

## Shadow Archetype (*Rogue*)

Shadow Rogues are legendary for their skills; infiltration, subterfuge, sabotage, assassination—their talents in these fields have made them synonymous. Rumors hold that the Shadows are individuals carved out of the very darkness itself. Their methods are as mysterious as the Shadows themselves; they have no need of tools or weapons, yet they accomplish their missions without fail. Some say they wield the subtlest of magics; others believe they have pushed their bodies beyond what mere mortals are capable of. What most do not realize is that both can be—and *are*—true.

### Disabling Blows

Starting at 3rd level, you have learned ways to fight with your body to take down your foes without requiring weapons. Your unarmed strikes gain the *Finesse* weapon property and deal 1d4 bludgeoning damage on a hit.

If you hit with a melee attack against a creature who is surprised, they must make a Constitution saving throw or be knocked unconscious for 1 hour; if you deal more than half their total hit points with the attack, they have disadvantage on this save. The DC for the save is equal to 8 + your Strength, Dexterity, or Intelligence modifier + your proficiency bonus. The condition ends early if they take damage or if someone else uses an action to wake them up.

*Reminder: You can choose to deal nonlethal damage whenever you use a melee attack, including whenever you knock a creature unconscious with this feature.*

### Shadow Magic

Also at 3rd level, you have practiced with certain magics and learned to wield them in the subtlest of ways. You learn a cantrip of your choosing from the Warlock, Sorcerer, or Wizard spell lists, as well as the *Darkness* spell. You learn a second cantrip at 6th level, a third at level 13, and a fourth at level 17; these do not all have to be from the same spell list. These spells, as well as any spells you receive from this subclass later on, are known as your Shadow spells. Whenever you level up, you can replace one of these cantrips with a different one for which you qualify.

Your spellcasting modifier for your Shadow spells is your Intelligence modifier; your Shadow save DC is equal to 8 + your Intelligence modifier + your proficiency bonus, and you use your Intelligence modifier + your proficiency bonus when determining spell attack rolls.

In order to cast a non-cantrip Shadow spell, you must spend a Shadow point. You have a number of Shadow points equal to your Intelligence modifier (minimum 1), and you regain all expended points when you complete a long rest. Spells cast in this way are always cast at their base level, unless a feature says otherwise, and they do not count toward the number of spells you can cast per turn.

Whenever you cast your Shadow spells, you can conceal your Somatic and Verbal components with a Stealth check versus the Passive Perception of nearby creatures, and you do not need Material components or a spellcasting focus for any Shadow spells you cast. If you are hidden from a creature when casting a spell in this way and your Stealth check is higher than their Passive Perception, you remain hidden until after resolving the effects of the spell. You can expend a Shadow point when you make this check to automatically succeed on it.

## Untraceable Infiltrator

Additionally at 3rd level, you have learned the skills to infiltrate any situation by applying your shadow magic with unmatched precision. You gain proficiency and Expertise in the Stealth skill; if you already have Expertise in Stealth, you instead gain Expertise with your thieves' tools. If you have Expertise in both already, you instead gain proficiency in one skill or toolset of your choice.

When attempting to pick a lock, you can do so without needing thieves' tools. If you attempt to do so in this way, you do not roll a d20; instead, roll your Sneak Attack dice and add your Dexterity and thieves' tools proficiency to the total. When you gain your Reliable Talent feature at higher levels, it does not apply to checks done in this way. Failing to pick a lock in this way permanently increases the DC of any future checks made to pick that lock by 2 for each failed attempt.

## Umbral Assassin

Beginning at 9th level, you have practiced new ways to strike with deadly precision. You can apply Sneak Attack whenever you deal damage with a Shadow spell you cast that requires an attack roll, provided you have not already used that feature on the same turn.

Additionally, you gain new Shadow spells: *Misty Step* and *Misty Strike* (detailed in chapter 6). Whenever you cast *Misty Strike*, you do not have to make a melee weapon attack; instead, you may replace it with an unarmed strike, a ranged weapon attack, or a cantrip. Your number of Shadow points increases to 3 times your Intelligence modifier (minimum 1, for a total of 3 uses at minimum).

When you land a Sneak Attack with an unarmed strike, the strike deals an additional 1d4 damage, and your Sneak Attack dice improve to d8's. Additionally, your unarmed strikes can deal force damage instead of bludgeoning when you deal damage.

## One With Shadows

Beginning at 13th level, your Shadow magic improves. Whenever you cast *Misty Strike*, you gain the benefits of upcasting it as a 4th-level spell.

Additionally, you learn the *Shadow Slip* spell (also detailed in chapter 6) and can add it to your list of Shadow spells. Your number of Shadow points increases to 4 times your Intelligence modifier (minimum 1, for a total of 4 uses at minimum).

You also gain the ability to see in areas of dim light and darkness, both magical and nonmagical, as though it were bright light, up to 90 feet away.

Whenever you deal damage with your Sneak Attack, you leave the enemy disoriented. The next attack roll against that target before the end of your next turn gains advantage.

## Constricting Strike

Starting at 17th level, you have achieved the pinnacle of a Shadow's powers. When you cast *Shadow Slip*, you can treat it as though you cast it at 5th level. Additionally, if you are targeting yourself, it does not require concentration for the duration of the spell; you can end the spell at will, no action needed.

Whenever you spend a Shadow point, until the end of your next turn, your attack rolls become critical hits on a 19 or 20; an enemy hit while you are under this effect becomes infected by your Shadow magic. For the next minute, all attacks against that creature—including the strike that infected them—deal an additional 1d6 force damage, as your Shadow magic constricts around them whenever the opportunity arises.