

ROGUISH ARCHETYPE

At 3rd level, the [Alternate Rogue](#) gains the Roguish Archetype feature. The following exclusive option can be made available in addition to the Archetypes available with the base class:

Phantasm

PHANTASM

While many Rogues use the darkness to their advantage, the secretive operatives known as Phantasms thrive in shadows. Drawing upon the sinister magic of the Shadowfell, they use the darkness as a weapon and learn to manipulate it to their advantage. Whether they learned their skills from a coven of hags, a dark archfey, or a creature of shadow, all Phantasms have one thing in common; they thrive in the darkness.

Rogue Level Feature

3rd	Eyes of Shadow, Phantasm Exploits, Phantasmal Strike
7th	Shadewalker
13th	Aura of Shadow
17th	Umbral Mastery

EYES OF SHADOW

3rd-level Phantasm Archetype feature

You have become accustomed to the shadow, preferring it to the light of the sun. You gain darkvision out to a radius of 60 feet. In this range, you can see in dim light as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

If you already have darkvision from another source, like your player race, its radius increases by 60 feet.

When you reach 7th level, you can see in both magical and nonmagical darkness within this radius.

PHANTASM EXPLOITS

3rd-level Phantasm Archetype feature

You learn certain Exploits at the Rogue levels noted in the table below. These don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Rogue Level Exploit

3rd	<i>feint, lightstep</i>
5th	<i>blinding debris, grasp of night</i>
9th	<i>bewildering blow</i>

PHANTASMAL STRIKE

3rd-level Phantasm Archetype feature

You can strike at both body and mind. When you add your Sneak Attack bonus to an attack, you can expend an Exploit Die to infuse your attack with shadow magic. When you do so, the bonus damage of your Sneak Attack becomes psychic damage, and the target must make a Wisdom saving throw.

On a failed save, the creature is plunged into an illusory world of darkness for 1 minute. While in this illusion, it is blinded and defended to everything except for you. All else appears as shadows. It can repeat this saving throw at the start of each of its turns, ending the effect on a success.

Finally, you do not need advantage on your attack roll to use Sneak Attack against a creature suffering this effect.

SHADEWALKER

7th-level Phantasm Archetype feature

The ambient power of shadows increases the potency of your magic. Whenever you make a Dexterity (Stealth) check while you are in dim light or darkness, you gain a bonus to your roll equal to one roll of your Exploit Die.

Also, creatures have disadvantage on their saving throws against Phantasmal Strike while in dim light or darkness.

AURA OF SHADOW

13th-level Phantasm Archetype feature

Your body has been infused with the magic of the Shadowfell. As a bonus action, you can exude an aura of magic darkness which extends from you in a 30-foot radius. This aura lasts for 1 minute, and it ends early if you become unconscious, if you die, or if you use a bonus action to dismiss it.

When you activate this aura, you can force one creature of your choice within it to make a Wisdom saving throw. On a failure, it is frightened of you until the start of your next turn. While the aura lasts, you can use a bonus action on each turn to force another creature to make this saving throw.

Once you use this feature you must finish a short or long rest before you can use it again. When you have no uses left, you can expend an Exploit Die to use this feature again.

UMBRAL MASTERY

17th-level Phantasm Archetype feature

You are a master of the dark magics you wield. You can use Phantasmal Strike at will, without expending an Exploit Die. You can only have one creature under its effects at time.

Moreover, when you hit a creature that is frightened of you with a weapon attack, it becomes an automatic critical hit.



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