

SHADOWS

SHADOW LORE

Arcana DC 15: While shadows are typically classified as a form of undead due to their affinity for negative energy, their taxonomy is a means of some contention, since it is unclear whether they contain anything at all of the creatures which once cast them, or whether shadow itself is a sort of pure elemental force of which they are an expression.

Nature DC 10: The shadow's most fearsome ability is its power to reach into the core of a living being and drain its strength, weakening them until they are consumed by their own shadows which rise as free-willed terrors. Those who travel in darkness are most vulnerable to this ability.

Nature DC 15: Shadows of all kind are highly sensitive to light; while the weakest ones are dispelled by it entirely, certain more powerful shadows are known to grow more corporeal in its presence, able to act more substantially in the physical world while simultaneously growing more vulnerable to traditional attacks and diminishing their most dangerous destructive powers.

SHADOW STALKER TACTICS

Shadow stalkers approach from stealth, using their Amorphous trait to squeeze through tiny cracks or hide in impossible spaces, then swarm the nearest creature, draining its strength score down below 5 before attempting to use their Ephemeral Shove. If a creature approaches with a source of bright light, they retreat and hide before attempting to Douse it.

SHADOW STRANGLER TACTICS

Shadow stranglers approach in stealth as shadow stalkers do, opening with an attack determined by the level of light but prioritizing as a target any creature carrying a source of bright light.

The strangler uses its Shadow Glide whenever available if it is not grappling a creature.

SHADOW PUPPETEER TACTICS

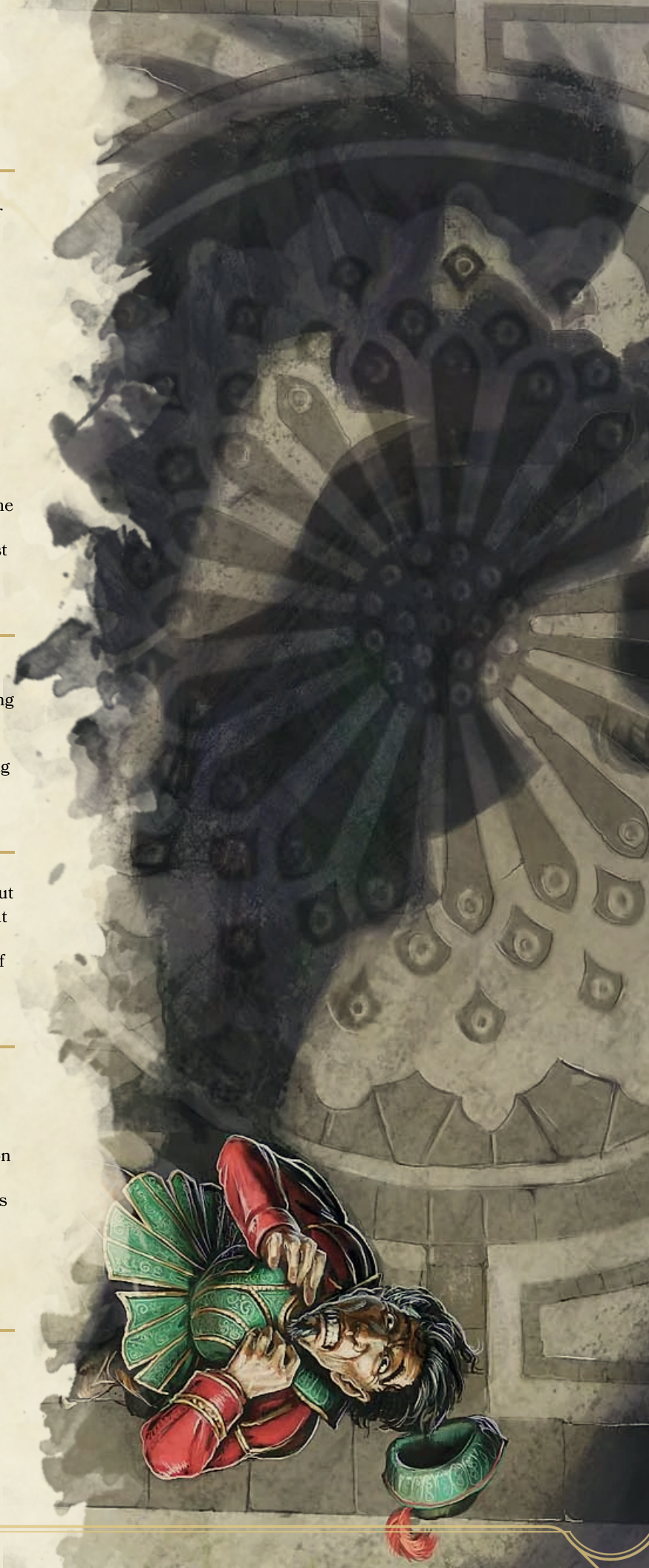
The shadow puppeteer often attempts to attach itself to a creature from stealth, targeting the weakest among a group, especially one in a group that carries no source of bright light, then travels with them for a time, mimicking the creature's true shadow as it waits for a moment of distraction or peril to strike.

Once combat is joined, it compels the creature to attack its allies or leap into other dangers, using its Rend Strength if available against any who come within its reach, and otherwise Dodging or attempting to Hide.

ENCOUNTERS

CR 12 Encounter 3,500 XP

- 1 Shadow Puppeteer (CR 5)
- 2 Banderhobb Filches (CR 2)
- 5 Shadow Stalkers (CR M3)



SHADOW STALKER

Medium undead, neutral evil

Armor Class 12
Hit Points 58 (9d8 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	11 (+0)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +6
Damage Immunities Necrotic, Poison
Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Darkvision 60 ft., Passive Perception 10
Challenge M3 (140 XP)

Amorphous The shadow can move through a space as narrow as 1 inch wide without squeezing.

Destroyed by Light. If the shadow starts its turn in bright light, it may not take actions that turn other than to Dash or Hide. A shadow that ends its turn in bright light is destroyed.

Minion. If the creature takes damage from an attack or as the result of a failed saving throw, its hit points are reduced to 0. If the creature takes damage from another effect, it dies if the damage equals or exceeds its hit point maximum, otherwise it takes no damage.

Actions

Ephemeral Shove (Group Attack). Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 3 bludgeoning damage and the target must succeed on a DC 6 Strength saving throw or take an additional 2 bludgeoning damage and be knocked prone.

Strength Siphon (Group Attack). Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: The target's Strength score is reduced by 1, to a minimum of 1, until it completes a Short or Long Rest.

A creature whose Strength is reduced to 1 in this way cannot stand from prone without a creature using an Action to assist it.

Douse. The shadow reduces a source of bright light it can see within 60 feet to dim light, or extinguishes a source of dim light it can see in the area. If the shadow is hidden, this action does not reveal its position.

SHADOW STRANGLER

Medium undead, neutral evil

Armor Class 13
Hit Points 58 (9d8 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	15 (+2)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +7
Damage Vulnerabilities Radiant
Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Necrotic, Poison
Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Darkvision 60 ft., Passive Perception 10
Challenge 2 (450 XP)

Amorphous The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a Bonus Action.

Light Dependence. While in darkness, the shadow is invisible and can use its strength drain. While in bright light, the shadow has advantage on attack rolls, but loses its damage resistances.

Actions

Shadow Choke (Dim or Bright Light only). Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 17 (4d6 + 3) necrotic damage, and the target is grappled and cannot breathe (escape DC 10). This grapple is broken if the shadow is in darkness.

If the target was already grappled, the target must succeed on a DC 13 Constitution saving throw or lose its held breath and begin to suffocate.

Strength Drain (Darkness only). Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: The target's Strength score is reduced by 2 (1d4) until it completes a Short or Long Rest.

The target dies if this reduces its Strength to 0. A humanoid killed by this attack has its shadow rise as a **Shadow Stalker** at the beginning of its following turn.

Reactions

Shadow Glide (Dim light only). As a reaction to taking damage of a type it is resistant to, the shadow may teleport up to 60 feet and turn invisible until the end of its next turn, or until it makes an attack.

SHADOW PUPPETEER

Medium undead, neutral evil

Armor Class 14

Hit Points 105 (14d8 + 42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	19 (+4)	17 (+3)	6 (-2)	10 (+0)	13 (+1)

Skills Deception +4, Stealth +10

Damage Vulnerabilities Radiant

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Necrotic, Poison

Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 10

Challenge 5 (1,800 XP)

Amorphous The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a Bonus Action.

Light Dependence. While in darkness, the shadow is invisible and can use its strength drain. While in bright light, the shadow has advantage on attack rolls, but loses its damage resistances.

Actions

Rend Strength (Darkness only). Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 18 (4d6 + 4) necrotic damage and the target's Strength score is reduced by 3 (1d6) until it completes a Short or Long Rest.

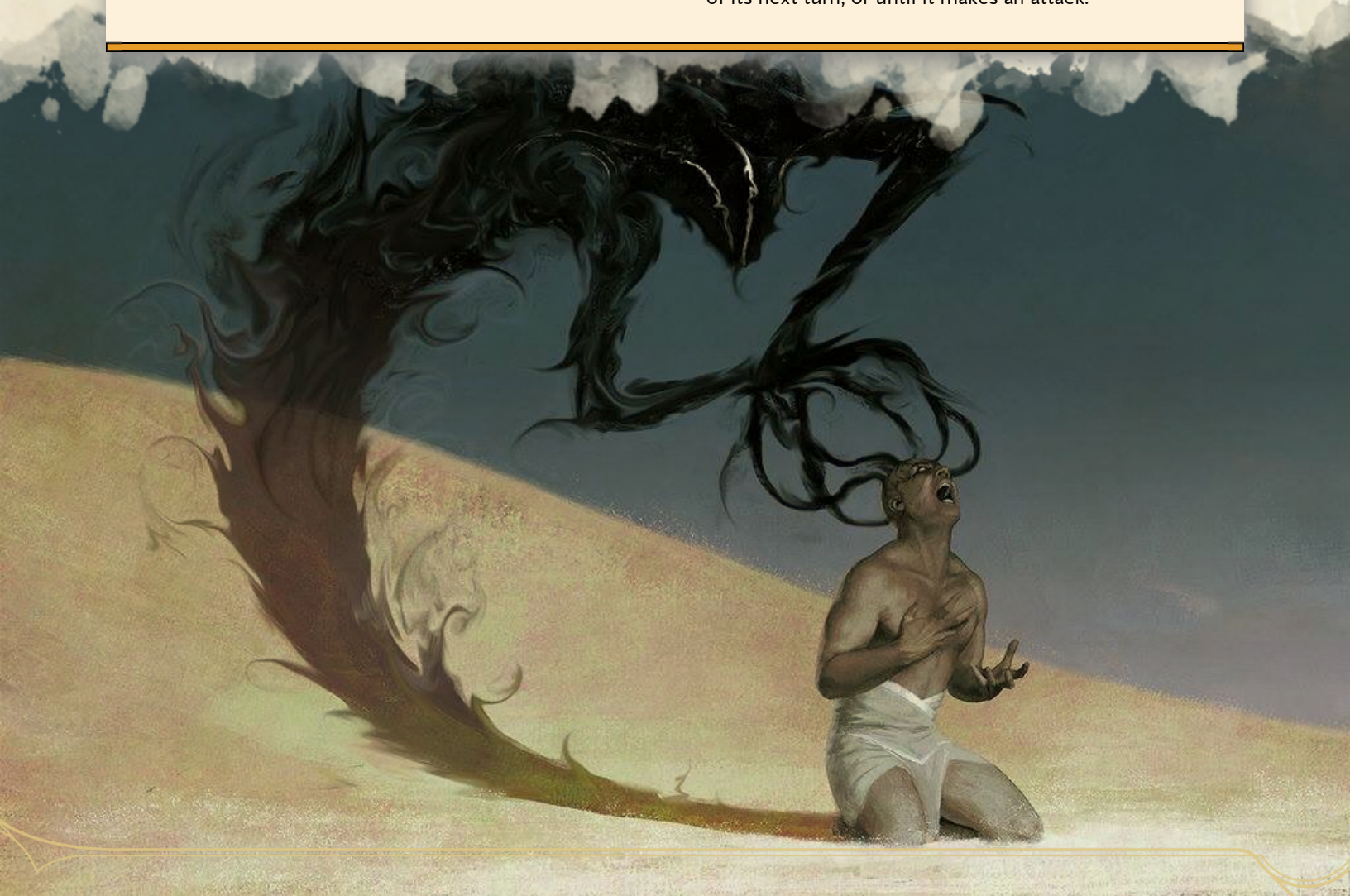
The target dies if this reduces its Strength to 0. A humanoid killed by this attack has its shadow rise as a **Shadow Stalker** at the beginning of its following turn.

Puppeteer. One creature within 5 feet of the shadow must succeed on a DC 12 Strength saving throw or have the shadow attach itself to it (escape DC 12), displacing the creature's natural shadow.

While the shadow is attached in this way, it moves with the creature, and at the beginning of each of the creature's turns the shadow can force it to succeed on a DC 12 Strength saving throw or act under the shadow's control this turn.

Reactions

Shadow Glide (Dim light only). As a reaction to taking damage of a type it is resistant to, the shadow may teleport up to 60 feet and turn invisible until the end of its next turn, or until it makes an attack.



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If you've got any monsters you'd like to see statted up by me, leave me a comment over in the permanent thread in [r/bettermonsters](#) and I'll put something together for you.

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