DUALINK

Demon Jester

Rogue Subclass



Runeterra Edition

Demon Jester

Some rogues rely on stealth and precision. Demon Jesters rely on confusion, terror, and cruel theatrics. You transform the battlefield into a stage of traps, illusions, and sudden ambushes, striking from impossible angles before vanishing again. To a Demon Jester, every fight is a performance, and every enemy an unwilling participant.

Jack in the Box

At 3rd level, you learn to plant infernal prank traps.

As a **bonus action**, you can place a **Jack in the Box** in an unoccupied space within **10 feet** of you. The box is **invisible** and lasts for **1 minute**.

When a creature enters the space or starts its turn within **5 feet** of the box, it triggers. The creature must make a **Wisdom saving throw**.

Save DC = 8 + your proficiency bonus + your Dexterity modifier

On a failed save:

- The creature takes **2d6 psychic damage**
- The creature is **frightened of the box until the end of its next turn**

On a successful save:

- The creature takes **half damage** and is not frightened.

You can have a number of active boxes equal to your **proficiency bonus**.

You can create a number of boxes per long rest equal to **twice your proficiency bonus**.

The damage increases as you gain

rogue levels.

- **3:** 2d6
- **9:** 4d6
- **13:** 6d6
- **17:** 8d6

Deception Dice

Also at 3rd level, your tricks are fueled by supernatural misdirection.

You gain a pool of **Deception Dice**, which are **d6s**. You have a number of dice equal to your **proficiency bonus**. You regain all expended dice when you finish a **short or long rest**.

You can spend these dice to fuel the following abilities.

Two-Shiv Poison

When you hit a creature with a **ranged weapon attack**, you can expend a Deception Die.

The attack deals **extra poison damage equal to the die roll**, and the creature must succeed on a **Constitution saving throw** against your Jack in the Box save DC.

On a failure, the creature's **speed is halved until the start of your next turn**.

Trickstep

As a **bonus action**, you can expend a Deception Die to **teleport up to 15 feet** to a space you can see.

The next attack you make before the end of the turn has **advantage**.

Backstab Artist

At 9th level, you specialize in striking when enemies least expect it.

When you hit a creature that **cannot see you** or that is **frightened**, you

deal **extra damage equal to one roll of your Deception Die**.

Additionally, when you deal **Sneak Attack damage**, you may roll one Deception Die and add the result to the damage.

If this attack reduces a creature to **0 hit points**, you can immediately **move up to half your speed without provoking opportunity attacks**.

Hallucinate

At 13th level, you can create a deadly illusion of yourself.

As an **action**, you create a **clone** of yourself in an unoccupied space within **10 feet** of you. The clone lasts for **1 minute**.

The clone has:

- **AC:** 13 + your Dexterity modifier
- **Hit Points:** twice your rogue level
- **Speed:** same as yours

The clone acts immediately after your turn.

The clone can:

- Move
- Take the **Help action**
- Make a weapon attack using your attack bonus

If the clone hits with an attack, it deals **half damage** and can apply your **Sneak Attack damage once per round**.

When the clone is reduced to **0 hit points**, it explodes in twisted laughter. Creatures within **10 feet** must make a **Dexterity saving throw** against your Jack in the Box save DC.

Failure: **4d6 psychic damage**

Success: Half damage.

Once you use this feature, you cannot use it again until you finish a **long rest**.

Master of the Performance

At 17th level, your illusions become nearly impossible to distinguish from reality.

When you use **Hallucinate**, you may create **two clones instead of one**.

Additionally, when a creature targets you with an attack while one of your clones is within **10 feet** of you, roll a **d6**:

- **1–2:** The attack targets you
- **3–4:** The attack targets a clone
- **5–6:** The attack misses entirely

Finally, whenever you teleport using **Trickstep**, you become **invisible until the start of your next turn** or until you attack.