

# *Shadowweave Sorcerer*



BY MICAH MULDOWNY

A SHADOWFELL SORCEROUS ORIGIN THAT HARNESSSES  
THE SHADOWWEAVE TO SHAPE THEIR MAGIC



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## ON THE COVER

Imbued with the power of shadows, Shandara gives heft and weight to the illusion she's cast to disguise and hide from the authorities.

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# Shadowweave Sorcerer

The shadowweave has suffused your being with its magic, and empowers your abilities. You draw power from this essence of the Shadowfell to shape your spells and give illusions weight and being.

Many shadowweave sorcerers come from Shadowfell itself, while others have made contact with the shadowweave in other ways. All gain the ability to weave shadows into the world and its magic, warping the fabric of reality.

## Shadow Magic

You learn additional spells when you reach certain levels in this class, as shown on the Shadow Spells table. Each spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. These spells can't be replaced when you gain a level in this class.

Sorcerer Level	Spells
1st	<i>Silent Image, Disguise Self</i>
3rd	<i>Phantasmal Force, Blur</i>
5th	<i>Summon Shadowspawn, Phantom Steed</i>
7th	<i>Shadow of Moil, Fabricate</i>
9th	<i>Creation, Negative Energy Flood</i>

## Shadowshaping

Starting at level 1, by weaving shadow magic into your spells, you are able to sculpt and give substance to your magic. You may choose to weave shadow magic into an illusion spell you cast, making it feel tangible for the duration, and may cast *disguise self* as a range of touch on any creature or object. You may use this ability once per long rest, or may otherwise expend 2 sorcery points.

## Spellshaping

As your shadowshaping ability improves, you can use it to alter your own and other peoples spells. At the 6<sup>th</sup> level, you can expend sorcery points as a reaction to alter a spell that has been cast at the 5<sup>th</sup> level or lower. Shadowshaping is an art, not a science, and some changes are harder than others to create. If the spellcaster is unwilling, you must roll a charisma save against the listed DC plus their proficiency bonus, and the ability fails on a failed save.

You may choose two spellshaping options, and gain one additional option at the 10<sup>th</sup> and 17<sup>th</sup> levels.

**Energy:** If the spell deals damage, you may choose the type of damage it deals. (1 SP, DC 9)

**Condition:** If the spell inflicts one or more conditions, you may choose to change or cancel one condition. If the condition is more harmful than the stated condition of the spell, it only lasts until the beginning of your next turn and the shaping DC is increased by 3. You may also cancel a condition by adding 3 to the DC (3 SP, DC 12)

**Save:** For spells with a save, you may choose the type of save. (1 SP, DC 10)



**Range:** You may double or halve the range of a spell, or give a spell with the range of touch a range of 20 feet. (1 SP, DC 13)

**Color:** you can change the color and visual effect of the spell. (1 SPDC 7)

**Target:** you can change the target of a spell to another creature within 20 feet. (2 SP, DC 15)

**Location:** you can change the locus or location of a spell by 10 feet as long as the new location is still within range. You can increase that distance by 5 feet for each additional DC. (1 SP, DC 13)

**Potency** you can add or decrease the effect of a spell that rolls for damage or other die-driven effects with by one die. You can increase by 1 die for each additional 3 CR. (1 SP, DC 12)

**Casting time:** you may change the casting time to a bonus action, an action, or two actions. (SP 2, DC 13 shorter, DC 16 longer)

**Profusion:** You can add or subtract a target or creature effected by an area of effect for a spell that can target more than one creature or multiple creatures within an area. It must still have at least 1 target. You choose who is targeted or not targeted. (2 SP, DC 13, plus 3 for each additional creature)

**Precision:** you may give the spell or its target advantage or disadvantage. (2 SP, DC 15)

## Shadow's Sight

Due to the transitory nature of shadowstuff, shadowfell is constantly shifting. At the 14<sup>th</sup> level, by peering through the twisted space of shadowfell, you can use an action to view your surroundings from any point you can see within range. While using shadow's sight, you can move and act normally, but cannot see from your own eyes. If you cannot see yourself from your viewpoint, you act as if blinded. If you

can, you see yourself in the third person, and suffer disadvantage to dexterity and charisma based skills and checks and all attack rolls. You can see anything that you could see from the new vantage point however, potentially creating line of sight to creatures that would otherwise be hidden from your view.

## Protean Terrain

At the 18<sup>th</sup> level, you can call on your mastery of shadow stuff to cause the terrain around you to temporarily shift. Choose a 1000 foot cube of terrain that includes your location within it. You may rearrange the landscape however you wish, provided it retains the same features (size and shape of hill or wooded areas, number of streams, etc.). All creatures remain where they were relative to the feature they are located on or above. You can place your shadow's sight anywhere within the range. The duration of this effect is 1 hour or until dismissed, at which time the area returns to its original geography. You can use this ability once per short or long rest.

