

DEEP MAGIC

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SHADOW MAGIC



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Press



DEEP MAGIC

Shadow Magic

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Shadow Magic

From the beginning of time, shadows have been respected and feared. Darkness brings a tingle to the spine, reminding us of a time when we felt trapped without light and the darkness itself seemed a predator to fear.

When the light goes out, the hair on the back of your neck stands up. Was that the wind, or is something lurking in the dark, waiting to attack me? Some of nature's deadliest predators hunt in darkness, and their ability to see when we can't makes us feel weak against their power.

Shadow magic can lend a sinister feel to an NPC or cast a player character as a cursed hero who uses the power of darkness for good at the cost of his or

her own soul. Spellcasters who manipulate shadow draw this mysterious, unsettling energy from alien dimensions and turn it to their own uses.

Sorcerous Origin: Shadow Bloodline

Your magic comes from a place drained of color, where light fights a losing battle against the relentless encroachment of darkness. In the distant past, your ancestors were touched by the Shadow Realm, and this contact left its mark on your family bloodline.

TAINT OF SHADOW

Your magic always acts a bit differently than that of other casters. Your magical fire burns with a deep purple flame that sheds little light but casts inky shadows. The influence of the Shadow Realm can be seen in every manifestation of your magic, whether that's shadowy bonds tightening around the target of a *hold person* spell or the shadows that swirl like storm clouds inside your *dimension door*. At 1st level, you gain darkvision out to 60 feet. Within that range, you see through magical darkness as if it were dim light.

EVIL EYE

Starting at 1st level, you can gaze at one creature within 60 feet of you and with a bonus action, mark that creature with darkness. The marked creature has disadvantage on its next attack roll or skill check involving sight unless it makes a successful Charisma saving throw. You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

DARK ILLUSIONS

Starting at 6th level, you have advantage on saving throws against illusion magic. You can also cast *blur* or *mirror image* by spending 2 sorcery points.

PASSAGE THROUGH THE DARK

At 14th level, you gain the ability to traverse between patches of darkness. When you are lightly or heavily obscured you can, as a bonus action, step through a shadow and emerge from another shadow up to 200 feet away. You can stay inside the shadow connection for a number of rounds equal to your Charisma modifier (minimum of 1) if you choose to; while there, you are invisible, nothing can affect you, and you can't affect anything else. Each use of this ability costs you 4 sorcery points.

TAINTED SHADOWS

Beginning at 18th level, you can emanate an aura of energy from the Shadow Realm. By spending 4 sorcery points, you radiate an aura of shadow that causes everything within 15 feet of you to become lightly obscured because of dim lighting. Any portion of that area that's already dimly lit becomes completely dark instead. Enemy creatures that start their turns inside this aura take 10 necrotic damage and must succeed on a Wisdom saving throw or become frightened of this effect. The effect lasts until the start of your next turn.

Warlock Patron: The Light-Eater

You have made a pact with a being from the Plane of Shadows whose goal is to plunge the world into unending darkness. You may or may not share this ambition, but you've sworn loyalty to this entity. Unlike fiends who seek to corrupt and destroy, light-eaters want to make the Material Plane more like their own Shadow Realm. Many light-eaters were once lichs, shadow dragons, death knights, vampiric wizards, or other shadow beings that existed long enough to amass great power before abandoning their former paths to pursue the glorification of the night as an end in itself.

EXPANDED SPELL LIST

The Light-Eater lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Light-Eater Expanded Spells

Spell Level	Spells
1st	<i>ray of sickness, cloying darkness</i>
2nd	<i>blindness/deafness, dark path</i>
3rd	<i>fear, legion</i>
4th	<i>shadow monsters, night terrors</i>
5th	<i>dark dementing, Shadow Realm gateway</i>

DARKNESS CALLS

Starting at 1st level, the shadows give you the power to draw a small part of the Shadow Realm into the Material Plane. As an action you can force all creatures within 10 feet of you to make a Wisdom saving throw. Those that fail are blinded until the end of your next turn, by bits of the Shadow Realm clouding their eyes. Once you use this feature, you can't use it again until you finish a short or long rest.

LIVING SHADOW

Beginning at 6th level, the shadows around you sometimes take on a life of their own and defend you when you're in danger by transporting enemies away through the Shadow Realm. When you take damage, you can use your reaction to transport the creature that damaged you through the shadows to an unoccupied space up to 60 feet away. The affected creature must succeed on a Wisdom saving throw against your spell save DC or take 2d6 cold damage and become frightened of you until the end of its next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

UNSHAKABLE

Starting at 10th level, your patron fortifies your mind against fear, letting you shake off even the worst of its effects. You gain immunity to fear-based effects and to the frightened condition. Anytime an enemy uses an effect that would cause fear in you, you can use your reaction to redirect it back at that creature; unless the creature makes a successful Wisdom saving throw, it becomes frightened of you for 1 minute. A frightened creature repeats the saving throw every time it takes damage, ending the effect on itself with a success.

CALL FROM SHADOW

Starting at 14th level, you can use an action to summon a shadow horror, which appears in an unoccupied space within 30 feet. The shadow horror uses the statistics of a chuul, but it also understands Common.

Roll initiative for the summoned creature, which has its own turns.

The shadow horror is friendly to you and obeys your verbal commands. It remains for up to one hour or until it's reduced to 0 hit points. While present, it obeys simple verbal commands from you; if you give it no commands, it defends itself. You must maintain concentration on the shadow horror as if concentrating on a spell. If your concentration is broken, the creature vanishes. Once you use this feature, you can't use it again until you finish a short or long rest.

DARK ONE PACT BOONS

When you select your pact boon at 3rd level, it is subtly altered in the following ways.

Pact of the Chain: Your familiar

can take the Hide action whenever it's in dim light or darkness. It has disadvantage on attack rolls and Wisdom (Perception) checks while in bright light. The same penalties apply to you while you're using its senses or casting spells through it, while it's in bright light.

Pact of the Blade: The Dark one grants a blade made of an unearthly, shadowy material that is nearly invisible in dim light or darkness. Each time you create it, you can choose whether it does its standard damage type or necrotic damage.

Pact of the Tome: Your book is literally a book of shadow; shadowy vapor drips from it whenever it is opened or held, and it weighs nothing.



Roguish Archetype: Whisper

You've dedicated your life to the arts of deception, disappearing, and illusion. Somewhere along that path, you encountered something from the Shadow Realm that showed you how to truly be one with the shadows—or perhaps you learned your best tricks from the shadows themselves. All whispers have been touched by a shadow, performed a ritual to bind a shadow to themselves, or drawn in energy from the Shadow Realm to enhance their stealthiness and to become supreme thieves, assassins, or spies.

DARK TRICKERY

Starting at 3rd level, you gain darkvision to 60 feet if you did not already have it. You also can use the *minor illusion* and *douse light* cantrips.

FADE AWAY

When you choose this archetype at 3rd level, you become able to take the Hide action while you're in dim light or darkness, even if you're being observed. You have advantage on the Dexterity (Stealth) check to become hidden. After using this feature, you must complete a short or long rest before using it again. You gain an additional use of this ability at 7th level and at 15th level.

SHADOW ROAD

Starting at 9th level, you can step from one area of dim light or darkness directly into another that is no more than 60 feet away. Doing so uses an action. You must be able to see the destination or be familiar with its location. If you weren't already hidden, you can make a Dexterity (Stealth) check to hide as part of this action. After using this ability, you can't use it again until you finish a short or long rest.

BECOME SHADOW

At level 13, you learn to harness Shadow Realm energy to vanish. While you're in dim light or darkness, you can use an action to become invisible. You remain invisible for 1 hour or until you attack or cast a spell. If you enter an area illuminated with bright light, you must make a successful DC 15 Dexterity (Stealth) check to remain invisible. After using this ability, you can't use it again until you finish a short or long rest.

MISDIRECTION

When you reach 17th level, you learn the displacer beast's trick of making itself appear in a slightly different location. Attacks against you have disadvantage. If an attack hits you, this ability is

disrupted until the start of your next turn. This ability also does not protect you while you're unconscious or incapacitated.

Shadow Spell List

CANTRIP

Claws of Darkness
Douse Light

1ST LEVEL

Black Ribbons
Cloak in Shadow
Cloying Darkness

2ND LEVEL

Dark Path
Darkbolt
Negative Image
Shadow Puppets

3RD LEVEL

Call Shadow Mastiff
Legion

4TH LEVEL

Night Terrors
Shadow Monsters

5TH LEVEL

Dark Dementing
Shadow Realm Gateway

6TH LEVEL

Banshee Wail
Become Nightwing

7TH LEVEL

Conjure Shadow Titan

8TH LEVEL

Malevolent Waves

9TH LEVEL

Umbral Storm

New Spells

BANSHEE WAIL

6th-level necromancy

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S, M (a swatch from a death shroud)

Duration: instantaneous

You emit a soul-shattering wail. Every creature within a 30-foot cone who hears the wail must make a Wisdom saving throw. Those that fail lose half their remaining hit points and become frightened of you; a frightened creature repeats the saving throw at the end of its turn, ending the effect on itself with a success. Those that succeed take 3d10 psychic damage and aren't frightened. This spell has no effect on constructs and undead.

BECOME NIGHTWING

6th-level enchantment

Casting Time: 1 action

Range: self

Components: V, S, M (a crow's eye)

Duration: Concentration, up to 1 minute

By channeling the essence of the Shadow Realm into yourself, this spell imbues you with wings of shadow.

For the duration of the spell, you gain a fly speed of 60 feet and a new attack action: nightwing breath.

Nightwing Breath (recharge 4–6). You exhale shadow-substance in a 30-foot cone. Each creature in the area takes 5d6 necrotic damage, or half damage with a successful Dexterity saving throw.

BLACK RIBBONS

1st-level conjuration

Casting Time: 1 action

Range: 40 feet

Components: V, S, M (a piece of ribbon)

Duration: Concentration, up to 1 minute

You pull pieces of the Shadow Realm into your own reality, causing a 20-foot cube to fill with inky ribbons that turn the area into difficult terrain and wrap around nearby creatures. Any creature that ends its turn in the area becomes restrained by the shadow ribbons until the end of its next turn unless it makes a successful Dexterity saving throw. Once a creature makes this saving throw successfully, it can't be restrained again by these *black ribbons*, but it's still affected by the difficult terrain.

CALL SHADOW MASTIFF

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a dog's tooth)

Duration: Concentration, up to 1 minute

You conjure a shadow mastiff from the essence of the Shadow Realm. This creature obeys your verbal commands to aid you in battle or to seek out a specific creature.

The mastiff is friendly to you and your companions. Roll initiative for the mastiff; it acts on its own turn. It obeys simple, verbal commands from you (giving a command takes no action on your part), within its ability to act.

The mastiff disappears when it drops to 0 hit points or when the spell ends.

CLAWS OF DARKNESS

Evocation cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You shape shadows into claws that grow from your fingers and drip inky blackness. You can make melee spell attacks with these claws that deal 1d10 cold damage, and the claws have a reach of 10 feet.

CLOAK IN SHADOW

1st-level abjuration

Casting Time: 1 reaction, which you take when you are targeted by an attack but before the roll is made

Range: Self

Components: V, S

Duration: Instantaneous

You siphon energy from the Shadow Realm to protect yourself from an immediate threat. As a reaction, you pull shadows around yourself to distort reality. The attack against you is made with disadvantage and you have resistance to radiant damage until the start of your next turn.



CLOYING DARKNESS

1st-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

You reach out with a hand of decaying shadows. Make a ranged spell attack. If it hits, the target takes 2d8 necrotic damage and must make a Constitution saving throw. If it fails, its visual organs are enveloped in shadow until the start of your next turn, causing it to treat all lighting as if it's one step lower in intensity (it treats bright light as dim, dim light as darkness, and darkness as magical darkness).

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

CONJURE SHADOW TITAN

7th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon a shadow titan, which appears in an unoccupied space that you can see within range. The shadow titan's statistics are identical to a stone giant's, with two differences: its camouflage ability works in dim light instead of rocky terrain, and the "rocks" it hurls are composed of shadow-stuff and cause cold damage.

The shadow titan is friendly to you and your companions. Roll initiative for the shadow titan; it acts on its own turn. It obeys verbal or telepathic commands that you issue to it (giving a command takes no action on your part). If you don't issue any commands to the shadow titan, it defends itself from hostile creatures but otherwise takes no actions.

The shadow titan disappears when it drops to 0 hit points or when the spell ends.

DARK DEMENTING

5th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a moonstone)

Duration: Instantaneous

A dark shadow creeps across the target's mind and leaves a small bit of shadow essence behind, triggering a profound fear of the dark. The target creature must make a Charisma saving throw. If it fails, the target is afflicted with a long-term madness effect. If the saving throw succeeds, the target is afflicted with a short-term madness effect.

DARK PATH

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a lodestone)

Duration: Concentration, up to 1 minute

You conjure a shadowy road between points to create a bridge or path where there was none before. This can bridge a chasm or create a smooth path through difficult terrain to speed movement. The *dark path* is 10 feet wide and up to 50 feet long. It can support up to 500 pounds of weight at one time. A creature that adds more weight than the path can support sinks through the path as if it didn't exist.

DARKBOLT

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You say a quick invocation to create a black nimbus around your hand, then hurl three rays of darkness at one or more targets in range. The rays can be divided between targets however you like. Make a ranged spell attack for each target (not each ray); each ray that hits does 1d10 cold damage. A target that was hit by any number of rays must make a successful Constitution saving throw or be unable to use a reaction until the start of its next turn.

At Higher Levels. When you cast this spell at 3rd level or higher, you create one additional ray for each level above 2nd.

DOUSE LIGHT

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

With a hand gesture and an incantation, you are able to douse a single, small source of light within range. This spell extinguishes a torch, a candle, a lantern, or a *light* or *dancing lights* cantrip.

LEGION

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a toy soldier)

Duration: Concentration, up to 1 minute

You call down a legion of shadowy soldiers in a 10-foot cube. They are conjured from the Shadow

Realm, and their features resemble a mockery of once-living creatures. Whenever a creature starts its turn inside the cube, within 5 feet of it, or enters the cube for the first time on its turn, the conjured shades make an attack using your melee spell modifier; if it hits, the target takes 3d8 necrotic damage. The space inside the cube is difficult terrain.

MALEVOLENT WAVES

8th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a profane object that has been bathed in blood)

Duration: Concentration, up to 1 minute

You create an invisible miasma that fills the area within 30 feet of you. All of your allies have advantage on Dexterity (Stealth) checks they make within 30 feet of you, and all of your enemies are poisoned while within that radius.

NEGATIVE IMAGE

2nd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of reflective obsidian)

Duration: Instantaneous

You create a shadow-tunnel between your location and one other creature you can see within range. You and that creature instantly swap positions. If the target creature is unwilling to exchange places with you, it can resist the effect by making a Charisma saving throw. If the save succeeds, the spell has no effect.

NIGHT TERRORS

4th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a crow's eye)

Duration: Concentration, up to 1 minute

You amplify the fear of darkness that lurks in the heart of all creatures. Select a target point you can see within the spell's range. Every creature within 20 feet of that point becomes frightened of you until the start of your next turn and must make a successful Wisdom saving throw or become paralyzed. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success. Creatures immune to being frightened are not affected by *night terrors*.

SHADOW MONSTERS

4th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a doll)

Duration: Concentration, up to 1 minute

Your spell targets up to 2 creatures within range. Each creature must make a Wisdom saving throw. If the saving throw fails, the creature perceives its allies as hostile, shadowy monsters, and it must attack its nearest ally. An affected creature repeats the saving throw at the end of its turn, ending the effect on itself with a successful save.

At Higher Levels. If *shadow monsters* is cast with a 5th-level or higher spell slot, one additional creature can be targeted for each slot level above 4th.

SHADOW PUPPETS

2nd-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of powdered lead)

Duration: Concentration, up to 1 minute

You are able to animate the shadow of a creature within range, causing it to attack the creature who cast it. Make a melee spell attack against the creature. If it hits, the target takes 2d8 psychic damage and must make a successful Intelligence saving throw or be paralyzed until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

SHADOW REALM GATEWAY

5th-level conjuration (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a piece of black chalk)

Duration: Concentration, up to 1 minute

By drawing a circle of black chalk up to 15 feet in diameter and chanting for one minute, you open a portal directly into the Plane of Shadow. The portal fills the chalk circle and appears as a vortex of inky blackness; nothing can be seen through it. Any object or creature that passes through the portal instantly arrives safely in the Shadow Realm. The portal remains open for one minute or until you lose concentration on it, and it can be used to travel between the Shadow Realm and the chalk circle, in both directions, as many times as desired during the spell's duration.

This spell can only be cast as a ritual.

UMBRAL STORM

9th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a channel to a region of the Shadow Realm that is inimical to life and order. A storm

of dark, raging entropy fills a sphere 20 feet in radius, centered on a point you can see within range. Any creature that starts its turn in the storm or enters it for the first time on its turn takes 6d8 necrotic damage and gains one level of exhaustion; a successful Constitution saving throw halves the damage and prevents exhaustion.

You can use a bonus action on your turn to move the area of the storm 30 feet in any direction.



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