Vence, Gremlin Saboteur
Artwork by Dansome

Saboteur

You are a rogue trained in the field of sabotage. Those who become saboteurs do so for a wide array of reasons: hired mercenaries, cooperate agents that target rival operations, and rebels that fight back by throwing wrenches into the machinery of their oppressors. Saboteurs utilize highly adaptable explosives to get the job done.

Saboteur Features

Rogue Level	Features
3rd	Saboteur Bombs, Saboteur Proficiencies
9th	Specialist Bombs, Efficient Salvager
13th	Stealth Bomber
17th	Disaster Artist

Saboteur Bombs

When you choose this archetype at 3rd level, you learn to build small custom made bombs. During a long rest you can create an amount of Saboteur bombs equal to your proficiency modifier, which weigh 1 lb. each and last until you either finish a long rest or 24 hours pass. The save DC for your Saboteur bomb equals 8 + your proficiency bonus + your Intelligence modifier. When you take a short rest you can use your Alchemist's Tools to construct one additional bomb that is finished at the end of your short rest. You can do so if you used one or more saboteur bombs since your last short or long rest, and once you do so you can't do so again until you finish a long rest.

You can retrieve and prime a bomb as an item interaction and throw it as an action. When you have one hand free, you can throw a bomb, a vial of acid, or similar thrown item using your bonus action. When you prime a bomb, you choose both components of the bomb; the reagent and the explosive. The reagent and explosive determine the effect and shape of your bomb's explosion.

Reagents

Elemental Salt. The target must make a Dexterity saving throw. On a failed save the target takes acid, cold, fire, or lightning damage equal to half of your sneak attack damage and half as much on a successful one. *Potent:* The target takes acid, cold, fire, or lightning damage equal to your entire sneak attack damage instead.

Purple Spore. The target must make a Constitution saving throw. On a failed save the target takes poison damage equal to half of your sneak attack damage and half as much on a successful one. *Potent:* The target takes poison damage equal to your entire sneak attack damage instead.

Mimic Adhesive. The creature must succeed a strength saving throw, on a failed save the target's speed is halved (to a minimum of 5 ft.) until the end of your next turn. *Potent:* The creature is restrained until the end of your next turn instead.

Darkling Smoke. The bomb creates a 10 ft. radius-sphere smoke cloud centered at the point of impact. Its area is lightly obscured and lasts until the end of your next turn. *Potent:* The smoke cloud heavily obscures the area.

Bitter Spar. The creature must succeed on a constitution saving throw or the target's attacks are made with disadvantage and bright light is shed within 10 ft. and dim light an additional 10 ft. at the point of impact until the end of your next turn. If the creature is immune to the blind condition the creature automatically succeeds the saving throw. *Potent:* The creature is blinded until the end of your next turn instead and bright light is shed within 30 ft. and dim light in an additional 30 ft. at the point of impact until the end of your next turn.

Explosives

Potent. The bomb's effect intensifies and gains a more potent effect (see 'potent' for each of the bombs' heightened effects).

Volatile. The bomb effects a 10 ft. radius centered on the point of impact. Each creature within the area must make a saving throw against the effect of the bomb. If the bomb already has an area of effect, the size of it's area is doubled.

Alternatively you are able to set up your bombs on the ground, walls, or small or larger objects. It takes 1 minute to set up one bomb and you can determine a timeframe between 1 and 10 minutes after which the bomb will explode. Alternatively you can set a condition for the bomb to detonate such as a door to explode when it is opened. If the condition of the bomb is not fulfilled the bomb will not detonate. A creature must succeed on a perception check to find the bomb. The DC for this check is equal to 8+ your proficiency bonus + your Intelligence modifier.

Saboteur Proficiencies

Starting at level 3, you are proficient with ranged Improvised Weapons such as Alchemist's Fire, Acid, and similar thrown weapons which also have the finesse property for you. Additionally you gain proficiency in Alchemist's Supplies which you double your proficiency with.

Specialist Bombs

When you reach level 9, you have become much better at creating Saboteur Bombs. Your bombs deal double damage to objects and structures and you gain access to these additional reagents and explosives when priming a bomb:

Specialist Reagents

Thunder Scales. The target must make a Constitution saving throw. On a failed save the creature takes thunder damage equal to half of your sneak attack damage and half as much on a successful one. *Potent:* The target takes thunder damage equal to your entire sneak attack damage instead.

Mind Mold. The target must make a Wisdom saving throw. On a failed save the creature takes psychic damage equal to half of your sneak attack damage and half as much on a successful one. *Potent:* The target takes psychic damage equal to your entire sneak attack damage instead.

Fae Glitter. The target must succeed on a Dexterity saving throw or be covered with glitter until the end of your next turn. A creature covered in glitter can no longer benefit from being invisible, has disadvantage on Dexterity (Stealth) checks, and leaves a trail of glitter wherever it goes. *Potent:* All attacks against the glittered creature are made with advantage until the end of your next turn and the creature is covered in glitter for one minute or until it uses an action to remove it.

Echo Crystal. The creature must succeed a Constitution saving throw or be deafened until the end of its next turn. *Potent:* The deafened creature cannot talk or use spells that use vocal components until the end of your next turn and the bomb's explosion is audible within 2 miles.

Catoble Gas. The bomb explodes in noxious gas and the creature must make a Constitution saving throw or be poisoned until the end of your next turn. *Potent:* Additionally, the poisoned creature can't use reactions and spends its action on its next turn retching.

Specialist Explosives

Scatter Blast. The explosion of the bomb funnels in a 15 ft. cone in a direction of your choice, originating from the point of impact. Every creature in the area is affected by the effect of the bomb.

Pierce. The explosion of the bomb funnels in a 30 ft. line that is 5 ft. wide in a direction of your choice, originating from the point of impact. Every creature in the area is affected by the effect of the bomb. [Adding the volatile explosive to this effect doubles the length of the line, not its width.]

Efficient Salvager

When you reach level 9, you can use your Alchemist's Supplies to construct one bomb primer over the course of each short rest, as long as you have used one or more saboteur bombs since your last short or long rest.

Stealth Bomber

When you reach level 13, you can choose the timeframe in which the bomb will detonate to be up to 24 hours and you can set a bomb to detonate if the condition of its detonation is not met after up to 24 hours. Additionally, if you are hidden from a creature when you throw a bomb at it, or when a rigged bomb explodes that a creature is not aware of, the creature rolls the saving throw it makes against the bomb with disadvantage.

Disaster Artist

Once you reach level 17, you have perfected the art of sabotage and bomb building. You gain the following bonuses:

- You can rig a bomb as an action.
- You automatically succeed saving throws against your own bombs when you are aware of them.
- When you prepare a bomb, you can choose to either add the potent or volatile explosive in addition to any explosive you choose for the bomb. If you choose the potent explosive in addition to another potent explosive, you apply the potent effect to the bomb and the DC of the bomb increases by 2.

My Other Works

If you like my work, consider checking out my other freely available works:

Horrors of the Dark - A complete bestiary fan adaptation of Red Hook Studio's *Darkest Dungeon*

Bloodstained Notes - *A Hunter's Bestiary* - A complete bestiary fan adaptation of From Software's *Bloodborne*

Unbound Monsters: Urban Nightmare Fey - A collection of city dwelling fey given as a free sample of my patreon exclusive monsters

Tuz's Fearsome Foes - A set of unique foes designed to be the centerpiece of a one shot monster hunt, or a longer story, such as the notorious Rat Pile, or Gemhide, the White Bulette.

Meet the Gremlins

The gremlins are a displaced people who have endured thanks to their resourcefulness and guile.

They are a free player race that I have created from my friend Dansome's idea, who has also provided most of the featured artwork!

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