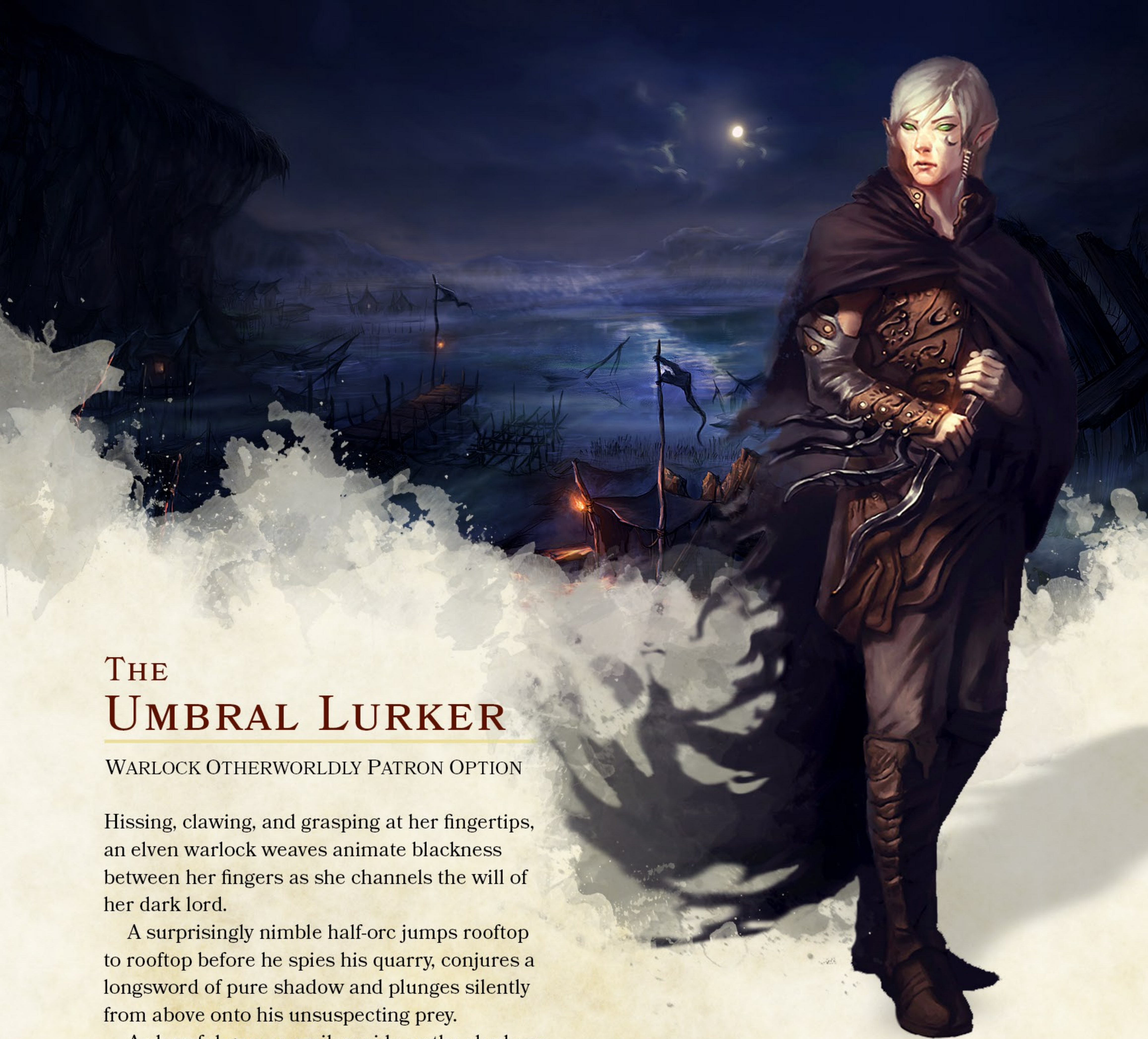




THE UMBRAL LURKER

WARLOCK OTHERWORLDLY PATRON OPTION

Hissing, clawing, and grasping at her fingertips, an elven warlock weaves animate blackness between her fingers as she channels the will of her dark lord.

A surprisingly nimble half-orc jumps rooftop to rooftop before he spies his quarry, conjures a longsword of pure shadow and plunges silently from above onto his unsuspecting prey.

A cheerful gnome smiles wide as the shadows around him dance and whirl, playing out a puppet show for the surrounding crowd of amused and astonished noble children.

There are beings of great power that lurk within the deepest shadows of the world, in the blackest night of a new moon, sheltered under the heaviest bows of the forest primeval, and in the caverns, holds, cities and chasms of the Underdark, and even deeper down still. Many of these ancient, dark creatures have been given no name, but there are those who seek them out to learn of their power and to gain their eldritch secrets.

Some warlocks tread this path to gain power over what others would fear, others see shadow as a mutable tool that is always in abundance. Warlocks who have spent large portions of their lives underground often turn to this pact as a

way of survival, using the shadows and darkness of their homes to defend themselves and others.

Regardless of the warlock's intentions, the shadow creatures of this pact always bargain for the warlock's soul and fill the void this bargain leaves with the raw shadow energy the warlock uses to fuel their dark magics. The creatures of darkness expect great things of their chosen warlocks, least of all to spread the domain of shadow in their wake, but almost universally to accomplish some task or long-term goal in the world of light that would prove impossible for the creature itself.

Though the creatures of darkness a warlock can pact with are typically nameless, the few that do have names include Lloth, The King That Crawls, Nhagruul, Xopos, the Raven Queen, the Red Witch, and Strahd.

EXPANDED SPELL LIST

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

UMBRAL LURKER EXPANDED SPELLS

Spell Level	Spells
1st	<i>silent image, dissonant whispers</i>
2nd	<i>phantasmal force, blindness/deafness</i>
3rd	<i>blink, phantom steed</i>
4th	<i>phantasmal killer, Evard's black tentacles</i>
5th	<i>creation, mislead</i>

SERVANT OF DARKNESS

Your shadowy patron has adapted you to their domain, moulding your capabilities to serve their needs.

Starting at 1st level, you gain darkvision out to 60 feet or, if you receive darkvision from another source, extend that darkvision's range by 60 feet.

In addition, you may as a bonus action immediately extinguish any non-magical flames you designate no larger than a torch and within 120 feet of you.

LIVING SHADOWS

Beginning at 6th level, the shadows around you sometimes behave as living things, moving while you do not, leaping to your aid, and lashing out at your foes.

When a creature damages you with an attack and you are in dim light or darkness you may, as a reaction, call upon your shadows to consume the creature. If you do, you may teleport the target to another area of dim light or darkness on a horizontal surface within 60 feet, and the target makes a Wisdom saving throw against your spell save DC. If the target fails, it takes 2d8 necrotic damage and is frightened of you until the end of its next turn. This ability refreshes with a short or long rest.

You also learn the *minor illusion* cantrip. If you already know this cantrip, you learn a different warlock cantrip of your choice. The cantrip doesn't count against your number of cantrips known. When you cast *minor illusion* (unless you have learned it from a different source), you can only create illusory shadows and sounds no louder than a hiss, but you may fill up to a 10-foot cube instead of the normal 5-foot cubic limit.

DARK GUARDIAN

Shadows begin to swirl around you of their own accord, and reach out to defend you whenever you are in danger.

Once you reach 10th level, when a creature makes an attack against you and you are standing within 10 feet of dim light or darkness, you



may use your reaction to impose disadvantage on the attack. This ability may be used twice and requires a short or long rest to replenish all uses of it. At 17th level, this ability may instead be used three times before needing to be refreshed.

SHADOW PRISON

At 14th level, your patron grants you the ability to bind one of your foes in a torturous ethereal prison composed of shadow energy. When you hit with an attack, you can conjure a column of magical darkness that fully engulfs only the target, ejecting other creatures present in the targeted creature's space to the closest unaffected nearby area of their choice. A creature with darkvision cannot see through this darkness, and the darkness cannot be illuminated by any magical or nonmagical light. This column lasts up to a minute and blocks line of sight. The targeted creature takes 3d10 necrotic damage and is blinded and restrained.

At the end of each of the creature's turns while it is subject to this effect, it may make a Wisdom saving throw against your spell save DC. If the creature saves, it is no longer restrained but it is still blinded until it exits the shadow column, which it may do on its turn with its normal movement. If it fails the save, it takes another 3d10 necrotic damage and continues to be blinded and restrained.

This ability only refreshes with a long rest.

CREDITS:

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