Hashashin

The act of killing may have been invented by Cain in the genesis, but it was transformed into an art and instrument of terror in the later centuries. Using the blade and killing a person was never personal for the professionals, as it was a method to decide the fates and lives of a society. It was their business, and they performed it like a musical. Their mystic and arcane abilities are not known widely, but their names are mentioned as an equal of horror and terror. Armies were useless against them, massacre of towns and cities were a waste in the eyes of the Hashashin.
Level 3: Esoteric : Starting at the 3rd level, as a trained and excelled warrior of a hashashin group, you gain proficiency with Religion and can read, speak, and write one language that your GM deems appropriate.
For the Historica Arcanum universe: while rolling a skill check about Ibrahamic lore, you double your proficiency bonus on the check (if you don’t already double it from another source e.g. the Expertise).
In addition, whenever you finish a long rest, you can choose one cantrip and one 1st level spell from the cleric's spell list. You can cast the cantrip at will but at the cost of 1 psychic damage, and the 1st-level spell without expending a spell slot but at the cost of 1d4 psychic damage. You can’t cast the 1st-level spell

again until you finish a long rest. This damage can't be prevented in any way. Charisma is your spellcasting ability for the spells you learn. You can use a holy symbol or a "blessed blade" as a spellcasting focus. The blessed blade must be a melee weapon made of metal of some sort, must have holy carvings on it according to your beliefs, and must cost at least 25 gp.

Level 3: Dreadful Arts: By the 3rd level, you have discovered and embraced Alamut's spells and mystic power and learned to control it. Whenever a creature that can see you within 60 ft. of you targets you or an ally within 10 ft. of you with a spell, as a reaction you can force the creature to make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failed save, the creature must choose a new target or lose the spell and is frightened of you until the end of your next turn. You can use this ability a number of times equal to your proficiency bonus. You regain expended uses after you finish a long rest.

Alternatively, if the spell has an area of effect rather than targeting a creature, as a reaction you can give yourself, or a creature within 10 ft. of you, advantage on the saving throw. You can't do so again until you finish a long rest.

Level 9: Name of Terror: Starting from the 9th level, you can remind people of their own mortality at a psychic level. When you are hidden from a creature that you can see within 30 ft. of you, you can use your bonus action on that creature to force it to make a Wisdom saving throw. On a failed save, it is frightened of you for 1 minute. It can repeat

the saving throw at the end of its turns to end the effect. While it is frightened of you, each of your hits against the creature will give disadvantage on the saving throw to end the effect.

In addition to your Esoteric's spell feature, whenever you finish a long rest, you can choose one 2nd-level spell from the cleric spell list and apply the same rules above, at the cost of 2d4 psychic damage to cast them.

Level 13: Spell Mirror: Starting from the 13th level, you gain the upper hand on the mystic arts of spellcasting. Whenever you see a creature casting a spell within 60 ft. of you, you can use your reaction to make a spellcasting ability check (DC = 10 + spell’s level), on a success you can mirror the spell if it is not an area of effect spell, such as fireball, silence or hallucinatory terrain spells. Also, the spell can’t be higher than 5th level. When you mirror it, you can choose another target or targets for the spell by applying your spellcasting modifiers and rolling new attack rolls and saving throws if needed. If there are multiple targets, you can choose multiple targets. You can’t use this ability again until you finish a long rest.

In addition to your Esoteric's spell feature, whenever you finish a long rest, you can choose one 3rd-level spell from the cleric spell list and apply the same rules above.

Level 17: Name of Death: Starting from 17th level, the fear of death you invoke is so potent that it has begun to have tangible effects on people. When a creature fails its saving throw against your Name of Terror ability, you can force the creature to make another saving throw. If it fails the saving throw, it will automatically fail any death saving throws and

drop dead after 3 rounds, if no help is received such as spare the dying, healing word or stronger healing magic or feature. You can’t do so again until you finish a long rest.

d4	Features of Your Ancestor	The Feature You Inherited
1	A mighty warrior once battled against a goliath, with a magnificent shiny spear.	Your weapons or materials to cast spells shine faintly under the moonlight, if you wish so.
2	An eagle-eyed archer once shot a tyrant king from a hill and saved the country from his iron fist.	Whenever you cast a spell, you can levitate 5 ft off the ground until the end of your next turn.
3	A powerful seer once foresaw the day of doom with an upcoming invasion from a terrible army and saved the people.	Your pupils resemble clouds when you wish them to do so.
4	A trickster that tricked a terrible giant to attack his brethren and saved the village from a disaster.	You can alter the color of your eyes once a day.

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