

PATH OF SHADOWS – PLAYTEST: PART II

~ For D&D 5e ~

CREDITS

Author: Chris Moore

Interior Design: Jianzhuo “Eric” Wu

Layout and Editing: Chris Moore

Publisher: Chris Moore

Special Thanks: Sean Cleary, Dolan Smart, Jake Zemke, Josh Moore

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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*.

Part 2 of this playtest contains new class options for most of the classes in the *Player's Handbook*, which deal with shadows, darkness, and secrecy; or, in a few cases, ways to fight against the darkness. Some of these options reference spells from Part 1 of the playtest; the ones mentioned have been included at the end of the document for your convenience.

Nine of the classes in the *Player's Handbook* receive new options here. The three that do not—those being monk, sorcerer, and wizard—already have options that well-describe shadow magic and their use, those being Way of Shadows for monk, the Illusion school for wizards, and the Shadow Origin for sorcerers that was featured in *Unearthed Arcana* and should be expected to be released in a future supplement.

The options in here are varied—some deal with secrecy and deception, while others are about shining forth brilliant light to cast out darkness. Regardless of the theme, the goal of these options is to provide new paths for players to explore while still maintaining the balance of options with existing material.

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? Do the new class options fit, both thematically and mechanically, along existing material? Most importantly, do they seem fun for you to use?

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

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

Christopher Moore,
Author

SUBCLASSES

The following lists new options for most of the classes in the *Player's Handbook*. The options are sorted alphabetically by class name, rather than by the name of the options themselves.

PRIMAL PATH: PATH OF THE GHOST WALKER

Barbarian tribes often have traditions centered around the spirits of the dead; some in reverence, and some in fear. Choosing to travel the Path of the Ghost Walker is to live among the spirits, providing you a supernatural edge to your rage.

A ghost walker is often consulted as a seer or shaman, channeling the wisdom of fallen ancestors to guide his or her tribe through difficult times, or serve as guardians of a clan's burial grounds. They often travel to gather wisdom, returning with the hopes of sharing their insight with generations of ghost walkers to come.

SPECTRAL SHIELD

At 3rd level, while raging you are surrounded by haunting spirits. The specters move about you in a 10-foot-radius sphere, centered on you. The spirits grant you resistance to necrotic damage. Hostile creatures within the sphere move at half speed, while creatures outside of the sphere have disadvantage on attack rolls against you, the spirits obscuring you.

Creatures with blindsight do not have disadvantage on their attacks against you for being outside the spectral shield.

ONE WITH THE SPIRITS

At 6th level, you can no longer be possessed.

You can also beseech the spirits of the world to guide you and your allies. You can cast the *divination* spell, but only as a ritual, as described in chapter 10 of the *Player's Handbook*.

When you cast *divination* in this way, a multitude of spirits briefly enter your body. Your allies must ask the question for the *divination*, and the spirits answer through you, sounding as dozens of voices speaking the reply in unison.

GHOST WALK

At 10th level, when you move while raging you can become incorporeal, as a ghost. While incorporeal, you cannot be grappled or restrained, and you can move through objects and creatures as if they were difficult terrain. If you end your turn inside of an object or creature, you take 1d10 force damage.

You cannot use this feature to turn incorporeal if you are already grappled or restrained before moving.

GEIST BLADE

At 14th level, you can cause the bonus damage from your Rage and the extra damage you deal with your Brutal Critical feature to be necrotic damage, instead of the same type as your weapon.

Additionally, when you hit a foe with a melee weapon attack you can cause spirits to flow through you and enter your foe, cursing them as a *bestow curse* spell. You do not have to maintain concentration on the effect, and it lasts for 1 minute.

Unlike normal *bestow curse*, the target must make Charisma saving throws instead of Wisdom saving throws against the effect, as it is caused by the spirits haunting the creature (DC 8 + your proficiency bonus + your Constitution modifier).

You can only have one creature cursed at a time in this way; attempting to curse another creature frees any other cursed creature from the effect. Creatures that cannot be possessed by undead are unaffected.

Once a creature has been targeted by this feature, whether it made its saving throw or not, it cannot be cursed again until you finish a long rest.

BARD COLLEGE: COLLEGE OF SECRECY

Bards of the College of Secrecy are often spies, agents, and information brokers. Where the College of Lore learns something about many things, the College of Secrecy learns everything about a few things; specifically, the secrets held dear by individuals.

These bards are often contracted as free agents, though some act in dedication to a specific cause, nation, or organization. They are exceptional at not only uncovering secrets, but keeping them hidden, able to fool attempts at divination and muddle the memories of those around them.

BONUS PROFICIENCIES

When you join the College of Secrecy at 3rd level, you gain proficiency with any three tools or languages of your choice, except secret languages like Druidic.

You also learn the *message* cantrip. If you already know this cantrip, you learn a different bard cantrip of your choice. The cantrip doesn't count against your cantrips known.

MEMORY LAPSE

Also at 3rd level, when events don't transpire the way you want, you can attempt to make creatures forget what happened. By using your action and expending one of your uses of Bardic Inspiration, you can cause a number of creatures to forget witnessing the event.

Roll the Bardic Inspiration die. You can target a number of creatures you can see up to the result of the die roll. Each targeted creature must make an Intelligence saving throw against your bard spell save DC or forget any events that happened since the beginning of your last turn (roughly 12 seconds).

This may allow retrying certain skill checks, like a Persuasion or Deception check. A creature that cannot be charmed is immune to this effect. Once a creature has been targeted by this feature, whether it makes its saving throw or not, you cannot affect it again until you finish a short or long rest.

SECRETS REVEALED

At 6th level, you can cast any divination spell of 5th level or lower you know as a ritual, as described in Chapter 10 of the *Player's Handbook*, even if that spell normally can't be cast as a ritual.

Whenever a creature fails an Intelligence, Wisdom, or Charisma saving throw against a bard spell you cast, you can use a bonus action to read a bit of their thoughts, as if you used *detect thoughts* and the target failed its saving throw for you to probe deeper into their mind. Once a creature has been affected by this feature, it can't be targeted again until you finish a short or long rest.

ENIGMA

Beginning at 14th level, you can no longer be targeted by any divination effects, as if under a constant *nondetection* spell, unless you allow them to affect you. This effect extends to any objects in your possession.

Your thoughts can't be read by telepathy or other means unless you allow it.

DIVINE DOMAIN: DARKNESS

Gods of darkness—such as Shar, Lolth, and Mask—value secrecy and deception over brute force. They are patrons of assassins, criminals, thieves, and creatures that lurk in the dark. Their clerics are often secret-keepers and well-hidden inquisitors, often bringing ruin to those that oppose the darkness or drawing in allies to the side of night. The majority of darkness deities are usually evil and manipulative in their own right; as such, many of them also grant the Trickery domain. The rare few instead are guardians of the night, serving as a guiding star in their followers' darkest hour.

DARKNESS DOMAIN SPELLS

Cleric Level	Spells
1st	<i>fog cloud</i> , <i>shadow stream</i> *
3rd	<i>blindness/deafness</i> , <i>darkness</i>
5th	<i>nondetection</i> , <i>wall of darkness</i> *
7th	<i>Evard's black tentacles</i> , <i>greater invisibility</i>
9th	<i>banish light</i> *, <i>mislead</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with any two of the following weapons of your choice: hand crossbow, longsword, rapier, or shortsword. You also gain proficiency in two of the following skills of your choice: Acrobatics, Athletics, Deception, Sleight of Hand, or Stealth.

INITIATE OF DARKNESS

Also at 1st level, you gain darkvision to a range of 60 feet. If you already have darkvision, its range extends by 30 feet, instead.

You can use your action to touch a willing creature to grant it darkvision with the same range that you have. The effect lasts for 1 hour or until you use this feature again.

CHANNEL DIVINITY: CURTAIN OF NIGHT

Starting at 2nd level, you can use your Channel Divinity to invoke the darkness of night, banishing light and temporarily blinding foes.

As an action, you present your holy symbol, and any magic light effects within 30 feet of you is dispelled. The affected area's lighting becomes dim light for 1 minute, regardless of existing light. Additionally, each hostile creature within 30 feet of you must make a Constitution saving throw or be blinded until the end of your next turn. A creature that has total cover from you is not affected.

DARK EMBRACE

At 6th level, you can now see through magical darkness to the same range as your normal darkvision.

Whenever a creature that is in dim light, darkness, or magical darkness fails its first saving throw against a cleric spell you cast, you can reduce the creature's speed to 0 until the start of your next turn.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with withering darkness. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

WALK AMONG SHADOWS

At 17th level, creatures have disadvantage on any opportunity attacks they make against you.

Additionally, while in dim light, darkness, or magical darkness, you are unhindered by difficult terrain and can walk on steep inclines, walls, and ceilings and easily as walking on the ground.

DRUID CIRCLE: CIRCLE OF THE STARS

Druids of the Circle of the Stars act as protective wardens of nature. Druids of this circle are guided by the night sky and act as a guiding light to those around them, invoking soothing light and starlit powers to mend even the gravest of injuries.

The Circle of the Stars is closely associated with the Circle of the Moon, but take two different roles in their protection of the wilds. The two circles often act in tandem, with Moon druids challenging foes they would otherwise be unable to defeat without a Star druid's support and guidance.

CLEANSING LIGHT

When you choose this circle 2nd level, you can create waves of healing light to aid nearby allies. As an action on your turn, you can heal either yourself or a single creature within 30 feet of you that you can see a number of hit points equal to half your druid level + your Wisdom modifier.

You can use this feature a number of times equal to 1 + your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

MANTLE OF STARS

Starting at 2nd level, you learn to don the mantle of stars, a mystical cloak that enhances your restorative powers without changing your shape. However, the mantle's power interferes with beneficial magic cast upon you.

You can use a bonus action and expend a use of your Wild Shape feature to don the mantle, and it lasts for the same duration as your Wild Shape. You can remove the mantle as a bonus action on your turn. The mantle is also removed if you fall unconscious, drop to 0 hit points, or die. You cannot use Mantle of Stars at the same time that you are using Wild Shape.

While wearing the mantle of stars, the following rules apply:

- You emit a faint glow, creating dim light within 30 feet of you.
- You cannot speak. However, you ignore the verbal components of druid spells you cast while wearing the mantle.
- Whenever you cast a spell of 1st level or higher that restores hit points to a creature other than you, that

creature gains additional hit points equal to 2 + the spell's level.

- You can use your Cleansing Light feature as a bonus action on your turn, instead of an action, and its healing is increased to an amount equal to your druid level + your Wisdom modifier.
- You have advantage on concentration checks to maintain spells that only target you or your allies.
- Spells and effects that restore hit points to you only heal half their normal amount.

GUIDING LIGHT

At 6th level, when you use your Mantle of Stars feature, choose a single ability score. You can make a different choice each time. You and allies within 30 feet of you have advantage on saving throws made with that ability score so long as you are wearing your mantle.

CLOAK OF CONSTELLATIONS

Beginning at 10th level, you can expend two uses of your Wild Shape to create a more powerful Mantle of Stars, gaining extra powers. These benefits are in addition to the normal effects of your Mantle of Stars:

- You have resistance to your choice of either acid, cold, fire, lightning, or thunder damage, chosen when you don the mantle. You can make a different choice each time.
- Whenever you cast a spell of 1st level or higher that targets one or more allies, you can select a number of those targets up to your Wisdom modifier. Each of the chosen targets gains resistance to the same damage type you chose with this feature until the end of your next turn.
- When you use your Cleansing Light feature, you also cleanse the target of ailments, as if you had cast *lesser restoration* on it.

STARRY RESTORATION

At 14th level, when you cast a spell of 1st level or higher that requires you to concentrate and targets only you and your allies, you can designate one of the targets to be surrounded by soothing lights. You must choose which ally to benefit from this feature when you cast the spell, and can make a different choice each time you cast a spell.

At the start of each of your turns that you maintain the spell, the chosen ally regains hit points equal to the level of the spell + your Wisdom modifier. This can't heal an ally above half their maximum hit points, and does not function if the ally is already at 0 hit points.

MARTIAL ARCHETYPE: HEXBLADE

The archetypal hexblade, to an untrained eye, is similar to an eldritch knight, combining both magic and martial training. However, the hexblade's power comes within, rather than study. They are often considered ill omens and bringers of misfortune, and the reputation is hardly unwarranted. A hexblade's powers revolve around unluck and mishaps, and the misfortune they can bring is thorough enough that it can even affect magic directed at them.

SPELLCASTING

When you reach 3rd level, you augment your martial prowess with the ability to cast spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and the end of the hexblade entry for the hexblade spell list.

Cantrips. You learn three cantrips of your choice from the hexblade spell list. You learn an additional hexblade cantrip of your choice at 10th level.

Spell Slots. The Hexblade Spellcasting table shows how many spell slots you have to cast your spells of 1st level or 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 *dissonant whispers*, and have a 1st-level and a 2nd-level spell slot available, you can cast *dissonant whispers* using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level hexblade spells of your choice.

The Spells Known column of the Hexblade Spellcasting table shows when you learn more hexblade spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the hexblade spells you know with another spell of your choice from the hexblade spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your hexblade spells, since you learn your spells innately, as a sorcerer does. 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 hexblade 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

HEXBLADE SPELLCASTING

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

HEXBLADE'S CURSE

Starting at 3rd level, you can use a bonus action to curse an opponent you see with unluck. This acts as a *bex* spell, functioning as if cast from 1st-level spell slot. Once you use this feature, you can't use it again until you finish a short rest.

When you reach 7th level and again at 15th level in this class, you can designate an additional ability to simultaneously penalize with the curse, as described in the *bex* spell.

ARCANE RESISTANCE

At 7th level, whenever you make a saving throw against a spell, you gain a bonus to the saving throw equal to your Charisma modifier (with a minimum +1 bonus).

DIRE CURSE

At 10th level, you can use your Hexblade's Curse feature twice per short rest.

Whenever you use your Hexblade's Curse feature, you can choose one of the abilities you are penalizing with the *bex* effect. So long as the target is cursed, it has disadvantage on saving throws that use the chosen ability score against spells you cast.

SURGE OF UNLUCK

Beginning at 15th level, whenever you use your Action Surge feature, you exude a powerful aura of misfortune

around you. Hostile creatures within 30 feet of you when you use your Action Surge have disadvantage on attack rolls and ability checks they make until the end of your next turn.

ARCANE METTLE

At 18th level, your curse of unluck extends even to magical powers directed at you. You gain resistance to damage from spells.

HEXBLADE SPELL LIST

The following lists the hexblade spell list. Your DM may add spells to this list to suit their campaign.

Cantrips (0 Level): *blade ward, chill touch, fire bolt, friends, light, mage hand, message, poison spray, prestidigitation*

1st Level: *alarm, charm person, detect magic, disguise self, dissonant whispers, expeditious retreat, false life, find familiar, identify, protection from evil and good, sleep, Tasha's hideous laughter, unseen servant*

2nd Level: *alter self, blindness/deafness, darkness, enthrall, invisibility, magic weapon, see invisibility, spider climb, suggestion*

3rd Level: *bestow curse, counterspell, dispel magic, fear, nondetection, protection from energy, remove curse, stinking cloud, slow, vampiric touch, wind wall*

4th Level: *confusion, dimension door, greater invisibility, phantasmal killer, polymorph, scrying*

SACRED OATH: OATH OF RADIANCE

The Oath of Radiance seeks to protect the innocent from the ever-encroaching darkness of evil. Sometimes called shadow banishers, brothers (or sisters) of the sun, or light bringers, these shining knights charge headfirst into the unknown, bringing the radiance of dawn to those that hide in the shadows. In contrast to the Oath of the Ancients, who side with light to protect beauty and life, the Oath of Radiance uses its divine power to reveal lurking horrors and stave off the unknown, felling evils before they can cause harm.

TENETS OF RADIANCE

The tenets of the Oath of Radiance are held by all paladins who swear by them. These tenets focus on rooting out evil, wherever it hides.

Guide. Be a guiding light to those around you, an example of righteousness and courage.

Praise. Uphold the tenets of your faith. Honor the faiths of others, unless they seek to do harm.

Enlighten. Always seek truth, and uncover those that would scheme in secret.

Shine. Fight against those that lurk in the shadows. Leave no darkness in your wake.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF RADIANCE SPELLS

Paladin Level	Spells
3rd	<i>detect evil and good, faerie fire</i>
5th	<i>continual flame, moonbeam</i>
9th	<i>daylight, spirit guardians</i>
13th	<i>banishment, fire shield</i>
17th	<i>banish shadows*, flame strike</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Divine Radiance. As an action, you can present your holy symbol to create brilliant light. All magical darkness within 40 feet is dispelled. For 1 minute, bright light shines in a 20-foot radius, with dim light for 20 feet beyond that, and cannot be darkened by any means. The area of bright light counts as direct sunlight for the purpose of creatures weak to sunlight. The area does not move with you, if you move.

Warding Light. As an action, you present your holy symbol and evoke several small motes of light to protect allies from harm. You create a number of motes of light equal to one-quarter your paladin level + your Charisma modifier (a minimum of 1). The motes then move to and protect allies you designate within 30 feet of you. You designate which ally a given mote protects, and it always stays with that ally, even if it moves away from you. The motes glow about as brightly as a candle.

Once per turn when a creature that is protected by a mote is dealt damage, that creature can destroy a mote to create a barrier of light against the attack, reducing the damage it takes by an amount equal to 1d8 + your Charisma modifier + half your paladin level. Only a single mote can be used against a given attack.

The motes last for 1 minute or until expended, as described above.

AURA OF CLARITY

Beginning at 7th level, you and friendly creatures within 10 feet of you cannot be blinded. Invisible creatures within 10 feet of you become visible, though they become invisible again if they move outside this area (assuming the source of the invisibility has duration remaining). These effects only last while you are conscious. Mundane means of blocking sight (such as placing a blindfold over your eyes) and heavily obscured areas (such as fog) still prevent allies from seeing around them.

At 18th level, the range of this aura increase to 30 feet.

PAINFUL FLARE

At 15th level, your Warding Light flashes brightly enough to sear attackers. When an ally affected by your Warding Light expends a mote to protect itself from an attack, if the attacker is attacking with a melee attack, the attacker must make a Dexterity saving throw against your paladin spell save DC. It takes radiant damage equal to the damage that was prevented by the Warding Light, or half as much on a successful save.

SHINING SPLENDOR

At 20th level, you can cover your entire body and equipment with scintillating light. As an action on your turn, you begin emitting this brilliant aura. For 1 minute, you gain the following benefits:

- Bright light shines from you to a 20 foot radius, with dim light for another 20 feet beyond that. This light suppresses magical darkness effects in its area.
- You are immune to radiant damage and resistant to necrotic damage.
- All of your weapon attacks deal radiant damage, instead of their normal damage. Radiant damage you deal (including damage from your Painful Flare feature) ignores resistance to radiant damage (but not immunity).
- Enemies that start or end their turn within 10 feet of you must make a Constitution saving throw against your paladin spell save DC or be blinded until the start of their next turn.

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

RANGER ARCHETYPE: UNSEEN WARDEN

The Unseen Warden archetype embodies the mystic warrior that uses potent magic to stay hidden from prey, waiting until the perfect moment to strike. Emulating the Unseen Warden archetype means a life in the shadows, either to track down and slay creatures that would harm civilization, or to keep invaders away from nature's bounty.

SUDDEN STRIKE

At 3rd level, you learn how to better use your foe's openings to your advantage. Once per round when you hit a creature with a weapon attack, if the target is surprised, if you are hidden from your target, or if you have advantage on the attack roll, you can apply one of the following effects. You can make a different choice each time.

Crippling Blow. The target's speed is reduced by half until the start of your next turn.

Disorienting Strike. The target cannot make opportunity attacks until the start of your next turn.

Piercing Attack. The attack deals an additional 1d6 damage of the same type the weapon deals.

UNSEEN SPELLS

Also at 3rd level, you gain access to additional magical talents to better stay hidden from your enemies. The following spells on the Unseen Spells table are added to your ranger spell list. You do not automatically learn them as spells known.

At 3rd, 5th, 9th, 13th, and 17th levels, you learn an additional ranger spell of your choice. It can be a spell from the Unseen Spells table or a normal ranger spell. These spells do not count against your spells known.

UNSEEN SPELLS

Spell Level	Spells
1st	<i>entangle, sleep</i>
2nd	<i>blindness/deafness, invisibility</i>
3rd	<i>clairvoyance, sleet storm</i>
4th	<i>blight, greater invisibility</i>
5th	<i>hold monster, wall of stone</i>

DUSK AND DAWN

At 7th level, when you hit a creature with a weapon attack, that creature has disadvantage on its next saving throw it makes against a ranger spell you cast before the end of your next turn.

When you cast a ranger spell of 1st level or higher, you turn invisible. The invisibility lasts until the end of your next turn, and ends early when you cast a spell or make an attack.

If you are already invisible when you cast a spell, you do not gain the benefit of this feature.

SUDDEN ASSAULT

Starting at 11th level, you can also apply the effects of your Sudden Strike feature to any opportunity attacks you make (this is in addition to the normal once-per-round use of Sudden Strike).

Additionally, each of your three types of Sudden Strike gain extra effects, as follows.

Crippling Blow. The target cannot take the Dash or Disengage action until the end of your next turn.

Disorienting Strike. The target must make a Constitution saving throw against your ranger spell save DC or be poisoned until the end of your next turn.

Piercing Attack. The attack ignores the target's resistance to bludgeoning, piercing, and slashing damage (including resistance to damage from non-magical weapons).

UNSEEN WARD

At 15th level, you can shape residual energy from your divine spells into an invisible barrier. Whenever you cast a spell of 1st level or higher, you can gain resistance to a single damage type of your choice, except force damage. The damage resistance lasts for 1 minute or until you use this feature again, whichever comes first.

ROGUSH ARCHETYPE: SHADOW CALLER

The Shadow Caller learns how to animate and control shadows using their own force of will. Your skills focus on mobility, staying unseen, and hindering foes, making you especially adept at scouting out potential threats or infiltrating secure areas.

SHADOWCASTER

When you choose this archetype at 3rd level, you tap into the various secret arts of shadow magic, referred to as mysteries. Mysteries reach into the Shadowfell, channeling dark energy through your body and soul to create numerous effects.

You know any two mysteries of your choice, which are detailed in the “Mysteries of Shadow” section below. You learn two additional mysteries of your choice at 9th level and a single additional mystery of your choice at 13th and 17th level.

Whenever you gain a level in this class, you can replace one mystery that you already know with a different mystery.

Dark Energy. To fuel your mysteries, you have a pool of dark energy that you have gathered from the Plane of Shadow. This pool has a number of points equal to 2 + half your rogue level. Dark energy points are expended when you use them. You regain all of your expended dark energy when you finish a short or long rest.

Mystery Ability. Charisma is your governing ability for your mysteries, as you control the shadows with your own force of will. If a mystery acts as a spell, your Charisma score is used as the spellcasting ability for that effect, if needed.

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

Mystery attack modifier = your proficiency bonus + your Charisma modifier

Casting Mysteries of Shadow. Most mysteries allow you to cast spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting. To cast one of these spells, you use its casting time and other rules, but you don't need to provide material components for it.

You can spend additional dark energy points to increase the power of a mystery spell you cast, provided that the spell has an enhanced effect at a higher level, as *shadow stream** does. The spell's level increases by 1 for each additional dark energy point you spend. For example, if you are a 3rd-level rogue and use Black Fire to cast *shadow stream**, you can spend 2 dark energy points to cast it as a 2nd-level spell (the mystery's base cost of 1 dark energy point plus 1).

The maximum number of dark energy points you can spend on a single use of a mystery (whether that mystery acts as a spell or not) is determined by your rogue level, as shown in the Mysteries and Dark Energy Points table.

MYSTERIES AND DARK ENERGY POINTS

Rogue Levels	Maximum Dark Energy Points
3rd–8th	2
9th–12th	3
13th–16th	4
17th–20th	5

SHADOW FAMILIAR

Also at 3rd level, you learn how to cast the *find familiar* spell, but only as a ritual. Instead of summoning a separate creature, your shadow separates from you and takes the form of the familiar. The familiar is treated as an undead creature, rather than a celestial, fiend, or fey.

Rather than disappear into a pocket dimension when you temporarily dismiss the familiar, it instead turns back into your shadow until you call it again.

The familiar can use your Dexterity (Stealth) bonus in place of its own, should yours be higher, and its hit points total is equal to half your maximum hit points.

SHROUDED ACTION

Starting at 9th level, you can weave shadow magic into your Cunning Action feature. You gain one of the following features of your choice.

Dark Passage. When you use your Cunning Action feature to Disengage, you ignore difficult terrain. Additionally, the area within 5 feet of your movement path fills with distorting shadowstuff, which remains until the start of your next turn. Hostile creatures moving through that area move at half speed, while friendly creatures that move through that area ignore difficult terrain.

Shadow Jump. When you use your Cunning Action feature to Dash, you can forgo the extra movement provided by the Dash action to instead teleport to an unoccupied space you can see. You can teleport up to 60 feet in this way, and both the start and end points must be in dim light, darkness, or magical darkness.

Slip Away. When you use your Cunning Action feature to Hide, you can choose to turn invisible. You become visible again after 1 minute or if you take an action or reaction, whichever comes first. Once you become visible, you can't become invisible again with this feature for 1 minute.

BOUND SHADOWS

Starting at 13th level, when you use your Cunning Action feature, you can grant its effects to your familiar, rather than using the Cunning Action yourself. It benefits from the Cunning Action on its next turn.

Whenever you use a mystery, you can have it originate from your shadow familiar, rather than you. You must use your own senses and statistics to direct the mystery, and must have line of sight (or be seeing through the familiar's senses, as described in *find familiar*) to do so.

DARK METAMORPHOSIS

When you reach 17th level, you can use an action on your turn to morph your shadow familiar into a more powerful form. The familiar transforms into a single creature of your choice you could summon with a *conjure celestial*, *conjure elemental*, or *conjure fey* spell cast from a 7th-level spell slot. It gains the chosen creature's statistics, including hit points, and appears as a shadowy, twisted version of the creature. It still counts as your shadow familiar for the purpose of your Shadow Familiar and Bound Shadows features.

The familiar remains transformed for 1 minute, until your concentration is broken (as if concentrating on a spell), or until it is reduced to 0 hit points, whichever comes first, after which it returns to its original form. When the familiar turns back into its original form (for any reason), its hit points are restored to the amount it had before it transformed.

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

MYSTERIES OF SHADOW

The mysteries of shadow are presented in alphabetical order. If a mystery requires a level, you must be that level in this class to learn the mystery.

Army of Darkness (9th Level Required). You can spend 3 dark energy points to cast *umbral ally**.

Ash and Clay (17th Level Required). You can spend 5 dark energy points to cast *creation*.

Black Fire. You can spend 1 dark energy point to cast *shadow stream**.

Clinging Darkness. You can spend 2 dark energy points to cast *shadow binding**.

Cover of Night (9th Level Required). You can spend 2 dark energy points to cast *pass without trace*.

Curtain of Shadows (9th Level Required). You can spend 3 dark energy points to cast *wall of darkness**.

Dark Reflections (13th Level Required). You can spend 4 dark energy points to make your shadow familiar transform into an exact replica of you. It looks like you, but cannot speak unless you are using its senses (as described in *find familiar*). While it is transformed, you can make weapon attacks from its space as if using a weapon you are wielding. You must use your own senses and statistics to do so. The familiar remains transformed for 10 minutes, until it dies, or until you lose concentration (as if concentrating on a spell), after which it turns back to its original form.

Dark Traveler (9th Level Required). When you use your Cunning Action feature, you can spend 3 dark energy points to apply the benefits of your Shrouded Action feature to that action. You can use any of the options of Shrouded Action, not just the one you chose when you gained that feature. You must still follow the restrictions described in Shrouded Action.

Door to Nothing (17th Level Required). You can spend 5 dark energy points to cast *shadow gate**.

Ebon Roads (9th Level Required). You can spend 3 dark energy points to cast *shadow structure**.

Eye of Darknes (13th Level Required). You can spend 4 dark energy points to cast *arcane eye*.

Flesh Fails (17th Level Required). You can spend 5 dark energy points to cast *shadow blast**.

Light Fades (9th Level Required). You can spend 2 dark energy points to cast *blindness/deafness*, but only to blind creatures.

Liquid Night (13th Level Required). You can spend 4 dark energy points to cast *shadow form**, targeting yourself only.

Reflections of Things to Come (17th Level Required). When attempting any d20 check, you can spend 5 dark energy points to gain advantage on that check. You can only do this once per round.

Shadow Stitching. As an action on your turn, you can spend 1 or more dark energy points to impale creatures on spikes of darkness, pulling towards a center point. Choose a point within 50 feet of you that you can see. For each dark energy point spend, a single creature within 20 feet of that point must make a Dexterity saving throw against your mystery save DC or take 2d6 piercing damage and be pulled as close as possible to the point you designated.

Shadow Storm (9th Level Required). You can spend 3 dark energy points to cast *storm of shadows**.

Shadows Fall. You can spend 2 dark energy points to cast *darkness*.

Sharp Shadows (9th Level Required). When you use your Uncanny Dodge feature to reduce the damage you take from an attack, you can spend 2 dark energy

points to cause the attacker to take the damage you prevented with Uncanny Dodge. The attacker can make a Dexterity saving throw to negate the damage.

Steel Shadows. As a bonus action on your turn, you can spend 1 dark energy point to transform your shadow familiar into a weapon of your choice or a shield. You are considered proficient with the weapon or shield. If you spend 3 dark energy points, the weapon or shield instead floats near you. A floating weapon can be used to attack as a bonus action on your turn, dealing damage as appropriate for its form. A floating shield provides its bonus to AC without you needing to hold it. The familiar remains transformed for 1 minute.

Toiling Darkness. You can spend 1 dark energy point to cast *unseen servant*.

Twilight Messenger. You can spend 2 dark energy points to cast *animal messenger*. You do not need to target an animal; you instead conjure a Tiny animal made out of shadowstuff to deliver the message.

Umbral Touch. You can spend 1 dark energy point to cast *grasp of darkness*.*

Widened Eyes. You can spend 1 dark energy point to cast *darkvision*.

OTHERWORLDLY PATRON: DREAM EATER

You have formed a pact with a powerful entity that lurks within nightmares. Your patron most likely visited you within your own nightmares, where you were branded by their horrifying power. These powerful abominations are usually indifferent to you, but grant you powers over dreams and sleep, if only to give them more tormented minds to feast upon or to hasten the end of waking reality.

Dream eaters include Dendar, the Night Serpent; Atropus, the World Born Dead; Dagon, the Prince of the Depths; exceptionally powerful loumara, from the Dreaming Gulf of the Abyss; and twisted beings from the Demiplane of Nightmares (perhaps even a direct connection to the plane itself).

EXPANDED SPELL LIST

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

DREAM EATER EXPANDED SPELLS

Spell Level	Spells
1st	<i>dissonant whispers</i> , <i>fog cloud</i>
2nd	<i>silence</i> , <i>web</i>
3rd	<i>deep slumber</i> *, <i>storm of shadows</i> *
4th	<i>Evard's black tentacles</i> , <i>phantasmal killer</i>
5th	<i>dominate person</i> , <i>insect plague</i>

DREAMSPINNER

At 1st level, magic, poisons, and other effects (such as a brass dragon's sleep breath) can no longer put you to sleep unless you allow it.

Additionally, you add *sleep* to your list of warlock spells known. It doesn't count against your number of spells known. When you cast *sleep*, the number of hit points of creatures you can affect is increased by an amount equal to 1d8 + your warlock level.

PHANTASMAGORIA

Beginning at 6th level, incapacitated creatures have disadvantage on their saving throws against warlock spells you cast.

When a hostile creature within 30 feet of you that is incapacitated loses that condition, it must make a Wisdom saving throw against your warlock spell save DC. Failure makes it frightened of you until the end of its next turn.

DREAMCATCHER

Starting at 10th level, you learn to capture dreams, both benign and nightmarish. You can no longer be frightened, and both you and friendly creatures within 100 feet of you are immune to the negative effects of the *dream* spell and similar effects that would prevent you from resting. You can remember dreams you have as easily as you remember normal events, should you desire to do so.

As long as you are awake, you can view the dreams of sleeping creatures within 30 feet of you, though due to the nature of dreams they are often hard-to-follow or disjointed. What information or insights into the creature you gain are subject to the DM, but the information (if any) shouldn't be any more than could be gathered from a *detect thoughts* spell.

Creatures whose minds cannot be read cannot have their dreams viewed with this feature.

FEAST OF NIGHTMARES

At 14th level, you can unleash a wave of nightmarish force, tormenting creatures near you. As an action on your turn, all hostile creatures within 30 feet of you must make a Wisdom saving throw against your warlock spell save DC. Failure causes varying effects,

depending on the status of the creature.

Conscious creatures fall asleep, becoming unconscious until the end of your next turn, until they take damage, or until another creature uses its action to wake the sleeping creature, whichever comes first. A creature that is already unconscious cannot wake up by any means until the end of your next turn, and automatically fails its saving throw against your Phantasmagoria feature to avoid becoming frightened when it wakes up (assuming it is within 30 feet of you at the time). Additionally, you gain temporary hit points equal to five times the number of creatures that failed their saving throw.

Undead, constructs, and creatures that cannot be charmed are immune to this effect. Due to your connection to dreams and nightmares, you can use this feature while you are unconscious, even though you would normally not be able to take actions. Once you use this feature, you can't use it again until you finish a long rest.

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.

DEEP SLUMBER

3rd-Level Enchantment

Spell Lists: Bard, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a stick of incense)

Duration: 10 minutes

This spell forces creatures into a magical sleep that is difficult to wake from. A single creature within range must make a Wisdom saving throw. Failure causes it to fall asleep for the spell's duration.

Waking up is difficult for the creature, but possible. If another creature uses its action to try to shake the sleeping creature awake, the sleeping target can make another Wisdom saving throw. Success means it wakes up from its slumber, and the spell ends. If the sleeping creature takes damage, it makes a Wisdom saving throw with advantage; success means the creature wakes up, ending the spell.

Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target an additional creature within range for every two slot levels above 3rd. A creature waking up only ends the spell for that creature.

GRASP OF DARKNESS

1st-Level Evocation

Spell Lists: Nightblade, Sorcerer, Warlock

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

You reach out with a hand of chilling shadows. You make a melee spell attack to touch a target creature. A creature you touch takes 3d6 cold 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.

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 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 a 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 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 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.

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 25 gp)

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 remains for the duration of the spell or until you cast this spell again.

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 your 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 20, 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.

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 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.