



SHADOW KNIGHT

## NEW FIGHTER ARCHETYPE

Not everyone who can tell you which end of a sword to hold is a fighter: that title is reserved for the trained guards, valiant knights, and masterful veterans of the world, and apart from their shared expertise with weapons, armor, and combat, few two fighters are exactly the same. Fighters are focused on the honing of their skill in combat, adapting to the settings around them and developing new solutions to the challenges they face. Some choose to focus on the mastery of one particular weapon or develop keen tactical skill, whereas others rely on clever magical forces to enhance their martial prowess. Beyond that, weapon and armor preference play a significant part in determining a fighter's role. When you are a fighter, you're equipped to face the world's dangers head-on.

### SHADOW KNIGHT

Fighters touched by the plane of shadow itself reign supreme in the dark. These warriors, called Shadow Knights, cloak themselves in darkness to become elusive phantoms on the battlefield. With each strike, they unleash the dark and chilling powers of the realm of shadow, sowing fear and uncertainty in the hearts of their enemies. While evil often thrives in darkness, Shadow Knights have no singular motivation, and simply use the powers of darkness as they would a sword or shield.

### DARK GAZE

When you choose this archetype at 3rd level, you're touched by the plane of shadow. You can see normally in dim light and darkness—both magical and nonmagical—to a distance of 60 feet. This range increases to 120 feet when you reach 10th level in this class. While you're touching another creature, you can choose to share this benefit with that creature.

### MANIFEST SHADOW

Also at 3rd level, you can use a bonus action to manifest an object made of solid shadow in your hand. If the object isn't a weapon, it can be no larger than 1 foot on a side and weigh no more than 5 pounds, and its form must be that of a nonmagical object that you've seen.

If the object is a weapon, you can choose the form that it takes, although it must be a melee weapon. You are proficient with it while you wield it. Its damage die is a d8 (adding your Strength or Dexterity modifier to the damage roll as normal), and it deals psychic damage to any creature it hits; the weapon is harmless against objects and structures. The weapon has the finesse, light, and thrown properties (range 20/60), and when you use it to hit a nonmagical light source (such as a lamp or torch), the light is extinguished. In addition, when you use the weapon to attack a target that's in dim light or darkness, you make the attack roll with advantage.

If you drop the shadow object or throw it, it dissipates at the end of the turn. Otherwise, the object dissipates when you use this feature again or when you command it to dissipate (no action required). You can use a bonus action to cause the object to reappear in your hand.

### COVER OF DARKNESS

By 7th level, armor you wear no longer imposes disadvantage on your Dexterity (Stealth) checks. In addition, the shadows you take refuge in protect you: you gain a +2 bonus to Dexterity saving throws while in dim light or darkness.

### UMBRAL SHATTER

Starting at 10th level, once per turn when a shadow object dissipates, you can repurpose its shadowstuff before it returns to the plane of shadow. When you do, choose one of the effects below. Some of these effects require a target to make a saving throw, which uses a DC of 8 + your Wisdom modifier + your proficiency bonus.

**Blinding Shade:** When the object dissipates, each creature within 10 feet of it must succeed on a Constitution saving throw or be blinded for 1 minute. A blinded creature can make another Constitution saving throw at the end of each of its turns, ending the effect on itself on a success. Once a creature succeeds on the saving throw against this effect, it's immune to it for the next minute.

**Cloak of Shadow:** When the object dissipates, choose up to four creatures within 10 feet of the object. For the next hour, those creatures have advantage on Dexterity (Stealth) checks.

**Darkness Well:** When the object dissipates, it's replaced by a 5-foot-radius sphere of magical darkness that's centered on a point you choose within 5 feet of the object. The darkness remains for 1 minute or until you end the effect using a bonus action.

**Eyes of the Dark:** When the object dissipates, choose up to four creatures within 10 feet of the object. For the next hour, those creatures gain the benefits of your Dark Gaze feature.

When you create one of these effects, any other Umbral Shatter effect immediately ends. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

## SHADOW SNEAK

---

Starting at 15th level, when a shadow object dissipates, you can immediately teleport to an unoccupied space within 5 feet of it. Once you use this feature, you can't do so again until you finish a long rest, unless you expend a use of your Umbral Shatter feature to use it again.

## UMBRAL WARRIOR

---

By 18th level, your connection to the plane of shadow is so strong that it empowers your ability to manifest from it. Your shadow weapons deal 1d10 psychic damage to creatures hit by them, instead of 1d8, and whenever you use one of the options from your Umbral Shatter feature, any hostile creature within 10 feet of the dissipating object must also make a Wisdom saving throw. On a failed save, a creature takes 1d10 psychic damage, or half as much damage on a successful one.

# THIS CONTENT IS MADE POSSIBLE BY HEROES LIKE YOU

This monthly content takes multiple artists, designers, writers, and editors to make each month. Your extraordinary pledge helps sustain this monthly effort, and earns you a special place here in this document. Thank you so much for your continued enthusiasm and support: it truly makes a difference to not only me, but to the creators who help produce this content and to everyone around the world who gets to enjoy it. You are truly the legendary heroes among us.

Takarra Myers  
crow  
Aaron McC.  
Wicketman2  
BlindCourage  
Kulgan  
Joshua domena  
LessThanAverage  
BinaryScrub  
A S  
TheWindMagi  
Løkke Kronel  
Persephone Nyling  
Koolhandz  
Mikey C  
Mason Wright  
Kevin Scharf  
Seth Tcha  
Lore Warned  
Jon -The Trickster-  
Snow  
Jaizure  
Bai Sha  
I'm In Your Walls  
Eliza  
Big Pappa  
Thurston Gray  
Kappa VA  
Shawn McBride  
Tanner Hermanson  
kataki kutabare  
Rin Dire  
Joe Maynard  
Dylan Guillaume  
carlos spicywiener  
Gavin Griffith  
kirsty hunt  
dreamsgon  
Sean Meagher  
Greg Bush  
Mykle Higgins  
Imagen  
Adrian Mares  
Dominguez  
saiya165  
Trevor  
Joshua Schroeder  
Pepeabi

Diondria Woodhouse  
Shann Chaudhry  
Markus Retzer  
Tiffany C  
Tom - The Gaming  
Peeples  
Remy Starshade  
Cole Murski  
Senator Doom  
GrinningJackal  
Diego Calderon  
Jamie Fregien  
thirteen\_one  
Jonatan Pedersen  
Angela Wanden  
JollySwagman  
Sam  
Michael O'Connor  
Mickey Robinson  
DeoRexus  
Chaot3ch  
Julio Mistral  
AmusedSnoopy  
ArchmageValexion  
Odd  
Revi Night  
Vebril Eladriandill  
Christopher Hatty  
Raptor12002  
verbal2233  
Emery Bruner  
Kleric  
Joseph Siharath  
Danielle "Elle"  
Lindell  
Joshua Pittman  
Lady-Imperatrix  
Coalesca Marenus  
Sam Whitman  
Sumaky 93  
Lordhighsovereign  
Thomas Hull  
General Shy  
Quentin Keller  
Eldritch Quinn  
Topside21  
Oliver Short  
Celebrouka

Derelle Redmond  
Tobias Rohrbasser  
Shaun Sullivan  
Cole Motley  
Rhidian  
Reyna Stevenson  
Stormer13  
Jintasan  
Andrew McGregor  
Jai-Michael McMil-  
lian  
Anthropos  
Duncan Cuny  
Abby  
Caitlin  
Eli Reiser  
ryoshee  
Robin Cornell  
Ron Jennings  
TheNocturnist  
EmrakulandtheGang  
Ploiky  
Erin Banks  
Storm Melon  
SkibbityPapp  
All-Father Asatru  
Katelin Schroeder  
Lordyeti 30  
Kassogtha  
Timmy Janick  
Nun Ya  
Arteroc  
Caja  
Fox90  
lucky\_steps  
Law1080  
Captain RoBear  
Brian Musick  
Alex P  
Peter Lubinsky  
Daniel Kearns  
Eric Hodge  
Malik The Night  
Angel  
Black Rose78073  
Dergn  
Kisaiya  
Nate Gonzalez

Gage Eakins  
Diarioz  
Ginge  
Ben Davies  
Casey Moffitt  
Gavtias  
Jamie Chang  
Trey Steele  
Kierian Prince  
Gourmetgamer001  
Adam Portman  
MrJacob77  
Greatbear8u  
Valken  
DragonQueen73  
Havok\_Shadow  
Sarah Johnson  
Taylir Stewart  
Geert Spileers  
Desmond Wooten  
Rusty  
Christian Smith  
David Jackson  
David Bonney  
Elaina  
J Subscribes  
Home  
TheJmanSim  
Tural  
Ian Guay  
Ethan Nestel  
Alex Abbs  
Peter Collins  
Benjamin Patterson  
Benjamin Long  
Jack Parker  
Graves  
Axio  
Andre  
Curtis Geddes  
Hunter  
jeddai  
Darion Nutter  
Kobould  
James Croft  
Michael Gene Young  
Stiles  
karin adar

DomPrez  
DenimDan  
Seth Fields  
Blasticus  
Rose  
Jayden  
Harrison Willing  
Michael Walters  
Vazir

## **WANT TO BE LEGENDARY, TOO?**

Patrons who support The Griffon's Saddlebag for \$13 or more each month at the Legendary Hero tier get all the art, cards, compendiums, and Foundry content you already enjoy, plus added Discord perks and their name in the credits of the monthly settings!