



HIS DOCUMENT COVERS THE SUBCLASSES FOR THE MOST CUNNING, TACTFUL, AND POTENTIALLY NEFARIOUS OF adventurers in Rhyonis; Rogues. The Rogues of Rhyonis range from sea-faring pirates to world-renowned spies. By whatever means they come to possess their skillset, Rogues are known to be the most resourceful and capable of allies or adversaries.

The following Archetypes are native to Rhyonis but are compatible with any 5e setting at the DM's discretion: *Grey Ghost*, *Henge Runner*, *Shadow Singer*, and *Theurgian Stalker*.

GREY GHOST ARCHETYPE

The Grey Ghosts are an organization that is widely unknown throughout the realm, yet they have saved more lives than the entirety of the Shaded Coalition. From within their bases in the Gravel Way, they move implacably throughout Rhyonis, extinguishing Vampiric and deep dwelling threats that would strive to tear the world asunder. Grey Ghosts operate under a sliding color scale in which they are denoted as undertaking specific tasks that vary in morality. Black Ghosts are set out to infiltrate, assassinate, torture, and abduct their targets, while White Ghosts are responsible for rescue missions, counseling, diplomacy, and merciful killings.

Grey Ghosts have completely suffused the Gravel Way with their presence and, by extension, the rest of the realm. While they hide in plain sight, or deep within the subterranean networks of their base of operations, they are more or less indistinguishable from regular folk. When duty calls, the Grey Ghosts are contacted by various other Ghosts within the network who informs them of vampiric activity and where to congregate. While the Ghosts are rare, Rhyonians cross their paths every day without even realizing their heroic exploits.

DISTANT SHADOWS

Starting at level 3, upon undertaking the training to become a Grey Ghost, you gain proficiency in Longbows. Additionally, a number of times per long rest equal to your Proficiency Bonus, when you are successfully hidden in shadow, you may use your Cunning Action to teleport to another unoccupied space within shadow that is within the same range as your movement speed. After teleporting in this way, you have advantage on your next attack roll or until you take a short rest.

HAUNTING SHOT

Once you reach level 9, after using Distant Shadows, your next successful Sneak Attack deals an additional amount of damage equal to half of the damage rolled for the Sneak Attack dice.

SPECTRAL STRIKE

At level 13, you attack from the shadows as you move through them. You may make a Stealth check as part of the Bonus Action used to teleport with Distant Shadows. If you are successful in hiding, you may make an additional weapon attack against a target within range after you teleport and then Hide as part of the same Action to remain undetected.

PERSISTENT PHANTOM

Upon reaching level 17, you are a paragon of sudden and unseen assaults. After using Distant Shadows, if you have already used your Sneak Attack feature for this round, you may use it again as part of the Bonus Action attack from Spectral Strike.

HENGE RUNNER ARCHETYPE

Within the Druidic Henges of Arhan-Zoul, there are speedy messengers who traverse the Henges as well as battlefields alongside the druids that train them. The rogues that take on this training are capable of moving at intense speeds as well as moving Life Essence from those they strike to those who need it most. These Henge Runners are utilized as messengers, servants, and even defenders when times may call for it. The most practiced of these Runners are able to send magical missives across great distances or even planes and transform themselves into small birds to fly on the winds.

The most useful and elementary skill of the Henge Runner is the ability to transfer Life Essence from an enemy they strike to another. Henge Runners embody the cycle of life, believing that in order for some to live, some must die. They are taught to redirect the Life Essence they release into the world through their attacks, restoring health and closing wounds of those that they see fit. The practice and study to become a Henge Runner is a difficult process but those who do master the ability are known to be invaluable assets.

SPEED OF THE WILDS

Starting at level 3, you gain the Spare the Dying and Druidcraft cantrips as you've trained under the druids of the Druidic Henges. Additionally, as a messenger for the Henges, your speed is your greatest asset; for this feature, and every additional level of Henge Runner features you take past this, your movement speed increases by 5 ft.

ESSENCE OSMOSIS

Starting at level 3, a number of times per long rest equal to your Proficiency Bonus, you can move Life Essence from one creature to another. After you successfully deal damage with a Sneak Attack, you may immediately use your Bonus Action to heal yourself, or an ally within range equal to your current movement speed, for an amount equal to the Sneak Attack damage dealt. As you force Life Essence from your target and into another, this feature is only usable against living targets so cannot be utilized when striking a creature that is Undead or a Construct. (Note: the target is only healed by the \Sneak Attack dice, not weapon damage, but critical damage is transferred as well.)

FAR REACHING MESSENGER

Once you reach level 9, you are able to expend some of the magic ability entrusted to you by your druidic masters to relay messages across great distances. A number of times per long rest equal to your Wisdom Modifier, you are able to use the Sending spell.

MUTUAL MENDING

At level 13, when you use your Essence Osmosis to restore hit points to another creature within range, you may restore half the damage restored to a secondary creature that is also within range.

FLIGHT OF THE RUNNER

Upon reaching level 17, you are able to speedily restore Life Essence to those who are in grave danger. You may now use Spare the Dying as a Bonus Action. Additionally, you may tap into your own Life Essence to transform your body into that of a sparrow at will so that you may fly unimpeded to relay the messages of the Henges to wherever word may need be sent.

SHADOW SINGER ARCHETYPE

Malirica, the Creation Deity of Time, wrote the Fixed Moment Timeline to serve as a focal point for all of the events that would ever befall Rhyonis. As Sentience was introduced to the First People, and outside influence began to manipulate this Timeline, reality warped in an unpredicted way. This resulted in the Ascension of unintended entites, ultimately leading to Malirica's destruction at the hands of The Mistress. Despite this, Malirica's plots and machinations ran deep and even Their destruction would not see Their end. The Shadow Singer, the lone entity written into the Fixed moment Timeline by Malirica's own hands, will be the one to right the wrong befalling the world.

Trained by the Obfuscator of the Shaded Coalition, Cyellah Hallicianous, the Shadow Singer is meant to master the Jade Note; an ancient and magical note that emitted from malirica as They were destroyed. By harnessing the true power of this note, the Shadow Singer can achieve their ultimate purpose: to move through time to ensure events occur as they were always meant to.

THE SONG OF SHADOW

Starting at level 3, you have begun to understand the intricate nature of the Jade Note; an ancient magic borne from the scream of a dying deity. You learn the Booming Blade, using Intelligence as your spellcasting ability and gain the feat Elemental Adept: Thunder. Lastly, a number of times per long rest equal to your Proficiency Bonus, when you deal damage with your Sneak Attack, you may choose to have it deal Thunder damage instead.

JADE RESONANCE

At level 9, whenever you deal damage with your Sneak Attack, half of the damage dealt by the Sneak Attack dice is immediately dealt to the target again as Thunder damage as well. Additionally, creatures you strike that are immune to thunder damage are treated as only having resistance to thunder damage dealt by you. This resistance is not circumvented by Elemental Adept: Thunder.

JADE NOTE MASTERY

Once you reach level 13, you can tap into the deeper potential of the Jade Note. When you strike a creature with a Sneak Attack, they must immediately make a Constitution saving throw (DC: 8+ Intelligence Modifier + Proficiency Bonus) or be rendered vulnerable to Thunder damage until the end of your next turn.

TIME SLIP

Upon reaching level 17, fulfilling your purpose as the Shadow Singer, you are able to move through time by tearing a hole through the Fixed Moment Timeline with the Jade Note. With reality untethered by the resonance, and moving between rays of light, the boundaries of time flicker and you are able to pinpoint an exact moment you would like to appear. This does not change your physical location.

This does not come without a great cost to yourself, however. Upon traveling this way, you immediately suffer 5 levels of exhaustion and take damage equal to a roll of your Sneak Attack.

THEURGIAN STALKER

Deep within the borders of Theurgius, the Dark Continent, and throughout the tunnels of the Gravel Way through which the vampires move in secret, the hunters become the hunted. There is a rare and powerful sect of roguish individuals known as Theurgian Stalkers who target vampires that would feast on the living across the world. These stalkers have honed their skills and stolen lingering Life Essence from vampires to harness some of their necromantic and innate abilities to in turn, use them against the vampires. While greatly misunderstood by those who reap the benefits of their efforts, Theurgian Stalkers do a great deal for the realm that will never truly know their name.

By killing the vampires that the Stalker tracks through the dark, they are able to rob them of a portion of their power to turn it on them in devastating ways. Though they use the very skills they detest against the forces of the Mistress and Tyrianous, they do so to great effect, so much so that vampires fall under the might of their magically infused attacks. It is an incredibly risky skill to develop, but those who do are of the greatest lines of defense against the leeches that would bleed the realm dry. Done in secrecy, more vampires have fallen to the skill of Theurgian Stalkers than the holy warriors of all the gods combined, all by using the power of the vampire against itself.

STALKER MAGIC

At 3rd level, upon taking on the way of the Theurgian Stalker, you gain the ability to tap into magic that sustains your vampiric prey. You learn certain spells when you reach specific levels in this class and have a number of uses of Stalker Magic equal to your Proficiency Bonus. Each spell costs a single use of your Stalker Magic, using Charisma as your spellcasting ability, and you regain all uses when you complete a long rest.

STALKER ARCHETYPE SPELLS

Rogue Level	Learned Spells
3rd	Disguise Self, Charm Person
5th	Spider Climb, Suggestion
9th	Gaseous Form, Vampiric Touch
13th	Polymorph (Bat; Self Only)
17th	Enervation

STEEPED IN DEATH ESSENCE

Also at 3rd level, you gain resistance to necrotic damage and when you deal Sneak Attack damage to an undead creature that is resistant to necrotic damage, you can choose to negate this resistance until the end of your next turn as you damage the necromantic bindings holding the creature together.

LEECHING SHADOW

Upon reaching level 9, a number of times per long rest equal to your Charisma Modifier (min. 1) when you strike a creature with your Sneak Attack, you can choose to regain a number of hit points equal to half of the Sneak Attack damage dealt.

GLAMOUR

Starting at level 13, you are as charming and alluring as the vampires you stalk. Once per short rest, you can force a creature that can see you within 30 ft. of you to make a Wisdom saving throw against your spell save DC. On a failure, the creature is charmed by you for one minute and acts under your commands. You may use your Bonus Action to issue any command you see fit, but the target will not willingly do anything to bring immediate harm to itself, such as jumping off a cliff. This effect can work on undead and creatures that are normally immune to being charmed if they have been struck by your Sneak Attack within the last minute. The effect ends immediately after you or your allies attack them. If they take damage by another source, they may make another saving throw to end the effect early.

VIOLENCE BEGETS VIOLENCE

Once you reach level 17, you are as vicious as the prey you stalk, using their most potent ability for yourself. Whenever you deal Sneak Attack damage, you deal an additional amount of necrotic damage equal to half of the total damage dealt by the Sneak Attack.