



Totally NOT evil. Why would you even say that? Great power sometimes comes from... horrible places. But what's the alternative, spend our entire lives... STUDYING?! Now *that's* horrible. Who'd want to waste their lives reading *books*—learning magic the hard way? *Work SMART, not hard.* Just scheme up a way to take what you need from someone who won't miss it—ancient horrors don't guard their power nearly as well as you'd think! And if there's power just laying around, it'd be dumb of me to not use it, really.

So what if I wear black and have to occasionally sacrifice an animal here and there while chanting? Does that automatically mean I'm *evil*? *Pfft, *hardly! Not every ANCIENT HORROR is the same; that's like saying *crow black* and *spider black* are the same. Okay, bad examples, but the point stands. If you're tired of swinging swords around and getting sweaty like a peasant, just summon a horde of shadow minions to do your bidding. They're always eager to serve! As a Shadowmancer:

- **Unspeakable Power Awaits.** Use your cunning to forge pacts with ancient, unfathomable entities, drawing upon their incomprehensible power to crush foes and bend the shadows to your will.
- **Master Shadow Minions.** Summon legions of shadowy minions to overwhelm your adversaries and bolster your magical abilities. Let them swarm your foes, serving as both sword and fodder in your quest for dominance.



SHADOWMANCER

Key Stats: INT, DEX **Hit Die:** 1d8 **Starting HP:** 13
Saves: INT+, WIL- **Armor:** Cloth Armor **Weapons:** Blades, Wands
Starting Gear: Adventurer's Garb, Sickle, Shovel

LEVEL 1 **Conduit of Shadow.** Your Patron grants you knowledge of:
Shadow Blast. (Necrotic cantrip) Action: (1/turn) Range: 8. Damage: 1d12+KEY. High Levels: +1d12 damage every 5 levels.

Summon Shadows. (Necrotic cantrip) High Levels: +1 Reach every 5 levels.
• Action: Summon a shadow minion within Reach 1 (you can summon a max of INT or LVL minions this way, whichever is lower).
• Action: (1/turn) Command ALL of your minions to move 6 then attack (Reach 1, 1d12 each).

Shadow Minions. Your shadow minions follow the normal minion rules: they have 1 HP, no damage bonus, and do not crit. They abandon you immediately outside of combat. You and your minions are different creatures, so you can attack once and command them to attack without suffering the Rushed Attack penalty! (see pg. 13 of the Core Rules)

LEVEL 2 **Master of Darkness.** Your Patron grants you knowledge of Necrotic cantrips and tier 1 spells.
Pilfered Power. You may steal power from your patron to cast tiered spells, always casting them at the highest tier you have unlocked. You can do this DEX times before your patron takes notice. Each time you exceed this limit, your patron damages you for half your max HP as recompense. This limit resets when you commune with your patron during a Safe Rest.

LEVEL 3 **THE PACT IS SEALED.** Choose a subclass and 1 Lesser Shadow Invocation.

Supplicate. Whenever you commune with your Patron on a Safe Rest, you may beg them to allow you to choose different Shadowmancer options (they may ask for something in return).

LEVEL 4 **Key Stat Increase.** +1 INT or DEX.
A Gift from the Master. Choose 1 Greater Shadow Invocation.

LEVEL 5 **Tier 2 Spells.** You may now cast tier 2 spells; all of your spells are cast at this tier.
Upgraded Cantrips. Your cantrips grow stronger.
Secondary Stat Increase. +1 STR or WIL.

- LEVEL 6** **A Gift from the Master (2).** Choose a 2nd Greater Shadow Invocation.
Shadowmastery. Choose 1 Necrotic Utility Spell.
- LEVEL 7** **Subclass.** Gain your Shadowmancer subclass feature.
Tier 3 Spells. You may now cast tier 3 spells; all of your spells are cast at this tier.
- LEVEL 8** **Key Stat Increase.** +1 INT or DEX.
Lesser Invocation. Choose a 2nd Lesser Shadow Invocation.
Shadowmastery (2). Choose a 2nd Necrotic Utility Spell.
- LEVEL 9** **A Gift from the Master (3).** Choose a 3rd Greater Shadow Invocation.
Secondary Stat Increase. +1 STR or WIL.
- LEVEL 10** **Tier 4 Spells.** You may now cast tier 4 spells; all of your spells are cast at this tier.
Upgraded Cantrips. Your cantrips grow stronger.
- LEVEL 11** **Subclass.** Gain your Shadowmancer subclass feature.
Lesser Invocation (2). Choose a 3rd Lesser Shadow Invocation.
- LEVEL 12** **Greedy Pact.** When you would take damage from Pilfer Power, make a STR save:
 - 1–9: Suffer damage as normal.
 - 10–19: Suffer only 10 HP of damage.
 - 20+: Suffer no damage and cast the spell as if it were 1 tier higher.**Key Stat Increase.** +1 INT or DEX.
- LEVEL 13** **Tier 5 Spells.** You may now cast tier 5 spells; all of your spells are cast at this tier.
Secondary Stat Increase. +1 STR or WIL.
- LEVEL 14** **A Gift from the Master (4).** Choose a 4th Greater Shadow Invocation.
Shadowmastery (3). You know all Necrotic Utility Spells.
- LEVEL 15** **Subclass.** Gain your Shadowmancer subclass feature.
Upgraded Cantrips. Your cantrips grow stronger.
- LEVEL 16** **Tier 6 Spells.** You may now cast tier 6 spells; all of your spells are cast at this tier.
Key Stat Increase. +1 INT or DEX.
- LEVEL 17** **Dire Shadows.** Attacks against your shadow minions are made with disadvantage. They take no damage from successful saves.
Secondary Stat Increase. +1 STR or WIL.
- LEVEL 18** **A Gift from the Master (5).** Choose a 5th Greater Shadow Invocation.
- LEVEL 19** **Epic Boon.** Choose an Epic Boon (see pg. 23 of the *GM's Guide*).
Tier 7 Spells. You may now cast tier 7 spells; all of your spells are cast at this tier.
- LEVEL 20** **Eldritch Usurper.** +1 to any 2 of your stats. Whenever you summon a single shadow minion, summon 2 instead. They die only when they receive 12 or more damage at one time.
Upgraded Cantrips. Your cantrips grow stronger.



LESSER INVOCATIONS

Abhorrent Speech. You can communicate with horrible creatures (aberrations, undead, etc.).

Beguiling Influence. (1/day) You may reroll an Influence check.

Blood Sight. (1/day) You may reroll an Examination check. Additionally, you can detect traces of blood on a surface, even after it has been cleaned.

Devoted Acolyte. Learn 2 of the following languages: Celestial, Draconic, Deep Speak, Infernal, or Primordial. Advantage on Lore checks related to those 2 languages.

Eldritch Sense. You can sense the presence of any shapechanger or creature concealed by magic while within 6 spaces of them.

Gaze of Two Minds. Touch a willing creature and perceive through its senses instead of your own for as long as you hold concentration.

Knowledge from Beyond. Whenever you fail an Insight or Arcana check, you may suffer 1 Wound to succeed instead.

My Favored Pet. One shadow minion can begrudgingly tolerate you outside of combat. It can (very creepily) do any menial task a below average commoner could.

Voice of the Dark. You can communicate telepathically with a humanoid within 6 spaces.

Whispers of the Grave. (1/day) You can ask a dead creature 3 yes/no questions. It can never be questioned this way again.

GREATER INVOCATIONS

Armor of Shadows. Reduce all damage you receive by an amount equal to the number of minions you have.

Fiendish Boon. Increase your DEX or INT by 1. You have 1 fewer maximum Hit Dice.

Hungering Shadows. Whenever one of your shadows would crit, the next tiered spell you cast this encounter does not cost a use of Pilfered Power.

One with Shadows. Action: When you are in an area of dim light or darkness, you may become Invisible until you move or attack.

Repelling Blast. When you hit a Medium or smaller creature with Shadow Blast, you can push the creature up to 2 spaces away from yourself.

Shadow Magus. Your minions gain +4 Reach and deal d10 damage instead.

Shadow Spear. Your Shadow Blast can target creatures twice as far away, it ignores cover, and you may attack Prone targets with advantage with it (instead of disadvantage).

Shadow Rush. When your shadow minions attack, instead of rolling damage, you may have any of them deal the max amount, then die.

Shadow Warp. Action: Switch places with a creature within 12 spaces that has been dealt necrotic damage this turn.

Swarming Shadows. Whenever one of your shadows would crit, summon another shadow minion adjacent to the target.

Vengeful Blast. Whenever a minion dies, you may cast Shadow Blast as a reaction (even if you already cast it this turn).

Supplicate. Whenever you commune with your Patron on a Safe Rest, you may beg them to allow you to choose different Shadowmancer options (they may ask for something in return).

SUBCLASSES

— PACT OF THE — RED DRAGON

- LEVEL 3 Draconic Crimson Rite.** Your Patron grants you knowledge of Fire spells. Your shadow minions become flaming dragon wyrmling shadows. Your Shadow Blast and minions can deal fire or necrotic damage and inflict Smoldering whenever they would crit.
- LEVEL 7 We'll ALL Burn!** You may cast Pyroclasm without Pilfering Power by including yourself in the damage. You have advantage on the save. Choose 1 Fire Utility Spell.
- LEVEL 11 Heart of Burning Fire.** Regain 1 use of Pilfered Power each time you roll Initiative. This expires at the end of combat if unused.
- LEVEL 15 Enveloped by the Master.** Gain 1d4 Wounds to cast Dragonform.

— PACT OF THE — ABYSSAL DEPTHS

- LEVEL 3 Master of Nightfrost.** Your Patron grants you knowledge of Ice spells. Gain the ability to breathe underwater. Your shadow minions become beings of nightfrost. Your shadow blast and minions can deal cold or necrotic damage, and whenever they would crit, you gain INT+LVL temp HP.
- LEVEL 7 Shadowfrost.** Your Shadow Blast also Slows. You can cast Cryosleep or Rimeblades without Pilfering Power by expending 10 temp HP. Choose 1 Ice Utility Spell.
- LEVEL 11 Glacial Resilience.** (1/Safe Rest) Reaction (whenever you are attacked or would gain a condition), gain $10 \times \text{LVL}$ temp HP and end ALL negative conditions on yourself. At the end of your next turn, any remaining temp HP are lost.
- LEVEL 15 Cryomancer's Reprisal.** Pay half your max HP to cast ANY Ice spell. After casting an Ice spell in this way, you gain an invisible aura: the next creature that hits you with a melee attack this encounter takes cold damage equal to half the HP you spent on this casting.