



## SHADOW SORCERER

The power of the plane of shadow pulses through these sorcerers' blood. Whether through exposure to the raw shadow energy or as a descendant from an entity of that fell plane, darkness is a part of their very being. They are a pale reflection of life and more at home in the shadows that blanket their souls.

**Dark Disciples.** Shadow sorcerers can extend their inner shadows to blanket the area around them in magical darkness, melding into it completely.

**Twilight Fortitude.** These sorcerers are relentless and often can only be defeated by powerful blows or radiant damage.

**Shadow Hound.** Their connection to the plane of shadow allows a shadow sorcerer to summon a shadowy hound to protect them. Their howls are often the last thing their targets hear before the darkness overtakes them.

## SHADOW SORCERER

Medium humanoid (any race), any evil alignment

Armor Class 13  
Hit Points 38 (7d8 + 7)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	11 (+0)	12 (+1)	17 (+3)

**Skills** Deception +6, Stealth +6  
**Senses** darkvision 120 ft., passive Perception 11  
**Languages** any two languages  
**Challenge** 5 (1,800 XP)

**Darkness.** The sorcerer can cast *darkness* at will without the need for material or verbal components.

**Innate Spellcasting.** The sorcerer's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *chill touch*, *silent image*, *minor illusion*, *sleep*  
3/day each: *blindness/deafness*, *fear*, *fog cloud*, *ray of enfeeblement*  
1/day each: *black tentacles*, *blink*, *invisibility*

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

**Twilight Fortitude (1/Day).** If damage reduces the sorcerer to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the sorcerer drops to 1 hit point instead.

## ACTIONS

**Chill Touch.** Ranged Spell Attack: +6 to hit, range 120 ft., one target. Hit: 9 (2d8) necrotic damage, and the target can't regain hit points until the start of the sorcerer's next turn. If the target is undead, it also has disadvantage on attack rolls against the sorcerer until the end of the sorcerer's next turn.

**Staff.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

**Summon Shadow Hound (1/Day).** The sorcerer summons a shadowy hound to an unoccupied space it can see within 30 feet of it that uses the **dire wolf** stat block. The hound is size Medium, not Large, and it counts as a monstrosity, not a beast. The hound can move through other creatures and objects as if they were difficult terrain. It takes 5 force damage if it ends its turn inside an object. The hound remains on the material plane for 1 minute or until the sorcerer dismisses it as a bonus action.