



HEROES OF SHADOW 5E CONVERSION

5E SUPPLEMENT

A 5th edition adaptation of dark powers and anti-heroes
for the world's greatest roleplaying game

FOREWORD

Heroes of Shadow was released in 4th edition with a whole slew of options for dark and edgy characters. Some of these options (Assassins, Necromancers and Death Clerics) made their way into 5th edition. Most did not. As a teenager I vibed with the morally grey and anti-hero character options that were presented in Heroes of Shadow. It was a really fun supplement, but had the same problem that was inherent to the entirety of the 4th edition: too many superficial choices. I've tried to bring Heroes of Shadow up to a 5th edition standard. That is to say I did my best to ensure meaningful choices and abilities, in and out of combat. I have significantly reduced the hundreds of redundant spells and abilities to a leaner, more impactful selection in this version. I've tried to preserve the thematics and options of the original while introducing interesting ways for the mechanics to work in the 5th edition system.

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ASSASSIN

In Heroes of Shadow 4E, Assassins were introduced as a class. Many assassin features and thematics made their way into the Assassin Archetype in 5th edition, but not all of them. New options for Rogue-Assassins can be found here, fleshing out the abilities that got left behind in the transfer between editions.

All Rogues become proficient in the following weapons:

ASSASSIN WEAPONS

Name	Cost	Damage	Type	Properties	Weight
Blowgun	1sp	1d4	Piercing	Ammunition (range 20/60). Light, Loading, Special 1.	1lb.
Large Blowgun	2sp	1d4	Piercing	Ammunition (range 40/120). 2-Handed, Loading, Special 1.	4lb.
Bola	5sp	1d6	Bludgeoning	Thrown (range 20/60). Light, Finesse, Special 2	2lb.
Garrote	1gp	1d4	Slashing	2-handed, Special 3	2lb.

Special 1: The amount of ammunition that poison can be successfully applied to is doubled for this weapon.

Special 2: Creatures hit by this weapon have their speed reduced by 10 feet until the end of their next turn.

Special 3: This weapon deals double damage on a critical. You can take the grab action while holding this weapon in both hands. If grab is successful you deal 1d4 + Strength slashing damage. When you make attacks with this weapon against a target that is also grabbed by this weapon they cannot miss. Sneak Attack damage dice may be rolled when attacking with this weapon, even though it is not a finesse weapon.

FEATS

SHADOW ASSASSIN

PREREQUISITES: ROGUE, ASSASSIN ARCHETYPE

You learn either the Death Strike* or Minor Illusion cantrip and 4 of the following spells and can cast them once: Silent Image, Fog, Darkness, Misty Step, Longstrider**, Invisibility**, Hunter's Mark, Black Coffin*. Dexterity is your spellcasting ability for these spells. You must complete a short rest before casting them again. You can choose this feat twice: On the second time you learn all the spells you didn't learn the first time.

*These are new spells that can be found at the end of this supplement

**These spells may only be cast targeting yourself.

ASSASSIN WEAPON MASTERY

PREREQUISITES: PROFICIENCY WITH THE BLOWGUN, BOLA OR GARROTE

You gain the following abilities when using the blowgun, bola or garrote.

- **Precision Dart:** When you hit a target with a poisoned dart from a blowgun, they have disadvantage on the first saving throw they make against the poison. Even if the attack misses, they are treated as having been hit for the purpose of applying poison.
- **Bola Takedown:** When you hit a large or smaller creature with a bola it must pass a Dexterity save or fall prone. In order to stand up, it must pass a Dexterity save (DC 8 + Proficiency + Dexterity), a Strength Save (DC 17) or use its action to cut or break the bola (AC 11, HP 2).
- **Garrote Strangle:** While wielding a garrote in 2 hands you can cause a large or smaller creature within 5 feet to make a dexterity saving throw. If it fails, it takes 2d4 + Strength modifier damage and is grabbed around the throat. While grabbed, the target has disadvantage attacking you and cannot speak. You can use both hands and your action to sustain the grab on each of your turns, dealing another 2d4 + Strength damage. You may deal your Sneak Attack damage (or any other additional damage that normally requires an attack roll) when you deal damage with this ability. Creatures that do not need to breathe do not take damage from this ability, the same goes for creatures that cannot be grabbed. The DC to dodge the attack or escape the grab are both equal to 8 + Proficiency + Strength.

SKILLED POISONER

PREREQUISITES: PROFICIENCY WITH THE POISONER'S KIT

You learn a number of poison formulas that you can use with your poisoner's kit to craft deadly poisons. These formulas are written in a formula book which you must have on hand while preparing them.

When you choose this feat, you learn how to make "advanced poison" and 2 other poisons of your choice. There is a list of poisons on the opposite side of this page. The DC for these poisons is 8 + proficiency + your Wisdom or Intelligence modifier (chosen once, when you gain this feat). If you come across a poison formula you can copy it into your formula book, though you can only prepare poisons that are less than or equal to ½ your level. Poisons take 8 hours per 100 gp of their cost to prepare. You DM may rule that the ingredients for certain poisons are particularly difficult to find and require extra effort to acquire the base ingredients beyond purchasing them from an apothecary shop or gathering them from local flora and fauna.

Alternately, you can create approximations of the poisons you know. You can prepare 2 of these after a long rest using your poisoners kit and whatever else you manage to scrounge up. These slapdash poisons only last 8 hours before losing their potency. In addition, the DC of these poisons is 6 + proficiency + your Wisdom or Intelligence modifier.

POISON TYPES (FROM DMG)

Contact: Contact poison can be smeared on an object and remains potent until it is touched or washed off. A creature that touches contact poison with exposed skin suffers its effects.

- **Note:** Though it is possible to force a creature to come into contact with a poisoned object or article in combat, there are no rules to handle that eventuality. A character could make a "to hit" roll to chuck a poisoned necklace at an enemy, but it may not even touch the creature: maybe it lands in their hair, gets tangled in a robe or bounces off hard scales. Even when you hit a target with an attack, it does not necessarily mean you have touched or pierced flesh. RAI seem to push Contact poisons as out of combat poisons, but RAW would suggest that they could definitely be used in some combat scenarios. Consult with your DM on if you can use contact poisons in combat.

Ingested: A creature must swallow an entire dose of ingested poison to suffer its effects. The dose can be delivered in food or a liquid. A partial dose has a reduced effect: creatures have advantage on their first constitution saving throw to resist the poison and only suffer half damage from its effects on any failed saves.

Inhaled: These poisons are powders or gases that take effect when inhaled. Blowing the powder or releasing the gas subjects creatures in a 5-foot cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

- **Note:** If you are throwing a pouch of powder or a vial of gas that is meant to be inhaled, make a ranged attack roll with advantage at the target to see if you can land the thrown object in their vicinity. Poisons that are inhaled could also be stored in boxes that spread the dust when opened, or in a handkerchief that spreads the toxin when shaken.

POISON LIST

These extra poisons are in addition to the list present in the DMG

Advanced Poison: 100gp. Special (Injury). You can use this poison to coat one slashing or piercing weapon (or any other object that might deal slashing or piercing damage). You can coat 1 weapon or up to 3 pieces of ammunition. Applying the poison takes 1 action. A creature hit by the poisoned weapon or ammunition must pass a Constitution saving throw or take 1d6 poison damage. If the attack applied sneak attack damage, the poison damage increases to 2d6. If they fail the Constitution saving throw after taking damage from an attack that was a critical hit, then the poison damage dice may be rolled twice and added together. Once applied, the poison retains potency for 1 minute before drying.

Blood Fever. 100gp. Ingested. A creature subjected to this poison must make a Constitution saving throw. On a failed save the target takes 1d6 poison damage, and for the next hour grants advantage to attacks and cannot take bonus actions or reactions. The target can test again at the end of each hour, suffering the same effects again on additional failed saves.

Flesh Scorcher: 100 gp. Contact. A creature subjected to this poison must make a Constitution saving throw. On a failed save the target takes 1d6 poison damage and for the next hour has its speed halved, and has disadvantage on attack rolls and dexterity saving throws. The target can test again at the end of each hour, suffering the same effects again on additional failed saves.

Blackblood Oil: 100 gp. Ingested. A creature subjected to this poison must make a Constitution saving throw. On a failed save the target takes 1d6 poison damage, and for the next hour cannot regain HP. The target can test again at the end of each hour, suffering the same effects again on additional failed saves.

Defiler Toxin: 100 gp. Ingested. A creature subjected to this poison must make a Constitution saving throw. On a failed save the target loses its poison resistance (if it has any) and becomes vulnerable to poison damage for the next 8 hours.

Hallucinogenic Dust: 100 gp. Inhaled. A creature subjected to this poison must make a Constitution saving throw. On a failed save roll a 1d4 and consult the table below to see what effects the target suffers. The target may take another saving throw at the end of each of their turns, or each time they take damage.

- **1 The Patterns!?** The creature becomes blinded
- **2 Extreme Paranoia** The creature becomes frightened of every creature it can see
- **3 Fanatic Hilarity** The creature can't stop laughing, falling prone and becoming incapacitated
- **4 Chiiii Duuude** The Creature ceases to regard any and all creatures as hostile, unless subsequently attacked

BLACKGUARDS, PALADINS CONSUMED BY VICE

Most Paladins are shining paragons of justice, duty or devotion. Yet in every light, a shadow lurks. The brightness of these holy warriors is contrasted by the darkness of their sinister counterparts. Dedication to Oaths is not the only path a paladin can take to divine power.

When a Paladin becomes 3rd level, they may choose a Vice that corrupts your Oath. This is not the same as becoming an Oathbreaker: you are not completely turning your back on the Paladin principles. Instead, you are embracing a darker avenue or path to your goal, less restrictive but equally powerful. If you choose to walk the path of Vice, you must also choose an Oath whose tenets you strive to follow through the warped lens of your Vice. Work with your DM to discover exactly how your Vice corrupts and warps your Oath.

For example, a Paladin of the Oath of Ancients might be overcome with rage at the burning of a sacred forest and pursue the utter annihilation of those that oppose him: he would choose the Vice of Fury. Alternately, a Paladin of the Oath of Devotion might decide that those in authority are corrupt and drunk with power, and that he must strip that away in order for them to fall in line with his perfect vision of the world. In this case, the Vice of Domination would be appropriate.

Instead of choosing a Vice at 3rd level, a Paladin with an Oath may change it to a Vice at later levels in the appropriate dire circumstances, if the DM allows. Note that changing to a Vice is not a decision made lightly, and that sometimes it may not even be a decision at all, but the result of ever more desperate and fanatical actions taken by the paladin.

In order to choose a Vice, your character may not be good: It must be neutral or evil. Paladins that follow the Vice of Fury tend to be Chaotic Neutral, and those that follow the Vice of Dominion tend to be Lawful Neutral. Both options are included in this document.

Those paladins who give into their Vices in pursuit of their Oaths are often known as blackguards, or fallen knights. In many places they would be viewed with same stigma as an Oathbreaker: regarded as an evil abomination. Many Paladin Orders rarely make such a distinction.

As a blackguard, you are a warrior who is well aware of your own dangerous tendencies to stray toward evil and corruption. You must be ever vigilant to ensure that you aren't swept away in the rushing tide of your own sin.

You purge the world of the evil that made you and the callousness that isolated you. You walk the loner's path and raise the ire of dark powers. You are an agent of destruction.

VICE OF FURY

From Heroes of Shadow 4E

"Blackguards of fury channel raw anger into the violence required for victory. In battle, blackguards of fury are wild killers, impulsive and destructive. They answer every offense or injury with overwhelming retaliation and their enemies receive little mercy. Allies can expect a blackguard of fury to rush to the forefront of any armed conflict and bring foes to ruin as quickly as possible. Evil blackguards of fury allow the vice to rule them entirely, not just on the battlefield.

The dark side of fury arises when it occludes thought, when it rules action and when it harms without thought for the consequences. Blackguards who indulge in their fury run the risk of losing control and striking out at anyone in their path. Guilt and innocence become meaningless concepts to a warrior in throes of fury. Such paladins can work terrible acts when consumed by their passions. Though may make every effort to maintain control, not erupting at the slightest offense or provocation, if pushed too far you risk exploding. You can embrace the vice of fury as long as you are not lawful good. Most blackguards of fury are chaotic neutral. Rage overshadows reason and justice, often leaving violence as your only answer."

VICE OF FURY SPELLS

Paladin Level Spells

3rd	Vengeful Smite*, Expeditious Retreat
5th	Frenzied Smite*, Death Surge*
9th	Haste, Mantle of Death*
13th	Death Ward, Dark Blessings*
17th	Final Smite*, Shadow Healing*

*These are new Paladin spells, included in the Spell List section of this document

CHANNEL DIVINITY

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

- **Unrelenting Anger:** If you would suffer an effect that would charm or frighten you, you can use your reaction to use your Channel Divinity to counter it immediately.
- **Unleashed Fury:** As a bonus action you can unleash your unholy fury, gaining the following effects: when you are below $\frac{1}{2}$ maximum HP or are attacking an enemy with advantage, you may add your Charisma modifier to the damage rolls of melee attacks (same damage type as weapon). The effects stack. These bonuses last for 1 minute or until you begin your turn without having taken or dealt damage since your last turn.

AURA OF BLOODLUST

Starting at 7th level, you and friendly creatures within 10 feet of you have advantage on attack rolls when below ½ HP or attacking a creature that is below ½ HP. At 18th level, the range of this aura increases to 30 feet. This ability only works while you are conscious.

SLAVE TO FURY

Beginning at 15th level when you end your turn you can choose to grant advantage to enemies until the start of your next turn. Until the start of your next turn, whenever an enemy hits you with a melee attack you can make an opportunity attack against them without using your reaction.

AVATAR OF SLAUGHTER

At 20th level, as an action, you can channel your fury into violence incarnate. For 1 minute, your melee attacks deal 1 additional damage die, and enemies within 5 feet of the primary target take half damage of whatever damage you deal to the primary target.

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

VICE OF DOMINATION

From Heroes of Shadow 4E

"Blackguards of Domination demand submission from their enemies. They impose order by whatever force necessary, crushing resistance and making others do their bidding. Surrender on the blackguard's terms is the only hope for any foe. Those who fail to capitulate can expect to be crushed and displayed as bloody examples of what it means to oppose the blackguards resolve. In the hands of evil, dominance becomes tyranny.

Chaos is a cancer. Understanding the worlds desperate need you crusade for order at any cost. When necessary you enforce your will harshly, making examples of the disobedient. Good and evil are method, not ends. They can both bring stability. You might attempt to serve the greater good even if your methods are harsh. To channel your vice, you might seek out the basest threats to civilization, such as demons, marauders, cultists or rebels. Only evil blackguards give in to true tyranny, destroying the hearts and minds of their subjects to make certain they obey every command. Within a group you push for idea that involve imposing order on the situation most efficiently. You might have little tolerance for disorganization even if such a state encourages freedom. You support authority, acknowledging the most effective leader of a group even if that individual is not you. However, you expect a leader to handle situations competently or step down. You must be lawful neutral or lawful evil to channel your vice of domination. If you are lawful good, you inhabit the most extreme interpretations of "good" and have little in the ways of mercy."

VICE OF DOMINATION SPELLS

Paladin Level Spells

3rd	Command, Wrathful Smite
5th	Enthrall, Suggestion
9th	Fear, Enemies Abound
13th	Compulsion, Turn the Tide of Darkness*
17th	Dominate Person, Hold Monster

*These are new Paladin spells, included in the Spell List section of this Document

CHANNEL DIVINITY

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

- **Refusal to Yield:** If you would suffer an effect that would stun, paralyze, incapacitate or restrain you, you can use your reaction to use your Channel Divinity to immediately end that effect.
- **Dark Majesty:** As a bonus action, you can cause each creature within 30 feet to make a Wisdom saving throw. Those that fail are either awed into subservience (charmed, if non-hostile) or terrified into submission (frightened, if hostile). These effects last until the end of your next turn.

DARK GRACE

Starting at 7th level, whenever friendly creatures within 10 feet damage an enemy, they regain HP equal to your Charisma Modifier. In addition, whenever a friendly within 10 feet regains HP (from any source, including this ability), they regain only half, and you regain the rest (rounding down). If you are already at maximum HP, then you condescend to allow your allies to regain the maximum value of HP. At 18th level, the range of this aura increases to 30 feet. This ability only works while you are conscious.

PRAGMATIC SACRIFICE

Beginning at 15th level, when you take damage that would reduce you to 0 HP you can choose an ally within 30 feet. They take the damage instead. You must complete a long rest before using this feature again.

AVATAR OF SUBJUGATION

At 20th level, as an action, you can grant yourself the following benefits for 1 minute:

- You have advantage on all melee attack rolls
- When you hit with a melee attack you can either push the target 10 feet or knock it prone
- You have advantage on all saving throws.
- Damage dealt by your melee attacks ignore resistances.

VAMPIRE

The ghastly elf chuckles quietly at the shafts that sprout like saplings from his chest. He looks up and fixes the drow crossbowman/men with dark red eyes. His chuckle grows into a mad, full-throated laugh as the drow turns/turn to flee. There is no escaping him now. Not after sampling the sweetness of his enemy's blood.

A ragged roar tears itself from the goliath's mouth as his monstrous club crashes down onto her upraised arm, forcing her knees deeper into the dirt. The giant sneers a moment, before grunting in confusion, catching the ivory glint of bared teeth. The woman gathers her undead might and stands, letting the club smash into the ground beside her. Before the befuddled giant can react, she launches herself straight at his throat, teeth bared in a savage snarl.

The man turns from the window, the picture of elegance, and as he turns his embroidered cloak whispers as it catches the air. He gestures to the chairs around the table, wishing his guests to be seated. He smiles to himself as the nobles take their seats. Now the feast could truly begin.

UNDEAD PREDATORS

You are a monster, corrupted by an ancient curse that transformed you into a thing of nightmares. All that you once thought and felt are smothered beneath your vast, insatiable thirst.

However, as a vampire character, you are as different to normal vampires as a fighter character is to normal warriors. The power of your vampiric curse does not descend upon you in its awful glory all at once. As a result, you are at first much weaker than many of your vampiric cousins, but with this weakness comes greater awareness, inhibitions and control of your faculties. You have the true potential to become a vampire lord, not just another depraved bloodsucker.

Infused with the power of darkness, and having already experienced death, you are a lethal hunter of the night, preternaturally disposed to stalk the day-walkers. As you feast upon the lifeblood of these lesser creatures your supernatural power grows—but will your soul pay the price?

THE VAMPIRE

Level	Proficiency Bonus	Features	Unarmed Strike	Bite	Hit Dice
1st	+2	Creature of the Night, Blood Drinker, Vicious Assault, Vampiric Reflexes	1d4	1d6	1
2nd	+2	Unnatural Vitality, Bestial Form			
3rd	+2	Vampiric Archetype			2
4th	+2	Ability Score Improvement, Quickened			
5th	+3	Extra Attack, Blood Strength	1d6	2d6	3
6th	+3	Archetype Feature, Resist Sunlight			
7th	+3	Evasion			4
8th	+3	Ability Score Improvement, Spider Climb			
9th	+4	Vampiric Charm			5
10th	+4	Archetype Feature	1d8	3d6	
11th	+4	Share the Blood			6
12th	+4	Ability Score Improvement			
13th	+5	Summon Creatures of the Night			7
14th	+5	Archetype Feature			
15th	+5	Undead Resilience	1d10	4d6	8
16th	+5	Ability Score Improvement			
17th	+6	Red Death			9
18th	+6	Prince of Undeath			
19th	+6	Ability Score Improvement			10
20th	+6	Vampire Lord	1d12	5d6	

CREATING A VAMPIRE

As you create your vampire character, consider the position of vampires in the campaign you will be playing. Vampires usually play a large part in legend and folklore, but to varying degrees. Are vampires hunted mercilessly, or do they rule the aristocracy? Are vampires bold, killing openly on the street, or do vampires keep to rural areas and distant castles? All of these are important considerations when making your character, as they will determine in large part how the world will interact with you.

Decide on the circumstances that made you a vampire in the first place. Most who become vampires are empty vessels of vampiric gorging, drained of blood and cast aside. But perhaps you, like others, actively sought out this path as a conduit to immortality and power. Occasionally the curse is inherited, the legacy of an ancient sin committed in your family's past. Yet other vampires seek out those they deem worthy of bearing their curse—whether they want it or not.

Equally important is the drive behind your control. What makes you different so that you don't fully give in to the curse? Did a vampire murder your family and your hatred has driven you to accept the power that will let you hunt them back? Do you wander and search out danger because you wish to die, or because you seek to prey on those who in turn prey on the weak and innocent? How do you regard your curse? Is it a burden you wish to remove? Or do you accept it, and use the power granted you to achieve your own ends?

Why did you join up with a band of adventurers? Do you hope they will be able to help keep you under control, or help you hunt ever larger prey?

As a vampire character, you are constantly fighting your dark curse for control, battling the urge to kill and feed on all living things you see. As you increase in levels, your control grows, but it becomes more of a struggle to maintain your humanity.

Vampire characters are the most exceptional examples of those who carry this dark curse, using their powers not solely for murder and personal gain. Some become the greatest of heroes, but even those vampires are aware that few among the common folk have the ability to see past the frightening reality of their dark nature. Avoiding the scrutiny of superstitious folk and disguising his or her needs and abilities serves a vampire best. Trusted companions, enemies to slay and feast upon, and reasons to avoid civilized areas for extended times make an adventuring life the perfect choice for such characters.

QUICK BUILD

You can make a vampire quickly by following these suggestions. First, make Strength your highest score, followed by Charisma. Second, choose the noble background.

CLASS FEATURES

As a vampire, you gain the following class features.

HIT POINTS

Hit Dice 1d8 per odd vampire level

Hit Points at 1st Level 8 + your Constitution modifier

Hit Points at Higher Levels 1d8 (or 5) + your Constitution Modifier per vampire level after 1st

PROFICIENCIES

Armor None

Weapons None

Tools None

Saving Throws Dexterity, Charisma

Skills Choose 3 from Acrobatics, Animal Handling, Athletics, Deception, Intimidation, Nature, Perception, Persuasion, Stealth

Equipment You start with an **explorer's pack** in addition to the equipment granted by your background. -

CREATURE OF THE NIGHT

At first level you become a newling vampire, an undead nocturnal predator.

- Your creature type, whatever it is, changes to undead.
- You gain resistance to necrotic damage and vulnerability to radiant damage.
- You have Darkvision up to 120 feet but you have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.
- If you end your turn in direct sunlight you take 5 radiant damage and gain the "poisoned" status until the end of your next turn.

BLOOD DRINKER

As an undead, your own life force is relatively weak, and you depend on the lifeblood of the living to sustain yourself. You no longer age and do not need to eat, drink or breathe, though you still need to sleep. You only increase your Hit Die pool on odd vampire levels, though you still increase your Hit Points each vampire level. Certain vampire abilities require the expenditure of Hit Dice; unless otherwise specified, spending a Hit Die requires no action.

You gain a bite attack that may be only used against targets that are willing, unaware, surprised, restrained or grabbed. You are proficient with this attack, which uses your Dexterity modifier. If the attack hits, inflict 1d6 + your Dexterity modifier piercing damage as well as 1d6 necrotic damage. The necrotic damage increases as you gain certain levels in the vampire class. You may only use your bite attack once per turn. You may make a bite attack as a bonus action if you are currently grappling a creature.

You may choose either of the following effects after successfully inflicting necrotic damage with your bite attack

- Recover Hit Points equal to the necrotic damage dealt,
- Gain a number of Hit Die based on the necrotic damage dealt.

Necrotic Damage	Hit Die Gained
1-5	1
6-11	2
12-17	3
18-23	4
24-29	5
30	6

Note that the Hit Die you gain may exceed your maximum number of Hit Die, but any excess is lost after a short rest. The necrotic damage is automatically zero versus any undead, elemental or construct.

Though a vampire does not need to eat or drink, it does need to periodically drink the blood of the living to sustain its dark curse. You may go a number of days up to 1+ your Charisma modifier without inflicting damage with your bite attack or otherwise drinking fresh blood. At the end of each day beyond that limit you suffer one level of exhaustion.

Additionally, each time you take a level of exhaustion in this manner you must take a DC 15 (+2 per level of exhaustion) Charisma saving throw. Upon failure your thirst for blood overwhelms you. You must immediately begin attacking the nearest living creatures, using your bite attack whenever possible, until they die. You will not pursue them into sunlight. Test again to regain control after each time you inflict necrotic damage with your bite attack, or at the end of each hour

Finishing a long rest reduces your exhaustion level by 1, provided that you have also ingested fresh blood. Drinking blood resets the count of days without blood to 0. Apart from drinking blood and sleep, you never suffer levels of exhaustion due to heat, cold, weather, prolonged march, starvation or thirst unless your DM deems otherwise.

VICIOUS ASSAULT (UNARMED STRIKE)

Even as you enter undeath your corpse fills with newfound strength and speed.

You are proficient with your unarmed strikes, and your strikes now deal 1d4 bludgeoning damage. This damage increases at certain vampire levels. When you take the attack action and have a hand free, you can make an additional unarmed strike as a bonus action. If you hit a large or smaller creature with an unarmed strike you can grapple the target instead of dealing damage.

VAMPIRIC REFLEXES (UNARMORED DEFENSE)

While you are wearing light or no armor and aren't using a shield you gain a +2 bonus to AC and may dodge as a bonus action.

UNNATURAL VITALITY

At 2nd level your inner wells of blood deepen and the curse of undeath sustaining you strengthens. As long as you have 1 Hit Point you regenerate a number of hit points equal to your vampire level at the start of each turn. You cannot regenerate past 1/2 of your max HP (rounding up), and may only do so on a turn in which you did not take radiant damage or damage from a silvered weapon. You lose your regeneration if you gain a level of exhaustion.

Also, you gain advantage on death saving throws, and saving throws to end ongoing effects.

BESTIAL FORM

Starting at 2nd level you can use your action to assume the shape of one of the beasts listed below. You may use this action twice. You regain expended uses of this feature when you finish a long or short rest. If you end your turn in direct sunlight you revert to your original form. You may stay in this form for a number of hours equal to 1/2 your vampire level. Otherwise follow the Druid rules for shape changing.

BEAST SHAPES

Level Shapes

2nd Wolf

8th Dire Wolf, Cloud of Bats, Giant Bat, Tiny Bat*

12th Mist Form**

*While in your tiny bat form you may use your bite attack.

**While in mist form, you can't take any actions, speak, or manipulate objects. You are weightless, have a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all non-magical damage, except the damage it takes from sunlight.

VAMPIRIC ARCHETYPE

Starting at 3rd level you must choose a Vampiric Archetype, either the Beguiler or the Predator. You gain additional features from your Archetype at levels 6, 10 and 14.

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 two ability scores of your choice by 1. As normal you can't increase an ability score above 20 using this feature.

QUICKENED

Starting at 4th level you gain a 10ft bonus to speed

EXTRA ATTACK

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

BLOOD STRENGTH

By 5th level you may augment your prodigious strength by spending a Hit Die when making a strength-based melee attack, strength ability check or saving throw. You may use this ability as many times as you have Hit Dice, but multiple uses do not stack.

BLOOD STRENGTH BONUS

Level Attack & Damage Strength Check or Saving Throw

5th	+2	+4
12th	+3	+5
19th	+4	+6

RESIST SUNLIGHT

By 6th level your necrotic power is strong enough to withstand even the deadly light of the sun. As long as you are not suffering from exhaustion, you do not take damage from non-magical sunlight.

EVASION

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

SPIDER CLIMB

At 8th level your unnatural strength and agility enable you to climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

VAMPIRIC CHARM

Starting a 9th level you learn to channel the power of your deadly attraction. As an action you may target one living humanoid you can see within 30 feet. If the target can see you, the target must succeed on a (DC 8 + your Charisma modifier + your proficiency bonus) Wisdom saving throw against this magic or be charmed by you. The charmed target regards you as a trusted friend to be heeded and protected. Although the target isn't under your control, it takes your requests or actions in the most favorable way it can, and it is a willing target for your bite attack. Each time you or your companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until you are destroyed, are on a different plane of existence than the target, or take a bonus action to end the effect.

SHARE THE BLOOD

Starting at 11th level your curse so suffuses your form that even the mere taste of your blood carries power over death. You can take an action to expend a Hit Die and give a willing or unconscious creature you are touching a taste of your blood, restoring 1 HP and granting the following effects for 1 minute:

- 15 temporary HP
- Regeneration of 5 Hit Points at the start of their turns. This regeneration follows the same restrictions as your regeneration.
- Advantage on death saving throws and saving throws to end ongoing effects.

Alternately, an ally within 5 feet of you can use their action to grant themselves the same effects, if you allow it. You still lose a Hit Die in this case. A creature may only benefit from this ability once every 24 hours or after a long rest. Undead, constructs and elementals are unaffected by this ability.

SUMMON CREATURES OF THE NIGHT

Beginning at 13th level your mastery over the night enables you to call 2d4 rat or bat swarms or 3d6 wolves as an action. The latter may only be called when outdoors. You may only perform this action at night. The beasts arrive in d4 rounds. They act as your allies and obey verbal commands. They remain for 1 hour or until dismissed. You must finish a long rest before you can use this feature again.

UNDEAD RESILIENCE

At 15th level your vampiric curse is so mighty that few powers can affect your immortal frame for long. You gain proficiency in all saving throws. You may spend a Hit Die to gain advantage on any saving throw.

RED DEATH

By 17th level you become an unstoppable killing force, a blur of red motion leaping from one enemy to the next leaving a wake of glistening globules of blood.

Whenever you score a critical hit or reduce an enemy to 0 HP with a melee attack you can immediately make an additional attack against another enemy within reach as a free action. If there are no enemies within reach you can use your movement (if you have any remaining) to move into range to make the attack. There are no restrictions on the number of attacks you can make this way in a turn.

You also gain the following benefits until the end of your next turn:

- No attack roll can have advantage against you
- You don't provoke opportunity attacks for any reason.

PRINCE OF UNDEATH

At 18th level humanoids slain by your bite attack rise as vampire spawn under your control (see monster manual for full details) Using your Share the Blood feature on such a vampire spawn turns it into a full vampire, but one no longer under your control. Follow the guidelines in the monster manual for vampires. Player characters raised as vampire spawn and freed through Share the Blood can instead choose to gain a level in the vampire class instead of becoming a monster manual vampire, as per normal rules for gaining levels.

You also may use your Vampiric Charm to attempt to dominate any undead creature, except if successful you gain absolute control over it, as if you had raised the undead creature. If the creature has a master, then you use the master's stats instead of the creature's when making the Wisdom saving throw to resist your Vampiric Charm.

VAMPIRE LORD

At 20th level you are at the apex of undeath. You gain resistance to all non-magical damage and become immune to necrotic damage. Additionally, your Str, Con, and Dex ability scores may each become 18 (if an ability score is already higher than 18, it is unaffected) or you may gain +2 to all ability scores (to a maximum of 22)

VAMPIRIC ARCHETYPES

Each vampire has their own peculiar traits and abilities that best enable them to hunt their living, sentient prey.

BEGUILER ARCHETYPE

As a Beguiler you live in the midst of society, at day mingling normally, but at night stalking the streets to feed. Your abilities aid you in concealing your identity. Beguilers are masters of deception, and usually the only indication of one in a city are a slight increase of disappearances.

WOLF IN SHEEP'S CLOTHING

You are supernaturally skilled at controlling your facial expressions and have an uncanny knack for putting people at ease and getting yourself into their good graces. Your footsteps are eerily quiet and people hardly ever hear you approaching. When you desire it, your voice can swell with irresistible authority.

- You have advantage on Stealth, Deception and Persuasion checks.
- Creatures have disadvantage on any Investigation or Perception check they make attempting to discover your vampirism.
- You can cast the spell *Command* a number of times per day equal to your Charisma Modifier. The DC for the spell is 8 + your proficiency + your Charisma modifier. You may affect undead when you cast this spell.

IMMATERIAL SELF

At 6th level you can spend a Hit Die as a bonus action to cast the spell *Invisibility* on yourself. Exposure to direct sunlight ends this spell immediately. No verbal, somatic or material components are required to cast this spell

DEADLY BITE

By 10th level when you successfully bite an enemy that is surprised, charmed by you, unaware of your presence you may automatically inflict a critical hit, and can maximize the necrotic damage from your bite.

AURA OF BEGUILEMENT

At 14th level you may spend a Hit Die as a bonus action to gain the effect of casting the *sanctuary* spell on yourself. The saving throw DC for the spell equals 8 + your Charisma modifier + your proficiency bonus. While you remain under the effects of *sanctuary* creatures have disadvantage against your vampiric charm. Undead, constructs and elementals are not affected by this feature.

PREDATOR ARCHETYPE

Some vampires disdain the restrictions of concealing their identity, and instead revel in their position at the top of the food chain. These vampires are more likely to be found ruling a city's sewers or menacing the countryside than mingling with aristocracy or dwelling in castles.

Herbivore animals (like cows, horses) tend to be very alarmed and panicky when you are in the vicinity. Cats, dogs and other predators howl and growl. It's not that they recognize you as undead or as a vampire, it's just that your very presence is intimidating and bespeaks that of a dangerous predator

MONSTER IN THE NIGHT

When you choose this archetype at 3rd level you gain the following bonuses

- **Predatory Senses** You have advantage on Perception checks as well as Initiative rolls
- **Hunter's Gaze** You can cast the spell *Hunter's Mark* a number of times per day equal to your Charisma Modifier. When you reach

INVIGORATED BY DEATH

Starting at 6th level whenever a creature dies within 5 feet of you, you gain temporary hit points equal to 1d8 + your Charisma modifier + your vampire level and a 10ft bonus to speed. These bonuses last for 1 minute.

UNFETTERED HUNGER

Beginning at 10th level you can use your action to spend 3 Hit Die to cast *Haste* on yourself without requiring any components. If you damage a creature with a melee attack on your turn you automatically pass Constitution saving throws made to maintain concentration on this spell until the start of your next turn.

APEX PREDATOR

By 14th level you can emanate your bloodlust and killing intent. As a bonus action you can create a 30ft aura. All hostile, neutral characters and beasts that begin or end their turn within the aura must succeed on a Wisdom saving throw or be frightened by you. The saving throw DC for the spell equals 8 + your Charisma modifier + your proficiency bonus. Affected creatures make another saving throw to end the frightened condition at the end of each of their turns. Once they make a successful check, creatures cannot be frightened by this ability for the next 24 hours. You can end the aura with a bonus action.

Beasts have disadvantage on the saving throws they make against this ability. However, beasts you've summoned with *Summon Creatures of the Night* cannot be frightened by this ability.

A NOTE TO THE DM

There are hundreds of legends surrounding Vampires. This class doesn't cover them all, but incorporates the abilities I consider to be most key to playing a fun and balanced vampire. Classic legends that I have left out include the inability to die unless staked through the heart, revival of vampire corpses through blood contact, utter destruction when revealed to sunlight, inability to cross running water or enter a house without permission, as well as a vampire's need to sleep in its own grave dirt during the day.

Note also that in most worlds vampires are, if not actively hunted, hated and feared. Consider having a witch hunter stalk a vampire player character, and impose interaction difficulties when NPC's discover the character's true nature.

I've tried to make this class as balanced as possible but without dumbing it down or simplifying it too much, as happened to it in 4E. This is a strength-based melee champion that is tanky through a combo of regenerative abilities despite lacking armor. Additionally, the class can be focused as either stealthy or combative. At later levels the class gains powerful abilities like Vampire Charm and Summon Creatures of the Night and Red Death. However, I feel they are spaced out well, and are comparable to abilities other classes are gaining at those levels. Though, I do admit I love the idea of this class and that may have blinded fairness a bit. Adjust as necessary.

MULTICLASSING INTO A VAMPIRE

- Requires Charisma 13 (Strong enough Charisma to resist the bloodlust and become a PC vampire instead of a MM Vampire Spawn).

Note that Paladins, Barbarians, Rogues and Warlocks all pair particularly well with the Vampire class. Vampiric Reflexes conflicts with the Unarmored Defense features of Monk and Barbarian.

WARLOCK OPTIONS

THE VEILED ONE

Your patron is a lord from the plane of the Shadowfell, or another dark being. Such beings have hidden motives in the realms of mortals and often deploy agents to accomplish their goals, keeping their own faces and purposes concealed.

EXPANDED SPELL LIST

The Veiled One 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

Spell Level Spells

1st	Sleep, Disguise self
2nd	Blur, Pass without trace
3rd	Nondetection, Counterspell
4th	Greater Invisibility, Freedom of Movement
5th	Seeming, Creation

ESSENCE OF DARKNESS

At first level when you choose the pact of the Veiled One you become proficient in stealth and you can hide as a bonus action if you are lightly obscured by dim light or darkness. Also, you are considered to be lightly obscured by dim light while you are within 10 feet of dim light or darkness, or if you have moved at least 15 feet during your turn.

REBELLIOUS SHADE

By 6th level you can turn your enemy's shadow. If you are attacked by an enemy, you can use your reaction to impose disadvantage on the attack roll. The enemy takes Necrotic damage equal to your Charisma modifier on a miss. If the attack misses, you may use this ability against the same enemy the next time it attacks. You may continue to use this ability as your reaction when attacked by the same enemy as long as it continues missing. After, you must complete a short or long rest before regaining use of this feature.

CLOAK OF MANY SHADOWS

When you reach 10th level darkness swirls around you deflecting attacks. While in dim light or darkness you gain a +2 bonus to AC and all saving throws.

MERGE WITH SHADOW

At 14th level you gain the ability to merge yourself with the essence of your patron. You can use a bonus action you grant yourself the following features.

- You are treated as undead; no need to breathe, cannot receive magical healing, and ignore the effects of current levels of exhaustion.
- You have advantage on stealth checks while in dim light or darkness
- **Damage vulnerabilities** radiant
- **Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** necrotic, poison
- **Condition Immunities** exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
- **Amorphous.** You can move through a space as narrow as 1 inch wide without squeezing.
- **Sunlight Weakness.** While in sunlight, you have disadvantage on attack rolls, ability checks, and saving throws.
- **Strength Drain.** Melee Weapon Attack: + (proficiency+charisma) to hit, reach 5 ft., one creature. Hit: 9 (2d6 + (charisma)) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

You can end them at any time as a bonus action. You can stay in this form for up to 60 minutes. They need not be consecutive. Once you use all 60 minutes, you cannot then use this ability again until you finish a long rest.

ELDRITCH INVOCATIONS

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

CONVOCAION OF SHADOWS

When you kill an enemy (cursed by your hex, or other warlock ability) you can either turn invisible or gain resistance to all damage but force damage until the end of your next turn. In addition, you can move through objects and enemy spaces until the end of your next turn. If you end your move inside an object you are pushed out to the nearest side and take 10 force damage for every 5 feet you are pushed out.

SHADOW CALLER

The following spells are added to the Warlock Spell list for you; Guardian of Faith, Tidal Wave, Spirit Guardians and Web. Any damage they deal is instead necrotic.

SCOURGE OF EXQUISITE AGONY

Prerequisite: Pact of the Blade

You can summon your pact weapon as a magical whip which deals 2d4 damage. When you hit with it, you can choose to pull the target 5ft or knock it prone. Alternately, instead of dealing damage you can choose to grapple the target using your Charisma and adding your Proficiency bonus, instead of using your Strength (Athletics) for the grapple. If you already have a magical whip as your pact weapon, you can add 1d4 to its base damage and apply the rest of the above effects.

SHADOW FAMILIAR

Prerequisite: Pact of the Chain

When you summon your familiar it gains the Amorphous property and Darkvision +60ft, and your Darkvision is increased by 60 ft while the familiar is within 10 feet of you and you both gain a +2 bonus to stealth checks while within 10 feet of each other.

SHADOW POSSESSION

Prerequisite: Pact of the Tome

You can possess your own shadow. When you do so, your body falls unconscious. Your shadow has the characteristics of the Shadow monster in the monster manual. You retain your alignment, personality, Mental ability scores. Otherwise, you use the Shadow statistics. You can remain in this form for a number of hours equal to ½ your level. You can return to your body as a bonus action at any time, though you may not do so if the Shadow is physically prevented from reaching your body. If you do not return to your body in time you both die. You can't cast spells while in shadow form. Once you return to your body, you can't possess your shadow again until you finish a short or long rest. If your shadow is slain while you possess it, you can't possess it again until you finish a long rest.

OFFERING OF MAGIC

On your turn you can expend 1 Warlock spell slot to take 1 additional action on top of your regular action and a possible bonus action. You can't do so again until you finish a short or long rest. (Cannot be used in the same turn as a Fighter's Action Surge)

TIDE OF NIGHT

Whenever a creature besides you moves through an area of magical darkness that you have created with one of your spells, they take psychic damage equal to your charisma modifier for every 5 feet they move.

DARK FLAME

Whenever you deal fire damage with a spell, you can choose to make it necrotic damage. Likewise, whenever you deal necrotic damage with a spell, you can choose to make it fire damage. You choose once per spell, not per instance of damage.

NIGHT TERROR

You can use the senses of frightened enemies within 60 feet as though they were your own, and additionally can cast spells using them as the point of origin.

NEVER ENDING NIGHTMARE

You can use a bonus action to cause a frightened creature you can see within 60 ft to automatically fail the next saving throw it makes to end fear.

GHOST SPEAKER

Prerequisite: 5th level You gain proficiency in Insight.

Additionally, you can cast the Speak with Dead spell once per day without expending any spell slots.

OFFERING OF BLOOD

Prerequisite: 9th level

You can choose to take damage equal to your level (that cannot be reduced by any means) when casting a warlock spell to do one of the following: Have advantage on the spell attack roll, force 1 target of the spell to have disadvantage on their first saving throw against the spell, or re-roll any of the damage dice of the spell. You can't do so again until you finish a short or long rest.

SPHERE OF SHADOW

Prerequisite: 3rd level

You can cast Pass without Trace once using a Warlock spell slot. You can't do so again until you finish a long rest.

WALK THROUGH DARKNESS

Prerequisite: 5th level

You can cast Blink using a Warlock spell slot. You can't do so again until you finish a long rest.

WIZARD OPTIONS

SCHOOL OF SHADOW

SHADOW MAGE (IMPROVED SPOOK)

When you adopt this tradition at 2nd level you learn the cantrip Spook and cast it as a bonus action. While the spell lasts you may also use your Intelligence (Arcana) skill in place of your Dexterity (Stealth) skill. If you already knew this cantrip, you may learn another wizard cantrip of your choice.

Spook is a new cantrip included in the Spell list section of this document.

SCHOLAR OF DECEIT

Starting at second level whenever you cast an illusion or necromancy spell you become lightly obscured by illusion magic until the end of your next turn. In addition, while lightly obscured by this ability you can attempt to hide as a bonus action. Entering an area of daylight or magical light of 1st level or higher will immediately dispel the illusion magic lightly obscuring you.

- **Note:** This ability lets you attempt to hide in plain sight of other creatures. They will notice the faint blur. However, you are not able to do so in daylight or in the area of light from non-cantrip spells.

MASTER OF SHADOWS

At level 6, when you are lightly obscured or heavily obscured from a creature's point of view, you gain a +2 bonus to spell attack rolls against that creature. Alternately, if one of your spells affects a creature that is standing in dim light or darkness you may add +2 to the spell DC for their first saving throw against that spell. You may gain either bonus (but not both) once per turn. This bonus only applies to Illusion and necromancy spells.

LORD OF DARKNESS

At level 10 you can always see through magical darkness that you create, as though it were brightly lit. You also learn the Darkness spell, if you don't already know it. You always have the Darkness spell prepared and it doesn't count against your maximum number of prepared spells and you may cast it as a Bonus Action.

SOUL OF THE ABYSS

At level 14 whenever you cast an Illusion spell you can cause its saving throw to target Constitution and you may maximize any psychic damage it deals to frightened targets.

Additionally, whenever you cast a Necromancy spell you gain resistance to cold, necrotic and psychic damage until the end of your next turn.

RACES OF SHADOW

Note all the races mentioned here can be secondary races, as in a creature may make a pact to become a shade, they may share blood with a Half-Vampire, and they may come back from the dead as a revenant. When this happens, merely swap out the old race and its statistics/bonuses with the new one. If the character had racial feats with their old race, they can either keep them or the DM could have them swapped for new racial feats from their new race. Alter-alternately, they can regain racial features and pre-requisites by takes the Past-Life Feat, which has all the major Adventurer's league races.

SHADE

NARRATIVE

Shades aren't born, they're made. There is an ancient ritual where half the soul of supplicant is torn away and discarded. Shadow fills the void left by the tattered soul. Thus, one becomes a shade, caught in limbo between life and death. Though their tie to the mortal existence is substantially frayed, shades acquire some unique...boons. A shade's lifespan extends far beyond what it natural (though they are in no way immortal) and their penumbral souls grant them an affinity for the powers of shadow.

The ruthless, the ambitious and the desperate seek out this unnatural ritual. To them, half their soul seems a small price to pay for the power one can gain from walking the Trail of Five Darknesses.

SHADE CHARACTERISTICS

Shades retain the physical appearance of who they were before they became a shade, but their appearance will become faded, their different hues becoming more subdued as though the same individual were being seen from behind tinted glass. Their outline can appear unsteady in sunlight and gains solidity in darkness. These muted features mean that shades will never stand out in crowds and are difficult to remember. Occasionally, the physical characteristics of a shade will change when in the aftermath of the ritual. The color of their hair, skin, fur or scales may change, becoming anything from light gray to satin black. Their eyes might also change to become orbs of dull black, dark gray or even purple. Shades move like darkness itself; quickly, deftly and beneath notice.

When a creature loses half of its soul and becomes a shade, it loses much of past life, memory and emotions. A shade still feels love, hate, pride and shame, but they are muted and subdued, beneath a thick layer of darkness. As such, most shades are driven by cold calculation, ruthlessness and pure willpower, to a degree that most mortals could never hope to achieve. However, as a result shades are cursed with a pervading sense of ennui that only grows as they deepen their bond to shadow.

SHADE CULTURE

The process of becoming a shade is often individual and unique. They are rare enough that communities of shades are virtually unheard of, except for a legend of an ancient city of shades deep in the Shadowfell. Shades that are discovered are chased out of decent communities, if they aren't slain outright. Not only do folktales and myths prejudice villages and towns against shades, but their near total lack of conscience and loyalty is a real threat to those around them.

Decide how your character encountered the ritual and became a shade. Were you cursed soon after you were born by a witch because your parents failed to fulfill their oaths? Or were you forced by an unscrupulous wizard to become a shade as his lab rat? Or perhaps you rose through the ranks of a cult of cutthroats and assassins, undergoing the ritual when you were deemed worthy. Or maybe you were a wealthy man, greedy for more power, who scoured thousands of tomes in search of the ritual. Were you forced, or did you seek it out? How do you plan to use your power?

SHADE NAMES

Shades usually keep the names they held before the ritual, occasionally adopting aliases. For others the transformation is such a significant event (or their personalities are sufficiently altered) that they adopt a new name as part of the change.

TRAITS

Ability Score Increase: Your Charisma or Intelligence increases by 2 and your Dexterity by 1

Age: Shades age 1 year for every 10 they live. Can live up to 1000 years.

Alignment: As the soul is severed, all powerful emotions, loyalties and moral quandaries are subdued. Shades as a whole overwhelmingly tend towards neutral alignments

Size: Depends on the size of the original race. Can be medium or small.

Speed: Base walking speed is 30ft for small creatures and 35ft for medium sized ones

Superior Darkvision: You can see in dim light as though it were bright light. You can also see in darkness as if it were bright light, both magical and nonmagical, to a distance of 120 feet. You can't discern color in darkness, only shades of gray.

Languages: Common and one other

Fragile Mortality: Whenever dice are rolled to recover your HP, they are rolled as one size smaller.

One with Shadow: You are proficient in stealth. Also, you can make stealth checks to become hidden when you have any sort of cover or are lightly obscured, including behind allies and in dim light.

Creature of Darkness: You gain the Shadow Born feat.

- This is a new feat included in the Shadow Feats section of this document.

HALF-VAMPIRE

Descendants of Vampires, or partial curses, Half Vampires straddle the line between life and death. Though they come in all shapes and sizes there are bloodlines that cultivate their vampiric traits. Progeny of these “pure” bloodlines often have crimson hair and eyes, exceptionally pale skin, and pronounced canines. Usually wild and bloodthirsty, Half Vampires seek out danger and violence.

TRAITS

Ability Score Increase: Your Strength and Dexterity increase by 2

Age: Half-Vampires age 1 year for every 5 they live. Can live up to 500 years.

Alignment: Often evil.

Size: Same size variation as humans. Medium.

Speed: Your base walking speed is 35 feet

Superior Darkvision: You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Sunlight Sensitivity: You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Languages: Common and one other

Living Dead: You are both living and undead. If a power, ability, spell or prerequisite has different effects on living creatures and undead creatures, you choose which effect applies to you.

Taste for Blood: You also gain a bite attack that may be used against only willing, unaware, restrained or grabbed target only. You are proficient with this attack, which uses your dexterity modifier. If the attack hits, inflict 1d6+your Dexterity modifier piercing damage as well as 1d6 necrotic damage. You recover HP equal to the necrotic damage dealt. The necrotic damage is automatically 0 versus undead, constructs and elementals. You may only make 1 bite attack per turn.

Among the Living: You have advantage on checks made to pass yourself off as human.

REVENANT

Whether returned to life by the intervention of some god, or by their own force of will, revenants are husks of their former selves, their memories fragmentary, but driven by a formidable purpose to right a wrong or complete a task left undone in their lifetimes. Some may wander for years before discovering it, gradually recovering their memories and their purpose. Once their purpose is fulfilled their spirits leave their corpses and journey on.

As a revenant work with your DM to decide what were the circumstances that brought about your resurrection, as well as what the task is that you returned to complete. Is it an oath, a secret wish, or the will of a spiteful god?

TRAITS

Ability Score Increase: Your Charisma increases by 2 and your Constitution increases by 1

Age: You do not age, instead retaining the age and appearance of when you died.

Alignment: Varied, often neutral. Revenants do whatever is necessary to complete an unfulfilled task so that they may die and pass on.

Size: Depends on the size of the original race. Can be medium or small

Speed: Depends on speed of original Race

Superior Darkvision: You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Languages: Common and one other

****Past Life:** Select a race (and subrace) other than revenant. You are also considered a member of that race and subrace for the purpose of meeting prerequisites.

Already Dead: Your creature type becomes undead Undead. You gain the following features

- You resist necrotic damage.
- When you drop to 0 hit points you do not fall unconscious until you fail 3 saving throws and die.
- You do not need to eat, drink, breathe. You automatically pass Constitution saving throws when resisting exhaustion (You don't gain exhaustion naturally, only through use of abilities or magical effects).
- You do not sleep, but need to take long and short rests as normal to expend Hit Die and regain use of your abilities.

SHADOW FEATS

SHADOWBORN

You gain a +1 bonus to all saving throws while in dim light or darkness, but you have -1 penalty to all saving throws while in bright light. In addition, pick one of the following shadow boons.

- **Control:** You gain +1 AC in dim light and darkness. You can forgo this bonus to instead gain a base AC of 12.
- **Strider:** Moving through difficult terrain in dim light or darkness does not double your movement cost. You gain a +5 bonus to speed in dim light or darkness.
- **Blood:** When you roll a Hit Die to regain hit points while in dim light or darkness, the minimum number of hit points you regain equals twice your Charisma modifier (minimum of 2).
- **Mantle:** On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you become lightly obscured (as though by dim light) and gain a +2 bonus to AC until the end of your next turn.
- **Overflow:** On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, all creatures within 10 feet take necrotic damage equal to your Charisma modifier

You can take this feat multiple times, and each time you get an additional +1/-1 to saving throws and an additional (but not the same) shadow boon

GUARDIAN IN THE DARK

Mutually Exclusive with Warrior of the Void

You learn the light cantrip and can cast it as a bonus action when targeting yourself. Allies within the bright light have advantage on death saving throws and a +1 bonus to all saving throws. When an ally is targeted by an enemy in the bright light area created by your light cantrip you can use a reaction to cause the enemy to be blinded until the end of its next turn. You can't do so again until you finish a short rest.

WARRIOR OF THE VOID

Mutually exclusive with Guardian in the Dark

You resist necrotic and cold and psychic damage when you are below ½ of your maximum HP. You have advantage on checks and saving throws to avoid becoming frightened. When you would drop to 0 HP you can instead drop to 1 HP, but you must finish a long rest before doing so again.

SHADOW WEAVER

Prerequisite: Ability to cast at least one illusion spell

Illusions you create with spells are difficult terrain for creatures trying to move through them. Creatures that end their turn inside your illusions grant advantage and take psychic damage equal to your spellcasting modifier. Additionally, you can add 2 to your spell save DC when creatures are trying to determine if one of your spells is an illusion with an Intelligence (Investigation) check.

SHADOW DANCER

Prerequisite: Shadowborn feat and proficiency in stealth

You learn the spell Misty Step and can cast it once provided you are in dim light or darkness before and after you cast the spell. You must finish a short rest before doing so again. Whenever you teleport, you have advantage on your next attack roll. If you are hidden from a creature while within dim light or darkness at the start of your turn, you are invisible to the creature until the end of your turn.

GHOST EYES

Prerequisite: Shadowborn feat and proficiency in perception

You can use your bonus action to douse any light source (smaller than 5ft cubed and lv1 or lower) within 50ft. You have Adv. on checks to find creatures hidden from you. You can give yourself blindsight 10ft and you can see into the ethereal plane to a distance of 10ft for 1 minute as an action. You become blind to anything further than 10 feet from you. You must finish a short rest before doing so again.

NOCTURNAL PREDATOR

Prerequisite: Shadowborn feat and proficiency in intimidation

Whenever you intimidate a creature and either you or they are in dim light or darkness, they also become frightened of you so long as you can see each other and one of you remains in dim light or darkness. You also have advantage on attack rolls against frightened creatures, and once per turn when you hit a frightened creature with an attack, you deal an extra 1d8 psychic damage and heal for the same amount.

REVENANT FEATS

DARK REAPING:

Prerequisite: Revenant

Whenever you deal necrotic damage, you gain temporary HP equal to the damage dealt that lasts until the end of your next turn. Additionally, enemies you damage with necrotic damage cannot regain HP until the end of your next turn.

PAST SOUL:

Prerequisite: Revenant

You gain racial powers of your Past Life race and subrace. **See the below list and refer to the relevant WotC material for an explanation of the features**

- **Aasimar:** Resistance to radiant damage and Healing Hands and Light Cantrip
- **Bugbear:** Long Limbed, Powerful Build, Surprise Attack
- **Dragonborn:** Draconic Ancestry, Breath Weapon, Damage Resistance
- **Dwarf:** Speed not reduced by Heavy Armor, Dwarven Resilience, +1 Con
- **Elf:** Fey Ancestry, Trance, and Keen Senses

- Firbolg: Powerful Build, Firbolg Magic, Hidden Step
- Genasi: +1 Con and Mingle with the Wind/Merge with Stone/Reach to the Blaze/Call to the Wave
- Gith: (Githyanki Psionics and +1 Str) or (Githerazi Psionics and Mental Discipline)
- Gnome: Gnome Cunning and +1 Int
- Goblin: Fury of the Small, Nimble Escape
- Goliath: Powerful Build, Stone's Endurance, Natural Athlete
- Hobgoblin: Saving Face, +1 Con, Martial Training
- Half Elf: Fey Ancestry, Skill Versatility, +1 to any AS
- Halfling: Lucky, Brave, Nimble
- Half Orc: Relentless Endurance, Savage Attacks, Menacing
- Human: +1 to Str, Dex, Wis, Int
- Kenku: Expert Forgery, Mimicry, Kenku Training
- Kobold: Grovel, Cower and Beg, Pack Tactics. +1 Dex
- Lizardfolk: Bite, Natural Armor, Swim 30ft
- Orc: Aggressive, Menacing, Powerful Build
- Tabaxi: Feline Agility, Cats Claws, Cat's Talent
- Tiefling: Resist Fire, Infernal Legacy.
- Turtle: Natural Armor, Shell Defense, Claws
- Triton: Swim 30, Control Air and Water, Resist Cold
- Yuan-Ti Pureblood: Innate Spell Casting, Magic Resistance, Poison Immunity.

HALF VAMPIRE FEATS:

STOLEN VITALITY

Prerequisite: Half Vampire

When you kill an enemy with your bite attack you gain advantage on death saving throws and saves made to end ongoing effects. In addition, you do not need to eat, drink or breath. These bonuses last until you finish a long rest.

NIGHT STALKER

Prerequisite: Half Vampire

You can use an action to transform into a wolf or a bat. You have advantage on stealth and perception checks while in these forms. You can maintain this form for up to 10 minutes. You can transform back into your normal form as a bonus action. Once you do so, you cannot do so again until you finish a short or long rest.

BLOODBOND

Prerequisite: Half Vampire

You can expend 2 Hit Dice to cast the spell Revivify, without requiring material components. If you do not have enough Hit Dice, the spell automatically fails. Once you do so, both you and the target gain one level of exhaustion. You cannot use this ability again until you finish a short rest, and you may not use this ability on the same creature until 24 hours have passed. If the target was a humanoid, and the DM permits it, the target's race may change to Half-Vampire.

CRIMSON RUSH

Prerequisite: Half Vampire

When regain HP from your bite attack, you may gain the following effects for the next minute: +10 speed, temporary HP equal to Charisma modifier + 1/2 your level, and enemies have disadvantage on opportunity attacks against you. You can choose to lose these features to grant yourself advantage on your next melee attack roll and deal bonus damage equal to your level. You must complete a short rest before benefitting from this feat again.

SHADE FEATS

FROZEN SOUL

Prerequisite: Shade race

You gain resistance to cold damage. Additionally, you ignore difficult terrain cause by ice and snow and ignore any penalties from balancing or climbing on icy surfaces. Also, you treat icy and cold weather as though it were normal weather for the purposes of exhaustion and cold damage.

SHADE CASTER

Prerequisite: Shade race

You learn the Darklight cantrip. You can cast darkness, misty step, invisibility, and pass without trace once at their base spell levels. You must complete a long rest before casting them again. Your Charisma ability is the basis for the spellcasting DC.

FIVE DARKNESSES

Prerequisite: Shade race, 8th level

As a bonus action you can cast the spell *etherealness* on yourself without requiring material components. The spell lasts until the end of your next turn. You can't use this ability again until you finish a short or long rest.

NEW SPELL LIST

CLERIC SPELLS

CANTRIPS

Death Strike

2ND LEVEL

Death Surge

4TH LEVEL

Eyes of Death

5TH LEVEL

Ravage the Flesh
Shadow Infusion

PALADIN SPELLS

1ST LEVEL

Dread Smite
Shroud of Shadow
Vengeful Smite

2ND LEVEL

Death Surge
Frenzied Smite
Vice's Resolve

3RD LEVEL

Mantle of Death
Plundering Smite
Spirit Reaper

4TH LEVEL

Dark Blessings
Ruinous Smite
Turn the Tide of Darkness
Venomous Smite

5TH LEVEL

Angel of Death
Final Smite
Shadow Healing
Shadow Infusion
Wall of Darkness

SORCERER SPELLS

CANTRIPS

Death Strike

1ST LEVEL

Unraveling Dart

2ND LEVEL

Death Surge

4TH LEVEL

Acerak's Apotheosis
Conjure Malevolent Shadows

6TH LEVEL

Animate Shadows

9TH LEVEL

Moilian Flames

WARLOCK SPELLS

CANTRIPS

Darklight
Death Strike
Mind Shadows

2ND LEVEL

Hateful Shade
Shade Twin

3RD LEVEL

Shadow Fetch
Shadow Stride

4TH LEVEL

Bridge of Shadows
Conjure Malevolent Shadows

5TH LEVEL

Curse of Age

6TH LEVEL

Daegra's Rage
Trail of Shadows

7TH LEVEL

Dark Mirror
Murderous Doppelganger

WIZARD SPELLS

CANTRIPS

Darklight
Death Strike
Scare
Spook

1ST LEVEL

Unraveling Dart

2ND LEVEL

Black Coffin

3RD LEVEL

Cordon of Bones
Spirit Rend

4TH LEVEL

Acerak's Apotheosis
Conjure Malevolent Shadows
Eyes of Death
Ghoul Strike

5TH LEVEL

Curse of Age

6TH LEVEL

Animate Shadows
Soul Puppets
Trail of Shadows

7TH LEVEL

Murderous Doppelganger

9TH LEVEL

Moilian Flames
Soul of the Void

ACERAK'S APOTHEOSIS

3rd level Necromancy

Casting Time: 1 action

Range: Self

Components: V S M (skeletal hand)

Duration: 8 Hours

Classes: Wizard, Sorcerer

As part of casting this spell you must expend a Hit Die. If you have none when casting this spell, the spell fails. You gain Darkvision up to 60 ft, immunity to disease and poison and resistance to necrotic damage. Your creature type becomes undead and you take on a skeletal visage for the duration of the spell.

ANGEL OF DEATH

5th level Transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Conc. up to 1 minute

Classes: Paladin

You are cloaked with the aspect of death. All creatures that start their turn within 30 feet of you must pass a Wis saving throw or be Frightened. If they succeed, they are immune for 24 hours. They can test again at the end of each of their turns. You have fly speed of 30, resist Necrotic damage and can teleport up to 30 feet to be adjacent to any frightened creature as a bonus action for the duration.

ANIMATE SHADOWS

6th level Necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Wizard, Sorcerer

Shadows come to life at your Command. Choose up to ten creatures or objects within range. Medium Targets count as two Shadows, Large Targets count as four Shadows, Huge Targets count as eight Shadows. You can't animate any object larger than Huge. Each target's shadow separates and animates and becomes a creature under your control until the spell ends or until reduced to 0 Hit Points.

As a Bonus Action, you can mentally Command any creature you made with this spell if the creature is within 500 feet of you (if you control multiple creatures, you can Command any or all of them at the same time, issuing the same Command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general Command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

ANIMATED SHADOW STATISTICS

- **Tiny** - HP: 10, AC: 19, Attack: +9 to hit, 1d4 + 5 necrotic damage, Str: 2, Dex: 20
- **Small** - HP: 15, AC: 17, Attack: +7 to hit, 1d8 + 3 necrotic damage, Str: 4, Dex: 16
- **Medium** - HP: 20, AC: 14, Attack: +6 to hit, 2d6 + 2 necrotic damage, Str: 6, Dex: 14
- **Large** - HP: 25, AC: 11, Attack: +5 to hit, 2d10 + 1 necrotic damage and 2d10 +1 cold damage, Str: 8, Dex: 12
- **Huge** - HP: 40, AC: 10, Attack: +4 to hit, 2d12 necrotic damage and 2d12 cold damage, Str: 10, Dex: 10

An animated shadow is an undead with AC, Hit Points, attacks, Strength, and Dexterity determined by its size. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet, if the shadows lack legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. It has Blindsight with a radius of 30 feet and is blind beyond that distance. When the animated shadow drops to 0 Hit Points, it rushes back to its original owner. It gains the following abilities, vulnerabilities, resistances and immunities.

- **Amorphous.** The shadow can move through a space as narrow as 1 inch wide without squeezing.
- **Shadow Stealth.** All shadows may add 2 to their stealth checks. The bonus increases to 4 while in dim light or darkness, where the shadow can take the Hide action as a bonus action.
- **Sunlight Weakness.** While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.
- **Vulnerabilities** Radiant
- **Damage Resistance** Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, And Slashing from Nonmagical Weapons
- **Damage Immunities** Necrotic, Poison
- **Condition Immunities** Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

If you Command a shadow to Attack, it can make a single melee Attack against a creature within 5 feet of it. It makes a slam Attack with an Attack bonus and damage determined by its size.

At Higher Levels: If you cast this spell using a spell slot of 6th level or higher, you can animate two additional Shadows for each slot level above 5th

BLACK COFFIN

2nd level Transmutation

Casting Time: 1 action

Range: Touch

Components: V S M (a black gemstone, like onyx, jet or obsidian worth at least 50gp)

Duration: Instantaneous

Classes: Wizard

You cast this spell on the body of a dead creature you are touching with the gemstone. It, and everything it is wearing or carrying, is teleported to a demiplane that is created within the gemstone. It remains there until you say a password (determined when casting the spell) at which point it reappears in an empty space of your choice within 5 feet of you. The gemstone and the demiplane the corpse reside in are both undetectable by divination spells.

BRIDGE OF SHADOWS

4th level Conjuration

Casting Time: 1 action

Range: 100 feet

Components: V

Duration: Concentration, up to 1 minute

Classes: Warlock

You can create two shadow doors at two points you can see within range. For the duration of the spell, whenever a creature enters one door, they are teleported to a spot within 5 feet of the other door (their choice). If they would arrive in a place already occupied by an object or creature, they take 4d6 force damage and the spell fails to teleport them.

CONJURE MALEVOLENT SHADOWS

4th level Conjuration

Casting Time: 1 action

Range: 60 feet

Components: V S M (One appendage (hand, foot, fingers, toes) per creature summoned)

Duration: Concentration, Up to 1 hour

Classes: Warlock, Wizard, Sorcerer

You summon shadow creatures that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One shadow creature of challenge rating 2 or lower
- Two shadow creatures of challenge rating 1 or lower
- Four shadow creatures of challenge rating 1/2 or lower
- Eight shadow creatures of challenge rating 1/4 or lower

A summoned creature disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

If your Concentration is broken, the shadow creature(s) doesn't disappear. Instead, you lose control of the shadow creature, it becomes hostile toward you and your companions, and it might Attack. An uncontrolled shadow creature can't be dismissed by you, and it disappears 1 hour after you summoned it. Nine shadow creatures are presented at the end of this document.

At Higher Levels: When you cast this spell using certain higher-level Spell Slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 6th-level slot and three times as many with an 8th-level slot.

CORDON OF BONES

3rd level Necromancy

Casting Time: 1 action

Range: 150 feet

Components: V S M (a handful of sharp bone fragments)

Duration: Concentration, up to 10 minutes

Classes: Wizard

The ground in a 20-foot radius becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. Any creature that can't see the area at the time of casting must make a Perception check against your spell save DC to recognize it as hazardous. Whenever a creature dies in the zone, the damage increases by 1d4.

CURSE OF AGE

5th level Transmutation

Casting Time: 1 action

Range: 60ft

Components: V S M (a finger bone from someone who died of old age)

Duration: Instantaneous

Classes: Wizard, Warlock

You point the knobbly finger bone at a creature you can see within range. It must succeed on a Constitution saving throw or suffer 1 level of exhaustion and on the start of its next turn must pass another Constitution saving throw or suffer the same effect. This continues until the target dies of exhaustion (old age) or until it succeeds on a Constitution saving throw. If it dies, the closest creature within 60ft immediately has the Curse of Age cast on it, and the cycle continues. Powerful Liches have been known to kill entire villages with a single casting of this spell. Creatures that are immortal or that do not suffer the effects of aging automatically pass their constitution saving throw.

DAEGRA'S RAGE

6th level Transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 minute

Classes: Warlock

You gain the following magical effects as you tap into the consuming fury of Gods and Demons

- Your spell attacks and spell DC's get a +2 bonus
- Whenever you deal damage with a spell you roll and add 1d4 damage. If you are below ½ maximum HP, you may roll and add 2d4 damage instead. The damage is either necrotic or radiant. Your choice.
- When you reduce an enemy to 0 HP, you may use your bonus action to cast a Cantrip.
- You may only cast spells that inflict damage as part of their effects

DARK BLESSINGS

4th Level Evocation

Casting Time: 1 Action

Range: Self

Components: V

Duration: 8 hours

Classes: Paladin

Roll a 1d4 whenever you reduce a creature to 0 HP or a creature dies within 5 feet of you.

1. You have advantage on all saving throws until the end of your next turn.
2. You recover 2d8 HP.
3. You gain a +2 bonus to all attack rolls and damage rolls until the end of your next turn.
4. You gain resistance to all damage until the end of your next turn

DARK MIRROR

7th level Illusion

Casting Time: 1 action

Range: Self

Components: V S M (a piece of a broken mirror)

Duration: 1 hour

Classes: Warlock

You step into the edges of the Ethereal Plane, leaving your shadow behind. Your shadow appears as a washed-out version of yourself that has ½ of your maximum hit points but otherwise has the same characteristics as the Shadow from the Monster Manual. While on the Ethereal Plane, you can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you, unless a special ability or magic has given them the ability to do so. Anyone that can see into the Ethereal plane can see you standing just behind your shadow.

On your turn, you control the Shadow and choose its actions. You can use its senses. You can use your action and possible bonus action to cast spells through your Shadow: when cast through your shadow your spells can affect the material plane. Any spell you cast that targets yourself instead targets your shadow. When it moves in the material plane, you are moved along with it. Otherwise, you are unable to move in the material or ethereal plane. A creature can discern that your shadow is in fact a shadow by passing an Intelligence (Investigation) check contested by your spell DC.

You can end this spell early at any time. It ends early if your shadow is killed. When the spell ends you immediately return to the material plane in the spot your shadow currently occupies. This spell has no effect if you cast it while you are on the Ethereal plane or on a plane that doesn't border it, such as one of the outer planes.

DARKLIGHT

Illusion cantrip

Casting Time: 1 action

Range: Touch

Components: V M (ash)

Duration: 1 hour

Classes: Wizards, Clerics, Sorcerers, Bards

You use your action to touch an object no longer than 10 feet in any dimension, causing it to shed dim light of a subdued color you choose in a 20-foot radius. This dim light overrides non-magical bright light and bright light created by cantrips. Bright light created by spells 1st level and higher overrides the dim light created by this spell. If the object is completely covered, the light is blocked. The spell ends if you cast it again or dismiss the darklight as an action.

DEATH STRIKE

Necromancy Cantrip

Casting Time: 1 action

Range: 5 feet

Components: S M (a melee weapon worth at least 1 sp)

Duration: Instantaneous

Classes: Wizard, Warlock, Sorcerer, Cleric

You make a single melee attack against a creature you can see in range. If the attack hits, the target suffers the normal effects of the attack. In addition, if the target has 5 HP or less after the attack it dies instantly. If it does not, nothing happens.

At 5th level the threshold for instant death increases by 10. It increases by another 10 at levels 11 and 17. (5, 15, 25, 35)

DEATH SURGE

2nd level Necromancy

Casting Time: 1 reaction

Range: 30 feet

Components: V S

Duration: Concentration, up to 1 minute

Classes: Cleric, Paladin

When a creature within range dies you can use your reaction to heal a creature of your choice within range an amount equal to twice the Challenge Rating of the slain creature (never less than 2) and grant them advantage on the next attack roll or saving throw they make before the end of their next turn.

DREAD SMITE

1st Level Evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Conc. up to 1 minute

Classes: Paladin

The next time you hit an enemy with an attack, you deal 2d6 extra cold damage. The enemy must pass a Constitution saving throw or have its speed reduced to 0, and be unable to take actions or bonus actions, until the end of its next turn.

EYES OF DEATH

2nd level Necromancy

Casting Time: 1 action

Range: Self

Components: V S

Duration: 8 hours

Classes: Cleric, Wizard

You can see which creatures are near death. Whenever a creature within 60ft has less than ¼ of their max HP they pulse red in your vision. Such creatures cannot be hidden from you while within 60ft.

FINAL SMITE

5th level Evocation

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Conc. up to 1 minute

Classes: Paladin

The next time you hit with a melee attack you deal 5d10 extra necrotic damage. If the target then has less than 50 HP it dies immediately. A creature slain by this spell cannot be resurrected.

FRENZIED SMITE

2nd level Evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Conc. up to 1 minute

Classes: Paladin

The next time you hit with a melee attack you deal 2d6 extra damage. You then gain resistance to bludgeoning, slashing and piercing damage until the end of your next turn.

GHOUL STRIKE

4th level Necromancy

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute.

Classes: Wizard

Make a melee spell attack against a creature within reach when you cast this spell. You can make the same spell attack each turn as long as the spell lasts. On a hit the target takes 3d8 magical slashing damage and must pass a Constitution saving throw or be paralyzed for 1 minute. It may repeat the save at the end of each of its turns. Undead and Elves automatically pass the saving throw.

HATEFUL SHADE

2nd level Necromancy

Casting Time: 1 action

Range: 30ft

Components: V S M (a needle piercing cloth)

Duration: Concentration, up to 1 minute

Classes: Warlock

Choose a creature you can see within range. The target must succeed on a strength saving throw or be restrained. The target has advantage on this saving throw while in bright light, but has disadvantage on its saving throw while in dim light or darkness. While restrained by this spell the target takes 1d6 cold damage as the start of each of its turns. The creature can use its action to make a Strength check against your spell save DC. On a success the target is freed.

At Higher Levels: The damage increases by 1d6 for each slot level above first.

MANTLE OF DEATH

3rd Level Evocation

Casting Time: 1 action

Range: Self

Components: V

Duration: Conc. up to 1 minute

Classes: Paladin

Whenever enemies within 10 feet take damage, they take 1d4 bonus necrotic damage. This damage is doubled if they are below ½ maximum HP. The aura of this spell increases to 30 feet if you are 17th level when you cast it.

HARROW THOUGHTS

Illusion Cantrip

Casting Time: 1 action

Range: 60ft

Components: V S

Duration: Instantaneous

Classes: Wizard, Warlock

Make a spell attack to cloud the mind of a creature you can see within range with dark terrors. If it hits, the target takes 1d8 psychic damage and can't see anything further than 15 feet away from itself.

MOILIAN FLAMES

9th level Necromancy

Casting Time: 1 action

Range: 60 ft

Components: V S M (bottled moilian fire worth 1000gp)

Duration: Instantaneous

Classes: Wizard, Sorcerer

A bonfire of black flame bursts into flame at a point you can see, 5 feet on all sides. Objects in the radius are automatically ignited. Any creatures in its radius when it appears must pass a dexterity saving throw or take 20d6 fire damage and 20d6 necrotic damage, half damage on a successful save. Any creature that enters the flames during its turn or starts its turn in the flames takes the same damage.

A creature that is damaged by Moilian Flames is ignited and continues to take the same damage at the start of each of its turns. And the end of the Initiative Order, everything within 5 feet of the black flames, or a creature ignited by this spell, must pass a dexterity saving throw or take the same damage and ignite.

The fire continues to spread relentlessly at the end of the Initiative Order of each turn. Barriers will halt its progress (like a thick stone wall) but only so long as they survive the constant damage output of the fire.

Nothing short of a Wish spell will extinguish Moilian Fire, though a successful Dispel Magic spell will extinguish 20 cubic feet of black fire.

MURDEROUS DOPPELGANGER

7th level Conjuration

Casting Time: 1 action

Range: 60 ft

Components: V S M (a cracked mirror)

Duration: Concentration up to 1 hour

Classes: Wizard, Warlock

Choose a creature you can see within range. It's shadow rears up against it, assuming a material form and appearance that is almost identical. It can only be discerned as NOT the creature in question on a successful Intelligence (Investigation) check. It uses the same stat block as the creature it separated from with the following changes

- Its Strength and HP are Halved.
- It can't cast any spell of 5th level or higher
- Its abilities never recharge.
- **Sunlight Weakness.** While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.
- **Amorphous.** The shadow can move through a space as narrow as 1 inch wide without squeezing.

Any immunities, resistances or vulnerabilities that the original creature had are replaced with the following:

- **Damage vulnerabilities** radiant - **Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical attacks
- **Damage Immunities** necrotic, poison
- **Condition Immunities** exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

A summoned creature disappears when it drops to 0 hit points or when the spell ends. The summoned creature is friendly to you and your companions. Roll initiative for the summoned creature which has its own turn. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands, it will defend itself from hostile creatures, but otherwise take no actions.

If your Concentration is broken, the shadow creature doesn't disappear. Instead, you lose control of the shadow creature, it becomes hostile toward you and your companions, and it might Attack. An uncontrolled shadow creature can't be dismissed by you, and it disappears 1 hour after you summoned it.

If you have a body part, lock of hair, clipping from a nail, or similar portion of the target's body, the target has disadvantage when attacking the shadow and the shadow has advantage on attack rolls against the target.

PLUNDERING SMITE

3rd Level Evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Conc. up to 1 minute

Classes: Paladin

The next time you hit a creature with a weapon attack, the attack deals an extra 3d8 necrotic damage, and you heal for half the necrotic damage dealt.

RAVAGE THE FLESH

5th level Necromancy

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

Classes: Cleric

You must sacrifice a Hit Die as part of casting this spell. If you have no Hit Dice remaining when you cast this spell, it automatically fails. Make a melee spell attack against a target within reach. On a hit, the target takes necrotic damage equal to ½ your maximum HP and you then take 10 damage and reduce your hit point maximum by that same amount. On successful save the target takes half damage. Your hit point maximum reduction lasts until the end of a long rest.

RUINOUS SMITE

4th Level Evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Conc. up to 1 minute

Classes: Paladin

The next time you hit a creature with a melee weapon attack, you deal an extra 4d6 necrotic damage. It must pass a Con saving throw or be poisoned. Save ends.

SCARE

Enchantment Cantrip

Casting Time: 1 action

Range: 5 feet

Components: V S

Duration: Instantaneous

Classes: Wizard

A creature you can see within range must make a Wisdom Saving throw. On failed save it is frightened of you until the end of your next turn.

SHADE TWIN

2nd level Illusion

Casting Time: 1 action

Range: Self

Components: V S M (a physical part of the spell's target, which this spell consumes)

Duration: Concentration up to 1 hour

Classes: Warlock

Your image transforms into a perfect illusion of the spell's target (determined by which creature you possess a physical part of). Touch still reveals the illusion but any other form of physical examination (smell, sight, sound, etc) does not. You also slightly tap into the target's consciousness, and have advantage on any check made to act like and pass yourself off as the target. In addition, whenever you take damage, the target takes half of that damage as psychic damage.

SHADOW FETCH

3rd level Conjuratation

Casting Time: 1 action

Range: 120 feet

Components: V S M (a stretchy cord)

Duration: Instantaneous

Classes: Warlock

Choose a creature or object you can see within range. The target must make a Strength saving throw. On a failed save its shadow stuffs it into a nearby portal you have just created and it is teleported to a square adjacent to yourself. A target can choose to fail its saving throw.

SHADOW HEALING

5th level Evocation

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Instantaneous

Classes: Paladin

You recover ½ of your maximum HP. You cannot recover HP and you have disadvantage on death saving throws until you finish a short or long rest.

SHADOW INFUSION

5th level Transmutation

Casting Time: 1 action

Range: Self (10ft)

Components: V

Duration: Concentration, up to 1 hour

Classes: Cleric, Druid, Paladin, Ranger

Creatures that you choose have resistance to cold and necrotic damage, Darkvision 60ft and advantage on stealth checks while they remain within 10 feet of you.

SHADOW STRIDE

3rd level Conjuratation

Casting Time: 1 action

Range: 30 feet

Components: V S M (a blacked out mirror)

Duration: Concentration, up to 1 hour

Classes: Warlock

You gain the ability to enter a shadow and move from inside to another shadow in the same light spectrum (bright, dim or dark) within 30 feet. You must use 5 movement to enter a shadow. When you enter a shadow, you are really stepping into the edges of the ethereal plane. While on the Ethereal Plane, you can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you, unless a Special ability or magic has given them the ability to do so. You can't move besides when stepping from shadow to shadow.

If the shadow that you are currently in moves, you are moved with it, though you always remain on whatever surface the shadow is being cast on. If its shadow utterly disappears for whatever reason (bright light from all direction, perfect noon day sun, consumed in a spell) you appear immediately in an empty space within 5 feet. You can also exit a shadow using your bonus action.

SHROUD OF SHADOW

1st Level Evocation

Casting Time: 1 Action

Range: Self

Components: V

Duration: 1 hour

Classes: Paladin

You gain 5 Temporary HP. While the temporary HP lasts you are considered to be in partial cover and enemies have disadvantage on Wisdom (Perception) checks to perceive you.

At Higher Levels: The temporary HP increases by 5 for each spell level above 1st.

SOUL OF THE VOID

9th level necromancy

Casting Time: 1 action

Range: Self

Components: V S M (A soul gem worth at least 1000 gp which is consumed at the end of this spell or if you die)

Duration: 8 hours

Classes: Wizard

You become immune to cold, necrotic and psychic damage. In addition, any cold, necrotic or psychic damage that you or one of your spells deals is maximized. You cannot regain HP for the duration and are vulnerable to radiant damage. If you die while under the effects of this spell, you cannot be resurrected by any means.

SOUL PUPPETS

6th level Necromancy

Casting Time: 1 action

Range: 120ft

Components: V S M (Puppet string attached to fingers)

Duration: Concentration up to 1 minute

Classes: Wizard

All creatures that you choose in a 30-foot radius within range must pass a Charisma saving throw or be paralyzed. If they are undead, elementals or constructs you dominate them instead, deciding their actions on their turns. Each creature may make the saving throw again at the end of each of their turns.

SPIRIT REAPER

3rd Level Evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Conc. up to 1 minute

Classes: Paladin

Your melee attacks become magical (if they weren't already) and when you attempt to hit creature with melee attacks you don't use the target's AC, instead you roll to hit against 12 + the target's Charisma modifier. You roll for damage normally, but all damage dealt is instead psychic damage.

SPIRIT REND

3rd level Necromancy

Casting Time: 1 Action

Range: Self (15 ft)

Components: V S

Duration: Instantaneous

Classes: Wizard

All creatures within 15 feet of yourself must pass a Charisma saving throw or take 5d8 psychic damage and have disadvantage on attack rolls until the end of your next turn. Undead, Constructs and Elementals are unaffected.

SPOOK

Illusion Cantrip

Casting Time: 1 action

Range: Self

Components: V S M (a blank mask)

Duration: 1 minute.

Classes: Wizard

You may use your Intelligence (Arcana) skill in place of your Charisma (Intimidation) skill for the duration of the spell.

TRAIL OF SHADOWS

6th level Necromancy

Casting Time: 1 action

Range: Self

Components: V S M (a black silk ribbon tied around your waist)

Duration: Concentration, up to 1 minute

Classes: Warlock, Wizard

For the duration of the spell, whenever you move at least 5 feet you leave behind a streamer of darkness that expands to fill a 5-foot diameter sphere. This is magical darkness. A creature with darkvision can't see through this darkness, and non-magical light lower than 6th level can't illuminate it. If any of this spell's area overlaps with an area of light created by a spell of 5th level or lower, the spell that created the light is dispelled. If any of the spells area is overlapped by an area of light created by a spell of 6th level or higher, that area of darkness is dispelled. Moving through the darkness costs 5 feet of movement for every 1 foot moved and inflicts 3d8 necrotic damage for every 5 feet moved.

TURN THE TIDE OF DARKNESS

4th level Abjuration

Casting Time: 1 Bonus Action

Range: Self (30ft radius)

Components: V

Duration: Instantaneous

Classes: Paladin

You may choose any number of willing creatures within 30 feet. They take 10 necrotic damage, and automatically end one magical effect, poison or curse that is currently affecting them. Otherwise, they have advantage on the next saving throw they make to end an ongoing effect.

UNRAVELING DART

1st level Abjuration

Casting Time: 1 action

Range: 120 feet

Components: V S

Duration: Instantaneous

Classes: Sorcerer, Wizard

You deal 1d6+1 damage to a creature that you can see within range. It is of a damage type the creature is vulnerable to. If the creature isn't vulnerable to any type damage it instead takes 1d4 force damage. The Shield spell prevents all damage from Unraveling Dart.

Higher Levels: For each spell slot level above first, you may deal an extra 1d6+1 damage.

VENOMOUS SMITE

4th Level Evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Conc. up to 1 minute

Classes: Paladin

The next time you hit a creature with a melee weapon attack, you deal an extra 4d6 poison damage. It must pass a Constitution saving throw or at the start of its turn it spews venom in a 15ft cube of your choice within 5 feet of itself. Creatures in the cube must pass a Dexterity saving throw or take 4d6 poison damage (half as much on a successful save).

VENGEFUL SMITE

1st Level Evocation

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Conc. up to 1 minute.

Classes: Paladin

The next time you hit a creature with a melee weapon attack, the attack deals 1d6 extra damage. You also gain a bonus to the damage roll equal to the number of other enemies within 5 feet.

Higher Levels: The attack deals 1d6 extra damage per spell level above first and the bonus to the damage roll increases to (Spell Level) * (the number of other enemies within 5 feet).

VICE'S RESOLVE

2nd level Abjuration

Casting Time: 1 action

Range: Self

Components: V S M (a drop of your blood)

Duration: Concentration, up to 1 hour

Classes: Paladin

While the spell lasts you are immune to being frightened, charmed or possessed.

WALL OF DARKNESS

5th level Necromancy

Casting Time: 1 action

Range: 120ft

Components: V S M (a small black piece of cloth)

Duration: Concentration, up to 10 minutes

Classes: Wizard, Warlock, Paladin

A wall of darkness appears at a point you choose. It can be in any orientation, and can be free floating or on a surface. It can be up to 60 feet long, 10 feet high, and 5 feet thick. It blocks line of sight, but things can pass through it. The wall is heavily obscured magical darkness. A creature with darkvision can't see through this darkness, and non-magical light lower than 6th level can't illuminate it. If any of this spell's area overlaps with an area of light created by a spell of 5th level or lower, the spell that created the light is dispelled. If any of the wall's area is overlapped by an area of light created by a spell of 6th level or higher, that area of the wall is dispelled.

When the wall appears, each creature in its area must make a Constitution save. On a failed save, a creature takes 5d8 necrotic damage and is blinded for 1 minute. On a success, it takes half damage and isn't blinded. A blinded creature can repeat the save at the end of its turns.

Any creature that enters the wall for the first time on a turn or ends its turn there will take 5d8 necrotic damage and become blinded for 1 minute. You are immune to the blindness and damage dealt by this wall.

At Higher Levels: The damage increases by 1d8 for each slot level above 5th.

DARK CREEPER

They often hide around larger shadows, darting out to attack when their prey isn't watching. The larger shadows don't mind them, as when they die, they leave behind wells of darkness that can be used to hide from the sun.

DARK CREEPER

Small Undead, Chaotic Evil

Armor Class 16
Hit Points 8 (2d8)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	10 (+0)	6 (-2)	10 (+0)	8 (-1)

Damage Vulnerabilities radiant
Damage Resistances acid, cold, fire, lightning, and bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Skills Stealth +6
Senses Darkvision 60ft, Passive Perception 10
Languages None
Challenge 1/2 (100xp)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow has advantage on stealth checks and can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Explosive Darkness. When the dark creeper dies, everything within 5 feet is heavily obscured by darkness for 1 minute. Bright light doesn't affect the area of darkness. A spell that creates light of 1st level or higher dispels the darkness.

Actions

Stab in the Dark. *Melee Weapon Attack:* Reach 5ft, +5 to hit, one target. Hit: 1d6+3 necrotic damage. If the dark creeper has advantage when it makes this attack it deals 2d6 extra damage.

DOOM HULK

Frightening even to other shadows, the Doom Hulk is a menace that can shred any foe down to nothing. When a Doom Hulk walks, nothing is beyond it, and other lesser shadows follow, keeping well out of reach, for it alone among the shadows can devour them. If they are lucky enough, they will steal away with part of the kill.

DOOM HULK

Large Undead, Chaotic Evil

Armor Class 12
Hit Points 58 (6d8+18)
Speed 40ft flying.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	6 (-2)	10 (+0)	8 (-1)

Damage Vulnerabilities radiant
Damage Resistances acid, cold, fire, lightning, and bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Skills Stealth +4
Senses Darkvision 60ft, Passive Perception 10
Languages None
Challenge 2 (500xp)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow has advantage on stealth checks and can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Chill of the Void. Creatures that end their turn within 10 feet of the doom hulk take 2d8 necrotic damage.

Actions

Soul Ravage. *Melee Weapon Attack:* Reach 5ft, +5 to hit, one target. Hit: 3d10+3 necrotic damage and the target suffers one of the below stacking effects.

- If the target is immune to necrotic damage, it becomes resistant to necrotic damage until the end of the doom hulks next turn
- If the target is resistant to necrotic damage, it loses its resistance until the end of the doom hulks next turn
- If the target is not resistant to necrotic damage, it becomes vulnerable to necrotic damage until the end of the doom hulks next turn.

GLOOM BEAST

It is said that you can hear a Gloom Beast following you, but it will only attack once you have looked over your shoulder 3 times. When you look over your shoulder for the third time, it will appear in front of you, and then, there is no escape...

GLOOM BEAST

Large Undead, Chaotic Evil

Armor Class 14

Hit Points 48 (8d8+8)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	8 (-1)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, and bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Skills Stealth +4

Senses Darkvision 60ft, Passive Perception 10

Languages None

Challenge 2 (400xp)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow has advantage on stealth checks and can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Grasping Darkness. Enemies within 10 feet of the gloom beast have disadvantage on attack rolls.

Actions

Lashed by Darkness. *Melee Weapon Attack:* Reach 15ft, +5 to hit, one target. Hit: 3d8+3 necrotic damage and the target must pass a DC 15 Con saving throw or have its speed be reduced to 0 until the end of the gloom beast's next turn

BONUS ACTION

In their shadows... The gloom beast teleports up to 30 feet to an area within 5ft of a creature or to an area of dim light or darkness

REACTION

No Escape. When a creature within 15ft provokes an opportunity attack, it must pass a DC 15 strength saving throw or take 3d8+3 necrotic damage and be pulled adjacent to the gloom beast.

HUNGERING DARKNESS

A slow and mindless darkness, this amalgamation thinks only to feed blindly on lifeforce, lashing out wildly when hurt. They often coalesce beneath charnel pits, blindly leeching the decaying life above.

HUNGERING DARKNESS

Large Undead, Chaotic Evil

Armor Class 12

Hit Points 80 (10d8+30)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	4 (-3)	10 (+0)	8 (-1)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, and bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Skills Stealth +4

Senses Darkvision 60ft, Passive Perception 10

Challenge 1/2 (100xp)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow has advantage on stealth checks and can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Feeder Tendrils. Creatures that are restrained by the Hungering Darkness take 3d8+5 necrotic damage at the start of the Hungering Shadow's turn, and are dragged along with the Hungering Shadow as it moves

Actions

Multiattack: *The Hungering Shadow makes two grasping tendril attacks*

Grasping Tendril Melee Weapon Attack: Reach 10ft, +5 to hit, 1 target. 3d8+5 damage and the target must succeed on a DC 15 strength saving throw or be restrained.

REACTION

When the Hungering Shadow is damaged by an attack from a creature it has not restrained, it can use its reaction to attack back: +5 to hit, 2d8+3 damage and the target must pass a DC 15 strength saving throw or be thrown 30 feet and knocked prone.

SHADE SHARD
The shadows look like little more than thin flying strips of black cloth. By themselves, they are a minor nuisance, but they rove together in great swarms that latch onto living creatures like leeches, draining their life force.

SHADE SHARD

Tiny Undead, Chaotic Evil

Armor Class 14
Hit Points 5 (1d8+1)
Speed 30ft flying.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	12 (+1)	2 (-4)	10 (+0)	8 (-1)

Damage Vulnerabilities radiant
Damage Resistances acid, cold, fire, lightning, and bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Skills Stealth +4
Senses Darkvision 60ft, Passive Perception 10
Challenge 1/2 (100xp)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow has advantage on stealth checks and can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Drag Down: Melee Weapon Attack: Reach 5ft, +5 to hit, one target. Hit: 1d4+2 necrotic damage and the shade shard attaches to the target. It applies one of the following conditions randomly (roll a d6).

- 1: Blinded
- 2: Deafened
- 3: Speed is reduced to 0
- 4: Disadvantage on Str/Dex ability checks and saving throws
- 5: Can't take reactions
- 6: Silenced (can't speak or breathe)

The condition lasts until the shade shard is removed by force (DC 13 Str check), is slain or until it suffers weakness from sunlight. Half of any damage it takes while attached is transferred to the target.

SHADOW BEAST
These shadows take the form of 4-legged hunting beasts. They hunt in packs, and are in particular drawn to necromancers and practitioners of shadow magic. Some say that is just demise that many an amateur practitioner of the dark arts have met their demise at the gaping maws of shadow beasts drawn to their black magic

SHADOW BEAST

Medium Undead, Chaotic Evil

Armor Class 13
Hit Points 15 (3d8+3)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	6 (-2)	14 (+2)	8 (-1)

Damage Vulnerabilities radiant
Damage Resistances acid, cold, fire, lightning, and bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Skills Stealth +4, Perception +4
Senses Darkvision 60ft, Passive Perception 14
Languages None
Challenge 1/2 (100xp)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow has advantage on stealth checks and can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Keen Senses. The shadow beast has advantage on Wisdom (Perception Checks)

Pack Tactics. The shadow beast has advantage on an attack roll against a creature if at least one of the shadow beast's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Abyssal Maw. *Melee Weapon Attack:* Reach 5ft, +5 to hit, one target. Hit: 1d10+3 necrotic damage. The shadow beast can choose to grapple a target it hits instead of dealing damage.

Shadow Lurk

Shadow Lurks are unique among the shadows in that they carry their own darkness with them. This enables them to reach and operate in areas that would normally be out of reach for most shadows: they can strike in daylight and in well-lit halls and taverns.

Shadow Lurk

Medium Undead, Chaotic Evil

Armor Class 10
Hit Points 12 (2d8+2)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	8 (-1)

Damage Vulnerabilities radiant
Damage Resistances acid, cold, fire, lightning, and bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Skills Stealth +4
Senses Darkvision 60ft, Passive Perception 10
Languages None
Challenge 1/2 (100xp)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow has advantage on stealth checks and can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Darklight Torch. Areas of non-magical bright light within 5 feet of the Shadow lurk are treated as dim light.

Actions

Binding Shadow: *Melee Weapon Attack* Reach 5ft, +5 to hit, 1d10+3 necrotic damage and the target must pass a DC 13 Str or Dex saving throw (its choice) or be restrained.

Cloak of Shadow: Recharge 6. Creatures of its choice within 5 feet become invisible until the end of the shadow lurk's next turn.

Sorrowsworn

These are the shadows of the tormented souls of the damned who cannot find rest. They have greater awareness than most shadows, and some even retain memories of their past lives. Their malevolence is fierce and they strike with purpose and planning.

Sorrowsworn

Medium Undead, Chaotic Evil

Armor Class 14
Hit Points 32 (6d8+6)
Speed 40ft, fly 60ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	10 (+0)	10 (+0)	12 (+1)

Damage Vulnerabilities radiant
Damage Resistances acid, cold, fire, lightning, and bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Skills Stealth +4
Senses Darkvision 60ft, Passive Perception 10
Languages Common
Challenge 1/2 (100xp)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow has advantage on stealth checks and can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Incorporeal Movement. The sorrowsworn can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Vitality Drain: *Melee Weapon Attack:* Reach 5ft, +5 to hit, one target. Hit: 2d6+3 necrotic damage and the target must make a DC 13 Con saving throw. On a failure the target is poisoned. This lasts until the target finishes a short or long rest.

The sorrowsworn can then make one additional Vitality attack against each target within 5ft that has been poisoned this way.

Reactions

When an enemy ends its turn next to the sorrowsworn, it can use its reaction to make a Vitality Drain attack against the target.

SOUL EATER

These particular shadows are so gluttonous that they overflow with the life force they drain, splashing it messily about. They are more ravenous than any other shadow, and larger shadows often keep them around to benefit from their excess life force they leak.

A NOTE ON SHADOWS

Shadows don't drain life force because they need it: they are as immortal as their magic. They do so as it is the only balm that soothes the agony of their very existence.

SOUL EATER

Medium Undead, Chaotic Evil

Armor Class 12

Hit Points 16 (3d8+3)

Speed 40ft flying.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	8 (-1)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, and bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Skills Stealth +4

Senses Darkvision 60ft, Passive Perception 10

Languages None

Challenge 1/2 (100xp)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow has advantage on stealth checks and can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Soul Eater: Whenever a creature that is not an elemental, construct or undead dies within 5 feet of the soul eater, it and undead within 5 feet have advantage on attack rolls until the end of its next turn

Actions

Share the Feast. *Melee Weapon Attack:* Reach 5ft, +5 to hit, one target. Hit: 1d10+3 necrotic damage. The soul eater and undead within 5 feet recover HP equal to 1/2 of the damage dealt.