

# SHADOVAR



ong and just was Netheril's reign, and dreadful shall be her vengeance, sheltered and nurtured in deepest shadow as Faerun suffered beneath the yoke of false gods and weak peoples.

Made strong in the crucible of loss, the Shadovar, true heritors to Netheril, embark to remind the world who built the stones they stand upon, and of the fate that awaits all usurpers.

## SHADOVAR LORE

**Arcana DC 15:** Shadovar are the undisputed masters of the esoteric discipline of shadow magic, spells which straddle the lines between thought and reality, between suggestion and creation. While such spells are famously difficult to dispel or counter, shadowcasters are said to have a similar difficulty dealing with workings of conventional spellcraft.

Even given their prodigious skills, the shadow magics of modern Shadovar pale in comparison to the works made possible in the years when they could draw upon the power of the true Shadow Weave of Shar.

**Arcana DC 20:** Among the ancient Netherese and the modern aspirants to their legacy, the term "arcanist" conveyed a wealth of meaning that the modern usage lacks.

Rather than simply a practitioner of the Art, a Netherese Arcanist was understood as a fully realized person, one developed as a magical, moral, and social being worthy of respect and recognition. Conversely, those who had not earned the title were considered a fundamentally lower form of being, in the rare case that they were considered at all. Worthy of stewardship and charity perhaps, but never pretensions to equality.

**History DC 10:** Loross, also known as Old High Netherese, is a constructed language of Netheril that employs draconic script, designed from the ground up to mirror and complement the grammatical structures of spellcraft.

It was long thought lost, but many of its most impenetrable secrets have been uncovered by scholars since the return (and subsequent fall) of The Shade Enclave from its long sojourn through the Shadowfell.

**History DC 15:** The Shadovar are a people born universally of noble blood, as the flying enclave they evaded The Doom of old Netheril upon was reserved for aristocrats.

This, combined with their near-universal pursuit of the arcane arts and disdain for anyone they consider beneath their level of mastery, makes dealing with Shadovar challenging for most of the cultures they encounter.

**Religion DC 10:** The Shadovar, Netherese exiles warped by centuries spent in the gloomy reaches of the Shadowfell, are thought to be the mostly highly favored of Shar's children, having kept unwavering faith with her for thousands of years.

**Religion DC 20:** In the time of old Netheril, Shar was goddess not only of loss and darkness, but of hatred, sleep, nightmares, illusions, lies, trickery, hiding places, betrayal, treachery, seduction, thieves, thievery, murder, winter.

The Shadovar hold these still to be her exclusive sacred domains, and the divinities that have wrested them from her as their greatest foes.

## SHADOVAR SOCIAL ENCOUNTERS

- Heroes of the realm are assembling in force at news of a wandering shadow-mage known as Larloch, believing that the dread Shadow King and his lich army move once more to wreak his deadly designs upon the world. In truth, the wandering mage is a distant descendant oblivious to the weight of the name he carries, and has offered a mighty heirloom of his line to any who can unearth his fearsome forebear and convince the Master of Warlock's Crypt to help clear up the misunderstanding.
- Casual, open Shar-worship has become trendy among the affluent youth of a local city, infuriating the secret cult that has been devoutly working her will in the darkness for centuries without detection. Rather than expose themselves directly, the cult has reached out through winding backchannels to hire performers willing to pose as true Shar devotees and frighten these dilettantes away from the path of true darkness.
- A Shadovar enclave has discovered the unexplored tomb of an ancient Netherese sorcerer-king, and no less than six prominent bloodlines have produced credible claims of being his most direct descendants and thus the rightful claimants of any artifacts within. While an extensive series of divinations are underway to assess each heritor's claim, one such family is quietly reaching out to passing adventurers to propose a discrete archaeological expedition.



# SHADOVAR

## SHADOWCASTER

Medium humanoid (shadowborn), neutral evil

**Armor Class** 15 (Mage Armor)

**Hit Points** 104 (16d8 + 32)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	15 (+2)	12 (+1)	10 (+0)

**Skills** Arcana +4

**Senses** Darkvision 120 ft. (penetrates Magical Darkness), Passive Perception 11

**Languages** Common, Loross, Netherese

**Challenge** 4 (1,100 XP)

**Shadow-Arcanist.** Checks made to detect, dispel or negate magic cast by the Shadovar have disadvantage.

### Actions

**Multiattack.** The Shadovar makes two attacks with its Shadows' Siphon, one of which it can replace with a use of its Bleak Snare or Repulse Light.

**Shadows' Siphon (2nd Level Spell).** Ranged Spell Attack: +4 to hit, range 100 ft., one target. Hit: 13 (3d8) necrotic damage.

If the target is not illuminated by Bright Light, it additionally gains disadvantage on the first Strength-based d20 roll it makes before the end of the Shadovar's next turn.

**Bleak Snare (2nd Level Spell).** One creature the Shadovar can see within 60 feet has its shadow drawn into deeper darkness, forcing the target to make a DC 12 Strength saving throw.

On a failure, the target is dragged up to 20 feet. If it ends this movement in Dim Light or Darkness, the target is restrained in place (escape DC 12) until illuminated by Bright Light.

**Repulse Light (3rd Level Spell).** A torrent of shadows stream forth from the Shadovar in a 30 foot cone, pushing each light source in the area up to 30 feet away, or extinguishing it if it can't be pushed.

A creature carrying an affected light source can make a DC 12 Strength saving throw, resisting the effect on a success.

**Sculpt Shadows (Recharge 5-6).** The Shadovar creates 3 (1d4 + 1) [Shadow Stalkers](#) in unoccupied spaces of Darkness it can see within 30 feet.

The shadows act on the Shadovar's turn and under its control, and disappear after 1 minute or if it uses this ability again.

## SHADOVAR NAMES

Shadovar primarily go by their surnames when dealing with strangers, tying themselves to the legacy of any notable forebears. Shadovar from less prominent families will often adopt the forename of their most notable parent or grandparent as a surname. Shadovar names are only loosely gendered; it is relatively common for Shadovar to use names associated with a gender other than their own.

Many such names will ring heavy with grim history to those who hear them, perhaps to a greater degree than their bearers intend; Shadovar typically judge mages of eras past purely on the greatness of their magical workings, and spend little thought judging their intentions or impact.

#	Male	Female
1	Alimon	Aumva
2	Alterin	Brennis
3	Derathar	Claristin
4	Draeyl	Dedela
5	Durmire	Fahren
6	Goroth	Gelereth
7	Ioulaum	Hosthren
8	Iriolarthas	Hadrhune
9	Karsus	Lamarak
10	Larloch	Laren
11	Malantish	Meldrest
12	Nelogen	Melega
13	Ormir	Peregrine
14	Orototh	Raffine
15	Rault	Reska
16	Ronthin	Savra
17	Serevin	Syletia
18	Tanthul	Telie
19	Tarchamus	Verial
20	Xorinth	Yothe

## SHADOVAR TACTICS

Shadovar fight selfishly and cautiously, and are more often found in the company of hirelings, cultists, and thralls than each other. In combat, they first summon allies with abilities such as [Sculpt Shadows](#) and [Shadowself Alliance](#), then seek to restrain, incapacitate, separate, or otherwise impede foes with spells such as [Bleak Snare](#), [Shadow Hollow](#), and [Banish Hope](#) while their minions focus on dealing damage and preventing foes from reaching them.

They prioritize as a target whichever foe wields the most impressive magical items, and will collect such items from fallen or incapacitated foes mid-combat if given the opportunity, typically fleeing immediately afterwards while their hirelings and summoned creatures cover their retreat.

## SHADOVAR GLOOM-ADEPT

Medium humanoid (shadowborn), neutral evil

Armor Class 15 (Mage Armor)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	15 (+2)	17 (+3)	13 (+1)	10 (+0)

**Saving Throws** CON +5, INT +6

**Skills** Arcana +6, Perception +4

**Senses** Darkvision 120 ft. (penetrates Magical Darkness), Passive Perception 14

**Languages** Common, Loross, Netherese

**Challenge** 6 (2,300 XP)

**Shadow-Arcanist.** Checks made to detect, identify, dispel or negate magic cast by the Shadovar have disadvantage.

### Actions

**Glimpse of True Nothing (3rd Level Spell).** The Shadovar opens the mind of a creature it can see to the infinite void that envelops the aberration of existence, forcing it to succeed on a DC 14 Wisdom saving throw or be Frightened and Dazed until the end of its next turn.

On a successful saving throw or when the spell ends for it, the target takes 14 (4d6) psychic damage.

A creature that fails this saving throw by 10 or more is unaffected by the spell.

**Glyph of Unmaking (4th Level Spell).** The Shadovar scribes a glyph of roiling shadow in the air at a point it can see within 60 feet.

Each creature in a 5 foot radius centered on it must succeed on a DC 14 Charisma saving throw or take 27 (5d10) force damage, or half as much on a success.

A creature killed by this damage turns to shadow and melts away, disintegrating entirely.

**Shadow Hollow (1/Day, 5th Level Spell, Concentration).** The Shadovar transforms a 15 foot cubic segment of an object it can see within 60 feet to an illusory version of itself.

The transformed segment acts as empty space. When this effect ends, each creature and object in the space is ejected to the nearest unoccupied space and takes 5 (1d10) force damage.

**Shadowself Alliance (1/Day, 5th Level Spell, Concentration).** The Shadovar animates its own shadow, creating a [Shadow Puppeteer](#) that acts on the Shadovar's turn and under its control.

## SHADOVAR EVINCAR

Medium humanoid (shadowborn), neutral evil

Armor Class 17 (Mage Armor)

Hit Points 156 (24d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	16 (+3)	13 (+1)	10 (+0)

**Saving Throws** DEX +7, INT +6

**Skills** Arcana +6, Athletics +5, Stealth +7

**Senses** Darkvision 120 ft. (penetrates Magical Darkness), Passive Perception 14

**Languages** Common, Loross, Netherese

**Challenge** 8 (3,900 XP)

**Shadow-Arcanist.** Checks made to detect, identify, dispel or negate magic cast by the Shadovar have disadvantage.

**On Wings of Black.** While in Dim Light or Darkness, the Shadovar has a fly speed equal to its movement speed.

### Actions

**Multiattack.** The Shadovar makes two attacks with its Nightsinger's Rapier, one of which it can replace with a use of its Darkvault or Sculpt Shadows, if available.

**Nightsinger's Rapier.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing plus 4 (1d8) necrotic damage.

A creature hit for the second time on a turn with this attack has one light it is carrying extinguished.

**Darkvault (3rd Level Spell, Concentration).** The shadows in a 60 foot radius around the Shadovar deepen to utmost black.

Each region of Darkness within the affected area becomes Magical Darkness, and can't be illuminated by nonmagical sources or by cantrips.

**Sculpt Shadows (Recharge 5-6).** The Shadovar creates 3 (1d4 + 1) [Shadow Stalkers](#) in unoccupied spaces of Darkness it can see within 30 feet.

The shadows act on the Shadovar's turn and under its control, and disappear after 1 minute or if it uses this ability again.

### Reactions

**Shroudstep Vindication (2nd Level Spell).** When the Shadovar is hit with an attack by a creature it can see within 30 feet, it can teleport to an unoccupied space of Dim Light or Darkness within 5 feet of the attacker and make a melee weapon attack against it.

If the vindicator teleports 10 feet or fewer in this way, this attack has advantage.

# SHADOVAR HIGH DEPRIVER

Medium humanoid (shadowborn), neutral evil

Armor Class 16 (Mage Armor)

Hit Points 195 (26d8 + 78)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	17 (+3)	18 (+4)	19 (+4)	16 (+3)

**Saving Throws** CON +7, INT +8, WIS +8

**Skills** Arcana +8, Perception +8, Religion +8

**Senses** Darkvision 120 ft. (penetrates Magical Darkness), Passive Perception 18

**Languages** Common, Loross, Netherese

**Challenge** 11 (7,200 XP)

**Shadow-Arcanist.** Checks made to detect, identify, dispel or negate magic cast by the Shadovar have disadvantage.

**Veil of Deprivation.** When a creature starts its turn within 30 feet of the Shadovar, the Shadovar can force it to succeed on a DC 16 Charisma saving throw or be cursed, or become immune to this effect for 24 hours on a success.

A creature Cursed in this way recovers no resources other than hit points upon completing a Short or Long Rest.

**Nurtured Spite (3/Day).** When the Shadovar succeeds on a saving throw to end an ongoing condition, it can immediately take an action.

## Actions

**Reave Spirit (3rd Level Spell).** Ranged Spell Attack: +8 to hit, range 60 ft., one target. Hit: 27 (6d8) psychic damage and the target must succeed on a DC 16 Charisma saving throw or lose attunement to one magic item it is attuned to (target's choice).

**Smothering Gloom (4th Level Spell).** Darkness pours into the mouth and nose of a creature in Dim Light or Darkness that the Shadovar can see within 60 feet, forcing it to succeed on a DC 16 Constitution saving throw or begin [Choking](#).

When the creature ends its turn in Bright Light, it can repeat this saving throw, ending the effect on a success.

**Banish Hope (5th Level Spell, Concentration).** A wave of overwhelming despair washes forth from the Shadovar in a 60 foot cone.

Each creature in the area must succeed on a DC 16 Wisdom saving throw or fall prone and be [Dazed](#) for the next minute (Save Ends at end of turn).

**Shadowstuff Mockery (6th Level Spell, Concentration).** The Shadovar conjures a semi-real [Darkweaver](#) that acts on its turn and under its control in an unoccupied space it can see within 60 feet.

While concentrating on this spell, the Shadovar takes 5 psychic damage at the beginning of each of its turns and can't voluntarily end its concentration.

**Umbral Oubliette (Recharge 5-6, 8th Level Spell, Concentration).** One creature the Shadovar can see within 60 feet sinks into its shadow, falling into the great nothing that lies beneath and before everything.

The creature takes 14 (4d6) psychic damage at the beginning of each of its turns, and can use its action to attempt to claw its way out (escape DC 16), ending the effect on a success.

When it does, a creature within 5 feet of the space it departed can use its reaction to give the creature advantage on its check.

## Reactions

**Embrace Loss (1st Level Spell).** When the Shadovar would make a saving throw, it can choose to fail.

If it does, it gains 15 temporary hit points that last until the end of its next turn.

## Legendary Actions

The Shadovar can take 3 legendary actions, choosing from the options below.

**Shadow Slip.** The Shadovar teleports up to 30 feet to a location it can see that is not in Bright Light.

**Stain the Soul (3rd Level Spell).** One creature the Shadovar can see within 30 feet must succeed on a DC 16 Wisdom saving throw or be Frightened of each source of Bright Light it can see until the end of its next turn.

**Reave Spirit (Costs 2 Actions).** The Shadovar makes an attack with its Reave Spirit.

# SHADOW MAGIC

## BANISH HOPE

*5th-level enchantment*

**Casting Time:** 1 action

**Range:** self (60 ft. cone)

**Components:** V, S

**Duration:** 1 minute, concentration

A wave of overwhelming despair washes forth from you in a 60 foot cone.

Each creature in the area must succeed on a Wisdom saving throw or fall prone and be [Dazed](#) for the duration.

At the end of each of its turns, an affected creature can repeat this saving throw, ending the effect on a success.

**Spell Lists.** Bard, Cleric, Paladin, Warlock

## BLEAK SNARE

*2nd-level abjuration*

**Casting Time:** 1 action

**Range:** 60 ft.

**Components:** V, S

**Duration:** 1 minute

You draw the shadow of a creature you can see within range into deeper darkness, forcing the target to succeed on a Strength saving throw or be dragged up to 20 feet in a direction of your choice.

If it ends this movement in Dim Light or Darkness, the target is restrained in place.

The creature can use its action to attempt a Strength (Athletics) or Dexterity (Acrobatics) check, escaping the restraint on a success.

This effect ends immediately for the creature if it becomes illuminated by Bright Light.

**Spell Lists.** Bard, Ranger, Sorcerer, Wizard

## DARKVAULT

*3rd-level illusion*

**Casting Time:** 1 action

**Range:** self (60 ft. radius)

**Components:** V, S, M (a splinter of coffin wood)

**Duration:** 1 hour

The shadows in a 60 foot radius around you deepen to utmost black.

Each region of Darkness within the affected area becomes Magical Darkness for the duration, and can't be illuminated by nonmagical sources or by cantrips.

**At Higher Levels:** When you cast this spell with a spell slot of 5th level or above, the duration becomes 24 hours.

When you cast this spell with a spell slot of 7th level or higher, the spell lasts until dispelled.

**Spell Lists.** Bard, Cleric, Sorcerer, Wizard

## EMBRACE LOSS

*1st-level abjuration*

**Casting Time:** 1 reaction, which you take when you would make a saving throw

**Range:** self

**Components:** V, S, M (a fingerbone removed from your body)

**Duration:** 1 round

*Requires the spellcaster to have removed their finger without assistance.*

You relinquish yourself to forces beyond your control, choosing to fail a saving throw instead of rolling.

Before suffering the saving throw's effects, you gain 15 temporary hit points that last until the end of your next turn.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the temporary hit points increase by 5 for each slot level above 1st.

**Spell Lists.** Bard, Cleric, Paladin, Sorcerer

## GLIMPSE OF TRUE NOTHING

*3rd-level illusion*

**Casting Time:** 1 action

**Range:** 60 ft.

**Components:** V

**Duration:** 1 round, concentration

*Requires the sanction of Shar.*

You open the mind of a creature you can see to the infinite timeless void that envelops the fleeting aberration of existence.

The target must succeed on a Wisdom saving throw or be Frightened and Dazed until the end of its next turn as it struggles against reality.

On a successful saving throw or when this effect ends for it, the creature takes 4d6 psychic damage as the Dark Lady's truth finds brief footing in its mind.

A creature that fails the initial saving throw by 10 or more is completely unaffected by the spell.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the duration becomes 1 minute.

**Spell Lists.** Bard, Cleric, Paladin

## GLYPH OF UNMAKING

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** 60 ft.

**Components:** V, S, M

**Duration:** instantaneous

*Requires a spellcaster that has forgotten a loved one's face.*

You scribe a glyph of roiling shadow in the air at a point you can see within range where it flares, draining the reality from around it in a 5 foot radius.

Each creature in the area must succeed on a Charisma saving throw or take 5d10 force damage, or half as much on a success.

A creature killed by this damage turns to shadow and melts away, disintegrating entirely.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the force damage increases by 1d10 for each slot level above 4th.

**Spell Lists.** Bard, Cleric, Paladin, Sorcerer, Warlock, Wizard

## ON WINGS OF BLACK

*4th-level illusion*

**Casting Time:** 1 action

**Range:** self

**Components:** V, S, M (a piece of gossamer lace)

**Duration:** 1 hour

A mantle of shadow spreads out behind you, granting you a flying speed of 60 feet while you are in Dim Light or Darkness for the duration. When you are illuminated by Bright Light or the spell ends, you immediately fall if you are still aloft.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the duration becomes 8 hours.

**Spell Lists.** Cleric, Paladin, Sorcerer

## REAVE SPIRIT

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 60 ft.

**Components:** V, S, M (a stolen memento, thought lost by its owner)

**Duration:** instantaneous

Wisps of shadow rush forth at your command, tearing through a creature within range. Make a ranged spell attack.

On a hit, the target takes 6d8 psychic damage. Then, if the target is attuned to one or more magic items, it must succeed on a Charisma saving throw or lose attunement to one such item of its choice.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the psychic damage increases by 1d8 for each slot level above 3rd.

**Spell Lists.** Artificer, Bard, Cleric, Paladin

## REPULSE LIGHT

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 60 ft.

**Components:** V, S

**Duration:** instantaneous

You raise a hand and a torrent of shadows streams forth in a 30 foot cone, pushing each light source in the area up to 30 feet away.

An affected nonmagical light source or magical light produced by a spell of 3rd level or below is extinguished if it can't be pushed due to being anchored in place.

A creature carrying an affected light source can make a Strength saving throw, resisting the spell on a success.

**Spell Lists.** Artificer, Bard, Cleric, Paladin, Sorcerer, Wizard

## SHADOW'S SIPHON

*2nd-level necromancy*

**Casting Time:** 1 action

**Range:** 60 ft.

**Components:** V, S, M (a smear of lampblack)

**Duration:** 1 round

You call the shadows around a creature in range to reach ephemeral claws toward it. Make a ranged spell attack.

On a hit, the target takes 3d8 necrotic damage.

If the target is not illuminated by Bright Light, on a hit the target additionally gains disadvantage on the first Strength-based d20 roll it makes before the end of your next turn.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the necrotic damage increases by 1d8 for each slot level above 2nd.

**Spell Lists.** Artificer, Sorcerer, Wizard

## SHADOWSELF ALLIANCE

*5th-level illusion*

**Casting Time:** 1 action

**Range:** 60 ft.

**Components:** V, S, M (a threaded silver needle worth 1 sp)

**Duration:** 1 minute, concentration

You grant your shadow a semblance of life and will, transforming it into a [Shadow Puppeteer](#) that acts directly after you on your initiative and follows your mental commands.

The first time you cast this spell, it does not require concentration, the transformed Shadow is hostile toward you, and it does not follow your commands. If you do not defeat your Shadow unaided, you become unable to cast this spell ever again and can replace it with another spell from your class' spell list.

**Spell Lists.** Bard, Cleric, Paladin, Sorcerer, Warlock

## SHADOWSTUFF MOCKERY

6th-level illusion

**Casting Time:** 1 action

**Range:** 60 ft.

**Components:** V, S, M (a trophy worth at least 1 sp taken from the slain creature, which the spell consumes)

**Duration:** 1 minute, concentration

You conjure a semi-real shadowy duplicate of a nonlegendary creature you have slain of CR equal to your level or below in an unoccupied space you can see within range.

The conjured duplicate acts on your turn directly after you and follows your mental commands.

While concentrating on this spell, you take psychic damage equal to half the creature's CR at the beginning of each of your turns and can't voluntarily end your concentration.

**Spell Lists.** Bard, Cleric, Sorcerer, Wizard

## SHROUDSTEP VINDICATION

2nd-level conjuration

**Casting Time:** 1 reaction, which you take when you are hit with an attack by a creature you can see within 30 feet.

**Range:** 30 ft.

**Components:** V, S

**Duration:** instantaneous

You teleport to an unoccupied space of Dim Light or Darkness within 5 feet of a creature that hit you with an attack, then can make a melee weapon attack against it.

If you teleported 10 feet or fewer in this way, this attack has advantage.

**Spell Lists.** Paladin

## SMOTHERING GLOOM

4th-level evocation

**Casting Time:** 1 action

**Range:** 60 ft.

**Components:** V, S, M (a pinch of raven's down)

**Duration:** 1 minute

Darkness pours into the mouth and nose of a creature in Dim Light or Darkness that you can see within range, forcing it to succeed on a Constitution saving throw or begin

[Choking](#).

When the target ends its turn illuminated by Bright Light, it can repeat this saving throw, ending the effect on a success.

**Spell Lists.** Bard, Cleric, Paladin, Sorcerer, Warlock, Wizard

## STAIN THE SOUL

3rd-level enchantment

**Casting Time:** 1 bonus action

**Range:** 30 ft.

**Components:** V, S, M (a rodent's tail)

**Duration:** 1 round

You inculcate a dreadful fear of light in a creature you can see within range, forcing it to make a Wisdom saving throw.

On a failure, the target is Frightened of each source of Bright Light it can see until the end of its next turn.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, you can target one additional target for each slot level above 3rd.

**Spell Lists.** Bard, Cleric, Paladin, Warlock

## SHADOW HOLLOW

5th-level transmutation

**Casting Time:** 1 action

**Range:** 60 ft.

**Components:** V, S, M (a pinch of ash collected from a burned, unopened letter)

**Duration:** 1 hour (concentration)

You transform a segment of a nonmagical object or surface into an illusory version of itself. The segment can be no larger than a 15 foot cube, and must extend from a point on the object or surface you can see within range.

The transformed segment's appearance remains unchanged, but it otherwise acts as empty space. A creature can make an Intelligence (Investigation) or Wisdom (Perception) check against your spell save DC to notice this effect.

When the spell ends, each creature and object in the space is ejected to the nearest unoccupied space and takes 5 (1d10) force damage.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the maximum size of the affected segment increases by 5 feet in each direction for each slot level above 5th.

**Spell Lists.** Artificer, Bard, Sorcerer, Warlock, Wizard

## UMBRAL OUBLIETTE

*8th-level conjuration*

**Casting Time:** 1 action

**Range:** 60 ft.

**Components:** V, S,

**Duration:** 1 minute, concentration

One creature you can see within range sinks into its own shadow, falling into the great nothing that lies beneath and before everything.

The creature takes 4d6 psychic damage at the beginning of each of its turns, and can use its action to attempt to claw its way out with a Strength (Athletics) or Dexterity (Acrobatics) check, ending the effect on a success.

When it does, a creature within 5 feet of the space it departed can use its reaction to give the creature advantage on its check.

When this effect ends for a creature, it reappears in the space it departed from, or the nearest unoccupied space if it cannot.

**At Higher Levels:** When you cast this spell using a spell slot of 9th level, the psychic damage increases by 4d6.

**Spell Lists.** Bard, Cleric, Sorcerer, Wizard



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## ART CREDITS

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GOBLIN BY  
RAE ELDERIDGE



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