same turn.

Versatile Trickster (Level 13)

You gain the ability to distract targets with your Mage Hand. When you use the Trip option of your Cunning Strike on a creature, you can also use that option on another creature within 5 feet of the spectral hand.

Spell Thief (Level 17)

You gain the ability to magically steal the knowledge of how to cast a spell from another spellcaster.

Immediately after a creature casts a spell that targets you or includes you in its area of effect, you can take a Reaction to force the creature to make an Intelligence saving throw. The DC equals your spell save DC. On a failed save, you negate the spell's effect against you, and you steal the knowledge of the spell if it is at least level 1 and of a level you can cast (it doesn't need to be a Wizard spell). For the next 8 hours, you have the spell prepared. The creature can't cast it until the 8 hours have passed.

Once you steal a spell with this feature, you can't use this feature again until you finish a Long Rest.

Assassin *(2024 Player's Handbook)*

Practice the Grim Art of Death.

An Assassin's training focuses on using stealth, poison, and disguise to eliminate foes with deadly efficiency. While some Rogues who follow this path are hired killers, spies, or bounty hunters, the capabilities of this subclass are equally useful for adventurers facing a variety of monstrous enemies.

Assassinate (Level 3)

You're adept at ambushing a target, granting you the following benefits:

- **Initiative:** You have Advantage on Initiative rolls.
- **Surprising Strikes:** During the first round of each combat, you have Advantage on attack rolls against any creature that hasn't taken a turn. If your Sneak Attack hits any target during that round, the target takes extra damage of the weapon's type equal to your Rogue level.

Assassin's Tools (Level 3)

You gain a Disguise Kit and a Poisoner's Kit, and you have proficiency with them.



Infiltration Expertise (Level 9)

You are expert at the following techniques that aid your infiltrations.

- **Masterful Mimicry:** You can unerringly mimic another person's speech, handwriting, or both if you have spent at least 1 hour studying them.
- **Roving Aim:** Your Speed isn't reduced to 0 by using Steady Aim.

Envenom Weapons (Level 13)

When you use the Poison option of your Cunning Strike, the target also takes 2d6 Poison damage whenever it fails the saving throw. This damage ignores Resistance to Poison damage.

Death Strike (Level 17)

When you hit with your Sneak Attack on the first round of a combat, the target must succeed on a Constitution saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus), or the attack's damage is doubled against the target.

Cat Burglar **(Tome of Heroes)**



As a cat burglar, you've honed your ability to enter closed or restricted areas, drawing upon a tradition first developed among the catfolk, who often are innately curious and driven to learn what wonders, riches, or unusual friends and foes lie beyond their reach or just out of sight. In ages past, some allowed this inquisitiveness to guide them toward a rogue's life devoted to bridging that gap by breaking into any and all structures, dungeons, or walled-off regions that prevented them from satisfying their curiosity.

So successful were these first catfolk burglars that other rogues soon began emulating their techniques. Walls become but minor inconveniences once you work out the best methods of scaling them and learn to mitigate injuries from falls. In time, cat burglars become adept at breaching any openings they find; after all, if a door was not meant to be opened, why would it have been placed there? Those who devote a lifetime to such endeavors eventually learn to spot and bypass even the cleverest traps and hidden doors, including those disguised or warded by magic.

Some cat burglars use their abilities to help themselves to the contents of treasure vaults or uncover hidden secrets, others become an integral part of an adventuring party that values skillful infiltration techniques, and still others get the jump on their foes by taking the fight to them where and when they least expect it, up to and including private bed chambers or inner sanctums. You'll likely end up someplace you're not supposed to be, but those are the places most worth visiting!

Up, Over, and In (Level 3)

Beginning when you choose this archetype at 3rd level, you have a climbing speed equal to your walking speed. If you already have a climbing speed equal to or greater than your walking speed, it increases by 5 feet. In addition, when you are falling, you can use your reaction to soften the fall. You reduce the falling damage you take by an amount equal to your proficiency bonus + your rogue level. You don't land prone, unless the damage you take from the fall would reduce you to less than half your hit point maximum.

Artful Dodger (Level 3)

At 3rd level, alert to the dangers posed by hidden traps and wards, you have advantage on saving throws made to avoid or resist a trap or a magic effect with a trigger, such as the glyph of warding

spell, and you have resistance to the damage dealt by such effects.

Cat's Eye (Level 9)

Starting at 9th level, you have advantage on Wisdom (Perception) or Intelligence (Investigation) checks made to find or disarm traps, locate secret or hidden doors, discern the existence of an illusion, or spot a glyph of warding. You can also search for traps while traveling at a normal pace, instead of only while at a slow pace.

Breaking and Entering (Level 13)

At 13th level, when you make an attack against a door, gate, window, shutters, bars, or similar object or structure that is blocking or barring an egress, you have advantage on the attack roll, and you can add your Sneak Attack damage on a hit. You can choose for this damage to be audible out to a range of 100 feet or to be audible only within 5 feet of the point where you hit the object or structure. Similarly, you can choose for this damage to appear more or less impactful than it actually is, such as neatly carving a hole for you to squeeze through a wall or window or bursting a door off its hinges.

Your expertise at deftly dismantling crafted works extends to constructs and undead. You don't need advantage on the attack roll to use your Sneak Attack feature against constructs and undead. As normal, you can't use Sneak Attack if you have disadvantage on the attack roll.

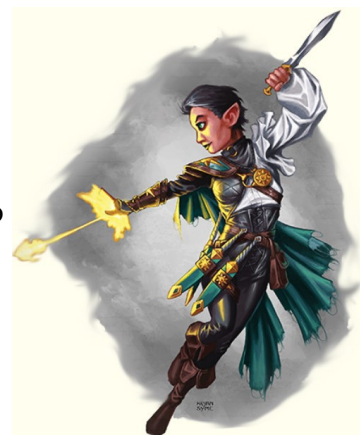
Master Burglar (Level 17)

At 17th level, you can slip past a fire-breathing statue unscathed or tread lightly enough to not set off a pressure plate. The first time on each of your turns that you would trigger a trap or magic effect with a trigger, such as the glyph of warding spell, you can choose to not trigger it.

As a bonus action, you can choose a number of creatures equal to your proficiency bonus that you can see within 30 feet of you and grant them the effects of this feature for 1 hour. Once you grant this feature to others, you can't do so again until you finish a long rest.

Dawn Blade **(Tome of Heroes)**

Even churches and temples of deities of goodness and light have need of those willing to get their hands dirty and willing to sully their honor in service of what must be done. Dawn blades are devout rogues, drawing divine power from deities of light to strike as a sudden ray of searing sunlight in the darkness. They are often considered controversial by other adherents of their faith, yet the faith's leadership understands such agents are sometimes necessary.



Eyes of the Dawn (Level 3)

At 3rd level, you gain darkvision out to a range of 60 feet. If you already have darkvision, the range increases by 30 feet.

Dawn Strike (Level 3)

Starting at 3rd level, when you deal damage with your Sneak Attack feature, you can magically change the extra damage dealt to radiant damage. When you hit an undead or a creature of shadow with such a Sneak Attack, you deal an extra 1d6 radiant damage.

Radiant Beam (Level 3)

Beginning at 3rd level, when you deal radiant damage to a creature with a melee weapon attack,

you can use a bonus action to throw a portion of that radiant energy at a different creature you can see within 30 feet of you. Make a ranged weapon attack against the second creature. You are proficient with this beam, and you don't have disadvantage on the ranged attack roll from being within 5 feet of the first creature (though you can still have disadvantage from other sources). On a hit, the beam deals 1d6 radiant damage.

When you reach 10th level in this class, the beam's damage increases to 2d6.

Bolstering Light (Level 9)

Starting at 9th level, when you reduce a creature to 0 hit points with radiant damage, choose one of the following:

- Gain temporary hit points equal to twice your rogue level for 1 hour.
- End one condition affecting you. The condition can be blinded, deafened, or poisoned.
- End one curse affecting you.
- End one disease affecting you.

Sudden Illumination (Level 13)

At 13th level, when you hit a creature with your Radiant Beam, it must succeed on a Constitution saving throw (DC equal to 8 + your proficiency bonus + your Wisdom modifier) or be blinded until the end of its next turn.

Dawn Flare (Level 17)

At 17th level, when you use your Dawn Strike feature to deal radiant damage to a creature that can't see you, the creature must make a Constitution saving throw (DC equal to 8 + your proficiency bonus + your Wisdom modifier). On a failed save, the creature takes 10d6 radiant damage and can't regain hit points until the start of your next turn. Once a creature takes damage from this feature, it is immune to your Dawn Flare for 24 hours.

Inquisitive *(Xanathar's Guide to Everything)*



As an archetypal Inquisitive, you excel at rooting out secrets and unraveling mysteries. You rely on your sharp eye for detail, but also on your finely honed ability to read the words and deeds of other creatures to determine their true intent. You excel at defeating creatures that hide among and prey upon ordinary folk, and your mastery of lore and your keen deductions make you well equipped to expose and end hidden evils.

Ear for Deceit (Level 3)

When you choose this archetype at 3rd level, you develop a talent for picking out lies. Whenever you make a Wisdom (Insight) check to determine whether a creature is lying, treat a roll of 7 or lower on the d20 as an 8.

Eye for Detail (Level 3)

Starting at 3rd level, you can use a bonus action to make a Wisdom (Perception) check to spot a hidden creature or object or to make an Intelligence (Investigation) check to uncover or decipher clues.

Insightful Fighting (Level 3)

At 3rd level, you gain the ability to decipher an opponent's tactics and develop a counter to them. As a bonus action, you can make a Wisdom (Insight) check against a creature you can see that isn't

incapacitated, contested by the target's Charisma (Deception) check. If you succeed, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll, but not if you have disadvantage on it.

This benefit lasts for 1 minute or until you successfully use this feature against a different target.

Steady Eye (Level 9)

Starting at 9th level, you have advantage on any Wisdom (Perception) or Intelligence (Investigation) check if you move no more than half your speed on the same turn.

Unerring Eye (Level 13)

Beginning at 13th level, your senses are almost impossible to foil. As an action, you sense the presence of illusions, shapechangers not in their original form, and other magic designed to deceive the senses within 30 feet of you, provided you aren't blinded or deafened. You sense that an effect is attempting to trick you, but you gain no insight into what is hidden or into its true nature.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Eye for Weakness (Level 17)

At 17th level, you learn to exploit a creature's weaknesses by carefully studying its tactics and movement. While your Insightful Fighting feature applies to a creature, your Sneak Attack damage against that creature increases by 3d6.

Mastermind *(Xanathar's Guide to Everything)*

Your focus is on people and on the influence and secrets they have. Many spies, courtiers, and schemers follow this archetype, leading lives of intrigue. Words are your weapons as often as knives or poison, and secrets and favors are some of your favorite treasures.

Master of Intrigue (Level 3)

When you choose this archetype at 3rd level, you gain proficiency with the disguise kit, the forgery kit, and one gaming set of your choice. You also learn two languages of your choice.

Additionally, you can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute, enabling you to pass yourself off as a native speaker of a particular land, provided that you know the language.

Master of Tactics (Level 3)

Starting at 3rd level, you can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than within 5 feet of you, if the target can see or hear you.

Insightful Manipulator (Level 9)

Starting at 9th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The



DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Intelligence score
- Wisdom score
- Charisma score
- Class levels (if any)

At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any.

Misdirection (Level 13)

Beginning at 13th level, you can sometimes cause another creature to suffer an attack meant for you. When you are targeted by an attack while a creature within 5 feet of you is granting you cover against that attack, you can use your reaction to have the attack target that creature instead of you.

Soul of Deceit (Level 17)

Starting at 17th level, your thoughts can't be read by telepathy or other means, unless you allow it. You can present false thoughts by succeeding on a Charisma (Deception) check contested by the mind reader's Wisdom (Insight) check.

Additionally, no matter what you say, magic that would determine if you are telling the truth indicates you are being truthful if you so choose, and you can't be compelled to tell the truth by magic.

Phantom *(Tasha's Cauldron of Everything)*



Many rogues walk a fine line between life and death, risking their own lives and taking the lives of others. While adventuring on that line, some rogues discover a mystical connection to death itself. These rogues take knowledge from the dead and become immersed in negative energy, eventually becoming like ghosts. Thieves' guilds value them as highly effective information gatherers and spies.

Many shadar-kai of the Shadowfell are masters of these macabre techniques, and some are willing to teach this path. In places like Thay in the Forgotten Realms and Karnath in Eberron, where many necromancers practice their craft, a Phantom can become a wizard's confidant and right hand. In temples of gods of death, the Phantom might work as an agent to track down those who try to cheat death and to recover knowledge that might otherwise be lost to the grave.

How did you discover this grim power? Did you sleep in a graveyard and awaken to your new abilities? Or did you cultivate them in a temple or thieves' guild dedicated to a deity of death?

Whispers of the Dead (Level 3)

Echoes of those who have died cling to you. Whenever you finish a short or long rest, you can gain one skill or tool proficiency of your choice, as a ghostly presence shares its knowledge with you. You lose this proficiency when you use this feature to choose a different proficiency that you lack.

Wails from the Grave (Level 3)

As you nudge someone closer to the grave, you can channel the power of death to harm someone else as well. Immediately after you deal your Sneak Attack damage to a creature on your turn, you can target a second creature that you can see within 30 feet of the first creature. Roll half the number of Sneak Attack dice for your level (round up), and the second creature takes necrotic damage equal to the roll's total, as wails of the dead sound around them for a moment.

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

Tokens of the Departed (Level 9)

When a life ends in your presence, you're able to snatch a token from the departing soul, a sliver of its life essence that takes physical form: as a reaction when a creature you can see dies within 30 feet of you, you can open your free hand and cause a Tiny trinket to appear there, a soul trinket. The DM determines the trinket's form or has you roll on the Trinkets table in the Player's Handbook to generate it. You can have a maximum number of soul trinkets equal to your proficiency bonus, and you can't create one while at your maximum. You can use soul trinkets in the following ways:

- While a soul trinket is on your person, you have advantage on death saving throws and Constitution saving throws, for your vitality is enhanced by the life essence within the object.
- When you deal Sneak Attack damage on your turn, you can destroy one of your soul trinkets that's on your person and then immediately use Wails from the Grave, without expending a use of that feature.
- As an action, you can destroy one of your soul trinkets, no matter where it's located. When you do so, you can ask the spirit associated with the trinket one question. The spirit appears to you and answers in a language it knew in life. It's under no obligation to be truthful, and it answers as concisely as possible, eager to be free. The spirit knows only what it knew in life, as determined by the DM.

Ghost Walk (Level 13)

You can phase partially into the realm of the dead, becoming like a ghost. As a bonus action, you assume a spectral form. While in this form, you have a flying speed of 10 feet, you can hover, and attack rolls have disadvantage against you. You can also move through creatures and objects as if they were difficult terrain, but you take 1d10 force damage if you end your turn inside a creature or an object.

You stay in this form for 10 minutes or until you end it as a bonus action. To use this feature again, you must finish a long rest or destroy one of your soul trinkets as part of the bonus action you use to activate Ghost Walk.

Death's Friend (Level 17)

Your association with death has become so close that you gain the following benefits:

- When you use your Wails from the Grave, you can now deal the necrotic damage to both the first and the second creature.
- At the end of a long rest, a soul trinket appears in your hand if you don't have any soul trinkets, as the spirits of the dead are drawn to you.

Sapper **(Tome of Heroes)**

You focus as much on identifying the weak points of structures as on the weak points of creatures.

Sappers are deployed with the soldiery to dig trenches, build bridges, and breach defenses. When troops move into a heavily defended area, it's your job to make it happen as efficiently as possible.

Combat Engineer (Level 3)

When you select this archetype at 3rd level, you gain proficiency in alchemist's supplies, carpenter's tools, mason's tools, and tinker's tools. Using these tools, you can do or create the following:

Alchemical Bomb: As an action, you can mix together volatile chemicals into an explosive compound and throw it at a point you can see within 30 feet of you. Each creature within 10 feet of that point must make a Dexterity saving throw (DC equals 8 + your proficiency bonus + your Intelligence modifier), taking 1d6 force damage on a failed save, or half as much damage on a successful one. Alchemical bombs lose their potency and become inert 1 minute after they are created.

If a construct fails the saving throw or if you throw the bomb at a structure or an object that isn't being worn or carried, your bomb also deals your Sneak Attack damage to the target.

When you reach certain levels in this class, the bomb's damage increases: at 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Jury Rig Fortification: You are adept at creating fortifications with whatever materials are at hand. With 1 minute of work, you can create one of the following. Your ability to use this option might be limited by the available building materials or if the ground is too hard to work, at the GM's discretion:

- Create a low wall that is large enough to provide half cover to a Medium creature.
- Dig a 5-foot-long, 3-foot-wide trench to a depth of 3 feet.
- Build a 5-foot-long, 3-foot-wide ladder. Each additional minute spent on this option increases the length of the ladder by 5 feet. The ladder is sturdy enough to be used as a bridge.

Hastily Trap an Area: You can create and set some types of traps quickly. The Creating Traps table indicates the timeframes required to build and deploy commonly used traps. At the GM's discretion, you can use this feature to make and use other types of traps.

Type of Trap	Time Required to Build Trap	Time Required to Set Trap
Collapsing Roof	5 minutes for each 5-foot-by-5-foot section	When you finish building this trap, it is considered set.
Falling Net	1 minute	1 action
Hunting Trap	1 minute	1 bonus action
Pit	5 minutes for a 5-foot-wide, 10-foot-deep simple pit; 15 minutes for a 5-foot-wide, 10-foot-deep hidden pit; 1 hour for a 5-foot-wide, 10-foot-deep locking pit; to add spikes to a pit, increase the time by 1 minute.	When you finish building this trap, it is considered set. It requires 1 bonus action to reset a simple pit or locking pit and 1 action to reset a hidden pit.

Sculpt Terrain (Level 3)

At 3rd level, when you throw your alchemical bomb, you can choose for the bomb to not deal



damage. If you do so, the area within 10 feet of the point of impact becomes difficult terrain. You don't need advantage on the attack roll to use your Sneak Attack against a creature, if the creature is within the difficult terrain created by your alchemical bomb.

Breach Defenses (Level 9)

Starting at 9th level, when you hit a structure or an object that isn't being worn or carried, your attack treats the structure or object as if its damage threshold is 5 lower. For example, if you hit a door that has a damage threshold of 10, its damage threshold is considered 5 when determining if your attack's damage meets or exceeds its threshold. If a structure or object doesn't have a damage threshold or if this feature would allow you to treat its damage threshold as 0 or lower, your attack also deals your Sneak Attack damage to the target.

When you reach certain levels in this class, the damage threshold your attacks can ignore increases: at 13th level (10) and 17th level (15).

Clear the Path (Level 13)

At 13th level, you have advantage on checks to disarm traps. If you fail a check made to disarm a trap, the trap doesn't trigger even if its description states otherwise. In addition, you can disarm a trap as a bonus action.

All Clear (Level 17)

Beginning at 17th level, you can use an action to declare a 50-foot-square area safe for travel for 1 minute. Mechanical and magical traps in the area don't trigger for the duration. In addition, difficult terrain in the area doesn't cost you or any creatures you designate who can see or hear you extra movement when moving through it. Once you use this feature, you can't use it again until you finish a short or long rest.

Scout *(Xanathar's Guide to Everything)*



You are skilled in stealth and surviving far from the streets of a city, allowing you to scout ahead of your companions during expeditions. Rogues who embrace this archetype are at home in the wilderness and among barbarians and rangers, and many Scouts serve as the eyes and ears of war bands. Ambusher, spy, bounty hunter—these are just a few of the roles that Scouts assume as they range the world.

Skirmisher (Level 3)

Starting at 3rd level, you are difficult to pin down during a fight. You can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.

Survivalist (Level 3)

When you choose this archetype at 3rd level, you gain proficiency in the Nature and Survival skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

Superior Mobility (Level 9)

At 9th level, your walking speed increases by 10 feet. If you have a climbing or swimming speed, this increase applies to that speed as well.

Ambush Master (Level 13)

Starting at 13th level, you excel at leading ambushes and acting first in a fight.

You have advantage on initiative rolls. In addition, the first creature you hit during the first round of a combat becomes easier for you and others to strike; attack rolls against that target have advantage until the start of your next turn.

Sudden Strike (Level 17)

Starting at 17th level, you can strike with deadly speed. If you take the Attack action on your turn, you can make one additional attack as a bonus action. This attack can benefit from your Sneak Attack even if you have already used it this turn, but you can't use your Sneak Attack against the same target more than once in a turn.

Smuggler **(Tome of Heroes)**

The transport of goods, creatures, and even people can be a lucrative business, particularly if you know how to avoid expensive import and export taxes, bridge, highway, and port tolls, and other legal requirements. Exotic poisons from far-off locales, banned or cursed magic items, and illicit drugs or bootleg liquor all fetch a high price on the black market. Thieves' guilds, pirates, and criminal kingpins pay well to those who can avoid law enforcement when moving stolen goods, provide safe channels of communication, break associates free from jail cells or dungeons, or deliver supplies past guards. You've become adept at all of these things, perhaps even having developed a network of contacts as a criminal, noble, con artist, or sailor during an earlier part of your life.

Dab-handed Dealer (Level 3)

When you choose this archetype at 3rd level, you gain proficiency with vehicles (land and water) and with your choice of either the disguise kit or navigator's tools. Moreover, when determining your carrying capacity, you are considered one size category larger than your actual size.

Starting at this level, you also have advantage on Dexterity (Sleight of Hand) checks to hide objects on vehicles, and you can use the bonus action granted by your Cunning Action to make a check to control a vehicle, or to make a Dexterity (Sleight of Hand) check to conceal a light weapon on yourself, opposed by the Wisdom (Perception) checks of creatures within 5 feet of you; if you succeed on a check to conceal a weapon in this way, then you have advantage on your next attack against one of those creatures using that weapon, including on ranged attacks even if the target is within 5 feet of you.

Smuggler's Legerdemain (Level 3)

Also at 3rd level, having made a careful study of laws and those who enforce them, you've become adept at avoiding both, even mastering a handful of arcane techniques that aid your smuggling activities. You learn two cantrips at this level and, when you reach 7th level in this class, one 1st-level spell of your choice.

The cantrips and spell must be from among the illusion or transmutation spells on the wizard spell list, all of which are ideally suited for manipulating goods, duping guards, communicating with covert contacts, or escaping from a failed heist. Having learned these forms of magic through research and rote memorization, Intelligence is your spellcasting ability for these spells.

You can cast the cantrips at will and the spell once at its lowest level; you must finish a long rest before casting the spell again in this way. You can also cast the spell using any spell slots you

have. Whenever you gain a level in this class, you can replace the 1st-level spell with another 1st-level spell of your choice from among the illusion or transmutation spells on the wizard spell list.

Hypervigilance (Level 9)

Starting at 9th level, you have advantage on Wisdom (Perception) checks that rely on sight or hearing, and you can't be surprised while you are conscious. In addition, you have developed an awareness for avoiding social or legal entrapment, and you have advantage on Intelligence (Investigation) checks to discern loopholes and traps in legal documents and on Wisdom (Insight) checks to discern when you are being manipulated into a bad social or legal situation.

Improved Smuggler's Legerdemain (Level 13)

At 13th level, to further facilitate your extralegal activities, you learn a second illusion or transmutation spell, which must be one of the following: arcanist's magic aura, blur, darkvision, enlarge/reduce, invisibility, knock, levitate, magic mouth, mirror image, rope trick, or spider climb. Intelligence is again your spellcasting ability for this spell. You can cast this spell once at its lowest level and must finish a long rest before you can cast it again in this way. You can also cast the spell using any spell slots you have of 2nd-level or higher. Whenever you gain a level in this class, you can replace a spell from this list with another from this list.

In addition, beginning at 13th level, whenever you cast one of your 1st-level Smuggler's Legerdemain spells, you always cast it as if using a 2nd-level spell slot unless you choose to cast it using a spell slot you have of a different level.

Slippery as an Eel (Level 15)

Starting at 17th level, you have become especially adept at slipping away from the authorities and getting a jump on foes, even when encumbered by illicit goods. Your speed increases by 10 feet, you ignore difficult terrain, and you have advantage on initiative rolls.

Soulknife *(2024 Player's Handbook)*



Strike Foes with Psionic Blades.

A Soulknife strikes with the mind, cutting through barriers both physical and psychic. These Rogues discover psionic power within themselves and channel it to do their roguish work. As a Soulknife, your psionic abilities might have haunted you since childhood, revealing their full potential only as you experienced the stress of adventure. Or you might have sought out an order of psychic adepts and spent years learning how to manifest your power.

Psionic Power (Level 3)

You harbor a wellspring of psionic energy within yourself. It is represented by your Psionic Energy Dice, which fuel certain powers you have from this subclass. The Soulknife Energy Dice table shows the number of these dice you have when you reach certain Rogue levels, and the table shows the die size.

Any features in this subclass that use a Psionic Energy Die use only the dice from this subclass. Some of your powers expend a Psionic Energy Die, as specified in a power's description, and you can't use a power if it requires you to use a die when your Psionic Energy Dice

are all expended.

You regain one of your expended Psionic Energy Dice when you finish a Short Rest, and you regain all of them when you finish a Long Rest.

Psi-Bolstered Knack: If you fail an ability check using a skill or tool with which you have proficiency, you can roll one Psionic Energy Die and add the number rolled to the check, potentially turning failure into success. The die is expended only if the roll then succeeds.

Psychic Whispers: You can establish telepathic communication between yourself and others. As a Magic action, choose one or more creatures you can see, up to a number of creatures equal to your Proficiency Bonus, and then roll one Psionic Energy Die. For a number of hours equal to the number rolled, the chosen creatures can speak telepathically with you, and you can speak telepathically with them. To send or receive a message (no action required), you and the other creature must be within 1 mile of each other. A creature can end the telepathic connection at any time (no action required).

The first time you use this power after each Long Rest, you don't expend the Psionic Energy Die. All other times you use the power, you expend the die.

Rogue Level	Die Size	Number
3	d6	4
5	d8	6
9	d8	8
11	d10	8
13	d10	10
17	d12	12

Psychic Blades (Level 3)

You can manifest shimmering blades of psychic energy. Whenever you take the Attack action or make an Opportunity Attack, you can manifest a Psychic Blade in your free hand and make the attack with that blade. The magic blade has the following traits:

Weapon Category: Simple Melee

Damage on a Hit: 1d6 Psychic plus the ability modifier used for the attack roll

Properties: Finesse, Thrown (range 60/120 feet)

Mastery: Vex (you can use this property, and it doesn't count against the number of properties you can use with Weapon Mastery)

The blade vanishes immediately after it hits or misses its target, and it leaves no mark if it deals damage.

After you attack with the blade on your turn, you can make a melee or ranged attack with a second psychic blade as a Bonus Action on the same turn if your other hand is free to create it. The damage die of this bonus attack is 1d4 instead of 1d6.

Soul Blades (Level 9)

You can now use the following powers with your Psychic Blades:

- **Homing Strikes:** If you make an attack roll with your Psychic Blade and miss the target,

you can roll one Psionic Energy Die and add the number rolled to the attack roll. If this causes the attack to hit, the die is expended.

- **Psychic Teleportation:** As a Bonus Action, you manifest a Psychic Blade, expend one Psionic Energy Die and roll it, and throw the blade at an unoccupied space you can see up to a number of feet away equal to 10 times the number rolled. You then teleport to that space, and the blade vanishes.

Psychic Veil (Level 13)

You can weave a veil of psychic static to mask yourself. As a Magic action, you gain the Invisible condition for 1 hour or until you dismiss this effect (no action required). This invisibility ends early immediately after you deal damage to a creature or you force a creature to make a saving throw.

Once you use this feature, you can't do so again until you finish a Long Rest unless you expend a Psionic Energy Die (no action required) to restore your use of it.

Rend Mind (Level 15)

You can sweep your Psychic Blades through a creature's mind. When you use your Psychic Blades to deal Sneak Attack damage to a creature, you can force that target to make a Wisdom saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus). If the save fails, the target has the Stunned condition for 1 minute. The Stunned target repeats the save at the end of each of its turns, ending the effect on itself on a success.

Once you use this feature, you can't do so again until you finish a Long Rest unless you expend three Psionic Energy Dice (no action required) to restore your use of it.

Soulspy **(Tome of Heroes)**

In the eternal war between good and evil, between light and darkness, between life and death, there are many types of participants on each side. Soulspies are agents of the divine who lurk in the shadows, taking a less-visible role in the fight. Occasionally, they aid other agents of their deities, but most often they locate and manage or eliminate threats to their deities that more scrupulous agents might be unwilling or unable to handle.

Spellcasting (Level 3)

When you reach 3rd level, you gain the ability to cast spells drawn from the magic of a divine entity.

Cantrips: You learn three cantrips of your choice from the cleric spell list. You learn another cleric cantrip of your choice at 10th level.

Spell Slots: The Soulspy Spellcasting table shows how many spell slots you have to cast your cleric spells of 1st level and higher. To cast one of these spells, you must expend one of these slots at the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell inflict wounds and have a 1st-level and a 2nd-level spell slot available, you can cast inflict wounds using either slot.



Spells Known of 1st-Level and Higher: You know three 1st-level cleric spells of your choice, two of which you must choose from the abjuration and necromancy spells on the cleric spell list. The Spells Known column of the Soulspy Spellcasting table shows when you learn more cleric spells of 1st level or higher. Each of these spells must be an abjuration or necromancy spell and must be of a level for which you have spell slots. The spells you learn at 8th, 14th, and 20th level can be from any school of magic.

When you gain a level in this class, you can choose one of the cleric spells you know and replace it with another spell from the cleric spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or necromancy spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level.

Spellcasting Ability: Wisdom is your spellcasting ability for your cleric spells. You learn your spells through meditation and prayer to the powerful forces that guide your actions. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

			Spell Slots per Spell Level			
Rogue Level	Cantrips Known	Spells Known	1	2	3	4
3	3	3	2	-	-	-
4	3	4	3	-	-	-
5	3	4	3	-	-	-
6	3	4	3	-	-	-
7	3	5	4	2	-	-
8	3	6	4	2	-	-
9	3	6	4	2	-	-
10	4	7	4	3	-	-
11	4	8	4	3	-	-
12	4	8	4	3	-	-
13	4	9	4	3	2	-
14	4	10	4	3	2	-
15	4	10	4	3	2	-
16	4	11	4	3	3	-
17	4	11	4	3	3	-
18	4	11	4	3	3	-
19	4	12	4	3	3	1
20	4	13	4	3	3	1

Divine Symbol (Level 3)

Starting at 3rd level, you can use an action to create a symbol of your deity that hovers within 5 feet of you. The symbol is a Tiny object that is visible but invulnerable and intangible, and it lasts for 1 minute, until you die, or until you dismiss it (no action required). While this symbol is active, you gain the following benefits:

- Your Divine Symbol functions as a spellcasting focus for your cleric spells.
- As a bonus action, you can turn the symbol into thieves' tools, which you can use to pick locks, disarm traps, or any other activities that would normally require such tools. While your Divine Symbol is functioning in this way, it loses all other properties listed here. You can change it from thieves' tools back to its symbol form as a bonus action.
- The symbol sheds bright light in a 10-foot radius and dim light for an additional 10 feet. You can extinguish or restore the light as a bonus action. When you extinguish the symbol's light, you can also snuff out one candle, torch, or other nonmagical light source within 10 feet of you.
- When you create this symbol, and as an action on each of your turns while the symbol is active, you can force the symbol to shoot divine energy at a creature you can see within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 radiant or necrotic damage (your choice). When you reach certain levels in this class, the symbol's damage increases: at 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Sacred Stealth (Level 9)

Starting at 9th level, you can use your Sneak Attack on a creature hit by an attack with your Divine Symbol if the target of the attack is within 5 feet of an ally, that ally isn't incapacitated, and you don't have disadvantage on the attack roll. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a short or long rest.

Touching the Soul (Level 13)

When you reach 13th level, you can use your Divine Symbol to deliver your cleric spells that have a range of touch. Choose a creature you can see within 30 feet of you as the target of the spell. You can't use your Sacred Stealth feature on a spell delivered in this way. After you cast the spell, your Divine Symbol ends.

In addition, when you cast a spell that deals radiant or necrotic damage, you can switch it to do the other type of damage instead.

Life Thief (Level 17)

At 17th level, you gain the ability to magically channel life force energy out of one creature and into another. When you deal radiant or necrotic damage with your Divine Symbol attack or a cleric spell or cantrip, choose a friendly creature you can see within 30 feet of you. That creature regains hit points equal to half the radiant or necrotic damage dealt. You can target yourself with this feature. Once you use this feature, you can't use it again until you finish a short or long rest.

Swashbuckler *(Xanathar's Guide to Everything)*

You focus your training on the art of the blade, relying on speed, elegance, and charm in equal parts. While some warriors are brutes clad in heavy armor, your method of fighting looks almost like a performance. Duelists and pirates typically belong to this archetype.

A Swashbuckler excels in single combat, and can fight with two weapons while safely darting away from an opponent.



Fancy Footwork (Level 3)

When you choose this archetype at 3rd level, you learn how to land a strike and then slip away without reprisal. During your turn, if you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn.

Rakish Audacity (Level 3)

Starting at 3rd level, your confidence propels you into battle. You can give yourself a bonus to your initiative rolls equal to your Charisma modifier.

You also gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 feet of it, no other creatures are within 5 feet of you, and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

Panache (Level 9)

At 9th level, your charm becomes extraordinarily beguiling. As an action, you can make a Charisma (Persuasion) check contested by a creature's Wisdom (Insight) check. The creature must be able to hear you, and the two of you must share a language.

If you succeed on the check and the creature is hostile to you, it has disadvantage on attack rolls against targets other than you and can't make opportunity attacks against targets other than you. This effect lasts for 1 minute, until one of your companions attacks the target or affects it with a spell, or until you and the target are more than 60 feet apart.

If you succeed on the check and the creature isn't hostile to you, it is charmed by you for 1 minute. While charmed, it regards you as a friendly acquaintance. This effect ends immediately if you or your companions do anything harmful to it.

Elegant Maneuver (Level 13)

Starting at 13th level, you can use a bonus action on your turn to gain advantage on the next Dexterity (Acrobatics) or Strength (Athletics) check you make during the same turn.

Master Duelist (Level 17)

Beginning at 17th level, your mastery of the blade lets you turn failure into success in combat. If you miss with an attack roll, you can roll it again with advantage. Once you do so, you can't use this feature again until you finish a short or long rest.

Thief *(2024 Player's Handbook)*

Hunt for Treasure as a Classic Adventurer.

A mix of burglar, treasure hunter, and explorer, you are the epitome of an adventurer. In addition to improving your agility and stealth, you gain abilities useful for delving into ruins and getting maximum benefit from the magic items you find there.

Fast Hands (Level 3)

As a Bonus Action, you can do one of the following:

- **Sleight of Hand:** Make a Dexterity (Sleight of Hand) check to pick a lock or disarm a trap with Thieves' Tools or to pick a pocket.

- **Use an Object:** Take the Utilize action, or take the Magic action to use a magic item that requires that action. the Swarm Appearance table.

Second-Story Work (Level 3)

You've trained to get into especially hard-to-reach places, granting you these benefits.

- **Climber:** You gain a Climb Speed equal to your Speed.
- **Jumper:** You can determine your jump distance using your Dexterity rather than your Strength.

Supreme Sneak (Level 9)

You gain the following Cunning Strike option.

- **Stealth Attack (Cost: 1d6):** If you have the Hide action's Invisible condition, this attack doesn't end that condition on you if you end the turn behind Three-Quarters Cover or Total Cover.

Use Magic Device (Level 13)

You've learned how to maximize use of magic items, granting you the following benefits:

- **Attunement:** You can attune to up to four magic items at once.
- **Charges:** Whenever you use a magic item property that expends charges, roll 1d6. On a roll of 6, you use the property without expending the charges.
- **Scrolls:** You can use any Spell Scroll, using Intelligence as your spellcasting ability for the spell. If the spell is a cantrip or a level 1 spell, you can cast it reliably. If the scroll contains a higher-level spell, you must first succeed on an Intelligence (Arcana) check (DC 10 plus the spell's level). On a successful check, you cast the spell from the scroll. On a failed check, the scroll disintegrates.



Thief's Reflexes (Level 17)

You are adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal Initiative and your second turn at your Initiative minus 10.

Underfoot **(Tome of Heroes)**

Though most rogues prefer ambushing their opponents from the shadows, erina rogues ambush their opponents from below. These Underfoot use druidic magic and their natural aptitude for burrowing to defend their forest homes. The Underfoot are an elite order of burrow warriors in every erina colony. Using a combination of guerilla attacks and druidic magic, they are a force to be reckoned with, diving into fights nose-forward.

You can choose this roguish archetype only if you are an erina.

Spellcasting (Level 3)

When you reach 3rd level, you gain the ability to cast spells drawn from the magic of the wilds.

Cantrips: You learn three cantrips: shillelagh and two other cantrips of your choice from the druid spell list. You learn another druid cantrip of your choice at 10th level.

Spell Slots: The Underfoot Spellcasting table shows how many spell slots you have to cast your

spells of 1st level and higher. To cast one of these spells, you must expend one of these slots at the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell longstrider and have a 1st-level and a 2nd-level spell slot available, you can cast longstrider using either slot.

Spells Known of 1st-Level and Higher: You know three 1st-level druid spells of your choice, two of which you must choose from the divination and transmutation spells on the druid spell list. The Spells Known column of the Underfoot Spellcasting table shows when you learn more druid spells of 1st level or higher. Each of these spells must be a divination or transmutation spell of your choice and must be of a level for which you have spell slots. The spells you learn at 8th, 14th, and 20th level can be from any school of magic.

When you gain a level in this class, you can choose one of the druid spells you know and replace it with another spell from the druid spell list. The new spell must be of a level for which you have spell slots, and it must be a divination or transmutation spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level.

Rogue Level	Cantrips Known	Spells Known	Spell Slots per Spell Level		
			1	2	3
3	3	3	2	-	-
4	3	4	3	-	-
5	3	4	3	-	-
6	3	4	3	-	-
7	3	5	4	2	-
8	3	6	4	2	-
9	3	6	4	2	-
10	4	7	4	3	-
11	4	8	4	3	-
12	4	8	4	3	-
13	4	9	4	3	2
14	4	10	4	3	2
15	4	10	4	3	2
16	4	11	4	3	3
17	4	11	4	3	3
18	4	11	4	3	3
19	4	12	4	3	3
20	4	13	4	3	3

Spellcasting Ability: Wisdom is your spellcasting ability for your druid spells. Your magic draws upon your connection with the natural world. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Versatile Shillelagh (Level 3)

Beginning at 3rd level, when you cast shillelagh, the spell is modified in the following ways:

- Its duration increases to 1 hour.
- The spell ends early only if another creature holds the weapon or if the weapon is more than 5 feet away from you for 1 minute or more.
- Your Sneak Attack feature can be applied to attack rolls made with your shillelagh weapon.

Undermine (Level 9)

Beginning at 9th level, you can use your action to dig a hole under a Large or smaller creature within 5 feet of you. That creature must succeed on a Dexterity saving throw (DC = 8 + your proficiency bonus + your Dexterity modifier) or fall prone. If the target fails its saving throw, you can make one weapon attack against that target as a bonus action.

Death From Below (Level 13)

Beginning at 13th level, when you move at least 10 feet underground toward a target, your next attack against the target with your shillelagh weapon has advantage.

Vicious (Level 17)

At 17th level, when you use your Death From Below feature and hit the target with your shillelagh weapon, the target is restrained by vegetation and soil until the end of its next turn.