

THE ASSASSIN'S WAY

ROGUSH ARCHETYPE



PROFESSIONAL KILLERS HAVE BEEN A PART OF WESTERN Immoren since its earliest days. In the times of the priest-kings and the Molgur warlords, they were infamous warriors who sold their blades to the highest bidder; in the modern world, their profession has transformed into an unsavory one favored by the skilled soldiers who pledge loyalty to no throne but who are ready to kill anyone in the pursuit of coin.

Some of the most infamous killers-for-hire are found in the north. Capos and bladeslingers in service to the *kayazy* merchant princes, manhunters who prowl the wilderness seeking their bounties, and even specialists in service to the Prikaz Chancellery stalk their prey at home and abroad and are even sometimes found fighting alongside more traditional elements of the Khadoran military.

These fiends are not unique to Khador, however. None of the Iron Kingdoms are without their own local flavor of killers, nor are the other nations of Immoren immune. Lich Lord Thassalina makes good use of her own hired assassins to influence the mainland, the Rhulfolk's Glomring lurkers are cunning killers, the elves of Ios have a facility dedicated to turning out their own brand of assassins, and there is an entire discipline of the skorne Paingivers who fulfill a similar role.

ROGUSH ARCHETYPES

At 3rd level, a rogue gains the Roguish Archetype feature. The following option is available to a rogue in addition to those offered in *Iron Kingdoms: Requiem* and other sources.

CONTRACT KILLER

Contract killers are cold, calculating, and relentless, honing their skills in the art of assassination. They excel at tracking and eliminating specific targets, using a blend of stealth, guile, and deadly precision. This archetype offers players a way to embody a master assassin, focusing on single-target elimination and evasion tactics.

CONTRACT KILLER FEATURES

Rogue Level	Feature
3rd	Marked for Death
9th	Evasion Tactics
13th	Silent Kill
17th	Death's Shadow

MARKED FOR DEATH

Starting at 3rd level, you can use a bonus action to designate one creature you can see as your mark, signifying them as your prey. This mark lasts for 1 hour or until the target is killed, you use this ability to mark a different creature, or you cannot see the target for more than 24 hours. You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

While a creature is marked, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll, but you cannot use it if you have disadvantage on the attack roll.

EVASION TACTICS

At 9th level, your instincts are honed to a razor's edge, allowing you to dodge out of harm's way with uncanny agility. Whenever you are subject to an effect that benefits from your Evasion feature, if you succeed on the saving throw, you can also move up to your walking speed as a reaction. This movement does not provoke opportunity attacks.

SILENT KILL

Beginning at 13th level, you are adept at disappearing the moment after dropping your marked targets. If you reduce your marked target to 0 hit points, you can attempt to hide as a free action, and you have advantage on the Dexterity (Stealth) check to do so.

DEATH'S SHADOW

Starting at 17th level, if you take the attack action on your turn while you are hiding, and your target is unaware of your presence, your attack can benefit from your Sneak Attack even if it is not your prey. If your attack incapacitates your target, the attack does not reveal your position.

NEW GEAR

Blade Pistol. Combining melee and ranged weapons is a common practice in the Iron Kingdoms. Such hybrid weapons are seldom as lightweight as the blade pistol, effectively a heavy dagger with a short-bore single-shot pistol integrated into the handle.

The blade pistol is primarily a melee weapon. Attacks made with its firearm profile do not benefit from the finesse quality.

Collapsible Pistol. This finely crafted pistol, developed by the renowned Blackfeather Ironworks, can be disassembled into several components, making it ideal for covert operations and easy to conceal. Originally marketed to those seeking discretion in their armaments, it has found favor among spies, mercenaries, and others who operate in the shadows.

The collapsible pistol is designed for easy concealment. Characters carrying this weapon have advantage on Dexterity (Sleight of Hand) checks to hide it on their person when it is collapsed.

Before it can be used, the pistol must be assembled from its components. This requires an action for characters proficient in tinker's tools or one minute for those without such proficiency.

The pistol uses light rounds.

Collapsible Rifle. Engineered with precision by Blackfeather Ironworks, the collapsible rifle offers unparalleled quality in a design that can be broken down into a few components. Its ability to be compacted and concealed makes it a favorite choice among those who require firepower without drawing attention, including hunters, scouts, and assassins. Custom-fitting cases are often used to carry the disassembled rifle discreetly.

The collapsible rifle's design makes it easily concealed. Characters have advantage on Dexterity (Sleight of Hand) checks to hide the rifle or its components when it is collapsed.

The rifle requires assembly before use. This takes an action for characters proficient with tinker's tools or one minute for those without proficiency.

The rifle uses heavy rounds.



NEW GEAR

Name	Cost	Damage	Weight	Properties
Martial Melee Weapons				
Blade Pistol	10 gp	1d6 piercing	3 lb.	Finesse, firearm (range 10/30), light, magazine (1), special
Martial Pistols				
Pistol, Collapsible	10 gp	1d8 piercing	3 lb.	Firearm (range 30/90), light, magazine (1), special
Martial Rifles				
Rifle, Collapsible	75 gp	2d6 piercing	8 lb.	Firearm (range 60/180), magazine (1), special

NPC PROFILES

The Iron Kingdoms has forged a number of notorious contract killers and groups dedicated to slaying others for coin, though the hired killers of the *kayazy* are perhaps the most infamous.

KAYAZY ASSASSIN

The *kayazy*, the great Khadoran merchant lords and industrialists, have supported Khador's various war efforts with hard work and coin. These scheming manipulators have long preserved their interests by employing highly skilled killers against their rivals in the bloody game of Khadoran commerce. Drawn from the *bratyas* of organized crime, these assassins work on the orders of the *kayazy*.

KAYAZY ASSASSIN

Medium humanoid (Khadoran human), any non-lawful alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +2, Stealth +4

Senses passive Perception 10

Languages Five Cant, Khadoran

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the assassin can use a bonus action to take the Dash, Disengage, or Hide action.

Iron Will. The assassin has advantage on saving throws against being frightened.

Sneak Attack (1/Turn). The assassin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two melee attacks.

Assassin Blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or ranged (20/60) ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

REACTIONS

Parry. The assassin adds 2 to its AC against one melee attack that would hit it. To do so, the assassin must see the attacker and be wielding a melee weapon.

Riposte. When a *kayazy* assassin is the target of a melee attack and the attack misses, the assassin can use its reaction to make an attack targeting that creature. To do so, the target must be within the assassin's reach.



KAYAZY ELIMINATOR

When the *kayazy* require a killing done with discretion and assurance, they turn to the eliminators of the Korsk underworld. Eliminators are consummate professionals who spend countless hours training their bodies and steeling their minds to their murderous purpose. An eliminator's every step is taken with calculation: no motion wasted, no sound

betraying their intentions.

Though eliminators spend most of their careers cutting throats in darkened hallways and alleys, they are equally talented at dealing death on the battlefield. Slipping among the press of combatants, eliminators evade their enemies with mocking grace until closing in to deliver the killing blows.

KAYAZY ELIMINATOR

Medium humanoid (Khadoran human), any non-lawful alignment

Armor Class 15 (leather armor)

Hit Points 36 (8d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	10 (+0)	10 (+0)	14 (+3)	10 (+0)

Saving Throws Dex +5

Skills Acrobatics +7, Perception +5, Stealth +7

Senses passive Perception 15

Languages Five Cant, Khadoran

Challenge 2 (450 XP)

Acrobat. The eliminator can move through the space of hostile creatures but can't end its turn in the space of a hostile creature.

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Duelist. The eliminator adds 2 to its AC against melee attacks.

Iron Will. The eliminator has advantage on saving throws against being frightened.

Pack Tactics. The eliminator has advantage on an attack roll against a creature if at least one of the eliminator's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sneak Attack (1/Turn). The eliminator deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the eliminator that isn't incapacitated and the eliminator doesn't have disadvantage on the attack roll.

ACTIONS

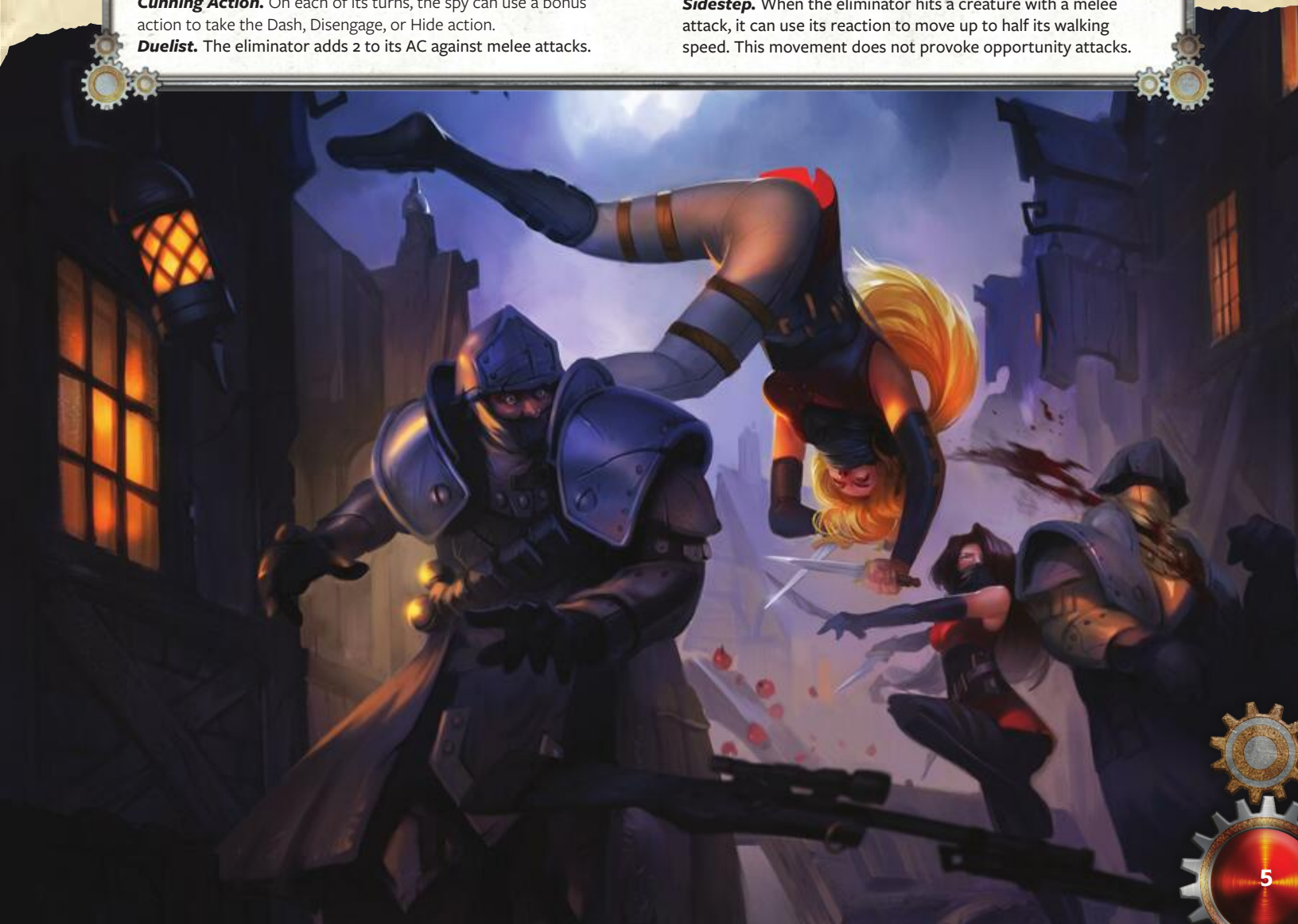
Multiattack. The eliminator makes two attacks with its assassin's blade.

Assassin's Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or ranged (20/60) 7 (1d8 + 3) piercing damage.

Killing Blow. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 25 (5d8 + 3) piercing damage.

REACTIONS

Sidestep. When the eliminator hits a creature with a melee attack, it can use its reaction to move up to half its walking speed. This movement does not provoke opportunity attacks.



VITALI OVYESK

In a profession where its members die young, it is wise to be cautious of an old man. In his early 70s, Vitali Ovyesk was a top capo and assassin for the infamous Maskovich *bratya* for decades. To the *bratya*, he is known as “Uncle” for the uncharacteristic kindness he shows to newer members of the gang, and he is known for picking protégés who he trains to be some of the most notorious assassins in the organization. Figures like Katya the Red, Sasha Perdovich, and Ivdan Ivanovich, each with a litany of high-profile victims, learned their bladecraft under the tutelage of Uncle Ovyesk.



VITALI OVYESK

Medium humanoid (Khadoran human), neutral evil

Armor Class 15 (leather armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Dex +7

Skills Acrobatics +7, Perception +5, Stealth +7

Senses passive Perception 15

Languages Five Cant, Khadoran

Challenge 7 (2,900 XP)

Brutal Charge. If Vitali moves at least 20 feet straight toward a creature and then hits it with an assassin's blade attack on the same turn, the attack deals an extra 9 (2d8) piercing damage.

Duelist. Vitali adds 2 to his AC against melee attack rolls.

Evasion. If Vitali is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Vitali instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Iron Will. Vitali has advantage on saving throws against being frightened.

Mentor of Slaughter. If Vitali or a kayazy assassin or kayazy eliminator within 30 feet of him reduce a creature to 0 hit points with a melee attack, they can make a ranged attack as a bonus action.

Northern Resilience. Vitali gain a +2 bonus to Constitution checks and Constitution saving throws.

Sprint. If Vitali reduces a creature to 0 hit points with a melee attack on his turn, he can use its bonus action to move up to his walking speed.

ACTIONS

Multiattack. Vitali makes four assassin's blade attacks, or one killing blow attack and two assassin's blade attacks. Vitali can replace any number of assassin's blade attacks with a blade pistol attack.

Assassin's Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Killing Blow. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (5d8 + 4) piercing damage.

Blade Pistol. *Ranged Weapon Attack:* +7 to hit, range 10/30 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

REACTIONS

Parry. Vitali adds 2 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

Riposte. When Vitali is the target of a melee attack and the attack misses, Vitali can use his reaction to make an attack targeting that creature. To do so, the target must be within Vitali's reach.

Sidestep. When Vitali hits a creature with a melee attack, he can use his reaction to move up to half his walking speed. This movement does not provoke opportunity attacks.



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