

# Archive of Forgotten Lore:

## Rogue

This is Supplemental Material

### Roguish Archetype

At 3rd level, a rogue gains the Roguish Archetype feature. This is an option written by Odvaskar for that feature: The Bhaalspawn

## Bhaalspawn

Over the years, Baldur's Gate has harbored countless evil schemes and conspiracies. Perhaps the most dastardly, though, was that perpetrated by Bhaal, god of murder, who foresaw his own death during the Time of Troubles. While in mortal form, Bhaal conceived multitudes of offspring, plotting to have them resurrect him. They actively hunted and slew each other, with survivors collecting ever more of Bhaal's godly essence. You are one such unfortunate offspring or descendent of a Bhaalspawn and your rancid blood whispers to you to: kill. Kill, and kill again! It is your choice to embrace your murderous heritage, rebuke it, or try to use it for good.

### Faceless Killer

*3rd-level Bhaalspawn feature*

When you reach 3rd level, your divine murderous heritage allows you take the form of those you've slayed. When you kill a humanoid creature you can absorb a sliver of its soul. As action you can polymorph into any humanoid creature that you have stolen a soul sliver from, or back to your true form. Your statistics, other than your size and speed, are unchanged. Anything you are wearing or carrying doesn't transform with you. You are considered a *Shapechanger* for any spells or effects that specify.

In addition, when you're polymorphed using this feature, your weapon attacks score a critical hit on a roll of 19 or 20 against creatures of the same

race as your polymorphed form. Your blood yearns to be a kin slayer.

### Murderous Gaze

*3rd-level Bhaalspawn feature*

You can use your cold murderous gaze to freeze the blood of your target, making them easy prey. As a bonus action, you can target one creature within 30 feet of you. That creature must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Wisdom Modifier) or be paralyzed until the end of its next turn.

You can use this feature once per short or long rest unless you kill a creature with a critical attack, in which case you can use your murderous gaze again.

### Reaper's Veil

*9th-level Bhaalspawn feature*

Once per turn when you drop a creature 0 hit points, you shroud yourself in darkness to become invisible till the end of your next turn. This invisibility ends if you make an attack roll, damage roll, or cast a spell. While invisible in this way, creatures within 5 feet of you gain vulnerability to your next attack if that attack is a sneak attack.

### Child of Bhaal

*13th-level Bhaalspawn feature*

Starting at 13th level, your divine blood shelters you from certain death. As a reaction to taking damage, you can reduce all the damage you take from the attack to 0. If the attack that dealt the damage was a critical hit you can also reflect the damage back to the creature that attacked you. No one murder's a child of the god of murder.

Once you use this feature, you can't use it again until you finish a long rest.

# Deathstalker

17th-level Bhaalspawn feature

Beginning at 17th level, you have reaped plenty of death for your father to call you his Chosen. Becoming a Chosen of Bhaal grants you the following benefits:

**Whisper of Death.** Once per long rest you can cast the *Power Word Kill* spell. Using Wisdom your Wisdom as your spell casting ability.

**Form of the Slayer.** Once per long rest you can use your action to polymorph into The Slayer for 1 hour. The Slayer resembles a massive corpse with a feral face, four clawed arms, pale white skin and gaping wounds that continuously wept dark ichor. While polymorphed, you are under the same rules as a Druid's Wild Shape feature, and you can return back to your true form as a bonus action.

Some of the slayer attacks use special conditions:

**Bleed:** The creature takes 2 slashing damage at the start of each of its turns and has disadvantage on Constitution saving throws. Any healing will stop the bleeding.

**Dazed:** The creature has disadvantage to wisdom saving throws, can't take reactions, and loses the Dexterity bonus to its AC.



# The Slayer

Large Monstrosity, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 50 + five times your Rogue level

**Speed** 45 feet.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	10 (0)	10 (0)	8 (0)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Devil's Sight.** Magical darkness doesn't impede your vision.

**Keen Senses.** You have advantage on Wisdom (Perception) checks that rely on hearing, smell, or sight.

**Magic Weapons.** Your weapon attacks are magical.

## Actions

**Let the Slaughter Begin.** You brand creatures of your choice within 30 feet of you with the murderous mark. Each creature must make a DC 16 Constitution saving or be branded until the end of its next turn. A creature that succeeds on the save is immune to this effect for 24 hours. While branded a creature is Dazed.

**Piercing Growl.** You let out a fierce howl that harms and frightens foes. Each creature in a 30-foot cone must succeed on a DC 16 Constitution saving throw or take 3d8 + 4 piercing damage, begins to bleed, and becomes frightened of you till the end of its next turn. On a successful save, the creature takes the damage but isn't frightened or bleeding.

**Ravenous Attacks.** You make four melee attacks. **Melee Weapon Attack:** your proficiency bonus + 5 to hit, range 5 ft., one target. Hit: 2d4 + 5 slashing damage. If the target is Dazed or Bleeding you deal an additional 2 slashing damage.

**Slay.** **Melee Weapon Attack:** your proficiency bonus + 5 to hit, range 5 ft., one target. Hit: 4d6 + 5 slashing damage. If the target is prone the attack is a critical hit.

***Sumptuous Blood Bath.*** You slash open a creature's arteries. Melee Weapon Attack: your proficiency bonus + 5 to hit, range 5 ft., one target. Hit: 2d10 + 5 slashing damage. The target must succeed on a DC 16 Constitution saving throw or begin to bleed. If the creature fails the save, you regain 2d6 hit points.

## **Bonus Actions**

***Relentless Lunge.*** If you jump at least 15 feet as part of your movement, you can land on your feet in a space that contains one or more creatures. Each creature must succeed on a DC 16 Strength saving throw or be knocked prone and take 2d6 bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the slayer's space into an unoccupied space of the creature's choice. If no occupied space is within range, the creature instead falls prone in the slayer's space.