DUALINK

Way of the Twilight Shroud

Rogue Subclass



Runeterra Edition

Way of the Twilight Shroud

Rogues of the Twilight Shroud conjure spectral weapons and fight from within shifting smoke. Their combat style revolves around controlled positioning, short bursts of invisibility, and precise execution. They specialize in isolating targets, repositioning constantly, and striking from unexpected angles.

Spectral Shuriken

At 3rd level, you can conjure magical throwing blades formed of shadow and ki.

Whenever you take the Attack action or make an opportunity attack, you can manifest a spectral shuriken in your hand.

Spectral Shuriken

- counts as a simple ranged weapon
- finesse
- range 30/90
- damage 1d6 piercing
- magical
- disappears immediately after the attack hits or misses
- you are always considered proficient with them
- you can draw them as part of the attack

These weapons leave no physical trace and cannot be collected or used by other creatures.

Assassin's Mark

When you hit a creature with a finesse weapon or spectral shuriken, you may mark the target until the end of your next turn.

Once per turn when you deal Sneak Attack damage to a marked creature, choose one:

- move up to 10 feet without provoking opportunity attacks
- gain +2 AC against the target's next attack
- impose disadvantage on the target's next attack roll

Only one creature may be marked at a time.

The mark ends early if you mark another creature.

Twilight Shroud

As a bonus action, you create a 10-foot-radius sphere of smoke centered on yourself. The area is heavily obscured for creatures other than you.

The shroud lasts for **2 rounds**.

While inside the shroud:

- you can see normally
- you have advantage on Dexterity (Stealth) checks
- you can attempt to Hide even if lightly observed

When you make an attack from inside the shroud, your location becomes visible until the end of the current turn, though the area remains heavily obscured.

This visibility does not negate the benefits of the shroud, but creatures are aware of your general position.

You can use this feature a number of times equal to your proficiency bonus, regaining all uses on a long rest.

Perfect Execution

At 9th level, your attacks flow seamlessly into repositioning strikes. When you deal Sneak Attack damage to a creature, you may immediately move up to 15 feet.

If this movement ends within **10**

feet of the target, you may make one spectral shuriken attack as a bonus action. This attack does not apply Sneak Attack damage.

Unseen Pressure

While you are hidden from a creature, the first attack you make against it ignores resistance to the weapon's damage type.

Shifting Ghost

At 13th level, your movements blur between strikes.

Opportunity attacks against you are made at disadvantage.

When a creature misses you with an attack, you may move up to 10 feet without provoking opportunity attacks. You can use this movement once per turn.

When Twilight Shroud ends, the smoke lingers faintly until the end of your next turn. The area is lightly obscured for creatures other than you.

You can Hide in this area even if only lightly obscured.

Dance of the First and Last Strike

At 17th level, you strike faster than perception can follow.

Once per turn when you deal Sneak Attack damage, choose one:

Shadow Reposition

Teleport up to 20 feet to a space you can see.

Sudden Finish

Deal additional damage equal to half your Sneak Attack dice.

Fade from Sight

You become invisible until the start of your next turn or until you make an attack.