

The
Shadow Sorcerer
A sorcerer subclass for D&D
5th edition OGL

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Shadow Sorcerer

The Shadowfell is a realm of mind-shattering magical power. It twists and distorts itself without rhyme or reason except to drive its denizens ever deeper into madness and despair. Sometimes the power of the Shadowfell can bleed through to the material realm and seep into the very fabric of an individual granting them a measure of power. This could be due to a strange alignment of stars, proximity to a portal or other location infused by the energies of the Shadowfell, or perhaps even a ritual performed by any number strange cults or monsters that wish to tap into the arcane power of the other realm.

Whatever the case, these individuals display an innate power to distort reality itself and conjure the nightmares of their opponents into the real world. So powerful is their connection to this otherworldly realm that it changes their appearance to reflect the dark power of the Shadowfell, but no two individuals manifest the same characteristics. One may have deathly pale skin, while another may have their eyes turn as black as night, still others may have their voices reduced to a harsh whispering hiss. Shadow sorcerers are as varied as the realm that infused them with power.

Child of Darkness

At 1st level shadow sorcerers are at home in the darkness, they gain a preternatural sense of how to conceal themselves from their enemies. This gives them proficiency in the Stealth skill. Once per long rest they can also focus this sense to give them darkvision for up to one hour.

Whispers of Madness

At 1st level a shadow sorcerer is able to reach into

the minds of their opponents and unleash a torrent of dissonant whispers and nihilistic prophecies. This ability is used as a reaction to an attack on the sorcerer and gives the victim disadvantage on their attack roll. The ability recharges after a short rest.

Cloak of Shadows

Starting at 6th level you can call the essence of the Shadowfell to wreath you in darkness that no sight can penetrate save for your own. This darkness emanates up to 10' from you and moves with you. This ability costs 2 sorcery points and lasts up to one minute. Creatures that do not use their eyes to see are unaffected by the darkness.

Shadow Jump

At 14th level, you gain the ability to travel through natural shadows. By spending 3 sorcery points, you can enter an area of natural shadow and appear in another shadow within 120 feet that you can see. Magical or supernatural darkness such as the darkness spell or similar effect do not count as natural shadows for the purpose of this ability.

Conjure Nightmares

At 18th level you can become a conduit for the nightmarish energies of the Shadowfell, becoming a vision of your enemy's darkest nightmares. By spending 5 sorcery points, enemies within 60 feet of you must succeed on a Wisdom saving throw or become frightened. This effect lasts for 1 minute or until you lose concentration. In addition, any time you attack a creature that failed on their save, you deal an additional 2d10 psychic damage as the creature believes you are a manifestation of their nightmares.

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Just keep on gaming!

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