PATH OF SHADOWS – PLAYTEST

~ For D&D 5e ~

CREDITS

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Welcome to the *Path of Shadows - For D&D 5e* playtest! This book is a conversion of my first roleplaying book, *Path of Shadows*, now brought over to the rule set for *Dungeons and Dragons 5e*.

This document details a new class, the nightblade, along with several spells pertaining to darkness and shadow magic. Shadow magic is a unique method of casting traced back to earlier editions of *Dungeons and Dragons* that creates quasi-real effects out of "shadowstuff": due to its flexible nature, shadow magic can essentially do anything, but it does so in a weaker way than if you used the copied effect normally. In most ways, you trade power for flexibility, but of course, flexibility brings its own kind of power.

The nightblade itself is a class that focuses entirely around darkness and shadows. It divides its abilities into five separate paths that you can specialize, while further customizing its abilities with "arts" that can be used by all nightblades. As the primary user of shadow magic, the class is very flexible in its approach, able to specialize in certain areas while still able to adapt when called upon.

The spells section details a plethora of spells about shadows and darkness. Many are spells introduced in the original *Path of Shadows*, such as *banish light* and *deathwings*, while others bring back many classic shadow spells like *shadow conjuration* and *darkbolt*.

When reading through this playtest, consider how these new options will impact your play style. Do any spells stick out as far superior to others, or too weak? Does the nightblade find a comfortable spot in your adventuring party? Are the paths balanced against each other, and, more importantly, to the other classes?

The material within this document is only the beginning. If you have suggestions for new spells, nightblade arts, or ways to improve upon the designs herein, let me know!

The final product will also include shadow and darkness-based options for existing classes, such as a Darkness domain for clerics and the Endless Abyss patron for warlocks. If you have suggestions for options and class paths that you think would be a perfect addition to *Path of Shadows*, feel free to share!

I look forward to hearing your thoughts and opinions on *Path of Shadows*!

Christopher Moore,
Author

THE NIGHTBLADE

A human agent hides in the darkness, completely unseen by the bandit leader: his target. With a flick of his wrist he molds the shadows around him into a blade of pure black, felling the wanted criminal before vanishing in a shadowy haze.

Confident in her power, an angel stares down a vile tiefling, one of the many agents of evil. However, when their eyes meet, it is not the tiefling that shudders with fright, but the angel: for once in her thousand-year life, she feels the horror of true fear.

A half-elf and his companions brazenly walk towards the towering black dragon as it spews its vile acidic breath, but to the dragon's surprise, they stand unfazed. Grinning, the half-elf turns into a being of living shadows before unleashing a torrent of arcane power upon the dragon.

All of these powers are hallmarks of a nightblade. For some, darkness is not a hindrance, but a powerful ally. Quietly stepping between shadows, nightblades are experts of stealth and subtlety, blending agile combat with potent magic to outwit and overwhelm their foes.

A Dark Path

Nightblades excel at using shadow magic in innumerable ways, making them adaptable and unpredictable. However, much like how wizards learn a multitude of spells while still specializing in a school, a nightblade must focus on a given aspect of shadow magic in order to master it more completely.

The near limitless possibilities of shadow magic are divided into several teachings, each one as wildly different as the last. From overwhelming fear to convincing illusions, or from limitless creation to untold entropic destruction, each nightblade's powers grant them the means to take on any challenge.

Shadow and Spell

Nightblades are not as common as other types of adventurer; at the least, they aren't as up front about their abilities. The powers of darkness are often associated with less-savory types: villains, assassins, or even devils and the undead. To a nightblade, however, these claims aren't entirely accurate.

Shadow magic is like any other tool, and it is up to the wielder to determine its use. While some nightblades use it in the typical manner as assassins or spies, it is hardly the only route. Mercenaries, scholarly magicians, charlatans, and dungeon delvers all are found within the numbers of nightblades. Some use it

in a "fight fire with fire" style, using their dark powers to strike out against those that would use it for evil. Further still are those that go beyond learning the powers of darkness; they revel in it, creating waves of terror and decaying fields to ravage anyone who dares stand against them.

Creating a Nightblade

When creating a nightblade, consider how your character views shadow magic. Do you view it pragmatically as a tool? Do you take a scholarly view of it, studying its intricacies to better understand it? Or do you seek to become a master of dark arts to lay waste to your foes?

Know what nightblade path you are taking. Your path is core to your identity and ability, and should be carefully considered not just for the powers it grants but for the theme it brings to the nightblade. Read its description and determine what drew you to that path over the others. Do you primarily fight head-to-head with foes and use the Path of the Darkened Fortress to empower yourself? Did the study of arcane energies and forces lead you into shadow evocations, taking the Path of the Ravaging Void? Or do you relish in tormenting your foes with their fear of the dark, taking the Path of the Bloodied Chain?

Think of how and where you learned shadow magic. Nightblades often learn from another, more experienced nightblade, but any number of events could lead someone down a shadowy path. Was it taught to you as part of your training as an assassin? Did you try to learn illusory magic from an arcane university's archives, finding yourself drawn towards the dusty tomes of shadow magic? Or were you exposed to power from the Negative Plane, mysteriously infusing you with deathly energies?

What brought you to the life of an adventurer? Did you fail the test to join a magic academy for using less "traditional" magic, and seek to prove yourself elsewhere? Do you use your illusory powers to travel town-to-town as a con artist? Or do you take up arms against those that would harm your allies, creating weapons of darkness to protect yourself and the innocent? Nightblades have any number of reasons to pursue an adventuring life, and just as their paths vary, so do the motivations of its practitioners.

Quick Build

You can make a nightblade quickly by following these suggestions. First, make Dexterity or Charisma your highest ability score, depending on whether you want to focus more on combat or magic casting. Make the other ability score your second highest. Second, choose the charlatan background.

The Nightblade

Level	Proficiency Bonus	Arts Known	Features	Spells Known	—Spell Slots per Spell Level—				
					1st	2nd	3rd	4th	5th
1st	+2	—	Nightblade Path, Shape Shadows	—	—	—	—	—	—
2nd	+2	2	Shadow Surge, Spellcasting	2	2	—	—	—	—
3rd	+2	2	One with Darkness, Path Feature	3	3	—	—	—	—
4th	+2	2	Ability Score Improvement	3	3	—	—	—	—
5th	+3	2	Extra Attack, Umbral Spell (1/rest)	4	4	2	—	—	—
6th	+3	3	Shadow Shift	4	4	2	—	—	—
7th	+3	3	Path feature, Shadow Surge (2)	5	4	3	—	—	—
8th	+3	3	Ability Score Improvement	5	4	3	—	—	—
9th	+4	3		6	4	3	2	—	—
10th	+4	4	Umbral Spell (2/rest)	6	4	3	2	—	—
11th	+4	4	Path Feature	7	4	3	3	—	—
12th	+4	4	Ability Score Improvement	7	4	3	3	—	—
13th	+5	4	Shadow Surge (3)	8	4	3	3	1	—
14th	+5	5	Pierce the Veils	8	4	3	3	1	—
15th	+5	5	Path Feature	9	4	3	3	2	—
16th	+5	5	Ability Score Improvement	9	4	3	3	2	—
17th	+6	5	Umbral Spell (3/rest)	10	4	3	3	3	1
18th	+6	6	Shadow Surge (4)	10	4	3	3	3	1
19th	+6	6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	6	Master of Shadows	11	4	3	3	3	2

Class Features

As a nightblade, you have the following class features.

Hit Points

Hit Dice: 1d8 per nightblade level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per nightblade level after 1st

Proficiencies

Armor: Light armor
Weapons: Simple weapons, glaive, longsword, rapier, short sword
Tools: None

Saving Throws: Dexterity, Charisma
Skills: Choose three from Acrobatics, Arcana, Deception, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- *(a)* a rapier, *(b)* a longsword, or *(c)* any simple weapon
- *(a)* two shortswords or *(b)* a glaive
- *(a)* a burglar's pack or *(b)* a dungeoneer's pack
- Leather armor, a shortbow, and a quiver of 20 arrows

Nightblade Path

At 1st level, you have begun your exploration of shadow magic, choosing one of five nightblade paths: Bloodied Chain, Darkened Fortress, Eternal Night, Ravaging Void, or Twilight Veil, each of which is detailed at the end of the class description. Your path choice grants you features at 1st level and again at 6th, 11th, and 15th level.

Shape Shadows

At 1st level, you can use a small amount of magical power to alter the shape of shadows nearby. As an action, you can do one of the following:

- Change the size of any shadow, making it up to twice as long or wide or one-fifth as long or wide.
- Add features to the shadow that wouldn't be cast normally, such as making a human's shadow have

three arms or two heads. You can't remove features, only add them.

- Make the shadow more faint and light or darker and more defined.
- Cause your own shadow to be shaped as if cast from another creature (for example, your shadow could look like it belongs to a cat or a bone devil). It still originates from you.
- Cause your own shadow to disappear entirely. Spells that use your shadow cause it to reappear.

You must concentrate to keep the effect in place unless it affects only your own shadow. You must be able to see the shadow you are affecting, and it can't already be under the effect of any other magic (such as a *darkness* spell or another nightblade's shape shadows).

Shadow Surge

Starting at 2nd level, you learn to how to harness the power of shadows into motes of energy called shadow surges. You start off having a maximum of 1 shadow surge, and can use this surge to perform any nightblade arts you know. You spend the shadow surge as part of using the nightblade art, whether it succeeds or not.

You can use an action on your turn to refill your shadow surges up to your maximum. You can't go above your current maximum number of shadow surges, not even through magic.

At 7th, 13th, and 18th level, your maximum number of shadow surges increases by 1.

Nightblade Arts

Nightblade arts are general tricks that utilize shadow magic in some way. All nightblade arts use one or more shadow surges, which are spent upon using the art, whether it succeeds or not.

Some nightblade arts also lower your maximum number of shadow surges while you use them. You can have multiple of such arts active at once, but you can't reduce your maximum number of surges below 0.

At 2nd level, you learn two nightblade arts. Your art choices are detailed at the end of the class description. When you gain certain nightblade levels, you gain additional arts of your choice, as shown in the Arts Known column on the Nightblade table.

Additionally, when you gain a level in this class, you can choose one of the arts you know and replace it with another art that you could learn at that level.

Spellcasting

By the time you reach 2nd level, you have learned to use the powers of shadows to cast spells.

Spell Slots

The Nightblade 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.

For example, if you know the 1st-level spell *false life* and have a 1st-level and a 2nd-level spell slot available, you can cast *false life* using either slot.

Spells known of 1st level and higher

You know two 1st-level spells of your choice from the nightblade spell list.

The Spells Known column of the Nightblade table shows when you learn more nightblade spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the nightblade spells you know and replace it with another spell from the nightblade spell list, which also must be of a level for which you have spell slots.

Spellcasting ability

Charisma is your spellcasting ability for your nightblade spells, since your magic draws upon planar forces. 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 nightblade 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

One with Darkness

At 3rd level, you become more accustomed to dark areas. You gain darkvision with a range of 60 feet, if you didn't have it already.

Additionally, whenever you are in dim light, darkness, or magical darkness, you can use the Hide action as a bonus action on your turn.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

At 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Umbral Spell

Also at 5th level, your practice with shadow magic lets you modify arcane energies into different forms. You can cast a single spell from the nightblade spell list that you don't know by using a nightblade spell slot, even though you don't know the spell. It must be a spell of a level you can cast, and you treat it as if you had cast it from the spell slot you use. You must use a spell slot of equal or higher level than the spell's level. Once you do, you can't do so again until you finish a long rest.

At 10th and 17th levels, you can use this ability an additional time before needing to rest. You regain all uses upon finishing the rest.

Shadow Shift

Starting at 6th level, you gain the ability to teleport between areas of darkness. When you are in dim light, darkness, or magical darkness, you can use your action or a bonus action on your turn to teleport up to 30 feet to an unoccupied space you can see that is also in dim light, darkness, or magical darkness.

Pierce the Veils

Beginning at 14th level, your expertise with shadow magic makes you resilient to more common illusion effects. You gain proficiency in Intelligence saving throws. Whenever you make an Intelligence (Investigation) check to determine if an illusion is fake, you are considered proficient and add double your proficiency bonus to the check.

Additionally, you gain the ability to see clearly in dim light, darkness, or magical darkness up to 120 feet. Unlike darkvision, this vision is clear and in color. You can still tell when you are in different lighting conditions.

Master of Shadows

When you reach 20th level, you become a master of shadow magic. When you finish a long rest, you can exchange up to two of your nightblade arts with any other two. You must meet their prerequisites (if any).

Enemies have disadvantage on any saving throws they make against spells you cast with your Umbral Spell feature, and you have advantage on any spell attack rolls made as part of those spells.

Nightblade Paths

Each nightblade delves into shadow magic for their own reasons, but all must choose a path. A nightblade's path guides his or her focus within the vast array of shadow magic's powers, and is so fundamental to their ability that they must make this choice at 1st level.

Each of these five paths specializes in a different form of shadow magic, and draw different sorts to their ranks. Nightblades have no unified training or goals; two nightblades of the same path may fight in drastically different manners, and may be allies or foes.

Path of the Bloodied Chain

The Path of the Bloodied Chain teaches you how to use the primal fear of darkness to terrorize and cripple foes. Named after the chain devils that inspired it, the Bloodied Chain is not just a namesake: many of the powers you learn create shadowy chains that pull and torment anyone who would stand in your way.

The Bloodied Chain is the most likely of the five paths to be practiced by evil nightblades, especially sadists, tormentors, or the occasional inquisitor of an evil church. Good nightblades are very rarely found among the Bloodied Chain, but those that are tend to view it as a way to avoid direct confrontation: after all, no one gets hurt if the problem runs away.

Eyes of Terror

At 1st level, you can cause a creature to tremble in fear simply by looking at them. As an action on your turn, you can glare at a creature that you can see and is within 30 feet of you. If the creature can see you, it must make a Wisdom saving throw against your nightblade spell save DC. If it fails, it becomes frightened of you until the end of your next turn.

Once you use this feature on a creature, you can't use it against that creature again until you finish a long rest.

Chains of Despair

Starting at 3rd level, you can create invisible, intangible chains between yourself and another creature you can see, enhancing your abilities. Only you can see the chain, as well as any creatures that can see invisible things. It doesn't interfere with movement in any way.

You can attach a chain to a creature as a bonus action on your turn or upon hitting it with a weapon attack. The chain has a maximum range of 30 feet.

A creature that you've attached your chain of despair to loses its immunity to the frightened condition (should it have it), and when you hit it with a weapon attack you deal an additional 1d6 psychic damage. You can only deal this bonus damage once per turn. The bonus psychic damage also occurs when you attach a chain to a creature with a weapon attack.

When you gain this feature, you can only have one chain of despair at a time. At 11th level, you can maintain two chains of despair at the same time, and

the range increases to 60 feet. At 15th level, you can maintain three chains. You can attach multiple chains with a single bonus action.

If you attach another chain of despair while at your maximum allowed number, the oldest chain breaks and goes away. A creature can only have one chain attached to it. If you or the creature move out of range of the chain, it dissipates.

Thrive on Fear

At 7th level, you gain immunity to the frightened condition and resistance to psychic damage.

When you use your Eyes of Terror feature you may have it affect all of the creatures bound by your Chains of Despair feature, regardless of range, in addition to the creature you target with Eyes of Terror. Bound creatures have disadvantage on their saving throw against Eyes of Terror unless their challenge rating is higher than your nightblade level.

Tormenting Strike

Beginning at 11th level, when attacking a creature bound by your Chains of Despair feature, you deal an additional 1d6 psychic damage on all weapon attacks, instead of only once per turn.

In addition, you have advantage on weapon attack rolls against frightened creatures.

Umbral Shackles

At 15th level, you learn to manifest an area of twisting, shadowy chains that terrorize those within. As an action on your turn, you can conjure these shadowy chains in a 15-foot-radius sphere, centered on a point in space within 50 feet of you.

The light in the area drops to dim light (if it is brighter than that). Any creature that enters the area on its turn or starts its turn in the area must make a Wisdom saving throw against your nightblade spell save DC. If it fails, it becomes frightened of you or restrained (your choice).

A frightened creature remains frightened so long as it remains in the area of the umbral shackles plus 1 round. A restrained creature can make another Wisdom save at the start of each of its turns: success frees it from the restrained condition, but it can become restrained again if it doesn't leave the area of the shackles before the start of its next turn.

The shackles remain in effect for 1 minute or until your concentration is broken (as if you are concentrating on a spell). Once you use this feature, you can't use it again until you finish a long rest.

Path of the Darkened Fortress

The Darkened Fortress teaches you how to make illusory objects reality, primarily in the form of weapons and defenses. It is often viewed as the most practical of the nightblade paths and is the most commonly learned of the five.

Mercenaries, soldiers, and adventurers of all types find use in the Darkened Fortress's combat abilities. Assassins find its ability to conjure weapons very handy, as it's difficult to find a hidden weapon that isn't there.

Guardian Shroud

At 1st level, you can animate a field of penumbral force to briefly protect yourself and allies. With your reaction, you create the guardian shroud in a 10-foot-radius sphere, centered on your space. The shroud does not move with you, if you move.

Friendly creatures within the guardian shroud gain your choice of either advantage on all saving throws or resistance to all damage. You can make a different choice each time you use this feature. The shroud lasts until the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest. At 11th level, you can use this feature twice before needing to rest.

Dark Armament

At 3rd level, you can use your arcane power to coat your weapon with dark energies. As a bonus action on your turn, you can expend one spell slot to coat a weapon you are wielding, enhancing its damage. The enhancement lasts for 1 hour.

As long as the enhancement lasts, the weapon is considered magic for overcoming resistances and deals additional damage of the same type the weapon normally deals on a hit. The damage is based on what spell slot you use: 1d6 (1st), 1d8 (2nd), 1d10 (3rd), 2d6 (4th), and 2d8 (5th or higher).

This bonus only works while you wield the weapon. Ranged weapons impart the bonus damage on their ammunition. The effects of dark armament end if the weapon is more than 5 feet away from you for at least 1 minute.

The effects of the armament interfere with other beneficial magic: a weapon coated with your dark armament cannot be enhanced further by other spells that improve weapons, such as *magic weapon* or *elemental weapon*. It doesn't interfere with the weapon's own magical properties, if any.

Shadow Raiment

Beginning at 7th level, you maintain a constant barrier of darkness to protect yourself. You gain resistance to bludgeoning, piercing, and slashing damage from non-

magical weapons.

Armory of Night
Starting at 11th level, your mastery of shadow creations improves your abilities.

When you use your Guardian Shroud feature, you can have it appear centered on a friendly creature within 30 feet of you that you can see. The shroud doesn't move with the creature, if it moves.

When you critically hit with a weapon enhanced by your Dark Armament, you regain a shadow surge. This can't put you above your maximum number of surges and can only occur once per round.

While in dim light, darkness, or magical darkness, your Shadow Raiment feature grants resistance to bludgeoning, piercing, and slashing damage from any source, not just non-magical weapons.

Phantom Strike
When you reach 15th level, you can slip your weapon into the Shadowfell and have it reappear from a nearby creature's shadow. Whenever you make a weapon attack, you can have the attack originate from the shadow of a willing creature that you can see and is within 30 feet of you. In effect, you can make weapon attacks as if you were standing in that creature's space.

You cannot make opportunity attacks in this way. You can't use this feature to attack from a willing creature's space if it doesn't cast a shadow or if it's in an area of magical darkness.

Path of the Eternal Night
The Path of the Eternal Night gives you power over the forces of death. While it does not teach the secrets of raising the dead, you learn how to harness pure necrotic energy to destroy foes and absorb the vital essence of slain creatures.

The Eternal Night has similar stigmas to necromancers, thanks in no small part to its macabre powers. Good-aligned practitioners tend to be very serious or grim, as they know how deadly their powers are. Evil nightblades of the Eternal Night are often nihilistic or mad, finding solace in death's cold embrace.

Death Knell
At 1st level, once per round when you kill a creature you can absorb some of its power, gaining one of the following effects. You don't benefit from this feature for killing a construct:
- Gain a bonus on weapon damage rolls equal to your proficiency bonus until the end of your next turn.
- Grant yourself temporary hit points equal to half your nightblade level plus your Charisma modifier (a minimum of 1 hit point).

Corruption
Starting at 3rd level, you can interweave your attacks with pulses of deathly energy. Whenever you take the Attack action on your turn, you can expend one spell slot to create a burst of necrotic energy in a 5-foot-radius sphere, centered on you. This is in addition to the attacks you make.

Each creature within the sphere takes 1d6 necrotic damage per spell slot used, to a maximum of 5d6. A creature can make a Constitution saving throw against your nightblade spell save DC to take only half damage. You are immune to the effects of your own corruption.

Death Attunement
At 7th level, you gain resistance to necrotic damage and can no longer be magically aged. You and friendly creatures within 20 feet of you have advantage on death saving throws.

In addition, when you use your Death Knell feature, you can choose one of the following effects:
- Gain a bonus on attack rolls equal to half your proficiency bonus until the end of your next turn.
- Gain a shadow surge. This can't put you above your maximum number of surges.

Improved Corruption
Beginning at 11th level, the damage dealt by your corruption increases by 1d6. Creatures that are damaged by your Corruption feature have disadvantage on the next saving throw they make against a necromancy spell or *shadow necromancy* spell you cast before the end of your next turn.

In addition, you can cause your Corruption to take any of the following forms. You can choose a different form each time you use Corruption:
- 30-foot line, originating from you.
- 15-foot cone, originating from you.
- 10-foot sphere, centered on you.

Shadow of Death
Starting at 15th level, you can use your action to animate your shadow into a specter of death, bringing foes closer to death's embrace.

Hostile creatures within 20 feet of you lose their resistance to necrotic damage (if they have it, though they keep any necrotic immunity they have). Upon creating the shadow of death and at the start of each of your turns, hostile creatures within 20 feet of you must make a Constitution saving throw against you nightblade spell save DC or become poisoned until the start of your next turn.

Additionally, once per round when a hostile creature within 20 feet of you dies, you can use your Death Knell feature, even if you weren't the one to kill it.

This effect lasts for 1 minute or until you lose concentration (as if you are concentrating on a spell). Once you use this feature, you can't use it again until you finish a long rest.

PATH OF THE RAVAGING VOID

The most straight-forward of the five paths, the Ravaging Void teaches you how to shape raw elemental forces. Nightblades on this path are often mistaken for sorcerers, wizards, or even warlocks, but they trade the sheer power that dedicated casters have for increased flexibility in their approach.

The Ravaging Void is usually learned by nightblades taking a scholarly approach to shadow magic, as its abilities are a more in line with other arcane casters. Some take it simply for its destructive powers, whether that's to destroy those that would harm the innocent or those that would dare stand against them.

VOID INITIATE

At 1st level, choose any two of the following cantrips: *acid splash*, *fire bolt*, *ray of frost*, *shocking grasp*, or *thunderclap*. You use Charisma as your casting ability for these cantrips. You learn an additional cantrip from this list at 6th and 15th levels.

ELEMENTAL SHADE

Beginning at 3rd level, you can create a sphere of arcane power that forcefully replaces energy with shadowstuff, changing its damage type.

As a bonus action on your turn, you can create the elemental shade in a 15-foot-radius sphere, centered on a point within 50 feet of you. When you do so, choose one damage type from acid, cold, fire, lightning, or thunder. Any damage dealt in the area of the elemental shade that is of one of these five types instead deals damage of the type you chose.

The elemental shade lasts for 1 minute. Once you use this feature, you can't use it again until you finish a short or long rest.

SHADOW ENERGY

At 7th level, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

You also gain one additional use of your Umbral Spell feature per long rest. Whenever you use your Umbral Spell feature, instead of its normal function, you can choose to cast an evocation spell from the Shadow spell list (see Shadow Spell List on page 16) without spending a spell slot.

You can cast any evocation spell from the Shadow spell list whose level is less than or equal to half your nightblade level (rounded up), to a maximum of 9th level spells at 17th level. You can only cast a single spell of a given level before you finish a long rest. For example, if you were 17th level, you could cast a 4th, 6th, 8th, and 9th level evocation spell, but you couldn't cast two 6th level evocation spells before completing a long rest.

ELEMENTAL EMPOWERMENT

Starting at 11th level, you can use shadowstuff to protect yourself from energy attacks while enhancing your own. When you finish a long rest, choose one of the following damage types: acid, cold, fire, lightning, or thunder. You gain resistance to that damage type until you choose a different one with this feature.

In addition, when you deal damage of the selected type with an evocation spell or *shadow evocation* you cast, or deal any type of damage with a cantrip from your Void Initiate feature, you can add your Charisma modifier to the damage roll.

This also applies to evocation or *shadow evocation* spells you cast whose damage type is changed to the selected type with your Elemental Shade feature.

SHADOW AVATAR

When you reach 15th level, you can replace your entire being with shadowstuff, becoming a conduit for destructive planar energy. Using your action, you can assume the form of the shadow avatar for 1 minute, gaining a number of bonuses and penalties:

- Whenever you cast a nightblade evocation spell or the *shadow evocation* spell, you can cast it as a bonus action instead. This doesn't apply to any spells from the Shadow spell list you cast with your Shadow Energy feature.
- You gain a +10 bonus on Dexterity (Stealth) checks made in dim light, darkness, or magical darkness.
- You have resistance to cold and lightning damage.
- You gain vulnerability to radiant damage. In addition, you are poisoned as long as you are in direct sunlight.

Once you use this feature, you can't use it again until you finish a long rest.

PATH OF THE TWILIGHT VEIL

The most secretive of the five paths is the Twilight Veil, which teaches you how to bend light and shadow together to manipulate the senses. These nightblades can beguile even the most stoic of creatures or wrack a foe's mind with conflicting imagery.

Followers of the Twilight Veil are the most likely to have learned it from another, more experienced nightblade; they usually seek a teacher but end up with a teacher approaching them privately in a secluded area. They tend to keep their powers secret to anyone except their close comrades, as deception works best if it's not

already expected.

Twilight Magic

At 1st level, choose any two of the following cantrips: *dancing lights, friends, light, minor illusion, prestidigitation*, or *vicious mockery*. You use Charisma as your casting ability for these cantrips. You learn an additional cantrip from this list at 6th and 15th levels.

Entrancing Veil

At 3rd level, you can create a soothing pattern of colors around a creature's eyes, making the creature more open to suggestion.

As an action on your turn, you can target a creature within 30 feet of you with this feature. The target must succeed on an Intelligence saving throw against your nightblade spell save DC. If it fails, the creature is charmed by you until the end of your next turn.

On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. You have no special control over the charmed creature. The charming effect ends if it moves further than 30 feet from you or if you can no longer see the creature. Blind and sightless creatures automatically succeed on their saving throws against this feature, as do undead and constructs.

Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, you can't use this feature on that creature again until you finish a long rest.

Beguiler's Influence

At 7th level, you have advantage on concentration checks to maintain illusion and enchantment spells, and you can no longer be charmed.

Additionally, creatures you have charmed have disadvantage on attack rolls made against your allies and on Intelligence (Investigation) checks to determine your illusions are fake. The creature must be able to see you to have these penalties.

Illusory Arcana

Beginning at 11th level, you expand your knowledge of enchantment and illusion spells. You can choose a single enchantment or illusion spell of 6th level from any class's spell list. You can cast that spell once without expending a spell slot. You must finish a long rest before you can do so again.

You gain additional enchantment or illusion spells at higher levels that can be cast in the same way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of these spells when you finish a long rest.

At your option, instead of gaining one of these

spells, you can gain an enchantment or illusion spell from any class that is of a level you can cast, as shown on the nightblade table. The chosen spell counts as a nightblade spell for you, but it doesn't count against the number of nightblade spells you know.

Distorting Veil

Starting at 15th level, you can use your Entrancing Veil feature on up to two creatures with a single action, and can extend both with your action. If you use Entrancing Veil on only one creature, you can extend it as a bonus action instead of an action.

While you have a creature charmed by your Entrancing Veil, you can use your action to distort the veil, creating a twisting pattern of shadows and lights. All creatures charmed with your Entrancing Veil must make an Intelligence saving throw against your nightblade spell save DC. If it fails, roll a d6 and apply the resulting effect to that creature:

d6	Effect
1-2	The creature is thrown off balance and falls prone.
3-4	The creature's vision is overwhelmed; it is blinded until the start of your next turn.
5	The creature is disoriented; it is incapacitated until the start of your next turn.
6	The creature is unable to think; it is stunned until the start of your next turn.

If a creature succeeds on its saving throw, you cannot use Distorting Veil on it again until you finish a long rest.

Nightblade Arts

If a nightblade art has prerequisites, you must meet them to learn it. You can learn the art at the same time that you meet its prerequisites.

If an art says it can be maintained as long as you like, such as Lifesense or Hidden Stride, you can end those effects at any time on your turn with no action needed.

Chains of Suffering
Prerequisite: 14th level, Path of the Bloodied Chain
You can spend a shadow surge as a reaction to infuse your Chains of Despair with shadowstuff, making them quasi-real. Until the start of your next turn, creatures bound by your Chains of Despair must make a Wisdom saving throw against your nightblade spell save DC or be unable to move away from you. They can still move closer to you, if they wish.

Destructive Shade
Prerequisite: Path of the Ravaging Void
When you roll damage for a spell, you can spend

shadow surges to reroll up to two of the damage dice per shadow surge spent. You must use the new rolls.

Disguising Veil

You can spend a shadow surge as an action to cast *disguise self* without expending a spell slot or material components.

As long as you are disguised, your maximum number of shadow surges is reduced by 1.

Dusk Strike

Prerequisite: 10th Level

You can spend a shadow surge as a bonus action to slip your weapons between planes to bypass an opponent's defenses. Your next weapon attack you make against a creature goes against an Armor Class of 10 + the creature's Dexterity bonus, instead of the creature's normal AC.

Exposing Void

Prerequisite: 10th Level, Path of the Ravaging Void

You can spend a shadow surge as a bonus action on your turn to create a void in the target's magical defenses. A single creature within 50 feet of you must make a Constitution saving throw against your nightblade spell save DC. If it fails, it gains vulnerability to your choice of acid, cold, fire, lightning, or thunder damage until the end of your turn. You can make a different choice each time you use this feature. Creatures that are already immune to the chosen energy type are unaffected.

Once a creature is targeted by this feature, whether it makes its saving throw or not, you cannot use it on that creature again until you finish a long rest.

Fall of Night

Prerequisite: 14th Level

When you hit an opponent with a weapon attack, you can spend a shadow surge to force the target to make a Constitution saving throw against your nightblade spell save DC. If it fails, the target is blinded until the start of your next turn.

Focused Cast

You can spend a shadow surge when making a concentration check to gain advantage on the check.

Fortress Walls

Prerequisite: 14th Level, Path of the Darkened Fortress

You can spend two shadow surges as an action on your turn to cast *shadow structure* without expending a spell slot.

As long as you are concentrating on the spell, your maximum number of shadow surges is reduced by 2.

Frightening Display

Prerequisite: Path of the Bloodied Chain

You can spend a shadow surge as an action on your turn to gain advantage on Intimidation checks.

You can maintain this effect as long as you wish, but while active your maximum number of shadow surges is reduced by 1.

Haunting Rattle

Prerequisite: Path of the Bloodied Chain

You can spend a shadow surge as a bonus action on your turn to create the phantom sound of rattling chains. Any creature within 30 feet of you that is frightened has the duration of that effect extended by 1 round.

Hidden Stride

You can spend a shadow surge as an action on your turn to gain advantage on Dexterity (Stealth) checks for 1 minute.

Illusory Equipment

Prerequisite: Path of the Darkened Fortress

As an action, you can spend a shadow surge to conjure a single non-magical weapon or object that weighs less than 10 pounds, such as a rope, dagger, shovel, or backpack. The item remains until your concentration is broken (as if you are concentrating on a spell).

The object is made of shadowstuff and is not actually real, though you can use it as if it were. If you use the illusory equipment to affect a creature, such as tying it up with illusory rope or attacking with a weapon, the creature can make a Charisma saving throw against your nightblade spell save DC. If it succeeds, the creature is unaffected, and you can't affect it with your illusory equipment again until you finish a long rest. If it fails, your illusory equipment works on the creature and it can't make another save against them until you finish a long rest.

Lifesense

Prerequisite: 10th Level, Path of the Eternal Night

You can spend a shadow surge as a bonus action to sense life around you. You know if a living or undead creature is within 30 feet of you and how many of each, though you do not know their location. This does not reveal creatures that are neither alive nor undead, such as a corpse or a construct.

When you look at a creature, you automatically know whether it is dead, dying, stable, critical (less than 1/4 its hit points left), wounded (less than 1/2 its hit points left), or healthy (more than 1/2 its hit points left). You also can tell if the creature is living, undead, or neither (such as a construct creature).

You can maintain this effect as long as you wish, but while active your maximum number of shadow surges is reduced by 1.

MIRRORED VEIL
Prerequisite: 14th Level, Path of the Twilight Veil
When a creature attempts to blind, charm, or deafen you, if you are unaffected (either by being immune to the effect or succeeding on your saving throw) you can use your reaction and spend a shadow surge to reflect the effect back to its source.

The creature that created the original effect must succeed on an Intelligence saving throw against your nightblade spell save DC or be afflicted by whichever effect it tried to use on you. It lasts until the end of your next turn.

PENUMBRAL AEGIS
Prerequisite: 10th Level
When you are targeted by a spell that allows a saving throw, you can spend a shadow surge as a reaction to create a barrier that intercepts the magical energy. You gain advantage on saving throws allowed by the spell.

REAPER'S TOLL
Prerequisite: Path of The Eternal Night
When a creature within 20 feet of you dies, you can spend a shadow surge as a reaction to gain the benefit from your Death Knell feature, even if you weren't the one to kill it.

SHADE INOCULATION
Prerequisite: Path of The Twilight Veil
When you cast an illusion or enchantment spell that affects other creatures that you can see, you can spend any number of shadow surges. For each surge spent, you can choose up to two creatures to automatically succeed on their saving throw against the spell, and they suffer no further effect if they would normally take a partial effect on a successful save.

SHADE SERVANT
You can spend a shadow surge as an action on your turn to animate your shadow into a helpful assistant, as the *unseen servant* spell.

You can maintain this effect as long as you wish, but while active your maximum number of shadow surges is reduced by 1.

SHADOW BARRIER
Prerequisite: 6th Level, Path of the Darkened Fortress
When a creature you can see attacks you with a weapon attack, you can use your reaction and spend any number of shadow surges. For each surge you spend, you impose disadvantage on a single weapon attack made against you before the start of your next turn.

SHADOW BETRAYAL
Prerequisite: 14th Level, Path of the Eternal Night
When a creature within 20 feet of you dies, you can spend two shadow surges and your reaction to animate its shadow into a dark replica that serves as a focal point for your deadly power.

The shadow is always Medium sized and superficially looks like the slain creature. It appears in the dead creature's space or in an open space adjacent to it. As a bonus action on your turn, you can move the shadow up to 30 feet to a space you can see, though it must remain within 60 feet of you.

As long as the shadow is animated, you can cast necromancy or *shadow necromancy* spells as if you were standing in the shadow's space, though you must use your own senses. Additionally, you can cause your Corruption feature to originate from the shadow, rather than you.

The shadow remains for 1 minute or until you lose concentration (as if you were concentrating on a spell). As long as you are concentrating on the effect, your maximum number of shadow surges is reduced by 2.

SHADOW MOTION
You can spend a shadow surge as an action on your turn to gain advantage on Strength (Athletics) and Dexterity (Acrobatics) checks.

You can maintain this effect as long as you wish, but while active your maximum number of shadow surges is reduced by 1.

SHADOW REFUGE
Prerequisite: 6th Level
You can spend a shadow surge as an action to create a dimensional pocket. This works like *rope trick*, but you use it upon an area of dim light or darkness, rather than using a rope.

As long as you have your shadow refuge in effect, your maximum number of shadow surges is 0.

SHADOW RUN
Prerequisite: 6th Level
You can spend a shadow surge as a bonus action on your turn to transform your legs into shadowy wisps, letting you ignore difficult terrain for 1 minute. During this time, you add your Charisma modifier as a bonus to saving throws you make against effects that would move you from your current space (minimum +1).

You can maintain this effect as long as you wish, but while active your maximum number of shadow surges is reduced by 1.

Shifting Focus
Prerequisite: 10th Level

When you use your Shadow Shift feature, you can spend a shadow surge as part of that action to double the distance you can teleport.

Shrouded Casting
Prerequisite: Path of the Twilight Veil

When you cast a spell, you can spend a shadow surge as part of that action to attempt to hide your spellcasting. Creatures observing you must make an Intelligence (Investigation) check or a Wisdom (Perception) check (creature's choice) against your nightblade spell save DC. If they fail their check, the creature does not notice that you cast a spell.

Casting a spell with an obvious point of origin, such as *lightning bolt*, negates the effects of this art.

Twisted Elements
Prerequisite: 6th Level, Path of the Ravaging Void

When you cast a spell that deals acid, cold, fire, lightning, or thunder damage, you can spend a shadow surge to add an effect typical of a different element to the attack. Choose one of the options below. You must choose an option that corresponds to a different damage type than the one you deal with the spell:

- *Acid*: Poisoned until the start of your next turn.
- *Cold*: The creature's speed is halved until the start of your next turn.
- *Fire*: The creature takes 1d8 fire damage.
- *Lightning*: Blinded until the start of your next turn.
- *Thunder*: Deafened until the start of your next turn.

A single creature affected by the spell is subjected to the effect you choose. If the spell allows a saving throw, succeeding on the saving throw negates the effect of twisted elements. If it doesn't allow a saving throw, the target must make a Constitution saving throw against your nightblade spell save DC to negate the effects.

Umbral Assault
Prerequisite: Path of the Darkened Fortress

You can spend a shadow surge to make a single weapon attack as a bonus action on your turn.

Untold Horrors
Prerequisite: 10th Level, Path of the Bloodied Chain

As an action, you can spend a shadow surge to force all creatures that you have a chain of despair attached to make a Wisdom saving throw against your nightblade spell save DC. On a failed save, the creatures become deafened and unable to cast spells with verbal components, as if inside a *silence* effect, until the end of your next turn or until the chain dissipates, whichever happens first.

Veil of Darkness
Prerequisite: 6th Level, Path of the Twilight Veil

You can spend a shadow surge as an action on your turn to become invisible. The invisibility lasts for 1 minute or until you attack or cast a spell.

While this invisibility lasts, you cannot regain shadow surges by any means.

Vile Corruption
Prerequisite: 6th Level, Path of the Eternal Night

You can spend a shadow surge as a bonus action on your turn to infuse your corruption with vile energy. Until the end of your turn, creatures that you hit with your Corruption feature and fail their Constitution saving throw against it become poisoned until the start of your next turn.

Warding Shadows
Prerequisite: 14th Level, Path of the Ravaging Void

You can spend up to three shadow surges as an action on your turn to create a defensive aura of shadowstuff. The aura has a radius of 10 feet times the number of surges spent. All allies within the aura gain resistance to the same damage type you have resistance to from your Elemental Empowerment feature.

You can maintain this effect as long as you wish, but while active your maximum number of shadow surges is reduced by the same number you spent.

Warp Strike

You can spend a shadow surge as a bonus action on your turn to warp the space between you and your opponents, increasing your reach by 5 feet until the end of your turn. If you are using a ranged weapon, you can attack at long range without penalty until the end of your turn.

Nightblade Spells

The following lists the nightblade's spell list. Spells marked with an asterisk (*) are new spells found within this document.

1st Level
Color Spray
Chromatic Orb
Comprehend Languages
Detect Magic
Disguise Self
Expeditious Retreat
False Life
Feather Fall
Fog Cloud
Grasp of Darkness*
Hidden Illumination*
Illusory Script
Ray of Sickness
Shadow Ammunition*
Shadow Blade*
Shadow Stream*
Silent Image
Witch Bolt

2nd Level
Blindness/Deafness
Blur
Cloud of Daggers
Dark Confinement*
Dark Recovery*
Darkbolt*
Darkness
Darkvision
Detect Thoughts
Invisibility
Locate Object
Mirror Image
Night Shield*
Penumbra*
Phantasmal Force
Ray of Enfeeblement
See Invisibility
Shadow Ball*
Shadow Binding*
Shadow Necromancy*
Silence
Spider Climb
Web

3rd Level
Bestow Curse
Blink
Clairvoyance
Counterspell
Dispel Magic
Fear
Feign Death
Fly
Hypnotic Pattern
Lightning Bolt
Major Image

Night Terror*
Nondetection
Phantom Steed
Sensory Deprivation*
Shadow Conjuration*
Shadow Structure*
Sleet Storm
Stinking Cloud
Storm of Shadows*
Tongues
Umbral Ally*
Vampiric Touch
Wall of Darkness*

4th Level
Blight
Evard's Black Tentacles
Greater Invisibility
Hallucinatory Terrain
Ice Storm
Illusory Strike*
Locate Creature
Negative Image*
Night Armor*
Phantasmal Killer
Shadow Courier*
Shadow Evocation*
Shadow Form*

5th Level
Banish Light*
Banish Shadows*
Cloudkill
Cone of Cold
Deathwings*
Legend Lore
Mislead
Phantasmal Polymorph*
Scrying
Seeming
Shadow Blast*
Shadow Gate*
Shadow Space*
Shadow Walk*
Shadow Wound*
Void Field*

SPELL LISTS

BARD SPELLS

1ST LEVEL
Hidden Illumination
Shadow Ammunition
Shadow Blade

3RD LEVEL
Shadow Conjuration
Shadow Structure

4TH LEVEL
Illusory Strike
Negative Image
Shadow Courier
Shadow Evocation

5TH LEVEL
Shadow Gate
Shadow Walk

CLERIC SPELLS

1ST LEVEL
Hidden Illumination

2ND LEVEL
Penumbra
Phantom Caretaker

4TH LEVEL
Control Light

5TH LEVEL
Banish Light
Banish Shadows
Void Field

9TH LEVEL
Entropic Storm

DRUID SPELLS

4TH LEVEL
Control Light

6TH LEVEL
Lunar Prophecy

PALADIN SPELLS

2ND LEVEL
Phantom Caretaker

5TH LEVEL
Banish Shadows

RANGER SPELLS

2ND LEVEL
Penumbra

NIGHTBLADE SPELLS

1ST LEVEL
Grasp of Darkness
Hidden Illumination
Shadow Ammunition
Shadow Blade
Shadow Stream

2ND LEVEL
Dark Confinement
Dark Recovery
Darkbolt
Night Shield
Penumbra
Shadow Ball
Shadow Binding
Shadow Necromancy

3RD LEVEL
Night Terror
Sensory Deprivation
Shadow Conjuration
Shadow Structure
Storm of Shadows
Umbral Ally
Wall of Darkness

4TH LEVEL
Illusory Strike
Negative Image
Night Armor
Shadow Courier
Shadow Evocation
Shadow Form

5TH LEVEL
Banish Light
Banish Shadows
Deathwings
Phantasmal Polymorph
Shadow Blast
Shadow Gate

Shadow Space
Shadow Walk
Shadow Wound
Void Field

SORCERER SPELLS

1ST LEVEL
Grasp of Darkness
Hidden Illumination
Shadow Stream

2ND LEVEL
Dark Confinement
Night Shield
Penumbra
Shadow Ball
Shadow Binding
Shadow Necromancy

3RD LEVEL
Shadow Conjuration
Storm of Shadows
Wall of Darkness

4TH LEVEL
Illusory Strike
Negative Image
Night Armor
Shadow Evocation
Shadow Form

5TH LEVEL
Deathwings
Phantasmal Polymorph
Shadow Blast
Shadow Space

8TH LEVEL
Maw of Darkness

WARLOCK SPELLS

1ST LEVEL
Grasp of Darkness
Shadow Ammunition
Shadow Blade
Shadow Stream

2ND LEVEL
Dark Confinement
Darkbolt
Night Shield
Penumbra
Shadow Binding

3RD LEVEL
Night Terror
Sensory Deprivation
Shadow Conjuration
Wall of Darkness

4TH LEVEL
Night Armor
Shadow Evocation
Shadow Form

5TH LEVEL
Banish Light
Deathwings
Shadow Blast
Shadow Gate
Void Field

8TH LEVEL
Maw of Darkness

9TH LEVEL
Entropic Storm

WIZARD SPELLS

1ST LEVEL
Hidden Illumination

2ND LEVEL
Dark Confinement
Penumbra
Shadow Necromancy

3RD LEVEL
Night Terror
Sensory Deprivation
Shadow Conjuration
Shadow Structure

4TH LEVEL
Illusory Strike
Negative Image
Shadow Courier

5TH LEVEL
Banish Light
Banish Shadows
Deathwings
Phantasmal Polymorph
Shadow Blast
Shadow Space
Shadow Walk

8TH LEVEL
Maw of Darkness

9TH LEVEL
Entropic Storm

Shadow Spell List

Many spellcasters have access to the spells *shadow conjuration*, *shadow evocation*, and *shadow necromancy*—spells that use shadowstuff to replicate other effects of a given school of magic.

Rather than have all shadow spells cast from different spell lists, these spells all pull effects from a common source: the Shadow spell list. The reason for doing so is twofold.

One, it normalizes the spells' effects across each class that can use them. Spells like *shadow conjuration* would do far more for a wizard than a bard, if they cast from their own lists, but by casting from a shared list it makes their power equal.

Second, this prevents the spells from growing in power as more source books are released. As the Shadow spell list will only rarely see new spells added, as opposed to a class's own spell list, this prevents these spells from becoming far too versatile.

1st Level
Burning Hands
Fog Cloud
Grasp of Darkness*
Grease
Ice Knife[EE]
Inflict Wounds
Ray of Sickness
Thunderwave
Witchbolt

2nd Level
Blindness/Deafness
Cloud of Daggers
Flaming Sphere
Darkness
Melf's Acid Arrow
Ray of Enfeeblement
Scorching Ray
Web

3rd Level
Fireball
Lightning Bolt
Sleet Storm
Stinking Cloud
Vampiric Touch

4th Level
Blight
Conjure Minor Elementals
Evard's Black Tentacles
Ice Storm
Wall of Fire

5th Level
Cloudkill
Cone of Cold
Conjure Elemental
Deathwings*
Shadow Blast*
Wall of Stone

6th Level
Chain Lightning
Circle of Death
Conjure Fey
Eyebite
Otiluke's Freezing Sphere
Wall of Thorns

7th Level
Firestorm
Finger of Death

8th Level
Abi-Dalzmi's Horrid Wilting[EE]
Earthquake
Incendiary Cloud

9th Level
Entropic Storm*
Meteor Swarm

SPELLS

BANISH LIGHT
5th-Level Abjuration

Spell Lists: Cleric, Nightblade, Warlock, Wizard
Casting Time: 1 action
Range: Self (20-foot-radius sphere)
Components: V, S
Duration: Concentration, up to 1 hour

A 20-foot-radius sphere of pure darkness emanates from you. The lighting within the field drops to magical darkness, regardless of existing lighting conditions. Until the spell ends, the sphere moves with you, centered on you.

Spells and magical effects that create light or deal radiant damage, such as *daylight* or *sunbeam*, are suppressed in the sphere and cannot protrude into it, as an *antimagic field*. Effects that restore hit points to living creatures restore only half as many hit points, and all creatures in the area gain resistance to radiant damage.

BANISH SHADOWS
5th-Level Abjuration

Spell Lists: Cleric, Nightblade, Paladin, Wizard
Casting Time: 1 action
Range: Self (20-foot-radius sphere)
Components: V, S
Duration: Concentration, up to 1 hour

A 20-foot-radius sphere of brilliant light emanates from you. The lighting within the field becomes bright light, regardless of existing lighting conditions. Until the spell ends, the sphere moves with you, centered on you. Creatures in the area do not cast a shadow.

Spells and magical effects that create darkness or deal necrotic damage, such as *darkness* or *chill touch*, are suppressed in the sphere and cannot protrude into it, as an *antimagic field*. Effects that restore hit points to undead restore only half as many hit points, and all creatures in the area gain resistance to necrotic damage.

CONTROL LIGHT
4th-Level Evocation

Spell Lists: Cleric, Druid
Casting Time: 1 action
Range: Self (30-foot-radius sphere)
Components: V, S, M (a pearl and a piece of obsidian each worth 5 gp, which the spell consumes)
Duration: Concentration, up to 1 hour

While this spell lasts, you can designate a single light level (bright light, dim light, darkness, or magical darkness). The light within 30 feet of you becomes that light level so long as the spell lasts. The effect moves with you when you do.

As an action on your turn, you can change the light level brighter or darker by one step.

DARK CONFINEMENT
2nd-Level Illusion

Spell Lists: Nightblade, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 50 feet
Components: V, S, M (a spider web)
Duration: Concentration, up to 1 minute

When you cast this spell, up to three target creatures within range must make a Charisma saving throw. If it fails, it is unable to enter into areas of bright light while the spell lasts. Attempts to do so feel as if struggling against a solid wall.

The creature must be in dim light, darkness, or magical darkness when you cast the spell, or the spell fails. If the creature is forcefully moved into an area of bright light, the spell is suppressed until it moves back out of the bright light.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target an additional two creatures within range for each slot level above 2nd.

DARK RECOVERY
2nd-Level Evocation

Spell Lists: Nightblade
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Instantaneous

You immediately regain a shadow surge. This cannot put you above your maximum number of shadow surges you can have at once.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you regain an additional shadow surge for each slot level above 2nd.

DARKBOLT
3rd-Level Evocation

Spell Lists: Nightblade, Warlock
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 round

With a quick invocation, you call forth a nimbus of jet-black night. You unleash three beams of darkness from your open palm. You can fire them at one target or several.

Make a ranged spell attack to hit. On a hit, you deal 1d10 necrotic damage. A creature that is hit must make a Wisdom saving throw or be incapacitated for the duration of the spell. A creature only needs to save once, regardless of how many beams you strike it with.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you create an additional beam for each slot level above 3rd.

Deathwings
5th-Level Necromancy

Spell Lists: Nightblade, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

You gain wings of necrotic energy and shadows, gaining a flying speed of 60 feet for the duration. When the spell ends, you fall if you are still aloft, unless you can stop the fall.

As a bonus action on your turn, you can strike a creature with the shadowy wings. Make a melee spell attack roll. On a hit, you deal 1d8 + 1 necrotic damage. As an action on your turn, you can instead create a burst of necrotic force to deal 4d8 necrotic damage to all creatures (except you) within a 20-foot radius sphere, centered on you. Creatures can make a Wisdom saving throw to halve the damage. Creating this necrotic burst ends the spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage of the burst effect increases by 1d8, and the damage of the bonus action attack increases by 1.

Entropic Storm
9th-Level Necromancy

Spell Lists: Cleric, Wizard, Warlock
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

You create a gateway to the destructive void between the Shadowfell and the Negative Plane, exposing those within to entropic oblivion.

The storm fills a 20-foot radius sphere, centered on a point in space that you can see within range. Any creature that starts its turn in the area must make a Constitution saving throw or gain one level of

exhaustion as the entropic forces temporarily age it.

A construct or undead in the area that fails its saving throw does not gain exhaustion; it instead begins decaying and wearing down, taking 4d8 damage each time it fails its saving throw. Objects that aren't being worn or carried are similarly decayed.

Creatures that cannot be magically aged are immune to this spell's effects (aside from constructs or undead, as mentioned above).

You can use a bonus action on your turn to move the area of the storm 10 feet in any direction.

Grasp of Darkness
1st-Level Necromancy

Spell Lists: Nightblade, Sorcerer, Warlock
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 round

You reach out with a hand of decaying shadows. You make a melee spell attack to touch a target creature. A creature you touch takes 2d6 necrotic damage. The touched creature must then make a Constitution saving throw or have its eyes cloyed with darkness, treating all lighting as being one step lower for the duration of the spell (bright light becomes dim light, dim light becomes darkness, and darkness becomes magical darkness).

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Hidden Illumination
1st-Level Evocation

Spell Lists: Bard, Cleric, Nightblade, Sorcerer, Wizard
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 2 hours

When you cast this spell, you must touch a creature or object. The spell creates an aura of quasi-real illumination in a 30-foot-radius sphere around the target. Creatures within the area that have darkvision can see color while within the area, instead of just black and white.

This spell doesn't create any actual light.

Illusory Strike
4th-Level Illusion

Spell Lists: Bard, Nightblade, Sorcerer, Wizard
Casting Time: 1 action
Range: 50 feet

Components: V, S
Duration: Instantaneous

You must be in control of an illusion that creates a visible object or effect, such as *silent image*, to cast this spell. When you cast this spell, the illusion you control is temporarily infused with shadowstuff, letting it harm creatures as if it were real.

The effect you choose must be appropriate for the illusion, subject to the DM. An energy burst attack could simulate an illusory dragon's breath, while the melee attack option could simulate its claws and fangs.

A creature that knows the illusion is not real from previous interactions gains advantage on its saving throw against this spell, and you have disadvantage on spell attacks made with this spell against such creatures. You can cause one of the following effects.

Melee Attack. The illusion makes melee attacks. You can make up to three melee attacks against targets that are adjacent or within the illusion's space. For each attack, make a melee spell attack roll against the target. On a hit, the illusion deals 3d8 bludgeoning, piercing, or slashing damage, as appropriate for the illusion.

Ranged Attack. The illusion makes ranged attacks. You can make up to three ranged attacks against targets that are within 50 feet of the illusion's space. For each attack, make a ranged spell attack roll against the target. On a hit, the illusion deals 3d6 bludgeoning, piercing, or slashing damage, as appropriate for the illusion.

Energy Attack. The illusion strikes with a single energy attack. You must make a ranged spell attack against a single target within 50 feet of the illusion. On a hit, the creature takes 6d6 of your choice of acid, cold, fire, or lightning damage, as appropriate for the illusion.

Energy Burst. The illusion creates an area attack to harm creatures. This can be a 30-foot cone, a 60-foot line, or a 15-foot-radius burst originating from the illusion's space. A creature in the area takes 6d6 acid, cold, fire, or lightning damage, as appropriate for the illusion. A Dexterity save halves the damage.

Area Attack. The illusion attacks multiple creatures nearby. This can be a 30-foot cone, a 60-foot line, or a 15-foot-radius burst originating from the illusion's space. A creature in the area takes 6d8 bludgeoning, piercing, or slashing damage, as appropriate for the illusion. A Dexterity save halves the damage.

Lunar Prophecy
6th-Level Divination

Spell Lists: Druid
Casting Time: 10 minutes
Range: 30 feet

Components: V, S, M (herbs and incense worth 50 gp, which the spell consumes)
Duration: 24 hours

With this spell, you seek guidance from the moon to prepare allies for what lies ahead. All creatures that wish to benefit from the spell must remain within 10 feet of you while you are casting it. You must cast this spell at night while adjacent to a pool of water at least 1 foot in diameter.

Upon casting the spell, the reflection of the moon upon the pool of water changes into any of its eight phases. The phase of the actual moon does not change. If the weather prevents the moon from being shown, the sky clears just enough to show the moon's reflection, after which the weather resumes.

The phase of the moon shown on the water determines what benefit you and allies gain from the spell. A granted ability can be activated a single time by the creature as a bonus action on their turn at any point during the spell's duration. Once the granted ability has been used, this spell ends for that creature. A creature cannot benefit from more than one casting of this spell at the same time.

Roll a d8 to determine what ability is granted. If the granted effect requires concentration, the creature that activated the ability must concentrate on it.

1. New Moon. You must rise to the challenges ahead. Each creature can grant themselves the benefit of a *bless* spell for 1 minute. This effect must be concentrated on.

2. Waxing Crescent. You must continue to grow in the face of adversity. Each creature can grant themselves the benefit of their choice of *protection from poison* or *remove disease*. The *protection from poison* effect lasts for 1 minute.

3. First Quarter. You will find yourself in a crisis in which you must act. Each creature can grant themselves the benefit of *freedom of movement* for 1 minute.

4. Waxing Gibbous. You must be aware of your own progress, and discover a better way of doing things. Each creature can grant themselves advantage on Intelligence checks and saving throws for 1 minute. This effect must be concentrated on.

5. Full Moon. You must be able to see that which cannot be seen. Each creature can grant themselves darkvision for 1 hour.

6. Waning Gibbous. You must share you wisdom with others. Each creature can grant themselves advantage on Wisdom checks and saving throws for 1 minute. This effect must be concentrated on.

7. Last Quarter. You must think in a different manner than normal, and prepare for a new direction. Each creature can treat themselves as proficient in a

single skill or tool for 10 minutes.

8. Waning Crescent. You must understand that life and death are part of a cycle, and that death may draw near to you at times. Each creature can grant themselves the benefit of a *death ward* spell for 1 minute.

Maw of Darkness
8th-Level Conjuration

Spell Lists: Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

Upon casting this spell, the front half of a shadowy, terrifyingly large creature appears where you specify, its maw a gnashing void of death. The maw can resemble a dangerous animal such as dire wolves, sharks, or snakes, or you can make it appear as other bestial or insect-like horrors like nightwings or gricks.

The maw is roughly Huge sized and takes up a 20-foot by 20-foot space. On each of your turns for the duration, you can use a bonus action to make the maw bite a creature in its space or within 20 feet of its space. You must make a melee spell attack to hit. On a successful hit, the target takes 4d8 piercing and 2d8 necrotic damage. At your option, a struck creature must make a Strength saving throw or become grappled by the maw as it clamps down upon its victim. The escape DC of the grapple is equal to your spell save DC.

If the maw attacks and hits a creature it already has grappled, the creature takes normal damage and is swallowed whole by the maw, ending the grapple. A creature can only be swallowed if it's Large or smaller.

While swallowed, the target is blinded and restrained, has total cover against attacks and other effects outside the maw, and it takes 2d8 necrotic damage at the start of each of the your turns. The maw can have only one creature swallowed at a time.

The maw has 150 hit points and an Armor Class of 16. It uses your saving throws to resist damage. If reduced to 0 hit points, the spell ends. If the maw takes 30 damage or more on a single turn from the swallowed creature, you must succeed on a DC 20 concentration check or the spell ends.

Negative Image
4th-Level Evocation

Spell Lists: Bard, Nightblade, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S

Shadow Magic: Why Charisma?

As you'll see throughout this section, most of the spells that use shadow magic in some way call for Charisma saving throws. You may be asking: why Charisma and not some other saving throw?

When designing the spells, I wanted to make one of the lesser-used saving throws matter, so I already ruled out using Wisdom saves. This left me with either Intelligence saves or Charisma saves. Intelligence saves seemed a logical choice, being that many illusions already use Intelligence saves or Intelligence (Investigation) checks, but in the end I decided to go with Charisma for two reasons.

First, shadow magic is, at its core, pulling planar energy from the Shadowfell and molding it to your will. As such, grouping it with other spells that interact with planar forces, such as *plane shift* or *banishment*, keeps in line with this idea.

Second, making it a Charisma saving throw makes it better resisted by two types of characters: those that commonly use shadow magic (bards, nightblades, sorcerers, and warlocks), and those that commonly "fight the darkness" (clerics and paladins).

If you feel that shadow magic should be a different saving throw, feel free to suggest an alternative.

Duration: 1 hour

A 60-foot radius sphere of distorted light spreads from a point you choose within range. The sphere reverses light within the area: bright light becomes darkness, while dim light, darkness, and magical darkness become bright light.

If you choose a point on an object you are holding or one that isn't being worn or carried, the effect emanates from the object and moves with it.

Objects that shed light, such as torches, within th spell's area create darkness instead; the same goes for objects that create darkness. If any of this spell's area overlaps with an area of darkness or light created by a spell, that spell's lighting is similarly reversed.

Night Armor
4th-Level Abjuration

Spell Lists: Nightblade, Sorcerer, Warlock
Casting Time: 1 action
Range: Self
Components: V, S

Duration: Concentration, up to 1 minute

Your shadow flows and surrounds you, forming into a protective barrier. You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. In addition, as long as the spell lasts you can use your reaction to impose disadvantage on a single ranged attack or ranged spell attack made against you.

You can't use this spell if you don't have a shadow.

Night Shield
2nd-Level Abjuration

Spell Lists: Nightblade, Sorcerer, Warlock
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

Your shadow creates a swirling barrier to intercept ranged attacks. While the spell lasts, you can use your reaction to impose disadvantage on a single ranged attack or ranged spell attack made against you.

You can't use this spell if you don't have a shadow.

Night Terror
3rd-Level Enchantment

Spell Lists: Nightblade, Warlock, Wizard
Casting Time: 1 action
Range: 50 feet
Components: V, S
Duration: Concentration, up to 1 minute

This spell invokes the primal fear of darkness within up to three creatures in range. Unlike most spells, you do not need to be able to see a creature visually to target it and can target creatures that have total cover, but you must be aware of its presence. Each target must succeed on a Wisdom saving throw or become afraid of the dark for the duration.

A creature that is afraid of the dark has disadvantage on ability checks while within dim light and is frightened while within darkness or magical darkness. The creature is not compelled to move out of dark areas, but usually will try to do so to escape its fear.

Should the creature enter into an area of dim light, darkness or magical darkness while the spell lasts, the effects of the spell are applied to that creature.

Creatures that have darkvision or can see clearly in darkness through some other means have advantage on their saving throw against this spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target an additional two creatures for each slot level above 3rd.

Penumbra
2nd-Level Evocation

Spell Lists: Cleric, Ranger, Nightblade, Warlock, Sorcerer, Wizard
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 8 hours

This spell creates a magical shade around a touched creature. For the duration, the creature no longer takes penalties to attack rolls or Wisdom (Perception) checks made in bright light or direct sunlight, if it would normally have those penalties (such as a drow).

This does not provide protection against any other effects direct sunlight may have on the creature, such as a vampire taking damage.

Phantasmal Polymorph
5th-Level Illusion

Spell Lists: Nightblade, Sorcerer, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

With an invocation of jumbled words, you make a creature feel as though its has taken on a different form, when in reality it has not changed. A single target creature must make an Intelligence saving throw. Constructs and undead are unaffected by this spell. Failure means it believes it has become any form you specify, including any creature or object. If you choose an object, it can't be an larger than 20 feet to a side.

The creature perceives itself and events as if it were the chosen form, including any sounds or motions it makes or its own tactile qualities; for example, a human that believes it has been turned into a goblin will see its own reflection as a goblin and feel its own shape as if it were a goblin, even though to outside viewers the target has not changed physically in any way.

The creature does not gain any special abilities of the new form and cannot use its own special abilities unless it could reasonably believe it could do so (such as a claws shared by both forms). It retains any special qualities the creature originally had that required no action on its part to use, such as regeneration or resistance to damage.

If you make the creature believe it has become an object, the creature lies still and is stunned for the duration of the spell.

Each time an outside force causes something that is contradictory to the target's belief in its new form, the creature can make a new Intelligence saving throw to

end the effect. This contradiction must be significant. For example, a Huge creature may be made to believe it has been transformed into a Small creature; this itself is not significant enough, but if it attempts to flee through a normal-sized doorway and finds that it cannot fit (due to its actual body still being Huge) it gets a new saving throw.

A creature that believes it has been turned into an object is always considered to be a significant enough contradiction to allow this saving throw, which it makes at the start of each of its turns.

A creature cannot make additional saves more than once per round, regardless of the number of stimuli it experiences.

Phantom Caretaker
2nd-Level Conjuration (ritual)

Spell Lists: Cleric, Paladin
Casting Time: 1 minute
Range: 5 feet
Components: V, S, M (a doctor's mask worth 50 gp)
Duration: 8 hours

Originally created by overstressed clerics during times of war, this spell summons a quasi-real doctor that can heal and attend to patients. The caretaker appears in an open space adjacent to you. Its physical shape and size is no different than a typical member of your race, though its entire form is covered in doctor's clothing, including the mask used as the material for this spell.

The caretaker is proficient in both the Medicine skill and with Herbalism kits. It uses your proficiency bonus + 2 as its total bonus to those checks. It can use any medical supplies, such as herbs or a healer's kit, that you provide it with. It can understand, speak, and write any languages that you know.

The caretaker works tirelessly for the duration of the spell, but generally can only apply moderate medical care, such as applying bandages and poultices, providing for patients, or writing notes. Intensive care, such as surgery or setting a broken bone, cannot be performed by the caretaker, though it can provide assistance to a doctor that can.

The caretaker has a movement speed of 30 feet and moves as you ask it to; if brought onto the battlefield, it will attempt to stay out of harm's way until it is asked to tend to an injured creature, at which point it will move in the safest way possible to that creature. The caretaker has a Strength score of 12 in order to help lift or drag a willing, injured creature; it is incapable of taking any hostile actions or attacking. It has an AC of 12 and 20 hit points. If reduced to 0 hit points, the spell ends. You cannot make more than one caretaker at a given time.

Sensory Deprivation
3rd-Level Transmutation

Spell Lists: Nightblade, Warlock, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You cause a creature to lose its extraordinary senses. A single creature in range must succeed on a Wisdom saving throw. Failure means the creature loses blindsight, darkvision, and tremorsense for the duration, if it has them. If it gained the ability from a spell or magical effect, the effect is suppressed as long as this spell lasts (the suppressed duration counts against its duration).

The creature can still use its normal senses, though if it lacks the appropriate sensory organs it may be considered blinded (such as an ooze that uses blindsight to see and has no eyes).

At Higher Levels. If you use a spell slot of 5th level or higher, the creature also loses truesight. If you use a spell slot of at least 7th level or higher, the creature cannot use any divination spells or effects.

Shadow Ammunition
1st-Level Illusion

Spell Lists: Bard, Nightblade, Warlock
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 10 minutes

You reach into the Shadowfell to create ammunition made of shadowstuff. Upon casting this spell, you create 50 pieces of ammunition suitable for a ranged weapon made for creatures of your size. The ammunition either comes with an appropriate container, such as a quiver or pouch, or is created within your own containers.

The ammunition counts as magical for overcoming resistance. When you first hit a creature with the ammunition, that creature can make a Charisma saving throw. If it succeeds, it gains resistance to all damage inflicted by the ammunition created by the spell (though if you cast the spell again, it must save again for the new ammunition).

A piece of ammunition vanishes if it's outside of reach for more than 1 minute or when it hits a creature. If all ammunition is used, the spell ends.

At Higher Levels. If you use a spell slot of 3rd level or higher, you gain a +1 bonus to attack rolls made with the ammunition. If you use a spell slot of at least 5th level or higher, the ammunition deals an

additional 1d4 cold damage on a hit. You do not gain the bonus to attack rolls nor the cold damage against a creature that makes its saving throw against the spell.

SHADOW BALL
2nd-Level Evocation

Spell Lists: Nightblade, Sorcerer
Casting Time: 1 action
Range: Self
Components: V, S, M (a drop of ink and some tar)
Duration: Concentration, up to 1 minute

A 5-foot-diameter sphere of shifting darkness appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the ball must make a Constitution saving throw. The creature takes 2d6 cold damage on a failed save, or half as much damage on a successful one. The area within 20 feet of the ball becomes dim light, if it is brighter than that.

As a bonus action, you can move the ball up to 30 feet. If you ram the ball into a creature, that creature must make the saving throw against the ball's damage, and the ball stops moving this turn.

When you move the ball, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for every slot level above 2nd.

SHADOW BINDING
2nd-Level Illusion

Spell Lists: Nightblade, Sorcerer, Warlock
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You cause a creature's shadow to animate into a quasi-real aggressor. One creature you can see in range must make a Charisma saving throw. A creature that has no shadow, such as a vampire, automatically succeeds on its saving throw.

On a failed save, the creature becomes restrained by its own shadow for the duration of the spell. At the start of each of the creature's turn before the spell ends, the target can make a Charisma saving throw to ignore the restrained condition until the start of its next turn, but it must make this saving throw on each of its turns or become restrained again.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target an additional creature within range for each slot level above 2nd.

SHADOW BLADE
1st-Level Illusion

Spell Lists: Bard, Nightblade, Warlock
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 10 minutes

You reach into the Shadowfell and pull out a weapon made of shadowstuff. Upon casting this spell, an illusory melee weapon of your choice appears in your open hand. It must be a weapon that you are proficient with. You can use it as any other weapon, including putting down, throwing, or sheathing the weapon, though the spell ends if it's out of arm's reach for more than 1 minute.

The weapon counts as magical for overcoming resistance. When you first hit a creature with the weapon, that creature can make a Charisma saving throw. If it succeeds, it gains resistance to all damage inflicted by the weapon (though if you cast the spell again, it must save again for the new weapon).

Despite the spell's name, you can make any melee weapon, not just bladed ones.

At Higher Levels. If you use a spell slot of 3rd level or higher, you gain a +1 bonus to attack and damage rolls made with the weapon. If you use a spell slot of at least 5th level or higher, the weapon deals an additional 1d6 cold damage on a hit. You do not gain the bonus to attack and damage rolls nor the cold damage against a creature that makes its saving throw against the spell.

SHADOW BLAST
5th-Level Necromancy

Spell Lists: Nightblade, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S
Duration: 1 minute

You unleash a pulse of draining shadows, hues of black and blue coruscating within. Each creature within the cone must succeed on a Constitution saving throw. On a failed save, the creature takes 6d8 necrotic damage. For the duration of the spell, the creature has disadvantage on Strength checks and Strength saving throws and deals only half damage with weapon attacks that use Strength. A creature that successfully saves takes half damage and suffers no further effects.

Each round creature is affected, it can make a Constitution saving throw at the start of its turn.

Success ends the spell for that creature.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for every slot level above 5th.

Shadow Conjuration
3rd-Level Illusion

Spell Lists: Bard, Nightblade, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Varies
Components: V, S
Duration: Varies

You use shadowstuff to create a quasi-real conjuration effect. When you cast this spell, choose a conjuration spell from the Shadow spell list that is 2nd level or lower. This spell copies that spell in its entirety, and acts as if the copied spell were cast from a 2nd level spell slot. The copied spell is treated as an illusion spell, instead of a conjuration spell.

A creature that would be affected by the copied spell's effects must make a Charisma saving throw. Succeeding on its saving throw means the creature is completely unaffected by the copied spell, even if the copied spell doesn't normally allow a saving throw. Such a creature can see through a copied *fog cloud*, walk through a copied *web* without becoming restrained, is unharmed by attacks by a creature summoned with *conjure fey*, and so on.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the maximum level of conjuration spell you can copy increases by one level, and the spell slot it is treated as being cast from increases by one level for each slot level above 4th.

Shadow Courier
4th-Level Illusion

Spell Lists: Bard, Nightblade, Wizard
Casting Time: 1 minute
Range: Touch
Components: V, S
Duration: 1 week

Originally created by smugglers, this spell pushes an object into a pocket dimension within a creature's shadow, making it undetectable.

When you cast the spell, you touch both a single object that is no larger than 10 feet to a side and a willing creature. If the object is attended by an unwilling creature, the spell fails. Upon touching both, the object appears to fall into the creature's shadow and vanish; in reality, it is stored in a pocket of the Shadowfell.

While stored in this way, the object cannot be detected by divination effects unless they work across planes and cannot be used or targeted by any creature. When the spell ends, the object reappears next to the creature or in the nearest open space that can hold it.

At any point during the spell's duration, either you or the recipient creature of the spell can use an Action to end the spell. A creature cannot have multiple copies of this spell cast on it at the same time.

Shadow Evocation
4th-Level Illusion

Spell Lists: Bard, Nightblade, Sorcerer, Warlock
Casting Time: 1 action
Range: Varies
Components: V, S
Duration: Varies

You use shadowstuff to create a quasi-real evocation effect. When you cast this spell, choose an evocation spell from the Shadow spell list that is 3rd level or lower. This spell copies that spell in its entirety, and acts as if the copied spell were cast from a 3rd level spell slot. The copied spell is treated as an illusion spell, instead of an evocation spell.

A creature that would be affected by the copied spell's effects must make a Charisma saving throw. Succeeding on its saving throw means the creature is completely unaffected by the copied spell, even if the copied spell doesn't normally allow a saving throw. Such a creature can see through a copied *darkness* effect, walk through a copied *wall of stone*, is unharmed by a copied *fireball*, and so on.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the maximum level of evocation spell you can copy increases by one level, and the spell slot it is treated as being cast from increases by one level for each slot level above 5th.

Shadow Form
4th-Level Transmutation

Spell Lists: Nightblade, Sorcerer, Warlock
Casting Time: 1 action
Range: Touch
Components: V, S, M (some ink and powdered chalk)
Duration: Concentration, up to 1 hour

This spell turns a creature into a natural shadow. It functions as *gaseous form*, but instead of gaining a fly speed the target can move at a speed of 20 feet along any surface, including difficult terrain, walls, or ceilings.

While in this form, the creature has a +5 bonus on Dexterity (Stealth) checks made in dim light or darkness, but it can't enter into areas of magical

darkness. If it enters into a *banish shadows* effect, the spell ends immediately.

At any point during the spell's duration, the target can use an action on its turn to change back to its natural state or from its normal form back to a shadow. Each time it returns to its normal form, the duration of the spell is reduced by 10 minutes. The creature cannot take any items with it when it turns back into a shadow that it didn't have in its possession at the time of casting.

Shadow Gate
5th-Level Illusion

Spell Lists: Bard, Nightblade, Warlock
Casting Time: 1 action
Range: Self (60-foot cone)
Components: V, S
Duration: Instantaneous

Your shadow stretches out into a massive area, forming a brief distortion between the Material Plane and the Shadowfell. Your shadow flows across surfaces in a 60 foot cone, stretching out from your feet. Each unwilling creature that is standing on the shadow or is less than 10 feet above it in the air must make a Charisma saving throw. Failing the save allows you to teleport the creature to any other location within the area of your shadow.

You can't teleport a creature into an area that is by its nature dangerous to that creature, such as 30 feet up a wall or into a bonfire. A willing creature can forgo its saving throw and allow you to teleport it, though you decide where it goes.

You can't cast this spell if you don't have a shadow.

Shadow Necromancy
2nd-Level Illusion

Spell Lists: Nightblade, Sorcerer, Wizard
Casting Time: 1 action
Range: Varies
Components: V, S
Duration: Varies

You use shadowstuff to create a quasi-real necromancy effect. When you cast this spell, choose a necromancy spell from the Shadow spell list that is 1st level or lower. This spell copies that spell in its entirety, and acts as if the copied spell were cast from a 1st level spell slot. The copied spell is treated as an illusion spell, instead of a necromancy spell.

A creature that would be affected by the copied spell's effects must make a Charisma saving throw. Succeeding on its saving throw means the creature is completely unaffected by the copied spell, even if the

copied spell doesn't normally allow a saving throw. Such a creature is unhindered by a *ray of sickness* spell, is unharmed by a *finger of death*, and so on.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the maximum level of necromancy spell you can copy increases by one level, and the spell slot it is treated as being cast from increases by one level for each slot level above 3rd.

Shadow Space
5th-Level Illusion

Spell Lists: Nightblade, Sorcerer, Wizard
Casting Time: 1 action
Range: Self (30-foot sphere)
Components: V, S
Duration: Concentration, up to 1 minute

You cause an area to be overlapped by the Shadowfell, its mutable nature distorting space within. The spell creates this overlap in a 30-foot sphere around you, though the sphere doesn't move with you.

When you cast the spell, and at the start of each of your turns for the duration, roll a d20 to determine how the space is distorted. Each effect lasts until the start of your next turn, where you roll a new effect.

d10	Effect
1	The area flips over, treating the area as under the effects of *reverse gravity*.
2-4	The space distorts wildly. Creatures must make a Constitution saving throw or fall prone.
5-8	Distances between locations become longer than normal, effectively reducing the movement speed of all creatures by half and reducing the range of ranged attacks and spells by half.
9-12	Distances between locations become shorter than normal, increasing creature's movement speeds by 20 feet and increasing the range of ranged attacks and ranged spells by 20 feet.
13-16	The area shifts randomly. Each creature is teleported 15 feet in a random direction. A creature cannot be teleported into an object or another creature or outside the area of the spell. If it would be placed in one of these locations, it goes to the nearest open space.
17-19	The space is no longer limiting to creature's movement. Creatures in the area ignore difficult terrain and can walk on walls and ceilings as if they were affected by *spider climb*.
20	Objects and surfaces become quasi-real. Creatures in the area can move through objects and surfaces as if they were difficult terrain. If the creature is still inside an object when this effect ends, it takes 1d10 force damage and is pushed out to the nearest open space.

As you are in semi-control of the effects of the spell, you have advantage on saving throws caused by the

spell's effects and do not have to make concentration checks due to the effects created by this spell.

Shadow Stream
1st-Level Evocation

Spell Lists: Nightblade, Sorcerer, Wizard
Casting Time: 1 action
Range: Self (30-foot line)
Components: V, S
Duration: Instantaneous

A twisting stream of inky darkness sprays from your outstretched hand, forming a line 30 feet long and 5 feet wide. Each creature in the line must make a Dexterity saving throw. A creature takes 3d6 cold damage on a failed save, or half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Shadow Structure
3rd-Level Illusion

Spell Lists: Bard, Nightblade, Wizard
Casting Time: 1 action
Range: 50 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You pull energy from the Shadowfell to create a quasi-real structure, such as a wall or bridge. The structure lasts for the duration of the spell. You can use any one of the four options below.

Wall. You create a simple wall, which can be up to 10 feet high, 60 feet long, and 1 foot thick. You can create the wall with an illusory door that is big enough for Large or smaller creatures to fit through.

Bridge. You create a long bridge, which can be up to 5 feet wide, 400 feet long, and 1 foot thick. It must be horizontal or nearly horizontal.

Stairs. You can create a staircase or a ramp, which can be up to 10 feet wide and 50 feet high and 50 feet long. It cannot exceed a 45 degree incline.

Other. You can create another option with DM approval, but in such a case it must be a stationary, non-animate, non-magical object that's no longer than 10 feet to a side. You could create an illusory fountain (though you'd have to fill it with water), table, or chest, to name a few examples.

The structure cannot be moved and cannot be made inside a creature's space. The structure must be at least partially within range, but can extend outside of the spell's range. The structure must rest on solid terrain or, in the case of a bridge, be supported on both sides.

Any creature that interacts with the structure can make a Charisma saving throw. Success means it realizes the structure is not real. It can walk or attack through the structure without hindrance, but it cannot see through the structure. It can still use the structure as a real structure when it would be useful, such as walking across a bridge.

Each 10-foot section has 20 hit points and vulnerability to radiant damage. A section reduced to 0 hit points stops existing, which may cause the quasi-real structure to collapse, subject to DM discretion.

Shadow Walk
5th-Level Illusion (ritual)

Spell Lists: Bard, Nightblade, Wizard
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 8 hours

You and up to five willing creatures touched are shifted to the border between the Material Plane and the Shadowfell, distorting reality to travel a great distance.

While the spell is in effect, you and the other creatures move at a rate of 50 miles per hour, moving normally within the Shadowfell but traveling quickly relative to the Material Plane.

Only you can travel along this path in a predictable manner; other creatures you bring along must follow you or risk becoming lost in the barrier between planes, having a 50% chance to show up in either plane once the spell ends. Because of the blurring of reality between the two planes, you can't make out fine details of locations you travel past while shadow walking, though you can discern enough to know where you are on the Material Plane.

At any point during the spell's duration, you and the other creatures can exit from the planar boundary re-enter the Material Plane, which ends the spell. Any creature that doesn't exit when you do gets lost within the planar boundary, as described above.

Shadow Wound
5th-Level Necromancy

Spell Lists: Nightblade
Casting Time: 1 bonus action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 round

You form a bond between a creature's shadow and its physical being, causing injuries inflicted upon its shadow to harm the creature itself.

A single creature within range must make a Wisdom saving throw. If it fails, the creature's shadow stretches in a line in a direction you specify. The line is as wide as the creature's space. The length of the line varies by the creature's size: Tiny (10 feet), Small (15 feet), Medium (15 feet), Large (20 feet), Huge (30 feet), or Gargantuan (50 feet).

Any creature can attack the creature's shadow as long as the spell lasts. The shadow has an Armor Class of 10 + the creature's Dexterity modifier. Any damage dealt to the shadow is dealt to the creature, though it applies any resistances or immunities it has. The shadow cannot be critically hit.

A creature cannot be targeted by this spell if it doesn't cast a shadow.

Storm of Shadows
3rd-Level Evocation

Spell Lists: Nightblade, Sorcerer
Casting Time: 1 action
Range: Self (15-foot sphere)
Components: V, S
Duration: 1 round

You tap into the Shadowfell and mix it with elemental forces to create a twisted replica of a fearsome thunderstorm. Each creature in the area except you must make a Dexterity saving throw. Creatures that fail take 6d6 damage and are blinded for the spell's duration by the flashing lightning and pulsing shadows. Half of this damage is cold, the other half is lightning.

A creature that successfully saves takes half damage and suffers no further effects.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Umbral Ally
3rd-Level Illusion

Spell Lists: Nightblade
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a vial of invisible ink worth 50 gp, which the spell consumes)
Duration: 1 minute

This spell creates a being made of pure shadowstuff that serves you unquestioningly. It is Medium sized and roughly humanoid in appearance. It appears in a space within range of the spell. If it ever moves out of range, the spell ends.

The ally has an AC of 16 and has 40 hit points. It uses your saving throws and skill checks, should it need them. If reduced to 0 hit points, the spell ends. It has advantage on Dexterity (Stealth) checks while in dim light. In darkness or magical darkness, it is effectively invisible unless a creature observes it with truesight or can see in magical darkness.

When you cast this spell, you choose one of three forms for the ally. Your choice determines what the ally is capable of doing. All of the allies attacks are considered magical.

Berserker. The ally is created with a powerful weapon, such as a greatsword or maul. When you cast the spell, you can make a melee spell attack to have the berserker attack a creature within 5 feet of it. On a hit, the target takes bludgeoning, piercing or slashing damage (as appropriate for its weapon) equal to 1d8 + your spellcasting ability modifier. As a bonus action on your turn, you can direct the berserker to move up to 30 feet and attack a creature within 5 feet of it.

You can use an action on your turn to direct the berserker to attack enemies around it. Make a melee spell attack against any number of creatures within 10 feet of the berserker, dealing damage as described above to each target hit. After using this action, the spell ends.

Defender. The ally is clad in armor and carries a shield. Its AC increases by 2. As a bonus action on your turn, you can move the defender up to 30 feet. The defender threatens squares adjacent to it, and can make a single reaction each round to make opportunity attacks. Creatures only provoke from the defender by moving out of its threatened area. Make a melee spell attack to hit with the defender's attack. If it hits, it deals bludgeoning, piercing or slashing damage (as appropriate for its weapon) equal to 1d8 + your spellcasting ability modifier, and the target's speed drops to 0 until the end of its turn.

You can use a reaction to have the defender intercept damage from you. Until the start of your next turn, you gain resistance to all damage, but the ally takes the same damage you do. At the start of your next turn, or when the ally is reduced to 0 hit points, the spell ends and you lose the damage resistance.

Magician. The ally is clad in scholarly attire and carries a magical staff. When you cast the spell, you can make a ranged spell attack to have the magician attack a creature within 30 feet of it. On a hit, the target takes acid, cold, fire, or lightning damage equal to 1d8 + your spellcasting ability modifier. You choose which damage type the magician deals when you cast the spell. As a bonus action on your turn, you can direct the magician to move up to 20 feet and attack a creature within 30 feet of it.

You can use an action on your turn to direct the magician to create a powerful evocation. The magician creates a blast of energy in a 30-foot cone or a 60-foot

line (your choice), originating from its space. Creatures in the area take 4d8 damage of the same type you chose when you created the magician. A Dexterity saving throw halves the damage dealt. After using this action, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the ally's Armor Class increases by 1, its Hit Points increase by 40, and the damage it deals with its attacks increases by 1d8 for each slot level above 3rd. Casting the spell from a spell slot of 6th level or higher provides no further increase in power from the bonuses gained from using a 5th level spell slot.

Void Field
5th-Level Illusion

Spell Lists: Cleric, Nightblade, Warlock
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

This spell creates an area devoid of all sensory input. The field is a 10-foot-radius sphere, centered on a point within range.

The light in the field becomes magical darkness, regardless of existing conditions. No sound permeates the space, as if under a *silence* spell. Creatures in the area are considered both blind and deaf.

Effects that rely on sense of smell or taste, such as *stinking cloud*, have no effect on creatures in the area.

Creatures in the area have disadvantage on all Strength and Dexterity ability checks, and automatically fail all Intelligence (Investigation) and Wisdom (Perception) checks.

Wall of Darkness
3rd-Level Evocation

Spell Lists: Nightblade, Sorcerer, Warlock
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

You create a wall of black shadows at a point you choose within range that drains the strength of those within. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall must be vertical and lasts for the duration.

The area within the wall becomes magical darkness. Creatures on opposite sides of the wall cannot see each other unless they can see through magical darkness.

Any creature that is within the wall when it is created, enters the wall on its turn, or begins its turn within the wall must make a Constitution saving throw or gain a level of exhaustion. A creature that already has three or more levels of exhaustion is instead blinded until the start of its next turn, rather than gaining a level of exhaustion.