



THE DM TOOL CHEST

CURSE OF THE SHADOWSHARD

FIFTH EDITION ADVENTURE

A CURSED MIRROR HAS TRAPPED A VILLAGE IN THE SHADOW REALM
WHERE THEY FIGHT FOR THEIR LIVES IN A DEADLY ARENA



CURSE OF THE SHADOWSHARD

Curse of the Shadowheart is a Fifth Edition adventure intended for three to five characters of 7th to 9th level and is optimized for four characters with an average party level (APL) of 8. Characters who complete this adventure should earn enough experience to reach at least halfway to the 9th level. A forest village sits filled with shadowy monsters, and a cursed mirror leads to a deadly arena in the shadow realm. This adventure takes place in the [FREELANDS CAMPAIGN SETTING](#) but fits into any existing campaign that has a small village in a forest with only a few modifications.

BACKGROUND

Oakheart was once a quiet village in the Shimmering Forest known for its peaceful atmosphere and exquisite elven woodworking. Under the protection of a druids circle and off the trade routes, the villagers saw few travelers and rarely anything more dangerous outside of the occasional roaming monster.

Renne Morrison lived his whole life under Oakheart's safety but wanted to see more of the world. After packing a rucksack and strapping a sword to his waist, he spent almost a decade exploring the Freelands with a party of adventurers he met during his travels. After

losing some comrades during a particularly difficult dungeon clearing, Renne decided to take his earnings and return home to the quiet he once yearned to escape.

What Renne did not know was that he brought home an evil artifact along with his treasure stash. Renne thought this artifact was a simple silver framed mirror when he discovered it, and he tucked it away without a second thought. It wasn't until he gifted it to Jolantha Stormswallow, Oakheart's blacksmith, that the mirror revealed its true nature.

The *Shadowshard* is a cursed magical mirror from the plane of shadow that is a trap to find gladiators for the Shadow Arena. Those who gaze into it long enough are cursed with the power and desire to cast victims through a planer gateway to the shadow realm, trapping them in a grotesque arena where they must fight for their lives.

Jolantha Stormswallow fell under the mirror's sway and used its powers to open a shadowgate, trapping the entire village of Oakheart in the Shadow Arena. The villagers have spent the last year as prisoners, forced to fight in the bloody arena for sport. Oakheart—now called Shadowheart—sits under a veil of dark fog while the monstrous shadows of its former residents roam the streets under the control of the corrupted blacksmith.

ABOUT THE SHADOW ARENA

Hidden within the plane of shadow is an arena where the monstrous denizens come to watch—and gamble—on mortals fighting for their lives against shadow monsters. The owner—a two-hundred-year-old vampire named Valerian Darkmantle—uses cursed mirrors called *Shadowshards* to trap new victims from all different planes of existence.

ADVENTURE HOOKS

Here are a few ways to get the adventurers involved in this story:

Tavern Rumors. There's a new rumor circling the adventurer's favorite watering hole about a village in the Shimmering Forest called Shadowheart. As the story goes, the villagers were cursed and turned into monsters that roam the streets, eating any who dare to venture into the village.

A Druid's Request. While traveling through the Shimmering Forest, the characters run into an elven druid hurrying along the road. Distraught and in apparent panic, he introduces himself as Sun Xinya and begs for their assistance. His druid circle has been investigating a disturbance in the natural order around a nearby village the locals call "Shadowheart." They've determined that a foul curse has befallen its residents, but the monsters within are too powerful for them to manage.

Heroes for Hire. A notice has gone up on the local adventuring board with a request to lift a curse from a village called Shadowheart in the Shimmering Forest. The local noble in charge of the area offers 1,000 gp to any who can determine the cause of the curse and remove it.

OAKHEART

Once a quiet village in the Shimmering Forest, Oakheart is now home to darkness and shadow. Cursed by the *Shadowshard* (see Appendix), the local blacksmith has banished the residents to the Shadow Arena and turned their shadows into monsters that roam the streets of the small village. Shrouded in a veil of darkness, the village—dubbed Shadowheart by locals—has been avoided for the last year.

GENERAL FEATURES

These general features are prominent throughout the village unless otherwise noted in the area description:

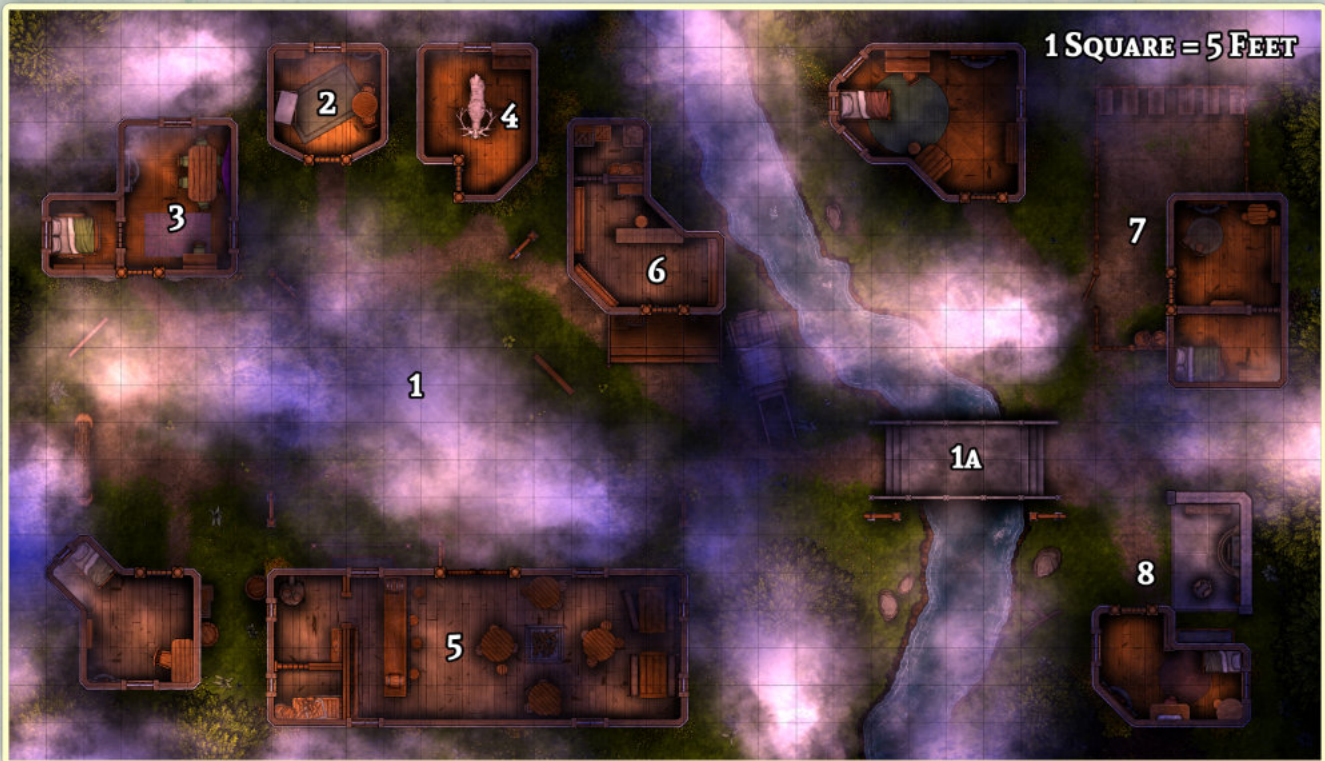
Buildings. There are roughly a dozen stone buildings with clay-tiled roofs that make up the village center. Whitewashed stone walls with intricately carved wooden rafters and decorative edges in an elven style are common in the construction. The buildings have fallen into a state of disrepair over the last year, and many show signs of weather damage. The interiors are filled with dust and cobwebs and often have food rotting on plates left from when the villagers were

Doors. The village doors are made from solid white oak and carved with tree branches and leaves. Locked doors can be opened with a successful DC 12 Strength (Athletics) check or Dexterity check with thieves' tools. Each door has an AC of 12, 18 hit points, and is immune to poison and psychic damage.

Veil of Shadows. A magical fog covers the village in darkness, blocking the sunlight that is harmful to the shadow monsters now residing there. The entire village is considered to be lightly obscured outside of the buildings. Magical winds (such as from a *gust of wind* spell) will clear the fog from the area affected by the spell only for its duration; the fog instantly rolls back to fill back in once the spell's effects end. This fog effectively blocks sunlight as it pertains to the shadow monsters residing in the village, and even at the brightest time of day, it never gets brighter than dim light.

Shadow Template. Throughout the adventure's text are references to shadow versions of monsters. These monsters use the referenced stat block with the following template applied:

- Its type is undead, and alignment is chaotic evil.
- It gains Darkvision out to 60 feet.
- Its attack damage type is changed to necrotic.
- It becomes vulnerable to radiant damage.
- It gains immunity to necrotic and poison damage and the poisoned condition.



- **New Trait: Amorphous.** The shadow can move through a space as narrow as 1 inch wide without squeezing.
- **New Trait: Shadow Stealth.** While in dim light or darkness, the shadow can take the Hide action as a bonus action.
- **New Trait: Sunlight Sensitivity.** While in sunlight, the shadow has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

The shadow versions resemble smoky black copies of the referenced creature with glowing red eyes and monstrous features.

ARRIVING AT THE VILLAGE

Once the characters arrive at the village, read the following:

The Shimmering Forest is filled with the sparkle of sunlight filtered through iridescent leaves and the joyful sound of songbirds. As the road winds its way through the forest, a strange fog begins to sift through the trees, and the songs start to fade along with the sunlight. The thick fog sits heavy on the path, and the once sparkling tree branches now appear as shadowy claws reaching down from above. The clay roof tiles of buildings peek out of the fog just ahead, and an intricate carved wooden

archway over the path declares you have arrived at the village of Oakheart.

1. VILLAGE GREEN

At the center of the village is an ample open space where villagers once gathered for weddings, funerals, and other festivities. The area is now overgrown and choked with weeds. Many of the village's more significant buildings face the green, and the flickering lights from the Dancing Lights Tavern (area 4) can be seen through the fog from here. When the characters reach the green, read aloud:

An open space in the center of the village sits overgrown with weeds and drifting bits of fog. A rotting wooden table flanked by equally dilapidated benches sits almost entirely hidden by the tall grass, and weathered buildings ring the green and peek out of the fog. A tavern stands to the south with multi-colored lights flickering through its broken windows, elaborate banners hang from the doorway of another building to the north, while a stone bridge leads west over a creek. A chill hangs in the air, and the village sits as silent as a cemetery.

1A. TROLL BRIDGE

Hiding under the bridge are two **shadow trolls** (see Shadow Template) waiting to ambush anyone who crosses the bridge.

2. RUINED HOME

Parts of the roof of this building have collapsed inwards due to weather damage. Inside is a modest one-room home with a small hearth, an empty cupboard, and a simple wooden table with two chairswood. A small bed covered in a moth-eaten blanket and a baby cradle sits tucked into one corner.

Encounter. Four **shadows** are hiding in the corners of the room.

Treasure. A small wooden box with a carving of a rose on top is hidden behind a loose stone in the fireplace. It can be found with a successful DC 15 Intelligence (Investigation) check. The box holds a bundled collection of love letters addressed to Rose from her husband, a soldier named Lukas. Another note sits under the bundle from Lukas' military unit, informing Rose of her husband's brave death in combat along with a leather pouch containing 10 gp as compensation for her loss.

3. RENNE'S HOUSE

Twin banners with white griffins on a field of green flank the front door of this building. The door opens to a room covered in a thick layer of dust. The furnishings are not what one would expect in such a small town. A pair of elaborate candelabras adorn a heavy oaken table that sits beneath a detailed tapestry of a woodland hunt that would not be out of place in a lord's manor. A collection of weapons and shields bearing various crests hang from the walls between paintings and other artistic decore.

Renne Morrison's home is filled with the spoils of his adventures. The weapons on the walls are a collection of longswords, spears, and shields he took from vanquished enemies and are functional. A successful DC 12 Intelligence (History) check will determine the crests on the shields belonging to various mercenary groups that operate throughout the Freelands and a few minor noble houses.

Encounter. There are two **shadow gladiators** (see Shadow Template) in the bedroom. If the characters are not being stealthy in the living area, the gladiators will hide under the bed to ambush them once they enter the room.

Treasure. Renne hid his treasure trove in a safe with an additional false bottom under the bed. The safe can be found with a successful DC 15 Intelligence (Investigation) check, and the false bottom can be found with a successful DC 20 Intelligence (Perception) check. Inside the safe are multiple pouches packed with 106 gp, 207 sp, and 320 cp. The false bottom hides Renne's true horde of 42 pp, two malachites (worth 10gp each), four onyx (worth 50 gp each), six amethyst (worth 100 gp each), an electrum chain necklace with a grinning skull pendant (20 ep), and a *ring of protection*.

There are two art pieces depicting battle scenes hanging on the living room walls worth 20 gp each to a collector, and the tapestry hanging above the dining table is worth 70 gp.

Journal. A leatherbound journal sits on top of the bed, detailing Renne's life as an adventurer and his subsequent return home to Oakheart. A quick read mentions his intentions to gift a silver mirror and one of the necklaces from his stash to the blacksmith Jolantha Stormswallow.

4. WOODWORKER'S SHOP

Dust-covered woodworking tools hang from racks and on workbenches that line the walls of this small shop. An elaborately carved life-sized statue of a moose stands majestically in the center of the room. The statue weighs 500 lbs. and is worth 200 gp to a collector. A search of the benches and racks will uncover a complete set of woodworking artisan's tools.

5. THE DANCING LIGHTS TAVERN

A wooden sign painted with a dancing figure surrounded by multi-colored flames hangs above the door of this tavern. Colored lights can be seen flickering through dirt-covered windows.

The interior of the tavern is covered in dust and cobwebs. Empty mugs and plates still sit at the tables as if the guests had just stood up and left a moment ago. A dusty bar stands along one

end of the room with a shelf of old spirits behind it, and an open doorway leads to an empty kitchen and storage room. In the center of the main room is a *chandelier of dancing lights* (see Appendix) which has four color-changing flames slowly circling it.

Encounter. There are six **shadows** and two **shadow knights** (see Shadow Template) milling about the tavern's main room.

Treasure. Hidden behind the counter is a bottle of a rare vintage of wine that can be found with a successful DC 12 Intelligence (Investigation) check. The dusty label declares it to be *Red Dragon Crush* in elaborate calligraphy, and it's worth 100 gp to a collector. Drinking a glass of this wine will give the imbiber resistance to fire damage for 1 hour, and there are four glasses in the bottle.

6. COVERED WAGON PROVISIONS

This large building looks to have survived better than most of the rest of the village. A short flight of wooden stairs leads to a covered porch holding stacks of crates and barrels. The sign over the door reads "The Covered Wagon Provisioners." The namesake wagon sits just to the side of the building with a ripped canvas barely clinging to its wooden skeleton.

The main room of this building holds shelves holding labeled wooden boxes. A low counter runs along one wall with more shelving behind it. A door behind the counter leads to a stock room filled with more crates and barrels.

Treasure. Most of the provisions in this building have long since rotted or rusted to the point of unusability. Scrounging through the

debris and remains will recover the equivalent of an explorer's pack minus the backpack, rations, and waterskin. An iron lockbox that rattles from loose coins when picked up sits under the front counter, and it can be unlocked with a successful DC 15 Dexterity check with thieves' tools. Inside is 278 cp.

Secret Trapdoor. One of the crates in the stock room hides a trap door that can be discovered with a successful DC 15 Intelligence (Investigation) check. There is a poison needle trap (see DMG) on the latch. It opens to reveal a wooden ladder leading ten feet down into a small cellar filled with shelves packed with drying herbs and dusty racks of alchemical components. A successful DC 12 Intelligence (Nature) or (Arcana) check reveals these are ingredients that would create a potion with hallucinogenic properties. A quick search of the racks will uncover two *potions of health*.

7. KENNEL

This small building sits just off the main road that runs through Oakheart. A six-foot-high wooden fence surrounds the front yard, and a sign elaborately painted with the words "Patty & Perry's Pack" hangs on a post just outside a gate in the fence. Inside is a large open yard with half a dozen dog houses along the fence line.

The small two-room home consists of a bedroom and living area. The living room has rotted leather leashes hanging from the wall, along with a painting of a smiling halfling man and woman standing with a litter of puppies at their feet. The door to the small bedroom is locked. The bedroom holds a large bed and a

wardrobe with crumbling clothing hanging within.

Encounter. Six **shadow hounds** (use the **mastiff** stat block and Shadow Template) and two **shadow thugs** are in this area. The mastiffs each burst from a dog house whenever the characters enter the yard.

Treasure. Tucked under the mattress in the bedroom is a *whip of dominate person* (see Appendix) that can be found with a successful DC 12 Intelligence (Investigation) check.

8. SMITHY & HOUSE

The fog here is noticeably thicker than the rest of the village, and the interior of these buildings are considered lightly obscured along with the exterior. The forge in the smithy is cold, and stacks of ingots lie discarded around it. The workbench is covered in dusty tools and a pile of rusty horseshoes. A casual search of the area will uncover a set of smith's artisan tools.

The small home next to the outdoor smithy is a single-story house that belongs to Jolantha Stormswallow. The cursed blacksmith spends her days gazing into the *Shadowshard* (see Appendix), sustained by the curse's power. She breaks out of her reverie once the characters enter her home. When that happens, read the following:

A tall, gaunt woman with wispy blonde sits at a boudoir staring into an ornate silver framed mirror, entranced with her skeletal reflection. Fog A stained and faded blue dress that would have fit a much larger person hangs off her bony shoulders. Her attention snaps away from the mirror when she notices your presence. Purple flames burst from her eyes as she opens her mouth impossibly wide and shrieks in anger.

Encounter. The cursed blacksmith **Jolantha Stormswallow** (use the **night hag** stat block with the additional shriek ability as detailed in the sidebar) is here under the control of the *Shadowshard* along with a **shadow gladiator** (see Shadow Template). She uses her shriek ability to stun the characters before using the *Shadowshard* to create a gate to the plane of shadow. The gladiator throws stunned characters into the portal before attempting to grapple any who successfully avoided the shriek's effects. For

every character thrown through the gate, a **shadow gladiator** takes their place under Jolantha's control.



BREAKING THE CURSE

The characters can free Jolantha from the *Shadowshard's* curse by casting a *greater restoration* spell on her or on the *Shadowshard* itself. If the curse is removed from the mirror, all the shadows in the village melt away along, the fog clears, and Jolantha is freed from its curse; the shadows and fog remain if the curse is only removed from Jolantha directly. The gate to the plane of shadow remains either way.

Jolantha will collapse in a heap and begs for their help in rescuing the villagers from the shadow realm. She explains how the cursed mirror forced her to send them all there through the gate, but she has no idea what is waiting on the other side.

SHRIEK

Jolantha can use an action to shriek loudly. This shriek has no effect on constructs, undead, or herself. All other creatures within 30 feet of her that can hear her must make a DC 13 Constitution saving throw. On a failure, a creature is stunned. On a success, a creature takes 10 (3d6) psychic damage.



PLANE OF SHADOW

Darkness reigns in the shadow realm and all living persons who enter it can distinctly feel a sense of despair sinking into them. Color is muted throughout the domain as light works differently here. The land of shadows is a bleak echo of the material plane, full of decay and death, and the denizens here are undead distorted reflections of the living.

THE SHADOW ARENA

The gate created from the *Shadowshard* is intrinsically linked to a location known as the Shadow Arena. This tiny demiplane is comprised of the single building made from black stone. The lords of the shadow planes travel here to watch mortals trapped from the material plane battle as gladiators against monsters made from the shadowstuff of the realm. The arena is a sixty-foot by sixty-foot square area with twenty-foot high walls ringing it and covered by a protective *wall of force* dome. Raised seating encircles the arena for the patrons to view the bloody entertainment. Below the seating are twenty-two enclosed cells containing the prisoners with individual *walls of force* separating each cell from the central area.

THE ARENA MASTER

Valerian Darkmantle is a **vampire** who runs the arena and operates the games and gambling. His curly black hair frames a pale youthful face; he was only ten years old when he was turned and is now over two hundred years old. A cunning psychopath who enjoys the terror he inflicts on his prisoners, his boisterous nature also makes him the perfect showman.

ARRIVING AT THE ARENA

When the characters arrive from the *Shadowshard* gate, they each find themselves in a fifteen-foot by ten-foot stone cell with a stinking hole in one corner of the floor. One wall stands open to the arena, but a crackling *wall of force* blocks it. The opposite wall has a small serving slot covered by a sliding iron panel.

As each character arrives in the arena, roll a d20 and assign the rolled value to that character. This number then appears in the form of an inky red illusion in front of their cell's *wall of force* on the arena side. The characters' assigned numbers are used when determining which characters will be chosen for arena combat (see Determining Combat).

Once all of the characters have made it into the arena, Valerian Darkmantle will appear in



the center of the arena and explain the rules. Read aloud the following:

Roiling black smoke obscures the view of the arena momentarily before it coalesces into the diminutive form of a pale young elf wearing a red and black tuxedo and top hat. His sudden grin reveals a pair of fangs and his true nature—a vampire! Holding his hands out to his sides, he begins to walk in a slow circle to address everyone in the arena.

“Welcome, welcome honored guests to the greatest event of your lives! My name is Valerian Darkmantle, and I am so pleased to have you join my humble arena. Here you will be given a chance to do the single most important thing you could ever hope to do with your worthless mortal lives!” The tiny vampire stops for a moment with a flourish of his hands, “Die with style!” He continues with a fang-filled grin, “Each day, some of you will be chosen at random to compete in up to three matches against our menagerie of creatures. Each time you will be given a choice to gamble with your life. You can choose for me to save your life if you fall in combat, giving you a chance to

fight another day. Or you can risk your life in exchange for your—or another prisoner’s—freedom. There is no escaping this arena, but please feel free to try! I do enjoy punishing your failures. Now, rest up! Our patrons arrive in just a few hours to enjoy the show!”

With a twist of his wrist, Valerian dissolves into black smoke once more and disappears.

OTHER PRISONERS

There are a total of six Oakheart residents who have survived the last year here in the arena. This includes Renne Morrison (Neutral Good, Human **knight**) and the Dancing Lights tavern owner Duegal Hjarlson (Lawful Neutral, Dwarf **veteran**). The four other **commoners** are an elven seamstress named Rose, an elder human woodcarver named Jakob, and a married pair of halflings named Patty and Perry, who train dogs. The remaining villagers are almost to the point of mentally breaking; they’ve held out hope of

rescue for a long time and have repeatedly been dying in the arena only to be brought back from the brink each time.

HOW THE ARENA WORKS

Each day Valerian chooses random gladiators to compete in up to three matches. The gladiators are given a choice in how they wish to save their life. They can either be saved from death if they die in combat or risk death to earn their or another prisoner's freedom. This means if they chose to be protected from death and do not die, they still do not earn their freedom, and if they risk their lives and die, they will not be saved from death if they fall in combat.

GLADIATORS VS. MONSTERS

Combat consists of four random gladiators teams against three waves of random monsters determined by rolling on the Arena Monsters table and using the Shadow Variant template where applicable. Before each wave, the gladiators are given a choice to announce their desire for life or freedom. To determine a team of gladiators, roll a d20 four times. If a character's assigned number is rolled, they are added to the team. For each number that comes up that is not a character's, roll on the Random Gladiator table to determine who else joins the team. For each NPC gladiator, roll a d20 and on a roll of a 20, that NPC will choose "Freedom" when given the option (see Daily Matches).

If none of the characters make it onto a team for a particular match, they are forced to watch as other prisoners fight shadow monsters. Some of the prisoners try their luck for their freedom, but none ever succeed.

DAILY MATCHES

Every twenty-four hours, at "morning" (there is no way to tell what time of day it is in the arena), all gladiators will be given a day's ration of food and water by one of the vampire spawn under Valerian's control. Three matches per day start at "noon" with a half-hour between each match. At the start of each match, an announcement will be made by Valerian of which gladiators have been randomly selected, and the *wall of force* blocking that gladiator's cell will disappear, opening it to the central arena. The selected

gladiators will have one minute to talk to each other while the vampire takes bets from the arena's monstrous patrons. After bets are placed, each gladiator will be asked "Life or Freedom?" (with each answer receiving cheers and boos) before the battle begins. Roiling black shadowstuff pours from the arena's walls to form that match's opponents, and the crowd roars in anticipation.

ARENA MONSTER TABLE

1d6	Monster
1	Six shadows
2	Two shadow trolls
3	Two shadow griffons and one wight
4	One shadow minotaur and One shadow winter wolf
5	Three shadow black dragon wyrmlings
6	One shadow young black dragon

RANDOM GLADIATOR TABLE

1d6	Monster
1	A commoner (This will be an Oakheart villager if any remain)
2	A knight (This will be Renne if he remains)
3	A veteran (This will be Duegal if he remains)
4	A druid
5	A weretiger
6	A mage

RESCUING THE VILLAGERS

The intent of the arena is to give the characters the chance to fight for the Oakheart villagers' freedom and then their own (see Escaping The Arena). As gladiators either fall in battle or earn their freedom, new prisoners fill their cells for future contests. These replacements can come from various planes of existence and may also include (at the GM's discretion) NPCs known to the characters.

ESCAPING THE ARENA

If a gladiator who chose “Life” falls in battle, Valerian uses a *spell scroll* of *spare the dying* on them and teleports them back to their cell, replacing the *wall of force*. If a gladiator who chose “Freedom” manages to survive the encounter, they are given a choice to be sent back to their home plane of existence or to send another gladiator home to theirs. Any selected in this way to return home will be sent back to their plane to the nearest unoccupied space from the point they left it.

The arena walls have embedded *walls of force* between the cells and outer corridor.. Any gladiators who attempt to escape the arena or damage their cells are dealt with swiftly by Valerian and the dozen vampire spawn in his service. He will joyfully kill any troublemakers, stabilize them, and put them back in their cells to await their next turn at combat.

AFTERMATH

If the characters win their freedom from the arena, they return to Jolantha’s home where they initially went through the gateway to the plane of shadow. This breaks the curse on the *Shadowshard* (see Appendix), the fog and shadows vanish from the village, and—if she is still alive—Jolantha is freed of its curse. Any Oakheart residents rescued from the Arena gather in the Dancing Lights tavern in a show of solidarity. Rescued villagers are grateful to the characters and are looking forward to returning to their everyday lives.

Any promised rewards (see Adventure Hooks) are paid to the characters, and they have the eternal gratitude of Oakheart’s villagers. Ω

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APPENDIX

NEW MAGIC ITEMS

CHANDELIER OF DANCING LIGHTS

Wondrous item, uncommon (requires attunement)

This chandelier is permanently enchanted with a *Dancing Lights* spell. Once attuned, you gain control over the shape and color of the lights created by the chandelier and can turn them on or off at will.

SHADOWSHARD

Wondrous item, rare (requires attunement)

This silver framed mirror is a cursed trap from the plane of shadow. It is intrinsically tied to a location known as the Shadow Arena and is one of many sent throughout the planes to trap victims with its curse.

The Curse

Anyone who gazes into the mirror for longer than one hour begins to hear voices in their mind and begins to lose control of their thoughts. It takes twenty-four hours for the curse to fully take effect, and by that time, the victim is entirely under the sway of the mirror's curse.

While cursed, the victim draws power through the mirror from the shadow realm. They are given the strength and power of a night hag and are compelled to use the mirror to create gateways to send victims through to the Shadow Arena. They become obsessed with their reflection in the mirror and lose all sense of self while cursed.

This curse can only be removed from the mirror with a *Greater Restoration* or *Wish* spell. If the curse is removed, it loses its tie to the shadow realm, and its power becomes more limited.

Powers

If the mirror's curse is still active and you are attuned to it, you can cast the following spells without the need for components:

At will: *conjure shadow**, *fog cloud*, *gate* (only to the plane of shadow's Shadow Arena)

If the mirror's curse has been removed and you are attuned to it, you can cast the following spells without the need for components:

1/day: *conjure shadow**, *fog cloud*

* see Appendix: New Spell: *Conjure Shadow*. *Shadow creatures conjured while the Shadowshard's curse is active do not disappear until their hit points are reduced to 0.*

Whip of Dominate Person

Melee weapon (whip, martial)

This Whip is a Magic Weapon. It has 3 Charges. On a successful melee attack hit, you can use a bonus action to expend 1 charge to cast *Dominate Person* (save DC 15) on the person hit. The Whip regains 1d3 expended Charges daily at dawn.

NEW SPELL

CONJURE SHADOW

6th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You call forth a shadowy monster that manifests in an unoccupied space that you can see within range. This conjured shadow monster uses the stat block of a challenge rating 5 or lower monster with the following template applied:

- Its type is undead, and alignment is chaotic evil.
- It gains Darkvision out to 60 feet.
- Its attack damage type is changed to necrotic.
- It becomes vulnerable to radiant damage.
- It gains immunity to necrotic and poison damage and the poisoned condition.
- **New Trait: Amorphous.** The shadow can move through a space as narrow as 1 inch wide without squeezing.
- **New Trait: Shadow Stealth.** While in dim light or darkness, the shadow can take the Hide action as a bonus action.

- **New Trait: Sunlight Sensitivity.** While in sunlight, the shadow has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

The creature appears as a smoky, shadowy form of the monster type with glowing red eyes and monstrous features. It is an ally to you and your companions. In combat, the shadow shares your initiative count, but it takes its turn immediately after your. It obeys your verbal commands (no action required by you). The shadow disappears when it drops to 0 hit points or when the spell ends.

Spell Lists. *Warlock, Wizard*

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