

THE SHADOW-WEAVER

ROGUSH ARCHETYPE OPTION

A black scarf trailing down the nape of his neck, a human in shaded leathers skulks through the dusky light of an alleyway strewn with refuse, eyes drawn upwards, searching. He squints against the bright daylight, yet his sharp dusky eyes still spy his quarry: the second floor of a local lord's sanctum, dark, curtains mostly drawn. With a sound like a hushed, sharp exhale, the human vanishes, leaving the alley empty, and apparates like a breeze within the sanctum, the lord's elaborate defenses entirely circumvented.

An ancient gate of dwarven stonework stands at the edge of their subterranean lands, mighty, yet crumbling, unable to keep at bay the forces it was built to defend against. Fortunately, a dwarf in a simple, black tunic serves the same purpose, leaning up against the rubble and eyeing the sparse travelers that pass through for any signs of threat. One stands out: a young dwarfling, eyes glazed over, clearly a mind-flayer's thrall, carrying a suspicious satchel. With a small effort of will the dwarf silently marks the youngling, and begins to casually follow at a distance, wondering where the foreign satchel will lead.

A cheerful human girl, basket of flowers crooked in her arm, greets a guardsman leaning against a city wall with disarming charm. The guard smiles appreciatively, and unlocks the city gate, swinging wide to reveal an enormous, colorful marketplace, a rainbow of banners and cloths adorning every wall and surface. The girl moves into the city, mingles with the crowd, waves to fellow merchants, makes idle chit-chat, before suddenly drawing a dagger from her basket and ruthlessly gutting a passing nobleman. She sets off for the wall at a dead sprint, springing off her feet high into the air with an impossible leap. As she clears the wall, the magical



disguise melts off of her face, trailing into fleeting shadows, revealing the visage of an agile female drow wearing the first earnest smile of her entire day.

Manipulating the energy of shadow magic is a dangerous thing, requiring either a careful understanding of its arcane complexities or a willingness to sacrifice whatever is necessary to wield it. As a shadow-weaver you have chosen the latter option, and gained your empowerment in the dark arts through the sacrifice of a small portion of your soul to a realm of shadow. This realm could be such places as the Shadowfell, the Negative Energy or Ethereal planes, or any number of darker underworlds or tainted domains such as Tartarus or Barovia. Regardless, the missing portion of your soul acts as an aperture that allows the realm's inherent dark energy to enter and empower you.

Typically shadow-weavers enter their craft through secretive assassin's guilds, traditions, or cults that pass down the tenets of power and dark rites that shadow-

weavers need to ply their trade. The goals of these organizations may be noble or sinister, and you may create your character's shadowy organization with your DM, or roll one on the Shadowy Organization table. Many such groups exist, each with their own agendas and reason for employing their shadow power.

SPELLCASTING

When you reach 3rd level, you gain the ability to cast spells. See chapter 10 in the *Player's Handbook* for the general rules of spellcasting.

Cantrips. You learn three cantrips on the Shadow-Weaver spell list. You learn an additional cantrip of your choice off this list at 10th level.

Spell Slots. The Shadow-Weaver Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st-Level and Higher. When you learn additional spells at the levels indicated by the Spells Known column of the Shadow-Weaver Spellcasting table, you may choose any spells off of the Shadow-Weaver Spell List of a level for which this archetype grants you slots.

SHADOW-WEAVER SPELLCASTING

Rogue Level	Cantrips Known	Spells Known	—Spell Slots per Spell Level—			
			1st	2nd	3rd	4th
3rd	3	3	2	—	—	—
4th	3	4	3	—	—	—
5th	3	4	3	—	—	—
6th	3	4	3	—	—	—
7th	3	5	4	2	—	—
8th	3	6	4	2	—	—
9th	3	6	4	2	—	—
10th	4	7	4	3	—	—
11th	4	8	4	3	—	—
12th	4	8	4	3	—	—
13th	4	9	4	3	2	—
14th	4	10	4	3	2	—
15th	4	10	4	3	2	—
16th	4	11	4	3	3	—
17th	4	11	4	3	3	—
18th	4	11	4	3	3	—
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

SHADOWY ORGANIZATION

d20	First Word	Second Word	Agenda
1	Bloodied	Accord	Kill major followers of one alignment
2	Crimson	Blade	Gaining money or notoriety
3	Crying	Brotherhood	Spreading fear of a particular god
4	Dark	Cave	Collecting secrets
5	Emerald	Devourer	Conquering challenging targets
6	Envenomed	Eye	Removing a rival faction
7	Eternal	Hand	Containing dangerous artifacts
8	Forgotten	Heart	Preparing for the final ritual
9	Frozen	Hunter	Killing a specific god
10	Glittering	Knife	Completing a prophecy
11	Hidden	Martyr	Preventing atrocity before it occurs
12	Hungering	Scale	Serving a specific noble family
13	Obsidian	Sigil	Culling heretics
14	Onyx	Silence	Preventing anyone being too powerful
15	Phantom	Singer	Slaying fiends or the undead
16	Silken	Speaker	Enabling and aiding with revenge
17	Silver	Specter	Removing the weak
18	Twilight	Traveler	Cleansing unnatural corruption
19	Umbral	Void	Safeguarding travelers
20	Wounded	Walker	Roll again twice, agenda is both



ROGUE (SHADOW-WEAVER) SPELLS

CANTRIPS (0 LEVEL)

Blade Ward
Chill Touch
Control Flames (EEPC 16)
Mage Hand
Message
Minor Illusion
Sword Burst (SCAG 143)
Thaumaturgy
True Strike

1ST LEVEL

Disguise Self
Dissonant Whispers
Illusory Script
Jump
Silent Image
Sleep
Unseen Servant

2ND LEVEL

Blindness/Deafness
Blur
Cloud of Daggers
Darkness
Mirror Image
Phantasmal Force
Silence

3RD LEVEL

Blink
Fear
Major Image
Phantom Steed
Spirit Guardians

4TH LEVEL

Banishment
Blight
Evard's Black Tentacles
Phantasmal Killer

Any spells this archetype has granted you knowledge of are considered to be prepared at all times.

Shaded Soul. You gain your magic by forsaking a small portion of your soul to a dark realm of shadow energy, and its influence is visible in the magic you wield. Illusions you create are either wreathed in shadow, or are fully shadows themselves. Any unseen servants or spirit guardians you create are invisible but cast horrific, monstrous shadows, and the latter may deal only necrotic damage.

Spellcasting Ability. Charisma is your spellcasting ability for your Shadow-Weaver spells, owing to the force of will required to draw shadow energy from within your body. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Shadow-Weaver spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus +
your Charisma modifier

Spell attack modifier = your proficiency bonus +
your Charisma modifier

SHROUD OF SHADOW

The well of darkness that dwells within your heart confers many abilities, allowing you to see in blackest night and granting you the ability to curse your foes with deathly energy in the form of invisible shrouds of shadow, leaching away at their life force.

Starting at 3rd level, you gain darkvision out to 30 feet, or increase the distance of any existing darkvision you may have by 30 feet.

In addition, when you are hidden from a creature you can see within 120 feet of you, you may as a bonus action place a single invisible shroud on that creature. This shroud lasts for an hour, and during this time you always know the general direction and vague emotional state (surprised, angry, joyful, scared, etc) of a creature under your shroud, provided that you are both on the same plane. You may only ever have one shroud placed, and placing a shroud on a creature removes an existing shroud you have already placed.

When you attack a creature under your shroud, you may gain the benefit of your Sneak Attack feature even without advantage on your attack roll against the creature. When applying Sneak Attack damage to a creature under your shroud, you may choose to make the additional damage necrotic instead of its normal damage type.

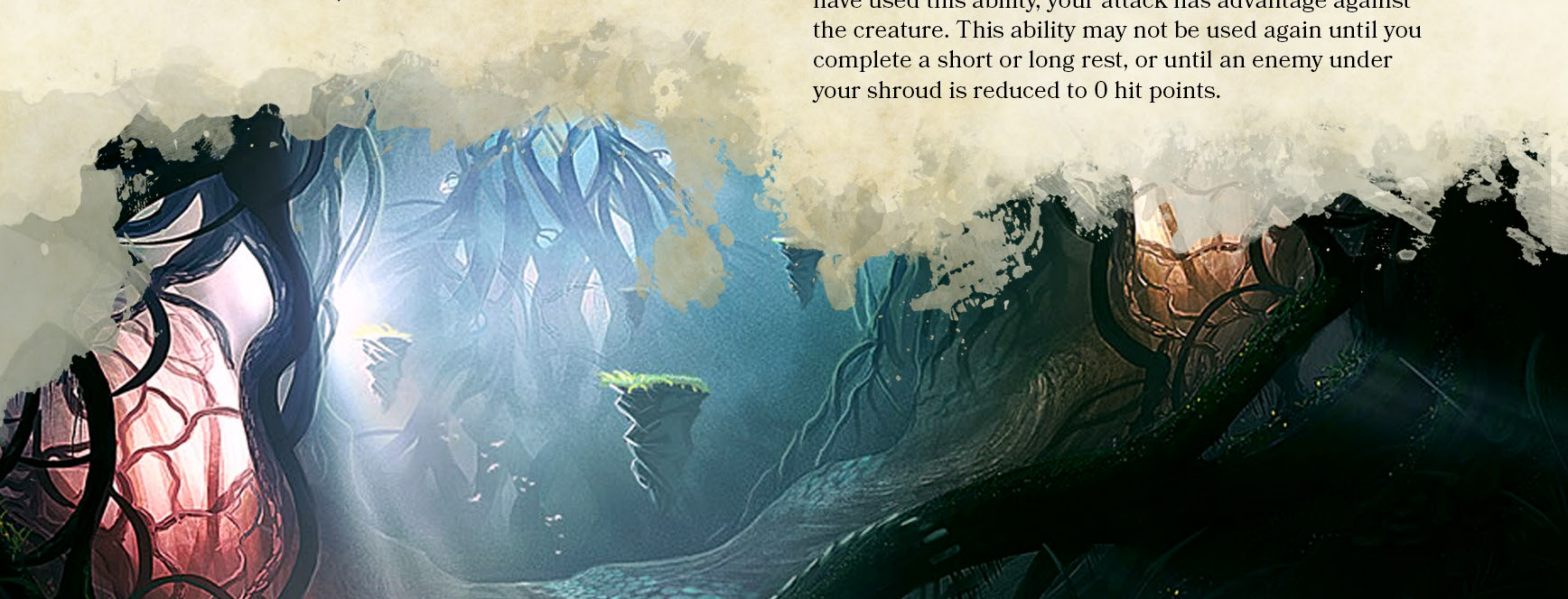
When a creature under your shroud is reduced to 0 hit points, you may use a bonus action to apply your shroud to another creature within 120 feet of you that you can see, before the end of your next turn.

GLOOMSTRIDE

All darkness streams from the black realm to which you are sanctified, and thus all darkness is connected. Knowledge of this simple fact coupled with your inner umbral power allows you to leap from the very shadows, even those cast by your enemies.

Beginning at 9th level, you may as a bonus action teleport up to 30 feet and appear either in an area of dim light or darkness, or directly adjacent to a creature in a space occupied by its shadow. Your DM determines where the creature's shadow falls. In rare, very specific instances (such as exactly at high noon or while on the Positive Energy plane), a creature may not have a shadow, and this ability may not be used as if they had one. If a creature is under the effect of your shroud, you may instead use this ability to teleport to any point adjacent to it, as long as it is within range.

If you attack a creature in the same turn after you have used this ability, your attack has advantage against the creature. This ability may not be used again until you complete a short or long rest, or until an enemy under your shroud is reduced to 0 hit points.



EYES IN THE DARK

Drawing upon the dark power you carry has become more instinctive for you, and you may easily use it to see what others cannot.

Starting at 13th level, the distance of your darkvision increases by another 60 feet. Additionally, as a bonus action you may choose any location you can see within 120 feet that is fully in darkness, and begin concentrating (as if on a spell). While you are concentrating, you may see (but not hear) as if you were positioned in the location you chose. As another bonus action while concentrating on this effect, you may move it to another location fully in darkness that you can see, even if you can only see that location by benefiting from this effect. Any attacks you make while using this ability have disadvantage, and any abilities or spells that would detect or disrupt scrying function on this ability, as well.

DEATHLY SHROUD

Having learned the final mysteries of the shadow-weaver, you are able to unlock the true, deadly potential inherent in the shrouds you place on your hapless targets.

At 17th level, when you hit a creature under your shroud, you may choose to cause an eruption of shadow energy that scythes through those around it. Choose any number of creatures that are within 5 feet of the creature under your shroud, potentially including the creature under your shroud. These creatures must make a Constitution saving throw against your spell save DC, taking 4d8 necrotic damage if they fail. Once you use this ability, you may not use it again until you complete a short or long rest.

CREDITS:

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