



# Master of the Scaled

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SLARECIAN  
-VAULT-

# Master of the Scaled



A ROGUE ARCHETYPE FOR SCARRED LANDS 5E

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# MASTER OF THE SCALED

## ROGUE ARCHETYPE

The *Scarred Lands Player's Guide* mentions a number of criminal organizations, thieves' guilds and factions with influence across the face of Ghelspad. The most notorious and widespread among these factions is a group known as The Scaled. In the Rogue class description, members of the Scaled are listed as potential spellcasters. The descriptions of the Filch and Flash spells in the *Scarred Lands Player's Guide* state that these spells were invented by members of the Scaled. However, there is no Rogue Archetype provided in the *Scarred Lands Player's Guide* with spellcasting ability, the Master of the Scaled is presented to allow players a means of exploring the arcane thieves of one of the most well-known and romanticized criminal organizations in Ghelspad.

## MASTER OF THE SCALED

The Scaled is a thieves' guild spanning the entirety of Ghelspad. Virtually every major city on the continent houses a headquarters of the Scaled, and their reach extends deep into even the smallest settlements. While rogues of all archetypes are represented within the Scaled, those who practice the arcane arts hold a special place among the organization's ranks.

### SPELLCASTING

Beginning at 3rd level when you choose this archetype, you learn to cast ranger spells through your training in the traditional ways of the Scaled.

**Spell Slots.** The Master of the Scaled table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a

slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell multiply missile and have a 1st-level and a 2nd-level spell slot available, you can cast multiply missile using either slot.

**Cantrips.** You learn three cantrips of your choice from the Master of the Scaled spell list. You learn a fourth cantrip from this list upon attaining 10th level.

**Spells Known of 1st Level and Higher.** You know three 1st-level spells of your choice from the Master of the Scaled spell list. The Spells Known column of the Master of the Scaled table shows when you learn more Master of the Scaled spells of your choice. When you reach 4th level in this class, you can learn one new spell of 1st level. When you reach 7th level in this class, you can learn one new spell of 1st or 2nd level. Additionally, when you gain a level in this class, you can choose one of the Master of the Scaled spells you know and replace it with another spell from the Master of the Scaled spell list, which also must be of a level for which you have spell slots.



**Spellcasting Ability.** Intelligence is your spellcasting ability for your Master of the Scaled spells since your magic draws on arcane knowledge and mystical formulae. 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 Master of the Scaled 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

**Multiclassing.** You add one third of your levels (round down) in the rogue class when determining your total spell slots.

## BONUS PROFICIENCIES

At 3rd level, when you select this rogue archetype, you become proficient in the Arcana skill. If you are already proficient in the Arcana skill, you may double your proficiency bonus when making checks using the Arcana skill.

## FAST TALKER

Starting at 9th level, when you fail a Charisma (Deception) check, you may choose to succeed instead. Once you have used this feature you may not do so until you finish a long rest. You may expend a spell slot of 2nd level or higher to gain one additional use of this feature before completing a long rest, and may not do so again until you have completed a long rest.

## UNBINDABLE

At 13th level, your mastery of escape artistry reaches supernatural proportions. You may use this feature to grant yourself immunity to the restrained condition for one minute. If you are restrained when you activate this feature, you slip your bonds and escape. If you remain in an area that would cause you to be restrained when the minute ends, you again become restrained. Once you have used this feature you may not use it again until you complete a long rest.

## SPECTRAL SNEAK ATTACK

At 17th level, you gain the ability to cast spectral hand without using a spell slot, even if you do not know the spell. If you do, the hand appears and functions as normal, however when it appears it holds a spectral duplicate of any

weapon you hold. The weapon must be able to be wielded with one hand. If the weapon uses ammunition, such as a hand crossbow, it appears loaded only if the weapon you hold is loaded when you cast this spell. If the ammunition is fired from the spectral weapon, it will need to be loaded with ammunition before it can be fired again.

The spectral hand can attack with this spectral weapon, dealing damage as if you had attacked with the weapon. If this attack qualifies for a sneak attack, your sneak attack damage applies. Once you have used this feature you may not do so again until you complete a long rest.

#### MASTER OF THE SCALED SPELL SLOTS BY LEVEL

Rogue Level	Cantrips	Spells Known	1st	2nd	3rd	4th	5th
3	3	3	2	-	-	-	-
4	3	4	2	2	-	-	-
5	3	4	2	2	-	-	-
6	3	4	2	2	-	-	-
7	3	5	3	2	-	-	-
8	3	6	3	2	2	-	-
9	3	6	3	3	2	-	-
10	4	7	3	3	2	-	-
11	4	8	4	3	2	-	-
12	4	8	4	3	2	-	-
13	4	9	4	3	3	2	-
14	4	10	4	3	3	2	-
15	4	10	4	3	3	2	-
16	4	11	4	3	3	2	-
17	4	11	4	3	3	3	-
18	4	11	4	3	3	3	-
19	4	12	4	3	3	3	1
20	4	13	4	3	3	3	1

## MASTER OF THE SCALED SPELL LIST

### CANTRIPS

Dancing Lights

Enumerate

Filch

Instant Wardrobe

Light

Mage Hand

Mending

Message

Prestidigitation

True Strike

### 1ST LEVEL

Alarm

Charm Person

Comprehend Languages

Disguise Self

Detect Magic

Detect Poison And Disease

Expeditious Retreat

Feather Fall

Flash

Fog Cloud

Floating Disk

Grease

Jump

Multiply Missile

Silent Image

Sleep

Spectral Hand

Unseen Servant

### 2ND LEVEL

Alter Self

Arcane Lock

Arcanist's Magic Aura

Blur

Calm Emotions

Darkness

Darkvision

Enhance Ability

Hypnotic Pattern

Invisibility

Knock

Mirror Image

Rope Trick

Spider Climb

Suggestion

### 3RD LEVEL

Blink

Counterspell

Haste

Hypnotic Pattern

Illusory Script

Major Image

Nondetection

Sending

Slow

Tongues

### 4TH LEVEL

Arcane Eye

Confusion

Dimension Door

Greater Invisibility

Mage Daggers

Scrying Feedback

Shadow Traitor

Wall of Darkness

### 5TH LEVEL

Dominate Person

Mislead

Scrying

Seeming

Teleportation Circle

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