

COMPATIBLE WITH THE FIFTH EDITION OF DUNGEONS & DRAGONS

BOOK of BLADES

EXPANDING THE ROGUE



Lawerence Hawkins

KOBOLD
Press™



BOOK of BLADES

EXPANDING THE ROGUE

CREDITS

DESIGNER: Lawerence Hawkins

EDITORS: Jeff Quick and Kenny Webb

COVER ARTIST: Marcel Mercado

INTERIOR ARTISTS: Gabriel Cassata, David Auden Nash, Dio Mahesa, William O'Brien

GRAPHIC DESIGNERS: Marc Radle and Amber Seger

KOBOLD WARRENS

PUBLISHER: Wolfgang Baur

CHIEF OPERATIONS OFFICER: T. Alexander Stangroom

DIRECTOR OF DIGITAL GROWTH: Blaine McNutt

ART DIRECTOR: Marc Radle

ART DEPARTMENT: Marc Radle, Amber Seger

EDITORIAL DIRECTOR: Thomas M. Reid

EDITORIAL DEPARTMENT: Scott Gable, Meagan Maricle, Jeff Quick, Thomas M. Reid

SENIOR GAME DESIGNER: Celeste Conowitch

MARKETING DIRECTOR: Chelsea "Dot" Steverson

PROJECT MANAGER: Amber Seger

COMMUNITY MANAGER: Zachery Newbill

SALES MANAGER: Kym Weiler

Midgard and Kobold Press are trademarks of Open Design LLC. All rights reserved.

System Reference Document 5.1: This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>. Content in this work is compatible with the fifth edition of Dungeons & Dragons.

©2023 Open Design LLC. All rights reserved.

www.koboldpress.com

PO Box 2811 | Kirkland, WA 98083



KOBOLD
Press™



INTRODUCTION

Thieves and spies in the night, speaking in secret codes. Treasure hunters and tomb robbers, sneaking in the shadows. Tricksters and charlatans, making their coin at the rusty edges of society. The idea of the rogue is almost synonymous with the criminal, but a rogue is more than a burglar. With a keen eye and a sharp blade, a rogue can be the deadliest thing on the battlefield, and then vanish in a blink of an eye.

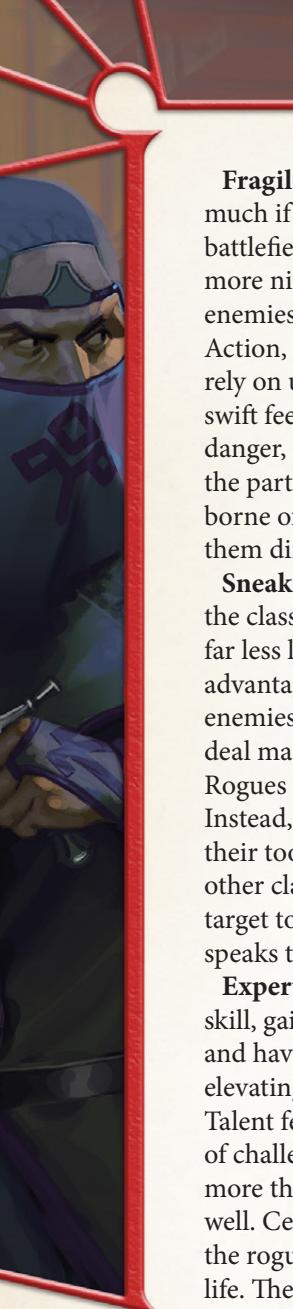
ROGUES IN GAMING HISTORY AND MEDIA

As long as there have been organized societies with wealth and need, there have been capable people willing to do the unorthodox for wealth, justice, or simple curiosity. The idea of the rogue has been an essential fantasy staple, hailing back to curious characters like J.R.R. Tolkien's Bilbo Baggins to career criminals and mercenaries like Fritz Leiber's Gray Mouser, Jack Vance's Cugel the Clever, or Roger Zelazny's Shadowjack. Mixing these tropes and more, a thief class was first published in the *Game Player's Newsletter #9* in 1974, and then in the *Greyhawk* supplement to the original Dungeons & Dragons.

Next, the thief was included as one of the standard classes in the *Player's Handbook* for Advanced Dungeons & Dragons. Unlike the restrictions of other classes, any nonhuman could be a thief without limit. They were fragile, but swift to advance in level. This is also where their signature talent at picking locks and moving silently came into play, albeit in a limited form. From there, the thief evolved into the rogue, with bards branching off in their own direction. In later editions, the rogue retained a few key traits—fragility compared to frontline fighters, useful and varied skills, an occasional dabbler's talent with magical scrolls and devices, and, of course, devastating Sneak Attacks under the right conditions.

WHAT MAKES A ROGUE?

What separates a rogue from your average fighter? A lack of armor and smaller weapons, mostly, but these limitations don't limit the class as much as one might think. Through wits, agility, and a little cruel opportunism, the rogue prevails where other warriors may falter. You can change the tone and tenor of your rogue with your subclass selection at 3rd level, taking them into some surprising directions if you have a story in mind, but every rogue can hold their own in the fray and bring down even the biggest of foes.



Fragile Mobility. The classic rogue doesn't wear much if any armor, but they hold their own on the battlefield. How do they accomplish this? By being more nimble, agile, and maneuverable than their enemies and even their allies. Features like Cunning Action, Uncanny Dodge, and Evasion all evoke and rely on unarmored agility. Through clever positioning, swift feet, and occasionally just plain hiding from danger, the rogue creates new tactical options to bring the party to victory. Of course, this mobility is often borne of necessity, as the rogue's goals and skills bring them directly into danger *all the time*.

Sneak Attack. It's hard to imagine the rogue without the classic backstab, though the term has become far less literal as the game has progressed. By taking advantage of the conditions and positioning of enemies and allies, rogues can create an opening to deal massive damage with the right weapon in hand. Rogues rarely run around with longswords and axes. Instead, the dagger, the rapier, and the shortbow are their tools of choice on the battlefield. More than any other class, a rogue has to think about not just which target to engage, but *how* to engage them, and this speaks to a careful playstyle unlike any other.

Expertise. The rogue is bar none the master of skill, gaining the most skills at character creation and having the easiest access to the Expertise feature, elevating their proficiency. Later on, the Reliable Talent feature makes them unlikely to fail the majority of challenges in their area of focus, while they have more than enough room to cultivate other skills as well. Certain subclasses further expand on or enhance the rogue's skill selection as they take certain paths in life. The rogue is the one that people turn to in order to solve any mundane problem, where magic isn't an appealing or available solution.

Perspective. Beyond any features on a character sheet, rogues tend to be the outsiders of any given party. In order to develop a skillset to bypass the barriers and obstacles of polite society, the rogue is the most likely to doubt or distrust the status quo. Lawful or Chaotic, they're likely operating in the corners and shadows of society to bring about their own enrichment or to serve a higher purpose. As such, rogues are drawn to generating unorthodox solutions in dire circumstances as a function of their very design.

Just Folk. Perhaps in contrast to this outsider's perspective, rogues are the ones most likely to root their thinking in the down-to-earth world of common folk, even in a world of wonder. Unburdened by martial discipline and honor, gods and forces of nature, or magic and otherworldly horrors, a rogue

is in a perfect position to speak to the needs and troubles of the many regular citizens and struggling criminals that a story is likely to encounter. A rogue can come from any walk of life and the areas of their knowledge and ignorance will shape their actions keenly, but they'll often see issues from an average person's perspective, not a hero's.

PLAYING A ROGUE WELL

A rogue doesn't need to know everything, but there are a few things that every rogue ought to know well and internalize. Consider these three tips when working and fighting as a rogue for best results.

Bring a Buddy (Or More Than One!). A rogue's Sneak Attack feature only functions with advantage... or with a well-positioned ally. See this as a metaphor and apply it to your entire toolkit. Rather than focusing on the risks of including the party, think of the opportunities. Use lookouts. Have the fighter hoist you up a wall. Make use of spellcasters and their unique tools both to overcome obstacles and to create distractions. Never forget—when you're all alone, you're poorly armed and fragile. Why not share your troubles? This approach also keeps the rest of the table from stalling out to watch when you work.

Besides, it's always nice to have someone running just a little slower than you when it's time to escape.

Know Your Plays. Just like a wizard's spellbook, a rogue must *know* their options to use them. What's in your pack? Do you have rope? What sort of clothing do you have access to? From there, you can dig into your skills and features to develop a toolkit of options that can be applied to any challenge. Remember your Cunning Actions especially, which can make all the difference in you getting another Sneak Attack.

Once you've gained confidence with your own toolkit, start studying everyone else's. Why?

Oppositional, Not Antagonistic. The party role of the typical rogue is almost the opposite of barbarians, paladins, and clerics. Those classes present the obvious routes and choices that a party can or should take. Your abilities lend themselves to a new perspective and a unique approach, so don't hesitate to share it while including the capabilities of your team in any job, from a heist to a brawl. That said, try not to fight over or insist on doing things the tricksy or cutthroat way. The goodwill of your team is as much of a tool as anything else, whether you're a cunning manipulator or just like having friends on your side. Learn your party's tendencies and limits; they are all a part of your toolkit.

INSPIRATION FROM FICTION

Looking for your next rogue concept? Here are a few references for brainstorming. These rogues hail from pieces of literature, games, and films, and can give you inspiration to further expand what this archetype can be. There are as many rogues as there are adventures, but here are a few classic and modern examples.

- The Gray Mouser from *Fafhrd and the Gray Mouser* stories, Fritz Leiber, 1958–1988.
- Aladdin from *Aladdin*, animated and live action films, Disney, 1992, 2019.
- Garret from *Thief*, video game series, Eidos and Square Enix, 1998–2014.
- Lupin III from *Lupin III*, manga and anime series and films, Monkey Punch, 1967–present.
- Joker from *Persona 5/Persona 5 Royal*, video games, Atlus, 2016.
- Han Solo from *Star Wars*, films, Disney/20th Century Fox, 1977–2019.
- Westley from *The Princess Bride*, novel and film, William Goldman, 1973, 1987.
- Various assassins from *Assassin's Creed*, video game series, Ubisoft, 2007–2020.

NEW ROGUE SUBCLASSES

Rogues hone their craft with a subclass at 3rd level. Acrobats focus on the rogue's mobility, while Strategists turn their keen minds and cunning to the battlefield. Both can apply their talents to many situations, and while they each have their unique field of play, they're still the nimble experts of any combat.

ACROBAT

The core of the rogue lies in its mobility, and the Acrobat takes that mobility to its mortal limits and beyond. Through training that could vary from circus performance to freerunning through city streets, you've keenly trained not just your body, but your environmental

awareness to find and navigate impossible paths. More than just being able to run away, you can also run circles around enemies in a fight and leave a nasty mark in your wake.

EVER-READY

When you choose this feature at 3rd level, you gain proficiency with improvised weapons. Your damage die is always at least a d6, and you may use your Dexterity for attack and damage rolls. Your attacks with improvised weapons qualify for your Sneak Attack. In fact, the first time you successfully hit a creature with an improvised weapon in combat, you do not need to meet any other conditions to deal Sneak Attack damage. Creatures who witness this attack are immune to this effect for the next 24 hours.

NIMBLE STRIDER

When you choose this feature at 3rd level, your walking speed increases by 10 feet, and you gain a climbing speed equal to your walking speed. You may also use your Dexterity in place of Strength for Athletics ability checks and for determining jumping distances.

MOMENTUM MASTERY

Beginning at 9th level, whenever you move at least 20 feet towards a target, you don't need advantage on the attack roll to use your Sneak Attack against a creature and you deal an additional d6 of damage on a hit.





Additionally, when you use your Uncanny Dodge feature, you may also push or pull a Large or smaller size attacker up to 10 feet. If you do, you may also move up to 10 feet.

TOUCHING THE WIND

Beginning at 13th level, if you're using Uncanny Dodge in response to a melee attack or fail a save that qualifies for your Evasion feature, you may choose to take no damage or secondary effects. Once you do so, you cannot use this feature again until you complete a long rest.

AIRDANCER

Beginning at 17th level, your high-flying acrobatics defy most mortal limits. You gain a flying speed equal to your walking speed, but must land by the end of your turn or you start falling. You can land without incident on any surface that can hold at least 5 pounds of weight, so long as you move again before the end of your next turn, after which the foothold gives way and you'll begin to fall.



STRATEGIST

From academy-trained officers to world-weary veterans of the front lines, there are always those who leverage their wits on the battlefield for maximum effect. Trained in the arts of tactical maneuver and a little skullduggery in a pinch, this rogue uses their wits to command or guide allies for maximum effect.

KEEN DISCERNMENT

Beginning at 3rd level, you may add your Intelligence modifier to initiative rolls.

You may also add your Intelligence bonus to Dexterity or Wisdom saving throws. As a bonus action, you may choose to grant this bonus to an ally that can see or hear you if you haven't benefited from it since the end of your last turn. If you do, you cannot benefit from this bonus until the start of your next turn.

TACTICAL GUIDANCE

Beginning at 3rd level, if you did not benefit from your Sneak Attack on your last turn, you may use your reaction when an ally that can see or hear you attacks a creature to apply your Sneak Attack damage to that attack instead. You must state your intent before the result of the attack roll is declared. If the ally misses, no damage is dealt.

KNOWING THE FIELD

Beginning at 9th level, you can guide allies to take routes they normally wouldn't consider. As a bonus action, you can grant an ally the ability to use their reaction to Dash or Hide. Alternately, you may use your reaction to allow an ally to immediately Disengage from any number of creatures.

You may give such commands a number of times equal to your proficiency bonus, regaining all expended uses after completing a short or long rest.

AMBUSHER'S AWARENESS

Beginning at 13th level, you and allies that can see or hear you cannot be surprised so long as you aren't incapacitated. You and allies that can see or hear you also add your Intelligence modifier in additional damage on attacks against surprised enemies.

COMMANDER'S EYE

Your insights in the battlefield gain additional effect. Beginning at 17th level, you gain a second reaction that you may use before the start of your next turn. In addition, you may use a reaction to move a willing ally within 15 feet of you into an unoccupied space adjacent to another willing ally within 15 feet of you, swapping the target of any effects between them.

NEW BACKGROUND: PRODIGAL

You could have come from any comfortable walk of life, but one truth has resonated in you from the start —you don't fit in. Maybe you were raised among the halls of wealth and privilege, but yearned for the thrills of the streets. Maybe you grew up among modest, hardworking folk, but the idea of one big windfall always kept you dreaming. Regardless of the exact nature of your disconnect, you've been a thorn in the side of your conservative peers and elders for some time. When you took to the road, it surprised few (which isn't to say that it hurt no one). Now only you can hold the reins of your destiny.

Consider your roots and your dreams. What are you running away from and what are you running towards? What aspects of the past do you find intolerable? What do you miss? What was the last straw or the first big opportunity that pulled you away? If you've been on the road for a while, how's that worked out for you so far? Is it everything you dreamed of, or have you had to learn some harsh lessons in the real world?

Skill Proficiencies: Deception, Insight

Tool Proficiencies: One of your choice from artisan's tools, musical instruments, gaming sets, or vehicles.

Languages: One of your choice.

Equipment: A set of artisan's tools, a musical instrument, or a gaming set of your choice, a set of traveler's clothes, a token or trinket from your past life, and a purse containing 15gp.

THE ESCAPE

Your path ahead is shaped and defined by what you're running from, and your roots will impact how you view new allies and enemies. The nature and tone of your escape will impact your story in many ways, even if you never return home.

MY ESCAPE

d6 Description

- 1 I fled in the night, and my wealthy patrons will send pursuers to find me for their own ends.
- 2 I was thrown out by an elder after an argument. Still, I dearly miss a loved one from those days.
- 3 A mentor with insights into the world I seek spirited me away before anyone could stop us. I still look to them for guidance.
- 4 Love brought me out of my comfort zone, and then left just as quickly. My romance ended . . . poorly.
- 5 I lived a double life for some time, hiding my activities from my peers and family. One day, it became necessary to reveal my true nature. I fled before seeing anyone's reaction.
- 6 My past life fell apart in tragedy and death. My dream is all I have left. I pray it holds.

FEATURE: FALLOUT OPTIONS

You have a full life, complete with records, allies, and contacts. If you need to be someone else for certain reasons, you can simply be your past self for a while. This may, of course, require explanations, and it *will* draw attention from people from your past, especially unwanted people. For each day you present as your former self, roll 1d10. On a result of 1, a problem from the past catches up to you.

SUGGESTED CHARACTERISTICS

Prodigals are taking their first steps toward achieving their dreams, but always have one eye looking back. Consider how that duality will impact your choices and roleplaying, and how much of your past you want interrupting your future plans.

PERSONALITY TRAIT

d8 Description

- 1 I am deeply excited about the most common things due to a sheltered upbringing.
- 2 I can't help but compliment potential romantic partners, even if it's a distraction.
- 3 I keep detailed records on every place I go —the people, the food, the dangers. All of it!
- 4 I still maintain some antiquated or unusual devotions that may give away my origins.
- 5 I tend to question other people's beliefs, due to lingering resentment of my own roots.
- 6 I love nothing more than proving my hard-earned skills, even (or especially) if it annoys my rivals.
- 7 I believe in fairy tales and other unlikely stories. After all, it's all the same to me. Everything is fresh and new!
- 8 I'm constantly in search of new thrills, and hate doing the same thing twice.

IDEAL

d6 Description

- 1 **Ambition.** I promised myself to change my lot, and I'm doing it. I expect others to take care of their own future too. (Lawful)
- 2 **Escape.** Nothing can hold me down, and nothing ever will again. (Chaotic)
- 3 **Charity.** I can put my talents to use helping people beyond just my own family. (Good)
- 4 **Reality.** I want to see how things truly are, without bias or deception. (Neutral)
- 5 **Spite.** I'm going to show them. I'm going to show them all just what I'm worth! (Evil)
- 6 **Honesty.** I can't live any life but the one my heart yearns for. (Any)

BOND

d6 Description

- 1 Someone pulled me out of my old life, and I want to pay them back, for good or ill.
- 2 I'm overwhelmed by loneliness and secretly want to build a family.
- 3 I still deeply love someone from my past and work towards earning their respect and pride.
- 4 I have a secret relationship from my past that I maintain. No one from either life can know!
- 5 An elder sibling ran off before I did, and I strive to follow in their footsteps.
- 6 My devotion to a belief or faith drove me to leave. And it will guide me forward from here.

FLAW

d6 Description

- 1 I live for praise, and will fall for any schemer who flatters me enough first.
- 2 I crave wealth and the big scores, ignoring simpler and safer options as too boring.
- 3 I'm terrified of dying without seeing my dreams achieved, so I struggle to take big risks.
- 4 I'll trust anyone once. Maybe twice, if their excuses are good enough.
- 5 I'm obsessed with revenge for even the smallest slight, even if letting it go would clearly be the smarter move.
- 6 I'm deeply superstitious, above and beyond the magic and miracles of the real world.



TOOLS OF THE TRADE

When time for clandestine action arrives, a set of lock picks may not be enough. These additional tools can be used to get the drop on one's foes.

BLACKJACK

A blackjack is a simple bag of cloth or leather filled with lead, coins, brick, or some other heavy substance and tied to a cord. If you remain unseen by a target, all hits with a blackjack are treated as critical hits.

In addition, when you remain unseen by a creature and strike it with the blackjack, the creature must make a Constitution save with a DC 10 or DC equal to half of the damage dealt, whichever is higher. On a failure, the creature is stunned until the end of your next turn.

ETHER

Ether or other alchemical substances are designed to knock out a target. Ether is usually used for things like medical anesthesia, but a rogue can also make use of it. Industrious souls proficient with an alchemist's kit or poisoner's kit can craft bottles of ether with little difficulty. Shady dealers and oblivious apothecaries will provide ether for 25 gold pieces.

To use ether, you must use your action to douse a rag in the contents of a vial. The fumes fade quickly and will lose effectiveness after 1 minute. During this time, you must succeed in grappling a creature that breathes, who then must make a DC 13 Constitution saving throw. Creatures who are surprised during the grapple attempt also suffer disadvantage on the saving throw to resist the ether.

On a failure, nothing happens immediately but the creature begins to succumb. If the creature fails by 5 or more, this is treated as two failures instead. So long as the grapple is maintained, the creature must make a new Constitution saving throw at the start of each of its turns. Once a creature accumulates 3 failures, it falls unconscious for 1 hour or until damaged. On three successes, the ether has no effect.

GARROTE

A garrote is a wire or thin rope about a foot or two in length, often attached to handles for grip. Acquiring one is rarely legal, but also rarely costs more than 1 silver piece. The purpose of this grim tool is to strangle a creature with maximum efficiency. Anyone proficient with thieves' tools is also proficient with a garrote. Instead of making a Strength (Athletics) check to grapple a creature with it, you may roll a Dexterity ability check with your proficiency bonus if appropriate. However, you roll with disadvantage unless you are unseen by your target. While attempting to garrote a creature, you also grant advantage to attack rolls from other creatures and suffer disadvantage on Dexterity saving throws. As a dubious benefit, you can claim half-cover from ranged attacks.

Grappled creatures begin suffocating immediately, having no time to draw breath —a creature begins choking immediately. It can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round) before dropping to 0 hit points and starting to die. The creature cannot regain hit points

IMPROVED POISONS WITH ALCHEMY

By default, poison often fails to affect many kinds of creatures: Undead, Elementals, and Constructs especially. With additional proficiency in alchemist's supplies, one can adjust the properties of a poison to have dire alternate effects.

A character working with a poison must make a DC 15 Intelligence (Arcana) check, adding their proficiency bonus if they are using either a poisoner's kit or alchemist's supplies. This check requires alchemical reagents costing roughly 25 gp per dose. On a successful check, the poison is imbued with alchemical properties. You may enact one of the following changes, or two with a result of 20 or higher.

- Change the damage type of a poison to acid, cold, fire, or necrotic damage.
- Change an inflicted condition from poisoned to blinded, deafened, or stunned.

Uncommon or Rare reagents can be bought as consumable magic items or harvested from unique creatures or unusual environments, requiring a DC 20 Intelligence check, to which the character adds their proficiency bonus if they are using alchemist's supplies. Such reagents may allow for even rarer damage types or conditions, bypassing the resistances and immunities of unsuspecting targets. Some legendary reagents might even allow for multiple effects.

Last, holy water may be imbued into a poison as a reagent to have it inflict radiant damage instead or to inflict conditions on an Undead creature who fails a Wisdom saving throw instead of Constitution.

WEAPON

Name	Cost	Damage	Weight	Properties
Blackjack	2 cp	1d4 bludgeoning	1 lb.	Finesse, light

ITEM

Name	Cost	Weight
Ether	25 gp	1/4 lb.
Garrote	1 sp	1/2 lb.
Smokeball	10 gp	1 lb.



until the garrote is released or they break free of the grapple. If the grapple is broken, roll a d20. On a result of 9 or lower, the garrote breaks.

SMOKEBALL

A smokeball is a pellet or pouch filled with alchemical substances that release sudden, powerful smoke after a strong impact, such as striking the ground. A character proficient with alchemist's tools can craft smokeballs, otherwise they can be acquired from certain vendors for 10 gold pieces each.

As an action, you can throw a smokeball at a point up to 30 feet away from you. This heavily obscures a 10-foot radius area around that point until the start of your next turn. Creatures caught in the smoke must succeed in a DC 12 Constitution saving throw or they cannot take reactions until the start of their next turn.

A favorite tactic of many rogues is to throw a smokeball, move to an area where the line of sight has been broken, and hide using Cunning Action.



FABLED MAGICAL ITEMS

Not every fabled magic item is a weapon, shield, or set of armor. Sometimes a less valorous item gains fabled status.

WYRM-SCORED COIN

This gold piece is deeply marred by the breath of a dragon —permafrost, acid pitting, partially molten—to the point of being unable to read its origin. However, its edges still gleam bright, and it flips wonderfully. A close inspection might reveal that the scarring on the coin almost resembles a sharp, watching eye...

It is said that a dragon, upon defeat or death, may invoke a terrible curse upon all of their wealth. Other stories speak of a curse befalling a traitor who slays an ally to secure more of a dragon's wealth. Regardless of the truth, every single coin and treasure from that dragon's hoard shares the curse and brings doom, betrayal, and torment to all who hold them until the entire hoard is returned or destroyed. This coin was the first prized piece of a dragon's hoard, and it draws those attuned to acquire wealth at any cost, perhaps in the hope of retrieving the hoard and bringing peace to the dragon. In fact, if one were to properly cleanse such a hoard, the dragon's ill will might expire, leaving a fortune behind.

WYRM-SCORED COIN

Wondrous item, fabled (Piece of the Hoard properties Require Attunement by a rogue)

The coin possesses a number of charges equal to your proficiency bonus. When you successfully damage a hostile creature with your Sneak Attack while you possess the coin, you may expend a charge to gain temporary hit points equal to half of the value rolled on the Sneak Attack dice (rounded down). You regain all expended uses at dawn.

Piece of the Hoard. As your level increases, you gain the following benefits while you possess the coin.

5th level. You may cast the *locate object* spell using a charge from the coin. If you don't specify a specific object, it will instead direct you to the most valuable object within range.

9th level. You may now use your Uncanny Dodge feature to reduce the damage from any source of acid, cold, fire, lightning, or poison damage by half as a reaction. If your Evasion feature would apply, you may use your reaction to succeed automatically on the check, after rolling but before the result is declared.

13th level. You may expend a charge to sprout draconic wings, gaining a flying speed equal to your walking speed. While flying in this manner, you do not provoke opportunity attacks.

In addition, you may expend two charges to cast *commune with nature*. In addition to the listed information, you may also gain information about dragons or the presence of prevalent wealth or treasures within range. Instead of *commune with nature*, you may cast *contact other plane*, but you suffer all risks associated with that spell as you tap into draconic minds for insight.

17th level. You gain immunity to the frightened condition. In addition, at dawn you may choose one damage type from acid, cold, fire, lightning, or poison. You gain immunity to that damage type until the next dawn. While thus immune, parts of your skin are covered in a rough, ragged patchwork of scales.

PLANNER'S PIECE

This silver pocketwatch has several hands used to denote time, direction, and weather conditions. Only one attuned to it can tell which hand refers to what innately. Across the interior is etched the phrase, 'Never late again.' The exterior, if kept clean, has a mirror sheen and can be used as such.

The planner's piece is a pocketwatch originally designed by the gnomish hunter Davish Quickstep. Davish hunted prey of all kinds, including bounties, and relished the cerebral thrills of a well-executed trap. His schemes and captures eventually crossed the wrong criminal, and the hanged man's twin sister set a trap of her own. Davish escaped without a scratch... only to be a moment too late to save his family from her. He developed an obsession with flawless timing that outlasted his long years in the form of this magical timepiece.

PLANNER'S PIECE

Wondrous item, Fabled (Time Keeper properties Require Attunement by a rogue)

The planner's piece has 3 charges a day. By spending 1 minute studying your surroundings and the planner's piece, you may gain the benefits of casting the *augury* spell (and the downsides, if overused). You may also gain that information as an action by expending a charge. The planner's piece regains all expended charges daily at dawn.

Time Keeper. As your level increases, you gain the following benefits while holding this timepiece.

5th level. You or one ally of your choice that you can see gains a bonus to initiative rolls equal to your Intelligence modifier.

9th level. As an action, you may click the top button of this timepiece. At any point in the next minute, you may click the button again as a bonus action to teleport to the square where you last clicked it, as long as it is on the same plane. You may take one willing or grappled creature within 5 feet of you of the same size or smaller with you upon returning.

13th level. When you or a creature you can see makes an ability check, attack roll, or saving throw, you may use your reaction and expend a charge of the planner's piece and roll a d20 as well. You choose which of the d20s is used for that attack roll, ability check, or saving throw.

17th level. If you have all 3 charges remaining in the planner's piece, you may expend all remaining charges to stop time for three turns. No time passes for other creatures, during which you can use actions and move at up to half your walking speed. This effect ends immediately if one of your actions affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000 feet from the location where you activated it.

OPTIONAL RULES

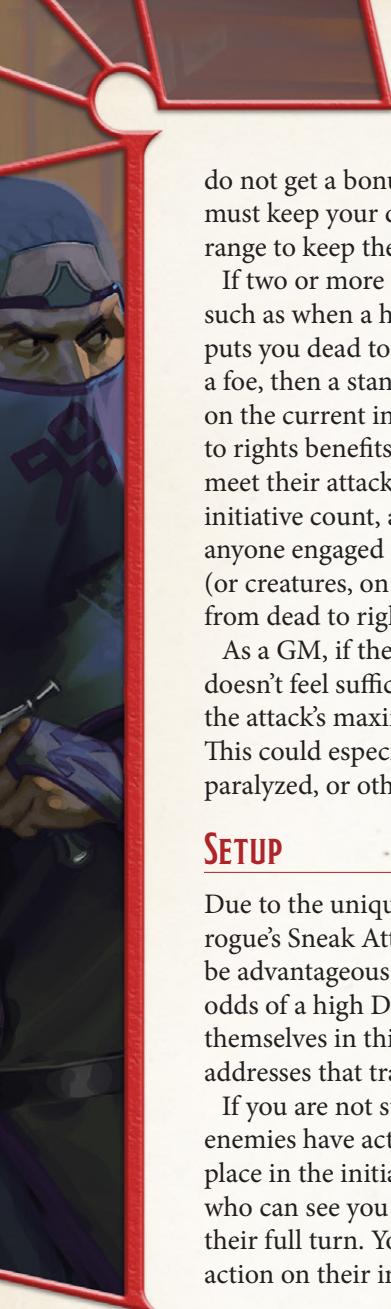
This section provides additional options useful to rogues and others for their roles in a story.

DEAD TO RIGHTS

It can be disappointing to hold a foe at knifepoint, arrowpoint, or spellpoint, only for them to simply suffer an opportunity attack and run away. Worse, your foe may simply attack, ignoring the threat.

If you have a weapon readied and surprise an opponent, you may use your action to declare a target dead to rights. You may also declare a single creature dead to rights if they're in range of your attack for a full round and neither of you move, dodge, or make an attack against any creature during that time. The creature must have no intention or means to defend themselves, such as a pleading negotiator.

Dead to rights is a special Ready action. If the conditions you set for attacking the target are met and you hit, you score an automatic critical hit. At the start of each of your turns, you must use your action to either attack with this benefit or to carry the dead to rights effect forward. If you do choose to wait, you



do not get a bonus action, can move only 5 feet, and must keep your declared target within your attack's range to keep the benefit.

If two or more instances of dead to rights occur, such as when a hidden enemy reveals themselves and puts you dead to rights while you were staring down a foe, then a standoff occurs. If only one creature on the current initiative opts to attack, their dead to rights benefits trigger first. If two or more parties meet their attacking trigger conditions on the same initiative count, a Dexterity check must be made for anyone engaged in the standoff. Only the first creature (or creatures, on a tie) may use their action to benefit from dead to rights.

As a GM, if the bonus damage from dead to rights doesn't feel sufficiently punishing, consider dealing the attack's maximum damage on a critical hit instead. This could especially apply if the target is restrained, paralyzed, or otherwise unable to avoid the worst.

SETUP

Due to the unique needs of certain classes, such as the rogue's Sneak Attack requirements, it may not always be advantageous to go first. However, with high odds of a high Dexterity modifier, rogues often find themselves in this very position. This Setup option addresses that trap by letting you tap in an ally.

If you are not surprised in combat and none of your enemies have acted on your turn, you may swap your place in the initiative order with one ally you can see who can see you as a bonus action. The ally make take their full turn. You resume your turn without a bonus action on their initial initiative count.

CUNNING TRICKS

A cunning rogue has a full toolkit of dangerous tricks to play in a fight, from a barroom tussle to a dragon's lair. These tricks can be performed once you reach 2nd level as a rogue, as extensions of your Cunning Action feature. If the trick requires a saving throw, the difficulty class is equal to $8 + \text{your Dexterity modifier} + \text{your proficiency bonus}$. Some tricks even have material components. Initiating a cunning trick requires a bonus action in addition to other requirements included in the trick.

Once you've used a trick on a creature in combat, any creatures that saw the trick during that combat roll with advantage on saving throws to resist the same trick. This advantage fades after 1 hour, if you attack, or if you use a different trick.

Blind. *Requires a handful of sand, dust, ash, embers, ink, or similar substances to throw.* You toss something at the eyes of a creature. It must succeed on a Dexterity saving throw or be blinded until it spends a bonus action clearing the grime.

Grab. A creature within 5 feet of you and also within 5 feet of an ally must make a Dexterity saving throw. On a failure, it is grappled by either you or an ally within 5 feet of it.

Graze. *Requires a weapon with the Finesse property.* Make an attack roll. On a hit, you do not add your ability modifier to damage. In addition, your next attack against the same creature before the end of your next turn does not require you to have advantage for your Sneak Attack feature.

Mug. After attacking a creature with a melee attack, a shove, or an unarmed strike, you may attempt to snatch a small, easily concealed object carried by the target without being noticed. Make a Sleight of Hand check with a DC equal to the creature's passive Perception. On a success, you steal the item without being noticed, and you may stow it among your possessions without being seen.

You may also plant a small object using the same rules above. In the case of volatile items like alchemist's fire, an acid flask, or holy water, you may use this trick instead of a ranged attack and douse the target immediately if you succeed.

Press. You use nimble leverage to reposition a foe. You must make a melee weapon attack against a creature. Regardless of whether you hit, the press follows. The creature must make a Strength or Intelligence saving throw (your choice). On a failure, it is pushed 5 feet in a direction of your choice.

Startle. *Requires the target to have not acted in combat or be surprised, or some clever way to startle the creature at GM discretion.* A creature within 30 feet of you must succeed on a Wisdom saving throw or be frightened of you until the end of your next turn. If you deal damage to the creature before the condition expires, it is extended for another turn. The creature may make a new Wisdom saving throw at the end of each of its turns. The condition ends on a success and cannot be renewed.

SET PITFALLS

Sometimes, the best Sneak Attack is one that's nowhere near the instigator. With the clever use of thieves' tools and perhaps some useful materials, you can avoid the figurative pitfalls of combat by setting literal pitfalls for your foes. With this optional rule, any rogue can set up a pitfall where, should the

target fail a saving throw, they'll be subject to the rogue's Sneak Attack damage and potentially suffer a debilitating condition as well.

The saving throw DC of a pitfall is equal to $8 + \text{your Intelligence modifier} + \text{your proficiency bonus}$. It takes at least 1 minute, thieves' tools, and appropriate materials as determined by your GM to set up a pitfall. Anything from rocks hanging from a string, something slick on the ground, ball bearings, acid flasks, or anything else you and your GM can agree on can serve as a potential pitfall, using your DC above if the item's normal DC is lower so long as you have the full minute to prepare. Each pitfall affects only a 5-foot square of space. Compare a creature's passive Perception to the save DC of the pitfall to determine if the creature notices it. Otherwise, they may make a Perception check against the same DC if they have suspicions.

Without a sufficient means to cover or hide the pitfall, this roll may have advantage or not require a roll at GM discretion.

The initial damage of a pitfall is $1d6 + \text{your Intelligence modifier}$ in bludgeoning damage, counting as a non-magical improvised weapon. The right materials may change this damage appropriately, such as adding a dagger to the landing position or dropping alchemist's fire on a creature's head. From there, you may add your Sneak Attack damage to the final result.

Instead of dealing Sneak Attack damage directly, the pitfall may use one of the Cunning Tricks (see above) on a failed saving throw, requiring the same materials: Blind, Grab, Press, and Startle.

You may also set up a tripping pitfall with a rope, fulcrum, ball bearings, or other means to knock a Large or Smaller creature down. The target must succeed at a Strength or Dexterity saving throw (target's choice) or fall prone and suffer your Sneak Attack damage. If the target is mounted, has a large number of legs, or other circumstances at a GM's discretion, the target may have advantage on the saving throw.



A FLOCK OF OVER 400 FEROCIOUS MONSTERS FOR 5TH EDITION!



TOME OF BEASTS 3 brings you more than 400 new monsters including:

- Void knights and breakwater trolls
- Prismatic dragons and royal chimeras
- Stained glass moths and voidclaw zombies
- Breathstealers and witchalders
- Kobold drake riders and hellfire giants

Delight your players with a swarm of new, fascinating, and deadly opponents every time!

WWW.KOBOLDPRESS.COM



KOBOLD
Press



Open a Trove of Wonders!

Inside *Vault of Magic*, find a vast treasure trove of enchanted items of every imaginable use—more than 950 in all! There are plenty of armors, weapons, potions, rings, and wands, but that's just for starters. From mirrors to masks, edibles to earrings, and lanterns to lockets, it's all here, ready for your 5th Edition game.

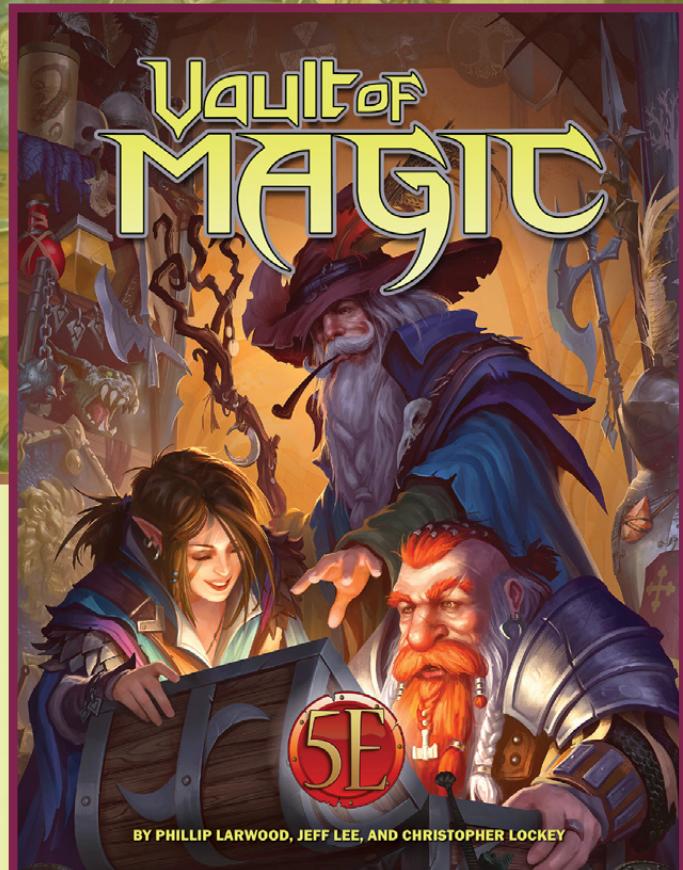
THIS 240-PAGE VOLUME INCLUDES:

- More than 30 unique items developed by special guests, including Patrick Rothfuss, Gail Simone, Deborah Ann Woll, and Luke Gygax
- Fabled items that grow in power as characters rise in levels
- New item themes, such as monster-inspired, clockwork, and apprentice wizards
- Hundreds of full-color illustrations
- Complete treasure-generation tables sorted by rarity

*Amaze your players and spice up your 5th Edition campaign with fresh, new enchanted items from *Vault of Magic*. It'll turn that next treasure hoard into something . . . wondrous!*

KOBOLD
Press

©2022 Open Design LLC. Kobold Press logo is a trademark of Open Design LLC.



TALES OF THE VALIANT™

©2023 Open Design LLC. Kobold Press logo is a trademark of Open Design LLC.

BE BOLD. BE BRAVE. BE VALIANT!

Give your 5E game some very sharp teeth—
with the Kobold Press take on Core Fantasy!

The Tales of the Valiant RPG adds new talents,
heritages, spells, monsters, and much more to the
familiar options from 5th Edition D&D.

As an independent 5E game, it is open to everyone
and anyone who wants to create their own worlds
and tell their own tale!

Join Kobold Press with a stunning
new take on 5E, coming in 2024!

