Book of Shadows

Some things are better left alone. This dark book before you, shadows leaking from its dark pages, might just be one of those things. But, as many a powerful wizard would've told you on your adventurers, great power seldom comes without great risk. Or great sacrifice. So worry not, dear reader, and step into the darkness.

Player Options

The Book of Shadows contain several new player options: the twisted shadar-kai race, the College of Twilight for bards, the Darkness domain for clerics, the Shadowdancer archetype for rogues and the School of Shadow for wizards.

The shadar-kai are a race born or created in darkness, who can travel through shadow and endure necrotic damage. Dark and gloomy, restless and wraithlike.

The College of Twilight are for bards who feel more at home in the shadows than in the bright spotlight. The music of these dark bards interweaves with the darkness around them, strengthening their spells, weakening their enemies and granting them control of the shadows.

The Darkness domain is an option for clerics who pray to dark deities such as Mask, Shar or Takhisis. A cleric with the darkness domain can conjure sheets of magical darkness and dispel light, and gain protection from the shadows.

The Shadowdancer archetype is for the rogue who feels at home in the darkness, and who wants to bend the shadows to her will. Able to hide in plain sight and jump through shadows, the shadowdancer is as lethal as she is stealthy.

The School of Shadow is for wizards who draw upon the Weave of Shadows, in order to transform their magic into dark spells that are harder to dispel and resist. A wizard of the shadow school can mirror the magic of others, penetrate arcane defenses and use darkness to mend their wounds.

Creatures of Shadow

The Book of Shadows also hold the secrets of multiple dark creatures, briefly detailed below.

The *gloom spider* is a giant dangerous creature native to the Shadowfell, which can spew a web of shadows to weak its foes.

The *nightwalker* is a giant, undead creature that raises shadows to fight for it, while it rends its enemies with massive claws.

The *shadar-kai soldier* is a fearsome and aggressive warrior, led in combat by the spiked chain-wielding *shadar-kai* elite. *Shadowcasters* cast dark spells from the shadows, while the *nightpriests* pray to Shar for their divine magic. *Veserabs*, large winged creatures, that resemble half-bat, half-worm, are the preferred mounts of the shadar-kai forces.

The *shade* is life and darkness intermeshed completely, creating a powerful being that draws power from the shadows around it. Nearly unstoppable in its natural element, the Shade is a worthy foe to even experienced adventurers.

Magical Items

Lastly, the Book of Shadows also contain a handful of magical weapons created from the darkness, or to combat it. There's dark weapons like the *Darkspike*, a shadowy spear that drains its targets, as well as *Haunt*, a fearsome shortbow that can raise those it slay as dark shadows. These weapons of darkness are matched by *Shadeshear*, a weapon created to destroy shadowy creatures, as well as the *Evertorch*, a torch that brings daylight to any cavern it is brandished in.

Besides these fearsome weapons, there's also a *Philter of Shadowstuff*, that can give a creature shadelike qualities, as well as a *Shroud of Shadows*, a cloak which lend its shadowy nature to its wearer.

Valeur RPG

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Player Options

Shadar-kai

"Don't hide yourself! You are shadar-kai!" He raised the man's arms above their heads. With their hands joined, Uwan stared into the young one's eyes. "The battles we have fought leave many scars," he said. "Never be ashamed of these marks you bear, for they are wrought by the deadliest foe the shadar-kai have ever known." He dropped his hands to the man's shoulders. "Tell me, warrior, who inflicted these wounds?"

The man met Uwan's unwavering stare. His chin rose. "I did, Lord Uwan," he replied. Uwan nodded and stepped back. He gazed out over the crowd, but he had them. Nothing else existed except their leader. "Just so," Uwan said. "To be shadar-kai is to be at war with our very selves!"

- Jaleigh Johnson
Unbroken Chain

Shadar-kai are humans that have been transformed by the gloom of the Shadowfell, either by prolonged exposure or by dark rituals. Some shadar-kai are born into shadar-kai societies, while others are raised among ordinary humans, in ordinary cities. Shadar-kai come in many different shapes, sizes and temperaments, but all share a yearning for the shadows, and a restlessness deep in their soul.

Dark Beings

Most shadar-kai resemble humans, albeit less colorful. Their skintone range from a sickly grey to a deep ebony, and their hair is often black, grey or silver. Their eyes are usually colorless as well, although some shadar-kai have red or yellow eyes.

Shadar-kai are the same size and shape as the humans the humans they stem from, and they speak the common language. It is hard to mistake a shadar-kai for an ordinary human, however, since shadows seem to cling to the dark folk, dancing on their exposed skin and wrapping around their limbs.

Additionally, shadar-kai are prone to self-hurt, which is why many are adorned with extensive tattoos, multiple piercings and proudly worn scars of battle. Some shadar-kai on the material plane even scar themselves, finding that the pain refocuses their spirit to the material plane.

Cities in the Shadow

Many of the shadar-kai still on Toril are netherese, and returned with the hovering city of Shade Enclave in 1374 DR. When the shadow empire was destroyed in 1487 DR, the surviving shadar-kai were scattered to the winds, without a place to call home.

Not all shadar-kai are netherese, however, as some are either transformed humans and have grown up in Faerun, or are native to a city on the Shadowfell. Shadar-kai cities often have rigid laws and strict hierarchies, in an attempt to tame the unruly shadar-kai. Shadar-kai societies are often warlike, valuing martial prowess and bravery in battle. These societies are usually led by military commanders, a First Sword, or by spiritual leaders, such as High Priestess of Shar.

Shadar-kai Traits

Your shadar-kai character possesses a number of traits and talents, most of which are derived from their connection to the Shadowfell.

Ability Score Increase. Two different ability scores of your choice increase by 1.

Age. Shadar-kai reach adulthood at around 20 years, and often live to be 80 years of age.

Alignment. While the societies of shadar-kai are often rigid and draconic, there is an inherit restlessness in most shadar-kai, sometimes manifesting as a chaotic nature. The negative energies of the Shadowfell draws most shadar-kai towards a path of apathy and even evil, but shadar-kai who fight this pull are not unheard of.

Size. Most shadar-kai are between 5 and 6 feet tall. Your size is medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Shadar-kai are accustomed to the gloom of the Shadowfell, and you can see as well in dim light, as in light, out to a distance of 60 feet. You can also see in darkness, as if it were dim light, in the same distance. You can't discern colors in darkness, only shades of grey.

Negative Being. Your attunement to the negative energies of the Shadowfell grant you resistance to necrotic damage.

Shadowstep. When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. Once you use this feature, you must finish a short or long rest before you can use it again.

Languages. Common and one language of your choice.

Restless Shadar-kai

As a restless shadar-kai, your spirit longs for the shadowfell. When your control slips, some of it seeps from your grasp.

Ability Score Increase. Your Dexterity score increases by 1.

Swiftstep. You can use your Shadowstep as a reaction to a creature making an attack against you, causing the attack to miss. You make this choice before you know whether the attack hits or misses.

Waning Spirit. While on the material plane, you gain one level of exhaustion when you become paralyzed, stunned or unconscious (including when you sleep). This level of exhaustion remains until you take damage.

Wraithborn Shadar-kai

As a wraithborn shadar-kai, your being is intertwined completely with the essence of the Shadowfell.

Ability Score Increase. Your Intelligence score increases by 1.

Wraithform. When you use your Shadowstep trait, you appear at your destination as a shadowy, translucent being. Until the end of your next turn, you have resistance to all damage but force, psychic and radiant damage.

Negative Essence. You have vulnerability to radiant damage.

College of Twilight

A sinister tune seeps from the farthest corner of the dimly lit tavern. It seems to wrap itself around table legs and half-empty beer mugs, like a slithering snake coiling to strike. Theres a magic in that tune, it is clearly apparent, as the patrons sink back into their chairs, diminished and pale.

The College of Twilight is only for those who can accept a life in the shadows. It is not a path meant for those who indulge in the applauses of their audiences, or the brightly lit stage of a performance hall. Here a bard will learn secret magic, dark magic, a magic that should only be employed in the shadows.

Darkvision

Beginning at 3rd level, you can see as well in dim light, as in light, out to a distance of 60 feet. You can also see in darkness, as if it were dim light, in the same distance. You can't discern colors in darkness, only shades of grey.

If you already have the ability to see in darkness, the range of your darkvision instead extends by 60 feet.

Enervating Note

Also at 3rd level, you learn how to expend a use of your Bardic Inspiration to weaken an enemy. As a bonus action on your turn, you can roll a Bardic Inspiration die and subtract the roll from the Strength score of a creature within 30 feet that can hear you, unless it succeeds on a Constitution saving throw against your spell save DC. This can't reduce the creature's Strength score to less than 1 and lasts until it finishes a short or long rest. You can't use this feature again on the same creature until you've finished a long rest.

Animate Shadow

When you reach 6th level, you can animate your shadow with your dark tune. As an action, you can transform the shadow you cast into a shadow creature that shares your alignment and acts on your initiative. The creature has the same statistics as a *shadow* from the Monster's Manual, except that it doesn't spawn a new shadow if it kills a creature and its maximum hit points equals its normal maximum or twice your bard level, whichever is higher. As a bonus action on your turn, you can telepathically command it to perform any task it is able to.

The shadow creature dissipates after 1 minute, or if it is reduced to 0 hit points or is more than 60 feet away from you at the start of its turn. You can't animate your shadow again, until you've finished a long rest.

Darksong

At 14th level, the shadows lend power to your dark performances. While in dim light or darkness, any Bard spell you cast using a spell slot of 5th level or lower, takes effect as if you had cast it using a spell slot one level higher, than the one you used to cast it.



Darkness Domain

The dark deities - Bane, Shar, Lolth, Mask, the Shadow and others - have varying ideals and goals, but all value the power that can be found when light is absent. They encourage deceit, secrecy and stealth, and often charge their clerics with dispelling light where it is present and blinding those who seek to unravel truths better kept in the dark.

Darkness Domain spells

Cleric Level	Spells
1st	bane, false life
3rd	darkness, darkvision
5th	fear, hunger of hadar
7th	evard's black tentacles, phantasmal killer
9th	antilife shell, contagion

Bonus Proficiencies

At 1st level, you gain proficiency with your choice of either the Dexterity (Stealth) skill or the Charisma (Deception) skill.

Darkscreen

Also at 1st level, you can spend a bonus action on your turn to create a thin screen of magical darkness up to 10 feet wide and 10 feet high that you can see through, originating on the border of a square adjacent to you. It lasts until the end of your next turn or until you use a bonus action to dispel it.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Channel Divinity: Nightblast

Starting at 2nd level, you can use your Channel Divinity to harness darkness, banishing light and damaging your foes.

As an action, you present your holy symbol, and any magical light within 30 feet of you is dispelled. Additionally, each hostile creature within 30 feet of you must make a Constitution saving throw. A creature takes necrotic damage equal to 2d10 + your cleric level on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is not affected.

Improved Darkscreen

At 6th level, you can conjure your Darkscreen on the border of any square within 30 feet that you can see, and it lasts up to 1 minute.

Divine Strike

Beginning at 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Nightpriest

When you reach 17th level, you have resistance to damage that isn't force, psychic or radiant, while you are in dim light or darkness.



Shadowdancer

With an affinity for all things dark, you cling to the shadows, and the shadows cling to you. The darkness that might be unsettling, or even frightening, to others, grants you comfort, security and strength. In battle, yours is a dance of shadows, as you unleash upon your foes, unseen and deathly.

A shadowdancer might be a scout or warrior trained to operate in the shadow, without their choice of work environment making an impact on their view of the world. More often than not, however, the shadowdancers are fearsome assassins, trained in dark enclaves and with murderous agendas.

Shadow Illusion

Beginning at 3rd level, you can shape the shadows to your liking. While in dim light or darkness, you can cast the cantrip *minor illusion* (the spell save DC is 8 + your Dexterity modifier + your proficiency bonus).

Into the Darkness

Starting at 3rd level, you learn how to hide in even the slightest of shadows. You can attempt to hide even when you are only lightly obscured by dim light or darkness.

Shadow Step

At 9th level, you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You then have advantage on the first melee attack you make before the end of the turn.

Darkmire

When you reach 13th level, you gain the ability to turn the shadows against your enemies. You can choose any number of creatures within 30 feet of you, that are in dim light or darkness. Each creature must succeed on a Strength saving throw against a DC of 8 + your Dexterity modifier + your proficiency bonus or be restrained for 1 minute. As an action, a creature can free itself or another creature within reach from these restraining shadows, by succeding on a Strength check against the same DC.

Once you use this feature, you must finish a short or long rest before you can use it again.

Shadowstrike

Beginning at 17th level, you don't just strike from the darkness - you strike with it. When you attack and hit a creature with a sneak attack, that creature must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, its Strength score is reduced by 1d4. The creature dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the creature finishes a short or long rest.

School of Shadow

As a Shadowcaster you are dedicated to all aspects of arcane spellcasting, even those aspects lesser wizards choose to ignore. Instead of just relying on the Weave of magic to supply you with arcane power, you look deeper, to the shadows that magic casts in its wake. The weak-minded might object to your dark ways, thinking that utilizing the power that darkness offers is inherently evil, but you know that to be folly. There can be no shadows without light, and the innocent cast shadows just as deep as the sinners.

Opaque Spells

Starting at 2nd level, you learn how to obscure your spellcasting. When a creature attempts to counter a Wizard spell you cast, or dispel an effect created by a Wizard spell you've cast, it must always make a spellcasting ability check against a DC equal to 10 + the level of your spell to succeed, even if it would normally succeed automatically.

Shadowcaster

Also at 2nd level, you gain the ability to cast the shadow of a spell you've seen cast just before. As a reaction to a creature casting a spell, you can make a spellcasting ability check against a DC of 10 + the spell's level. If you succeed, you know that spell and can cast it using one of your spell slots, until the end of your next turn. You cast the spell as if it were a Wizard spell, and you use Intelligence as your spellcasting ability for the spell.

Once you use this feature, you can't use it again until you've finished a long rest.

Dark Rejeuvenation

At 6th level, you learn how to mend yourself with shadows. While in dim light or darkness, you can use a bonus action on your turn to regain 1d6 + half your wizard level hit points.

You can use this feature a number of times equal to your Intelligence modifier. Once you finish a long rest, you regain all expended uses.

Shade

Starting at 10th level, you have advantage on saving throws against poison and disease. Additionally, you no longer need to eat, drink or sleep, although you still need to spent 8 hours at rest to regain your spent spell slots.

Shadowmagic

When you reach 14th level in this class, the nature of your spells change on a fundamental level. If a creature would normally have advantage on saving throws against spells, it doesn't have advantage on saving throws against Wizard spells you cast.

Creatures of Shadow

There are several monsters and nonplayer characters spawned in shadows to use in your campaign. Below are several option for shadar-kai, including a shadar-kai mount, the powerful shade template that can be applied to any nonplayer character, and a few dark beasts to strike terror into the hearts of your players.

Dangers of the Shadowfell

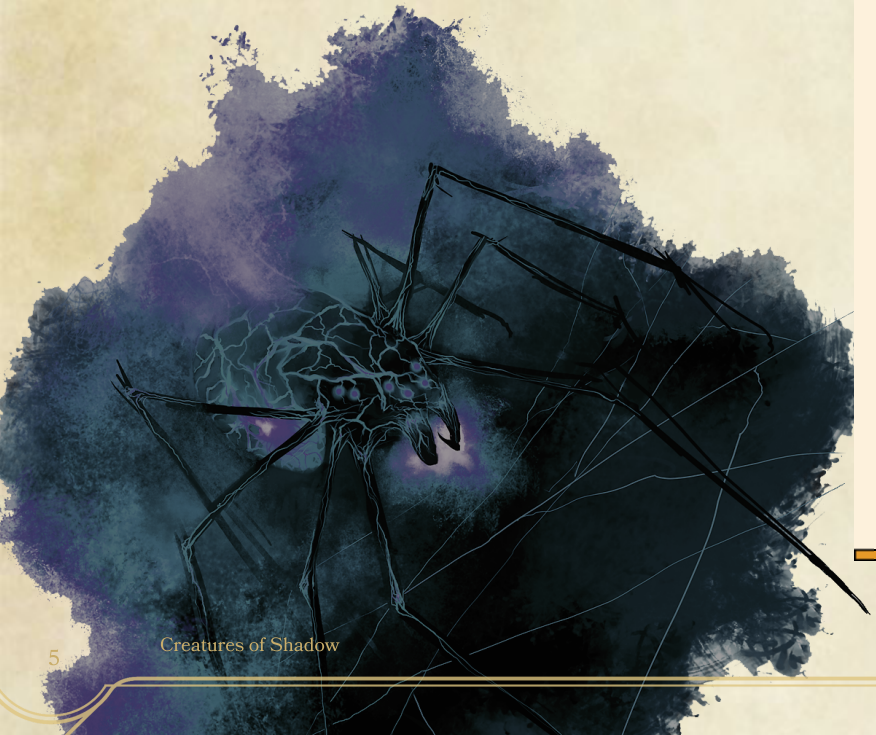
While most of these creatures are native to the Shadowfell - which you can read more about in the Dungeon Master's Guide, that doesn't mean your adventurers can't encounter them outside the realm of shadow.

The Shadowfell bleeds through to the material plane several places, especially in the dark of night. Your adventurers might find a Gloom Spider lurking in a dark corner in an abandoned ruin, waiting for unwary prey. Or they might be beset by a band of shadar-kai working for a deposed prince of Shade Enclave.

Below are a table of the creatures presented on these pages, as well as their type and challenge rating. Remember, as always, that challenge ratings are hard to calculate, and you should always match your monster against the abilities of your adventurers, when trying to figure out what is a suitable encounter.

Creatures of Shadow

Creature	Type	Challenge Rating
Gloom Spider	beast	4
Nightwalker	undead	9
Shadar-kai Soldier	humanoid	1/2
Shadar-kai Elite	humanoid	3
Shadowcaster	humanoid	5
Nightpriest	humanoid	7
Prince of Shade	humanoid	13
Veserab	monstrosity	2



Gloom Spider

The gloom spider is much like an ordinary giant spider - oh, well, as ordinary as those are - but makes its home on the Shadowfell, or in places on the material plane where the Shadowfell bleeds over. Its webbing carries negative energy, draining the vitality from any creature caught within. Eventually, the shadowy web leaves only a dessicated husk that the gloom spider can nibble on for weeks upon weeks.

Gloom Spider

Large beast, unaligned

Armor Class 16 (natural armor)
Hit Points 65 (5d10 + 10)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	4 (-3)	11 (+0)	4 (-3)

Skills Stealth +5
Damage resistances necrotic, poison
Senses Blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages -
Challenge 4 (1100 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and the target must make a DC 12 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, and half as much on a succesful one.

Shadow Web (recharge 5-6). Ranged Weapon Attack: +6 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the target can make a DC 13 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). While restrained, the target's Strength score is reduced by 1d4 at the start of its turn. The target dies if this reduces its Strength score to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Nightwalker

The dread of the Shadowfell are the towering Nightwalkers. Made entirely of shadowstuff and nightmares, these lumbering giants stalk the dark wastes, their yellow eyes scanning for prey. They feast upon the souls of the living, and when they are able, might even seep through to the material plane on the darkest of nights.

Irredemable Evil

Most of the time, the Nightwalker does not wish to communicate or seek parlay. Like lesser undead, such as zombies or ghouls, the Nightwalker is evil to its core, and exists only to kill and feed. In the rare occasions were it meets someone who deserves its respect or even commands its subservience, the Nightwalker imparts its emotions and intentions to its counterpart as dark images in their mind.



Dark Tacticians

The Nightwalker fights fairly straight-forward, commanding the shadows to aid it, while rending with its massive claws. It is vital for a Nightwalker's effectiveness that it remains in, or near to, the darkness. If faced with bright magical light, such as the spell *daylight*, the Nightwalker is likely to flee and wait for the spell to end, or might even find easier prey entirely.

Nightwalker

Huge undead, neutral evil

Armor Class 18 (natural armor)
Hit Points 105 (10d12 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	18 (+4)	11 (+0)	14 (+2)	11 (+0)

Saves Dex + 8, Con +8, Wis +6
Skills Perception +7, Stealth +8
Damage resistances bludgeoning, piercing and slashing from nonmagical weapons, necrotic
Damage immunities poison
Condition immunities charmed, exhaustion, frightened, poisoned
Senses Darkvision 120 ft., passive Perception 17
Languages -
Challenge 9 (5000 XP)

Magic Resistance. The Nightwalker has advantage on saving throws against spells and other magical effects.

Master of Shadows. Any non-undead creature that starts its turn within 30 feet of the Nightwalker while in dim light or darkness, must succeed on a Strength saving throw against a DC of 18, or be restrained (escape DC 18).

Turning Defiance. The Nightwalker and any shadows within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Multiattack. The Nightwalker makes two claw attacks and summons one shadow.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage plus 9 (2d8) necrotic damage, and the target must succed on a DC 16 Wisdom saving throw, or be frightened of the Nightwalker for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature succeeds on the saving throw against this effect, or the effect ends for it, it is immune for the next 24 hours.

Summon Shadow. The Nightwalker summons a *shadow* from a point in dim light or darkness within 30 feet, to serve it faithfully. The shadow acts immediately after the Nightwalkers turn.

Shadar-kai

Often covered in dark tattoos, piercings and grey scars, the shadar-kai are intimidating foes for any adventurer, whether encountered on the wastes of the Shadowfell or in a dark allyway on the material plane.

Fearless Warriors. The shadar-kai are fearless warriors that will dispassionately wade into combat, in search of eternal darkness. It is not the savage passion of a barbarian, but instead the grim acceptance of death's inevitability that drives the shadar-kai forward. Also, for some shadar-kai on the material plane, it is only the chaos of battle that makes them feel alive at all.

Martial Experts. Most shadar-kai train for battle, at least superficially. No distinction is made between male and female, when it comes to societal expectations or martial prowess, and shadar-kai of all stations are equally likely to take up the sword at some point. In most shadar-kai societies, a shadar-kai cannot hold public office unless he has done military service. Shadar-kai train with all types of weapons, but often favor aggression over defense, which is why many shadar-kai swear to the greatsword or the spiked chain.

Gods and Shadows. Shadar-kai do not have their own pantheon, but it is quite common for shadar-kai to worship Shar, the Lady of Loss. In societies where Shar is worshipped, her worship is often so dominant that the worship of other deities is prohibited. Her Nightpriests see to it that none break this most sacred rule.

In societies where the worship of Shar is not dominant, the shadar-kai worship a variety of different deities. Tempus - the god of war - is popular, as are Bane and Mask. Some Shadar-kai even worship more goodly aligned martial gods, such as Helm or Tyr.

Shadar-kai in Your Campaign

The shadar-kai can play many different roles in a campaign. Perhaps they are the remnants of the Shade Enclave, competing with the adventurers for a dark relic. Maybe the party has found their way to the Shadowfell, and happen upon a patrol of shadar-kai from the nearby city of Akin-Kâr. Or, the shadar-kai might be servants of a powerful priestess of Shar, who seeks to bring about the eternal night.

The Book of Shadows present four different types of shadar-kai protagonists or nonplayer characters:

Shadar-kai Soldier

The soldiers of the shadar-kai are as disciplined in their tactics, as they are chaotic in single combat. The common soldier will often wear his scars openly and proudly, even accentuating them with tattoos and piercings. Partial to the greatsword, a weapon that calls for offense over defense, the shadar-kai soldier's main purpose in battle is to do a lot of damage, before sinking into the eternal darkness.

Shadar-kai Elite

Revered and envied amongst their own, the shadar-kai elite are the strongest, fastest and most skilled from the shadar-kai ranks. Trained with the deathly spiked chain, a shadar-kai elite flies fearlessly into combat alongside his comrades. He'll often command his soldiers with brutal efficiency, valuing aggression over defense, and killing enemies over protecting lives.

Shadowcaster

The shadowcaster is the arcane backbone of the shadar-kai warriors. Often in a commanding position, the shadowcasters are masters of dark and deathly magic. They wield magic pulled from the Weave of Shadows - the empty spaces between the magical weave that grants most arcanists their magic - with devastating results.

Nightpriest

Shar's priests are zealous in their commitment to the Lady of Loss. They work with fervour to obscure the dark secrets they protect and to destroy those who seek to undo the Dark Lady's work. Nightpriests are utterly apathetic, as Shar requires of her servants, even to the plight of their own. Shadar-kai who revere Shar treat the nightpriests with great deference, and those who don't share their faith avoid them like the plague.



Shadar-kai Soldier

Medium humanoid (shadar-kai), any

Armor Class 14 (chain shirt)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	11 (0)	10 (0)	12 (+1)

Skills Acrobatics +3, Stealth +3
Damage resistances necrotic
Senses Darkvision 60 ft., passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

Actions

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 1) piercing damage.

Bonus Actions

Shadowstep (1/day). When in dim light or darkness, the shadar-kai can teleport up to 60 feet to an unoccupied space it can see that is also in dim light or darkness.

Shadar-kai Elite

Medium humanoid (shadar-kai), any

Armor Class 16 (breastplate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	13 (1)	10 (0)	12 (+1)

Skills Acrobatics +4, Stealth +4
Damage resistances necrotic
Senses Darkvision 60 ft., passive Perception 10
Languages Common
Challenge 3 (700 XP)

Actions

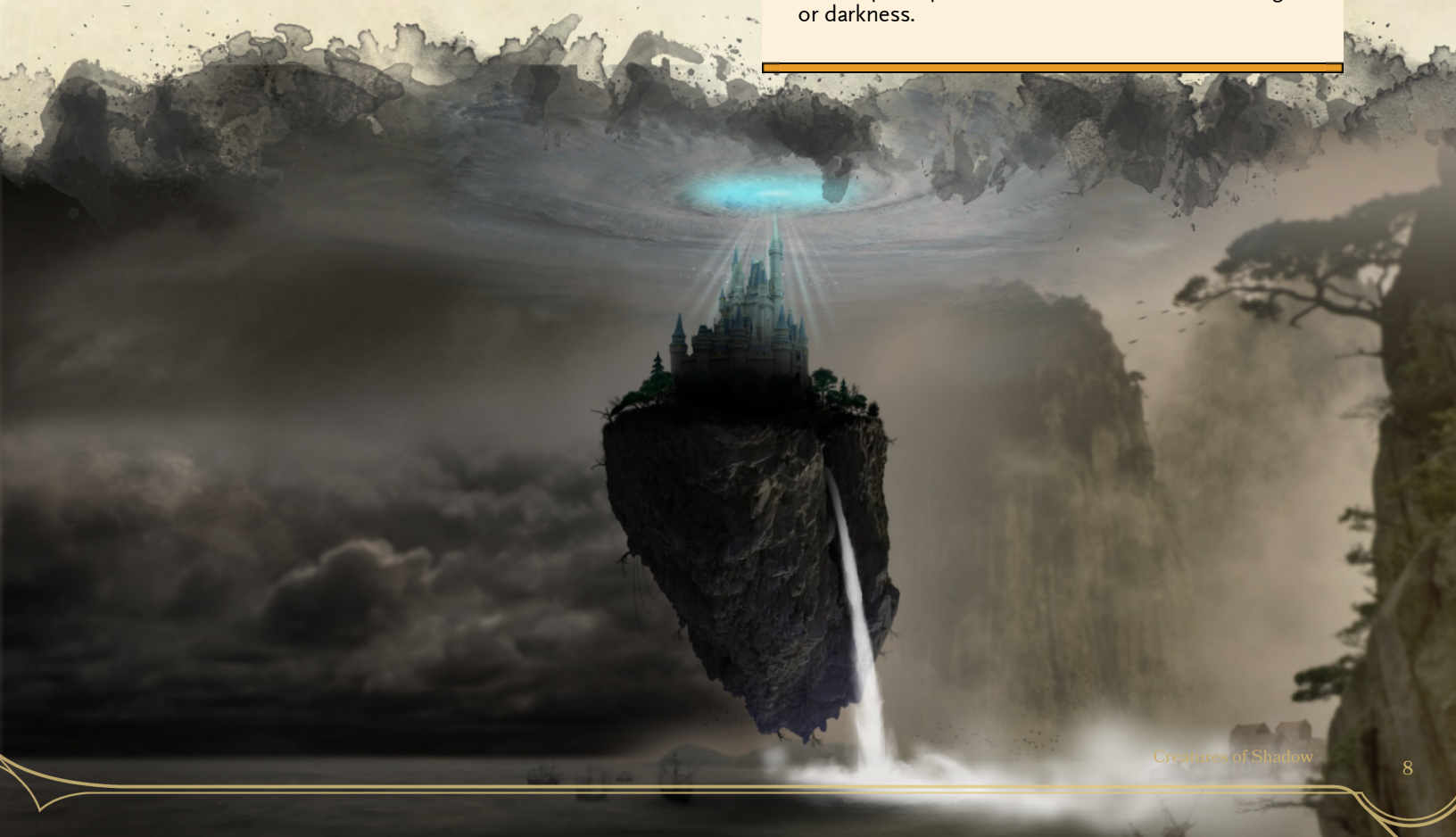
Multiattack. The shadar-kai elite makes two attacks on its turn.

Spiked Chain. *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit:* 8 (2d4 + 3) piercing damage and the target is grappled (escape DC 13). Until this grapple ends, the target takes 2d4 piercing damage at the start of its turn, and the shadar-kai elite can't grapple another creature.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Bonus Actions

Shadowstep (1/day). When in dim light or darkness, the shadar-kai elite can teleport up to 60 feet to an unoccupied space it can see that is also in dim light or darkness.



Shadowcaster

Medium humanoid (shadar-kai), any

Armor Class 12 (15 with mage armor)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	15 (+2)	13 (+1)	15 (+2)	13 (+1)	13 (+1)

Saving throws Int +5, Wis +4
Skills Arcana +5, Stealth +5
Damage resistances necrotic
Damage vulnerabilities radiant
Senses Darkvision 60 ft., passive Perception 11
Languages Common
Challenge 5 (700 XP)

Spellcasting. The shadowcaster is an 8th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The shadowcaster has the following spells prepared:

Cantrip (at will): *light, message, ray of frost, shocking grasp*
1st level (4 slots): *mage armor, magic missile, ray of sickness*
2nd level (3 slots): *darkness, hold person, invisibility*
3rd level (3 slots): *fly, vampiric touch*
4th level (1 slot): *evard's black tentacles*

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Bonus Actions

Wraithform Shadowstep (1/day). When in dim light or darkness, the shadowcaster can teleport up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It has resistance to all damage but force, radiant and psychic damage until the end of its next turn.

Reactions

Shadowcaster (1/day). As a reaction to a creature casting a spell, the shadowcaster can make a spellcasting ability check against a DC of 10 + the spell's level. If it succeeds, it knows that spell and can cast it using one of its spell slots, until the end of its next turn. It uses Intelligence as its spellcasting ability for the spell, even if it isn't a Wizard spell.

Nightpriest

Medium humanoid (shadar-kai), lawful evil

Armor Class 16 (breastplate)
Hit Points 72 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	13 (+1)	16 (+3)	14 (+2)

Saving throws Int +4, Wis +6
Skills Religion +6, Stealth +4
Damage resistances necrotic
Damage vulnerabilities radiant
Senses Darkvision 60 ft., passive Perception 13
Languages Common
Challenge 7 (2,900 XP)

Spellcasting. The shadowcaster is a 11th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The shadowcaster has the following spells prepared:

Cantrip (at will): *guidance, sacred flame, spare the dying*
1st level (4 slots): *bane, command, inflict wounds*
2nd level (3 slots): *darkness, hold person*
3rd level (3 slots): *animate dead, spirit guardians*
4th level (3 slots): *banishment, death ward*
5th level (2 slots): *contagion, flame strike*
6th level (1 slot): *create undead*

Actions

Multiattack. The nightpriest makes two dart attacks.

Dart. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing and 4 (1d8) necrotic damage.

Nightblast. Any magical light within 30 feet of the nightpriest is dispelled and all hostile creature within 30 feet of it must make a Constitution saving throw. A creature takes 2d10 + 11 necrotic damage on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from the nightpriest is not affected.

Bonus Actions

Darkscreen (3/day). The nightpriest can create a thin screen of magical darkness up to 10 feet wide and 10 feet high that it can see through, originating on the border of a square within 30 feet. It lasts for 1 minute or until the nightpriest uses a bonus action to dispel it.

Wraithform Shadowstep (1/day). When in dim light or darkness, the nightpriest can teleport up to 30 feet to an unoccupied space it can see that is also in dim light or darkness. It has resistance to all damage but force, radiant and psychic damage until the end of its next turn.

Veserab

Veserabs are flying creatures native to the shadowfell. A veserab is a large, winged worm, with a gaping maw of razor-sharp teeth. Like a bat, the blind creature uses echoes and sounds to navigate through the air. While they prefer smaller beasts of prey, flocks of veserabs are known to hunt humanoids if driven to desperate levels of hunger. In addition to its sharp teeth and long claws, a veserab can exude a toxic cloud to neutralize its prey.

A veserab reach maturity at around 5 years of age, and are close to their full size at around 7 years of age, although they can keep growing until they die. A veserab usually lives to around 40 years on the material plane, but can live far longer if they remain solely in the shadowfell.

Veserabs are often bred as mounts for shadar-kai warriors, as well as by the shadovar of Shade Enclave. Veserabs are fiercely loyal to the rider they bond to, and will strike out against anyone else who tries to mount them.



Veserab

Large monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 30 (4d10 + 8)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	4 (-3)	11 (0)	4 (-3)

Skills Perception +2, Stealth +4
Senses Blindsight 60 ft., passive Perception 12
Languages -
Challenge 2 (450 XP)

Keen Hearing. The veserab has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Multiattack. The veserab makes two attacks: one bite and one attack with its talons.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 8 (2d4 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 10 (2d6 + 3) slashing damage.

Noxious Cloud (Recharge 5-6). The veserab exhales a cloud of noxious fumes in a 10-foot cone. The cloud remains for 1 minute. A creature that starts its turn in the noxious cloud must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, and half that much on a succesful one. A creature that fails its save is also poisoned until the end of its next turn.

Shade

Like the shadar-kai, a shade is a being that is attuned to the Shadowfell. However, a shade is so fully consumed by shadows and darkness, that they are like shadow embodied. Nearly indistinguishable from the darkness they prefer to be in, shadows seem to cling to their skin and slither on their skin, especially when they're angry.

A creature often becomes a shade through powerful dark rituals, prolonged exposure to the gloom of the Shadowfell, or when chosen to service by a dark god, such as Mask or Shar. Shades are incredible powerful, especially when in their natural element: darkness.

Shade Template

When a creature becomes a shade, it retains the statistics it had before, but gains the features described below.

Damage Resistances. The shade has resistance to necrotic damage.

Darkvision. The shade has darkvision out to 60 feet.

Eternal Shade. The shade doesn't need to eat, drink or sleep, and it doesn't age at all.

Living Shadow. While in dim light or darkness, the shade has resistance to damage that isn't force, psychic, or radiant.

Regeneration. While in dim light or darkness, the shade regains 10 hit points at the start of its turn. If it takes radiant damage, it doesn't regain hit points at the start of its next turn. The shade dies only if it starts its turn with 0 hit points and doesn't regenerate.

Shadowstep. While in dim light or darkness, the shade can teleport as a bonus action to an unoccupied point it can see within 60 feet that is also in dim light or darkness.

Shadow Stealth. While in dim light or darkness, the shade can take the Hide action as a bonus action.

Malath Tanthul

As one of the many princes of Thultanthar Malath has lived for millenia. His father and most of his brothers died in the wars against Cormyr and the Dalelands, and when Shade Enclave crashed into the fabled city of Myth Drannor. Malath, however, survived, and now seeks to restore the glory of the shadovar.

Square-chinned and tall, Malath strike an imposing figure. He stays in the shadows, and the shadows seem to stay with him, oozing from his exposed skin and enveloping him like an armor. His tone is cool and disdainful, his words imperious and commanding. It is apparent, that he is not used to being told no. Malath wields a Darkspike, a dangerous spear that weakens those he strikes. Trained as both rogue and fighter, Malath Tanthul is a fearsome opponent.

In a campaign, Malath Tanthul could be the commander of the last vestiges of Shade Enclave's surviving shadar-kai soldiers, perhaps on a quest to retrieve dark relics that have been lost, or to cast the entirety of Toril into the darkness of the Shadowfell.

Malath Tanthul

Medium humanoid (human), chaotic evil

Armor Class 19 (half plate + shield)
Hit Points 127 (15d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	18 (+4)	14 (+2)	16 (+3)	16 (+3)

Saving throws Str +9, Dex +8, Con +9, Wis +8
Skills Perception +7, Stealth +9
Damage resistances necrotic
Senses Darkvision 60 ft., passive Perception 17
Languages Common, abyssal, draconic
Challenge 13 (10,000 XP)

Legendary Resistance (3/day). If Malath fails a saving throw, he can choose to succeed instead.

Living Shadow. While in dim light or darkness, Malath has resistance to damage that isn't force, psychic, or radiant.

Regeneration. While in dim light or darkness, Malath regains 10 hit points at the start of his turn. If Malath takes radiant damage, he doesn't regain hit points at the start of his next turn. Malath dies only if he starts his turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. Malath makes three attacks with Darkspike.

Darkspike. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage if used with two hands, plus 13 (3d8) necrotic damage. When Malath scores a critical hit on a creature with this weapon, the target must make a DC 15 Constitution saving throw. If it fails, it has disadvantage on Strength ability checks and saving throws, and deals only half damage with weapon attacks that use Strength. At the end of each of the target's turns, it can repeat the saving throw. On a success, the effect ends.

Darkmire. All hostile creatures within 30 feet of Malath, that are in dim light or darkness must succeed on a Strength saving throw (DC 15) or be restrained for 1 minute. As an action, a creature can free itself or another creature within reach from these restraining shadows, by succeding on a Strength check against the same DC.

Bonus Actions

Shadowstep. While in dim light or darkness, Malath can teleport as a bonus action to an unoccupied point he can see within 60 feet that is also in dim light or darkness.

Shadow Stealth. While in dim light or darkness, Malath can take the Hide action as a bonus action.

Magical Items

Darkspike

Weapon (spear), rare
This thin spear looks to be made of obsidian, yet feels as light as air. Small wafts of shadowstuff rise from the shaft as it is wielded in combat. You gain a +1 bonus to attack and damage rolls made with this magical weapon.

Additionally, when you score a critical hit on a creature with this weapon, the target must make a DC 15 Constitution saving throw. If it fails, the target has disadvantage on Strength ability checks and saving throws, and deals only half damage with weapon attacks that use Strength. At the end of each of the target's turns, it can repeat the saving throw. On a success, the effect ends.

Evertorch

Wondrous Item, very rare
This torch burns with an intensely bright light, although its flame bears no heat. Like the spell *daylight*, the Evertorch creates a 60-foot-radius sphere of light, and another 60 feet of dim light beyond that. This light banishes any magical darkness within its radius.

The torch burns eternally and can only be supressed by covering it with magical cloth (such as a Robe of Eyes or Shroud of Shadows) or by dispelling it (it is a 7th level spell).

Haunt

Weapon (shortbow), very rare
You gain a +2 bonus to attack and damage rolls made with this magical bow.

Once per day, when you reduce a creature to 0 hit points with an arrow fired from this bow, you can have a *shadow* rise from the corpse. The shadow acts on your initiative, and you can direct it to any action you choose, as a bonus action on your turn. The shadow dissappears after 1 minute, or if the creature it was spawned from regains consciousness.

Philter of Shadowstuff

Wondrous item, uncommon
This glass vial seems to be filled with a smokelike substance. It contains 1d3 + 1 doses of shadowstuff, an odorless, weightless liquid that seems to move on its own.

As an action, one dose can be smeared on the skin of a creature, wherefrom it spreads out to envelop the creature entirely. For 1 hour, that creature has resistance to all damage except force, radiant or psychic while in dim light or darkness.

Shadeshear

Weapon (any), rare (requires attunement)
You gain a +1 bonus to attack and damage rolls made with this magical weapon.

Shadowsbane. Additionally, when you hit a creature that is attuned to darkness or shadow (typically creatures that have features which only work while in dim light or darkness, such as a shadar-kai or a Way of the Shadow monk) with this weapon, that creature takes an extra 2d6 radiant damage.

Darkvision. You have darkvision out to 60 feet while attuned to this weapon.

Shroud of Shadows

Wondrous item, uncommon (requires attunement)
This cloak seems to be made of a silk so dark, that it reflects no color at all. While attuned to the Shroud of Shadows and wearing it, you have advantage on Dexterity saving throws and ability checks while in dim light or darkness.

However, while you are attuned to the shroud of shadows, you gain the trait *"I feel lethargic when out of the darkness"* and have disadvantage on Dexterity saving throws and ability checks while in bright light.

