

Disciple: Aberrant Assassin

While most Disciples seek out power through means of their own knowledge, an Aberrant Assassin will call upon the powers of dark otherworldly entities to enhance their abilities as a killer and grant them powers unobtainable to others. An Aberrant Assassin may worship this entity, or they may simply have a contract with it, but pact magic rarely comes without a price.

If you have warlock levels, add one-half of your disciple levels (rounded down) to your warlock level and consult the warlock progression table for total spell slots and spell slot level.

If you have rogue levels, add your disciple levels to your rogue level and consult the sneak attack column of the rogue progression table for your sneak attack damage and assassination damage. You may only use one of them per turn.

The Aberrant Assassin				
Disciple Level	Assassination	Spells Known	Spell Slots	Slot Level
2nd	1d6	2	1	1st
3rd	2d6	3	1	1st
4th	2d6	3	2	1st
5th	3d6	4	2	2nd
6th	3d6	4	2	2nd
7th	4d6	5	2	2nd
8th	4d6	5	2	2nd
9th	5d6	6	2	3rd
10th	5d6	6	2	3rd
11th	6d6	7	2	3rd
12th	6d6	7	2	3rd
13th	7d6	8	2	4th
14th	7d6	8	2	4th
15th	8d6	9	2	4th
16th	8d6	9	2	4th
17th	9d6	10	2	5th
18th	9d6	10	2	5th
19th	10d6	11	2	5th
20th	10d6	11	2	5th

Pact Magic

Your arcane research and the magic bestowed on you by your patron have given you facility with spells.

Cantrips

Warlock cantrips are now available for you to learn as part of your Disciple Cantrips feature.

Spell Slots

The Aberrant Assassin table shows how many spell slots you have to cast your disciple spells of 1st through 5th level. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your disciple spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have two 2nd-level spell slots. To cast the 1st-level spell Ice Knife, you must spend one of those slots, and you cast it as a 2nd-level spell.

Spells Known of 1st Level and Higher

At 1st level, you know two 1st-level spells of your choice from the Disciple spell list, which includes Sorcerer, Warlock, and Wizard spells which belong to the Conjuration, Enchantment, or Illusion schools.

The Spells Known column of the Aberrant Assassin table shows when you learn more disciple spells of your choice of 1st level or higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 9th level, for example, you learn a new disciple spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the disciple spells you know and replace it with another spell from the disciple spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Intelligence is your spellcasting ability for your disciple spells, so you use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a disciple spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your disciple spells.

Assassination

Starting at 2nd level, You know how to strike precisely and exploit weaknesses in a foe's guard. Once per turn, you can deal an extra 1d6. damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a light weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Assassination column of the Aberrant Assassin table.

Aberrant Smite

Starting at 6th level, you can expend a great deal of your magical power at once in order to shatter your foes senses. Once per turn when you hit a creature with a weapon attack, you can expend a spell slot to deal an extra 1d8 psychic damage, plus another 1d8 per level of the spell slot. Additionally, the creature must succeed on a Wisdom saving throw or be blinded and deafened until the end of your next turn.

One With Shadows

At 10th level, you are unnaturally hidden by shade. While in darkness, you are invisible to any creature that relies on darkvision or tremor sense to see you in that darkness.

Secret Arcanum

At 14th level, your patron bestows upon you a magical secret called an arcanum. Choose one 4th-level or lower spell with a casting time of one action from any spell list as this arcanum.

You can cast your arcanum spell once as a bonus action without expending a spell slot or providing verbal, somatic, or material components. You must finish a long rest before you can do so again.