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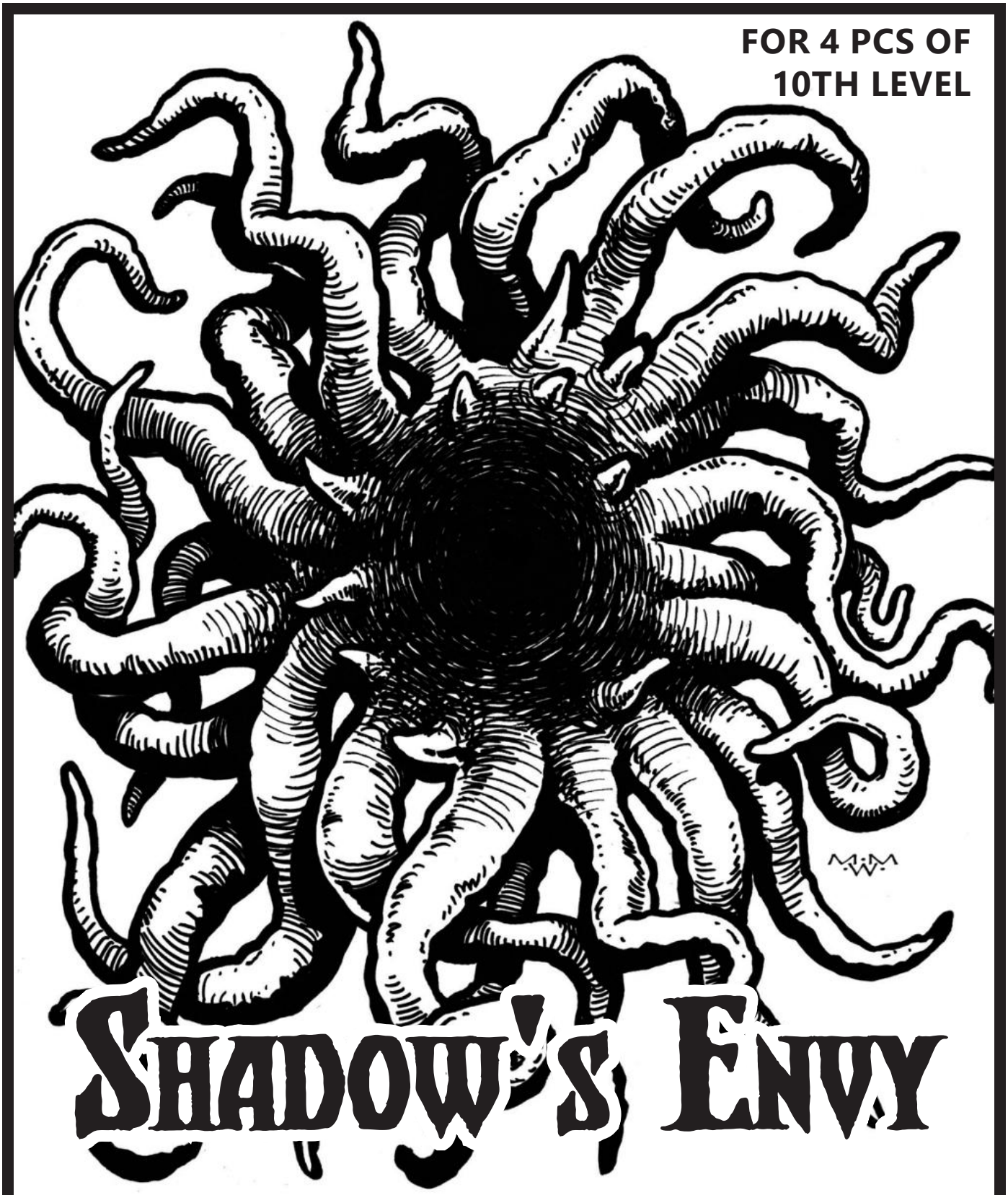

Shadow's Envy

A 5E Warlock Adventure
By Mike Welham

SHADOW'S ENVY

Adventure Background

The creature now known as the Weft of Shadows was once a planar elf named Qeldar, who enjoyed the light and warmth of the Elflands just like his brothers and sisters. However, one day he encountered a shadow fey on one of his journeys along the shadow roads and spoke at length with her. After that encounter, he felt sorrow for the shadow fey's attachment to the shadows and exile from his home. He knew the shadow fey were once like him and had heard the stories about their turning to darkness. Idealistically, he believed they had suffered long enough and wanted them to rejoin the elves of the Summer Lands. After all, he reasoned, the shadow roads were connected to the Elflands and the Shadow Realm, so the divide between summer elves and shadow fey was unnecessary and should be closed.

Qeldar first gained an audience with the Queen of Night and Magic, who hid her amusement at the elf's proposal. She had no problem agreeing to close the gulf between the shadow fey and the elves he ostensibly represented. She knew his naïve efforts would result in failure, but she was delighted to follow his efforts and witness his disappointment. If he achieved the miracle of bringing the Birch Queen and Oak and Holly Kings to his side, she would find a technical reason to back off from her promise.

Decades later, Qeldar finally met with the Holly King. The elf went into the meeting full of confidence, having used the intervening time to hone his arguments. He had also gathered a few allies convinced of the righteousness of his plan to unite the summer elves with the shadow fey. The Holly King gave Qeldar less than ten minutes to make his case before flatly denying his request. Guards dragged the sputtering elf out as he tried in vain to shout his arguments at the Holly King. This would have been embarrassment enough for Qeldar, but nearby courtiers heard his impassioned plea to rejoin the two elven races. They whispered poetic, yet ugly, epithets about Qeldar, which spread far and wide. No longer wishing to be associated with the disgraced elf, Qeldar's former allies left, either shunning him or joining in on the name-calling.

His calls for protest met with even more mockery, so he plotted to engineer a confrontation between the shadow fey and his people to show them there was no real difference

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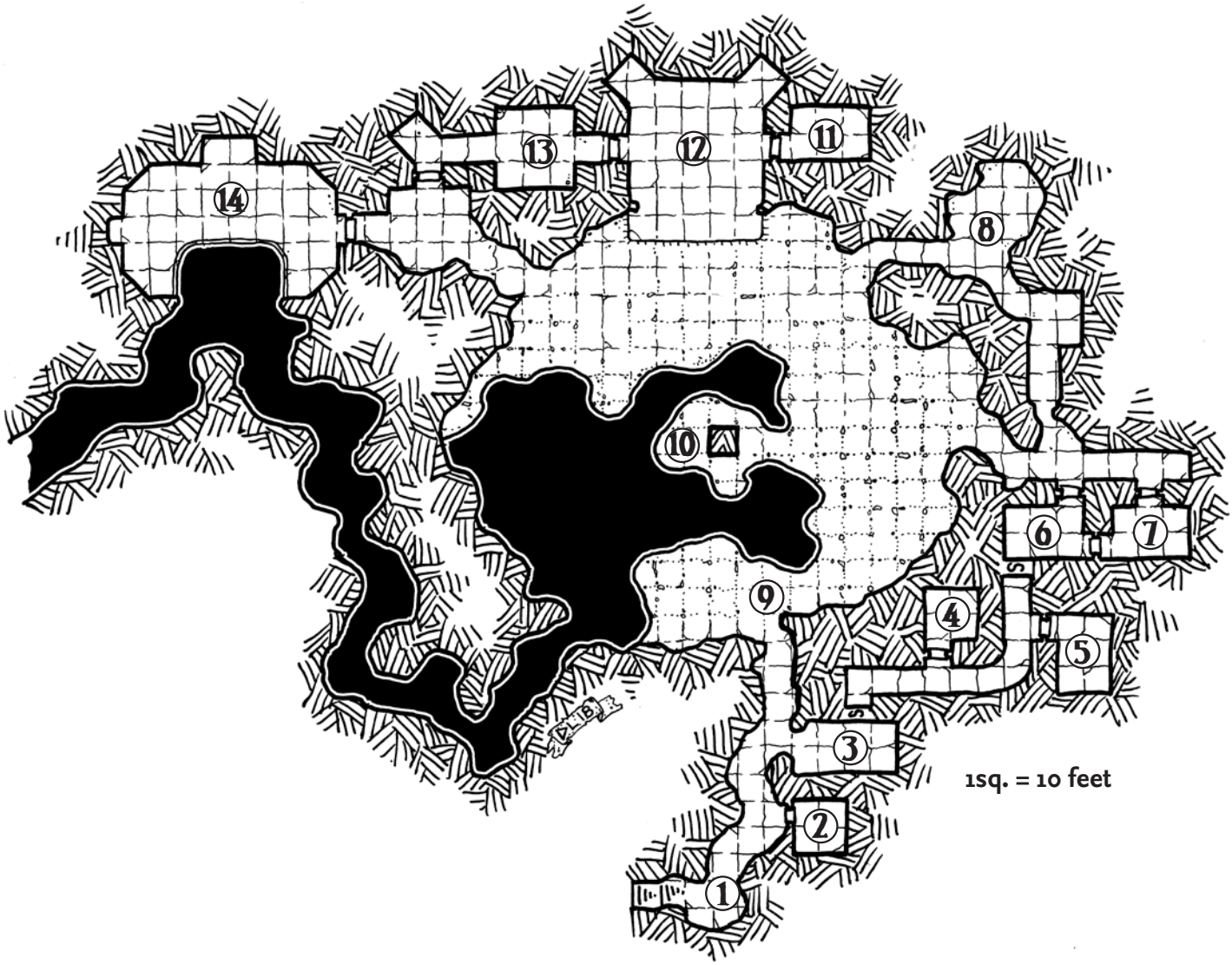
The Blot



MAPS: CLICK HERE TO DOWNLOAD THIS MAP FOR YOUR VIRTUAL TABLE TOP.

between them. He researched a way to divert travel along the shadow roads and found a group of traveling shadow fey to forcibly bring to the Summer Lands. The surprised shadow fey, thinking they were under attack, drew weapons and attacked equally surprised planar elves, who defended themselves. Qeldar futilely tried to bring order to the chaotic scene, but the shadow fey were all dispatched. The summer elves charged him with treason for bringing shadow fey to the Elflands. His explanation fell on deaf ears, and his punishment was exile.

Consumed by rage but knowing he needed to bide his time, he brooded within the Shadow Realm and unknowingly drew shadows to him, which ever-so-slowly transformed him into something else. He approached the Queen of Night and Magic again, and she gave him a sympathetic audience as he described his anguish at his treatment. She claimed to be unable to work directly against her counterparts in the Summer Lands, but she slyly indicated several entities, shadow fey included, who no longer acquiesced to her. Many of these creatures were swayed by the shadowy Qeldar and allied with him.

The fully transformed and newly self-designated Weft of Shadows learned about several artifacts contained within a minor elf noble's extraplanar vault in the Summer Lands. It wanted to use the artifacts to wreak havoc on Midgard, especially among the elves remaining there. It also wanted to create shadow copies of the artifacts that would allow it to grow a shadow blight to engulf the Elflands. However, it learned about an unusual set of rules involved in the creation of the items: once mortal hands touched the artifacts, the summer elves could not reclaim them. This set of rules also indicated that only mortals could possess and use these artifacts, preventing the Weft from making its shadow duplicates while the artifacts remained in the vault. Two centuries ago, the Weft of Shadows broke into the vault and scattered the artifacts across Midgard to set its plans in motion.

The summer elf Daesanderena researched the missing artifacts and realized the inherent danger in the Weft of Shadows' schemes. She found heroes to help her reclaim some of the artifacts (see the *Wrath of the Bramble King* and *Pride of the Mushroom Queen* adventures for examples of Daesanderena's efforts to reclaim the artifacts). Despite her interference, the Weft was able to create an undetectable blight in the Summer Lands—an area it calls the Blot. As it brought more shadowy artifact duplicates to its new demesne, it was able to grow the Blot and draw more shadowy allies to it. The Weft of Shadows defined a horrific price for entry into its home, which serves to deter intruders from storming its lair. To its delight, this price incidentally prevents the planar elves from entering the Blot. Unless the planar elves find allies of their own from outside the Summer Lands, the Weft of Shadows will achieve its goal of uniting shadow fey and summer elves by consuming the Summer Lands in shadow.

Adventure Hooks

Daesanderena may know the PCs from previous adventures, or in her searches for competent non-planar elves, and asks them to delve the Blot and destroy the Weft of Shadows before the Blot engulfs the Elflands. Alternatively, the PCs could be traveling the Shadow Roads for unrelated business, and warps in their path caused by the Weft of Shadows dump them near the Blot. Finally, the PCs may have heard rumors about the Weft of Shadows and learn of its presence in the Elflands.

The Encroaching Shadow

Once in the Elflands, it should be clear to the PCs that most of the elves there don't trust the PCs and resent Daesanderena for looking to outsiders to solve their problem. They openly talk about the PCs whether the PCs are within earshot or not. If the PCs are within earshot, the elves leave off all discussion about their efforts to stop the spread of the Blot. They become indignant if the PCs ask anyone other than Daesanderena about their efforts or for any information on the Blot. Daesanderena helpfully explains to the PCs that the Blot demands something in return for entrance, though they are uncertain what it demands. All elves from the Summer Lands who have attempted to breach the structure have disintegrated when they tried to enter, leaving only a vague shadowy outline where they once stood.

If the PCs ask for a reward for entering the Blot and destroying it and the Weft of Shadows, the planar elves become incensed at their presumption. Daesanderena, a practical elf more in tune with the ways of mortals, calms them down and offers to pay the PCs either 5,000 gp or with a *ring of shooting stars* or a *scimitar of speed*.

The Blot

Fed by an influx of shadow from the Shadow Realm, the Weft of Shadow's lair continuously expands its boundaries. The Weft isn't quite powerful enough to impose its will on the halls and rooms composing the complex, but it and its allies have worked together to physically mold the shadowstuff surrounding and filling the area. As the Blot creeps outward, it creates indistinct chambers that fool the senses when someone enters them. PCs have no problem navigating the chambers within the bounds presented on the map. However, it is possible to step beyond the boundaries into shadowstuff. When this happens, a creature must make a DC 15 Wisdom saving throw for every 5 feet it attempts to move within the shadow stuff. On a failure, the creature

moves 5 feet in a random direction (roll a d8 to determine the direction). Creatures calling the Blot home can maneuver through the shadowstuff without the possibility of getting lost. While a creature is within the Blot's hazy boundaries, all attacks against the creature have disadvantage.

Accessing the Blot requires a creature to give up its soul or essence. The Weft set up this failsafe to ensure that those who fled the compound would be unable to return. An additional unintended "side effect" is that the summer elves, who only consist of their essences, are wholly consumed when they attempt to enter the Blot, their essences trapped in the Cauldron of Souls in Area 5.

The Blot is illuminated by dim light, and all colors are washed out in the gloom. The shadows consume *light* and *continual flame* spells, reducing their durations to 1 minute and 10 minutes, respectively, and only allowing a 10-foot radius of bright light. *Daylight* lasts for 10 minutes and sheds bright light out to 30 feet.

1. ENTRYWAY

A solid black door presents the only entrance to the Blot. It is the only fixed outer location in the complex. While the rest of the Blot stretches and flows as it extends its boundaries, the southern border remains unchanging. The door is inscribed with flowing gray script that reads, "Offer only your lightest possession, and you will be permitted entry." The Weft of Shadows enjoys what it sees as a taunting riddle, which doesn't actually require a creature to solve it to gain entry. Merely touching the door transports the touching creature to its other side and to a set of stairs made of grasping shadowstuff. In the process, the creature loses its soul or essence, which teleports to Area 5, leaving the creature feeling lethargic and like something vital is missing. Exiting the Blot requires no cost, but a creature that hasn't reobtained its soul or essence can't reenter the complex. A successful DC 12 Intelligence (Arcana or Religion) check understands this effect. A creature whose home plane is not the Material Plane or Shadow Realm is consumed by the Blot and ends up in the Cauldron of Souls in Area 5.

2. SHADOW FEY BARRACKS

With the exception of the shadow fey, all the creatures residing in the Blot have no need for food, water, or rest. This spartan room serves as a place of recuperation for the few shadow fey guarding the complex. The Weft of Shadows intends to expand this room as he grows in power, knowing he must have an army of disposable minions to protect the Blot as it consumes more land and gains the attention of the Summer Lands' rulers. As it stands, the Weft of Shadows doesn't entirely trust the shadow fey, so it posts them near the entrance where they can repel intruders at no great cost to the Weft's plans.

The Weft of Shadows' distrust is not misplaced. The Queen of Night and Magic purposefully disowned the four shadow fey currently operating in the Blot, so she can retain the appearance of diplomatic neutrality. She enjoys the metaphysical punch in the nose delivered by the Weft of Shadows but wishes to suffer no backlash when its plans eventually fail. At the same time, she presents herself as an impartial adviser to the Weft. She subtly directed it to find allies not associated with her court, and the shadow fey quartet was conveniently available. One of them uses the shadow river to travel to the Shadow Realm and report on the Weft's activities and the summer elves' reactions to the Queen.

Two **shadow fey duelists** (*Tome of Beasts*, p. 171) and a **shadow fey enchantress** (*Tome of Beasts*, p. 172) rest in the barracks. The duelists and enchantress find the shadow fey poisoner in Area 3 disturbing and tend to keep their distance from him.

3. ANTECHAMBER

This room serves to comfortably seat visitors to the Blot while they await an audience with the Weft of Shadows. A long table and six chairs, all made of shadowstuff, stand against the northern wall, helping to conceal the secret door. A successful DC 15 Wisdom (Perception) check notices a cool spot on the wall where the secret door is hidden, while a successful DC 15 Intelligence (Investigation) check discovers the door's nearly imperceptible seams in the wall. The door is obvious from the other side.

A **shadow fey poisoner** (*Creature Codex*, p. 148) keeps an eye on arrivals from the shadow river flowing into Area 9 and spends much of his time patrolling between Areas 3 and 9. He escorts Shadow Realm dignitaries to this chamber or helps the shadow river lord in Area 9 repel intruders.

4. THE MOONLIT CHAMBER

A **lunar devil** (*Tome of Beasts*, p. 110) lairs in this chamber which contains a shadow version of a *gem of brightness* that sheds moonlight rather than sunlight. The gem dissipates in a puff of black smoke if removed from the Blot. The devil sometimes roams the hall or checks in on the night hags in Area 5. While the Weft uses the devil to provide checks and balances against the night hags in Area 5, the devil makes its own plans to destroy the night hags and obtain all the captured souls for itself. On rare occasions, it "borrows" a soul from the Cauldron of Souls and exits the Blot to harass the summer elves, using the borrowed soul as a means of re-entry. The hags put on a show of reluctance to release a soul from their watch, but, truthfully, they are happy when the devil is gone, knowing the loss of one soul is worth the potentiality of the devil's destruction by the elves.

5. CAULDRON OF SOULS

One of the Weft of Shadow's negotiations involved obtaining the services of a coven of three **night hags**. The Weft needed their assistance to operate and protect a soul-harvesting device known as the Cauldron of Souls. The Cauldron is tied to the Blot, imposing its terrible cost of entry and fueling the Blot's expansion. The Weft's appeals for the night hags, as former fey beings, to join it in getting revenge against fey who bask in the light failed to sway the hags. The Weft then discovered that the souls the Cauldron collected were valueless to the Weft beyond fueling the expansion of its lair. Upon this realization, the Weft changed tactics and offered the hags their choice of souls with the stipulation they could take only one per week. Confident that the Blot's expansion will soon become self-sustaining and no longer require the Cauldron's magic, he magnanimously offered the remainder of the souls to the hags once the Cauldron was no longer needed. The night hags readily agreed.

The night hags created a magical sensor in the hallway between Areas 4 and 5 to monitor the hallway for intruders and to spy on the lunar devil. A hag can use an action to see or hear through the sensor as if using the *clairvoyance* spell. A successful DC 20 Wisdom (Perception) check notices the sensor as a tiny, slit pupil in the shadowstuff on the wall. A successful DC 15 Intelligence (Arcana) check disperses the magic used to create the sensor, destroying it. If the check fails by 5 or more, the hags are immediately alerted to the PCs' presence. If the PCs don't locate and disable the sensor within two rounds of entering the hallway, the hags use their Change Shape actions to appear as mortal elves searching the Cauldron for their stolen souls. They attempt to convince the PCs to destroy the lunar devil, or they use their guises to catch the PCs by surprise.

DEVELOPMENT

A successful DC 20 Intelligence (Arcana) check discovers the following information about the Cauldron of Souls: destroying the Cauldron outside of the Blot will release the souls trapped within, returning them to their bodies, while destroying the Cauldron inside of the Blot will destroy the souls trapped within it. The cauldron weighs 100 pounds and can be removed from its shallow pit with a successful DC 15 Strength (Athletics) check. If the souls are freed, the planar elves, who were seemingly disintegrated when they attempted to enter the Blot, return to life with no memories of the intervening time.

6. MAKESHIFT MORGUE

Obsidian slabs covered in corpses fill this room, leaving little space to maneuver. The victims are the remains of other groups summoned by Daesanderena to investigate the Blot. The fear smith in Area 7 has picked up the rudiments of surgical procedures to enhance its fear-inducing capabilities. It dissected the bodies and arrayed them in disturbing positions to unsettle visitors and trespassers alike. If the fear smith is aware of the PCs' presence and is able to read their minds with *detect thoughts*, it hastily reconfigures one of the corpses into a person at least one of the PCs knows. A creature that recognizes the corpse must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. If the fear smith appears while a PC is frightened, it becomes the source of the PC's fear.

Secret Door. The room's disturbing scene helps conceal the secret door hidden in the southeast corner. A successful DC 15 Wisdom (Perception) check notices a cool spot on the wall where the secret door is hidden, while a successful DC 15 Intelligence (Investigation) check discovers the door's nearly imperceptible seams in the wall. The door is easily visible from the hallway on the other side.

7. WALLS OF TERROR

The **fear smith** (*Tome of Beasts*, p. 181) in this chamber uses a warped version of a relic meant to mollify fears. The *Mask of Unmitigated Terror* helps carve out new territory for the Blot and fills the indistinct terrain it creates with horrified screams that echo back on each other.

The Mask of Unmitigated Terror. The fear smith carries a shadow version of an artifact known as the *Mask of Unmitigated Terror*. If the fear smith dies, the mask dissipates in a puff of black smoke. While the fear smith carries this item, it can use an action once each day to create a pulse of darkness that extends outward from it to all creatures within 20 feet of it. Each creature in that area must succeed on a DC 17 Wisdom saving throw or have disadvantage on its first attack roll each turn when in dim light or darkness for the next 24 hours as it fears the unknown things that might lurk unseen nearby. A *remove curse* spell cures the creature of its fear.

TREASURE

A successful DC 18 Intelligence (Investigation) check finds a *helm of brilliance* (with 1 diamond, 3 rubies, 4 fire opals, and 6 opals) hidden in the nearby shadowstuff. This helm was gifted to one of the slain adventurers by Daesanderena.

8. THE TWISTED SHADOW FOREST

This formless area is filled with shadowy imitations of trees and brush. While nearly insubstantial, the shadows still grasp at the PCs' feet, filling the chamber with difficult terrain. This does not affect the forest's denizens: a **shadow beast** (*Tome of Beasts*, p. 345) and a **deathwisp** (*Tome of Beasts*, p. 72) who lurk among the trees. The deathwisp benefits from the Blot's inherent shadowy environment and can use its Shadow Jump action anywhere within the Blot.

The Bramble Crown. The shadow beast wears a shadow version of an artifact known as the *Bramble Crown*. If the shadow beast dies, the crown dissipates in a puff of black smoke. While the shadow beast wears this item, it can use an action once each day to create a *wall of thorns*, except the wall deals necrotic damage instead of piercing or slashing damage.

9. THE SHADOW RIVER

This enormous chamber is the Blot's core, and a writhing shadow river feeds the chamber. The river provides travel to the Shadow Realm and generates much of the energy fueling the complex's expansion. It poses a threat to creatures not native to the Shadow Realm or granted protection by the Weft of Shadows.

Shadow Tendrils. A creature that touches the shadow river or ends its turn within 10 feet of the shadow river takes 5 (2d4) necrotic damage and must succeed on a DC 15 Constitution saving throw or have its Strength score reduced by 1d4. The creature dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the creature finishes a short or long rest. A humanoid that dies from this damage or Strength reduction rises as a **shadow** under the shadow river lord's control after 1 minute.

Creatures. Two explorers previously sent by Daesanderena died to the river's shadow tendrils and rose as two **shadow skeletons** (*Creature Codex*, p. 342). These skeletons are under the control of the **shadow river lord** (*Creature Codex*, p. 327), who plies the river, and have been instructed to bring mortal intruders to the river to meet the same fate as the skeletons. The shadow river lord hides in the shadows of the river, only revealing itself if the shadow skeletons are destroyed.

10. THE BLOT'S HEART

This peninsula in the shadow river holds a giant gray obelisk with an intense gray light that pierces the Blot's ceiling. When a creature moves within 10 feet of the obelisk, the light leaves the object and coalesces into a **monolith champion** (*Tome of Beasts*, p. 294). The monolith champion's Blatant Dismissal ability functions as if it were in a fey locale, and the illusory duplicate of the target remains for 1 minute or until the monolith champion is destroyed.

TREASURE

The monolith champion's eyes are lenses that operate as *goggles of night*.

11. A GLIMPSE INTO THE VOID

This chamber once held creatures the Weft of Shadows used to feed the elder shadow drake in Area 12. However, an unexpected visitor, a **voidling** (*Tome of Beasts*, p. 404), was drawn to the Blot's darkness and ate the smaller creatures in this room. The voidling presents a problem and a potential opportunity for the Weft of Shadows. To keep the voidling contained, the Weft feeds it lesser creatures not necessary for the Weft's schemes.

Locked Door. The door leading into this chamber is locked. A successful DC 15 Dexterity check using thieves' tools picks the lock.

12. BALCONY

This raised area looks down on Area 9. The Weft of Shadows spends the vast majority of its time near the shadow pool in Area 14. When it wishes to address allies gathered in Area 9, it moves here, where it can speak from on high. The room contains the Weft of Shadows' sole personal touch: a centuries-old portrait of Qeldar as a young elf hangs on the northern wall. The portrait shows scoring and scratches all around the portrait's subject, which is unmarred by the damage.

The Weft keeps an **elder shadow drake** (*Tome of Beasts*, p. 153) here as a sort of pet. Where every other creature serves to achieve the Weft's goals, the shadow drake is left to roam the Blot as it pleases, though it usually remains here with its growing hoard.

TREASURE

The portrait of Qeldar is worth 500 gp to a collector of esoteric objects. The Weft allowed the shadow drake to collect trinkets belonging to former explorers that perished in the Blot, which includes 120 gp, a gold band set with diamonds worth 1,000 gp, and a pair of amethyst-inset earrings worth 750 gp.

13. THE SHADOW'S ADVISER

The voidling isn't the only dark, uninvited guest to the Blot. A **herald of darkness** (*Tome of Beasts*, p. 249) heard rumors among the shadow fey about the Weft of Shadows and its plans in the Elflands. Intrigued by this and hoping to assist in the Elflands' literal corruption by the spreading Blot, she insinuated herself as a consultant to the Weft of Shadows. She convinced the Weft with a well-spun story about her status as a rogue agent of the Queen of Night and Magic. She stationed herself in this room, where she can counsel the Weft when it needs a sympathetic ear regarding the suitability of its plans and potential allies.

The Enoki Scepter. The herald of darkness carries a shadow version of an artifact known as the *Enoki Scepter*. If the herald of darkness dies, the scepter dissipates in a puff of black smoke. In addition to using the scepter to push the Blot's boundaries to the north, the herald of darkness can use an action once each day while holding the scepter to spray shadowy spores in a 30-foot cone. Each creature in that area must make a DC 18 Constitution saving throw.

On a failure, a creature takes 21 (6d6) necrotic damage and becomes infected with the shadow mold disease. On a success, a creature takes half the damage and doesn't become infected with the disease. A target infected with shadow mold sprouts gray fungal growths from its body. Until the disease is cured, the target can't regain hp except by magical means. At the end of each long rest, the infected target must succeed on a DC 18 Constitution saving throw or have its hp maximum reduced by 7 (2d6). The target dies if this effect reduces its hp maximum to 0. When an infected creature dies, a **gloomflower** (*Creature Codex*, p. 188) sprouts from its corpse 24 hours later.

14. THE SHADOW POOL

The door to this chamber is seamless save for three indentations in the shape of a crown, scepter, and mask. The only resident of the Blot that can enter the Weft's chamber without the Weft's permission is the herald of darkness from Area 13. The Queen of Night and Magic and her immediate lieutenants are allowed entry if the Weft is aware of their presence in the Blot. To gain entry, the PCs must defeat the creatures that possess the corrupted versions of the *Bramble Crown*, the *Enoki Scepter*, and the *Mask of Unmitigated Terror*. A successful DC 15 Intelligence (Arcana) check is enough to realize these indentations are connected to powerful magical items. If a PC has seen one of the items or has defeated one of the creatures that holds one of the items, it has advantage on this check. When a creature that possesses one of these items is slain, the indentation on the door to Area 14 fills in. When all three creatures possessing the items have been defeated, a door knob appears on the door, allowing any creature access to the Weft's chamber.

The **Weft of Shadows** experiments with the pool of shadow in this chamber to increase its power and figure out a way to accelerate the Blot's growth. While it resents any intrusion into its sanctum, it calmly asks the trespassers to leave. If the PCs decide to parlay with it and do not threaten it, it patiently answers questions for a minute before demanding they leave. If the PCs refuse to leave, it attacks to force them to leave. The Weft can't afford to let the Blot fall and defends its home to the death.

Concluding the Adventure

If the PCs can't defeat the Weft of Shadows, the Blot continues to grow until the Birch Queen and Oak and Holly Kings decide to take action, launching an assault on the Blot that results in the deaths of hundreds of planar elves and allies from outside the Elflands. Over the course of a century, the Blot slowly shrinks in size to the dimensions it has at the start of the adventure. The elves are eventually able to recover some of the lost artifacts and use those to break into the Blot and destroy the objects holding it together, removing the Blot from the Elflands forever.

If the PCs defeat the Weft of Shadows, the Blot stops growing without the Weft to guide it. The Cauldron of Souls and the shadow copies of the *Bramble Crown*, the *Enoki Scepter*, and the *Mask of Unmitigated Terror* must be destroyed to cause the Blot to fully collapse. The destruction of each device (or the device's wielder in the case of the crown, scepter, and mask) reduces the Blot's diameter by 20%. When all four items and the Weft of Shadows have been destroyed, the Blot implodes, and a bright radiance flashes for a moment immediately afterward. Each non-shadow creature in the Blot when it implodes is harmlessly ejected outside its entrance. Each shadow creature in the Blot when it implodes must succeed on a DC 18 Constitution saving throw or take 55 (10d10) radiant damage.

If the PCs defeat the Weft of Shadows, they earn their choice of 5,000 gp, a *ring of shooting stars*, or a *scimitar of speed* from the elves. They receive one additional reward for restoring the elves taken by the Cauldron of Souls and another for collapsing the Blot. If they achieve all three goals, they become celebrated among the planar elves, who treat them nearly as equals. Daesanderena becomes an ally to the PCs and gives them a silver pin in the shape of a sunflower (worth 1,000 gp), which they can use as a bonus action once per day to ask for her aid. This aid comes in a form of your choosing, though it is usually in the form of advice on otherworldly topics or similar assistance that doesn't require the planar elf to physically manifest on the Material Plane (a taxing and dangerous task).

Weft of Shadows

This blob of shadows swallows all light touching it. Shadowy tentacles writhe around the creature's core and exude an unnatural chill.

The Weft of Shadows gave up the elven form of Qeldar when it transformed into its current shape. Despite the creature's brutish appearance, it has a surprising amount of cunning, and its force of personality has drawn disparate allies to it.

WEFT OF SHADOWS

Large monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	19 (+4)	13 (+1)	14 (+2)	18 (+4)

Saving Throws Con +8
Skills Arcana +5, Intimidation +8, Perception +6, Stealth +5
Damage Immunities cold, necrotic
Condition Immunities charmed, exhaustion, frightened, stunned, unconscious
Senses darkvision 120 ft., passive Perception 16
Languages Elvish, Umbral
Challenge 12 (8,400 XP)

Shadow Blend. In areas of dim light or darkness, the Weft of Shadows is invisible.

Shadow Traveler (5/Day). As a bonus action while in shadows, dim light, or darkness, the Weft of Shadows disappears into the darkness and reappears in an unoccupied space it can see within 30 feet. A tendril of inky smoke appears at the origin and destination when it uses this trait. If the Weft of Shadows is in the Blot, it can use this trait to teleport to any unoccupied space within the Blot, whether it can see the location or not.

Traveler in Darkness. The Weft of Shadows has advantage on Intelligence (Arcana) checks made to know about shadow roads and shadow magic spells or items.

Actions

Multiattack. The Weft of Shadows makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 9 (2d8) necrotic damage, and the target is grappled (escape DC 16) if it is a Large or smaller creature and the Weft doesn't have two other creatures grappled. Until the grapple ends, the target is restrained and takes 9 (2d8) necrotic damage at the start of each of its turns.

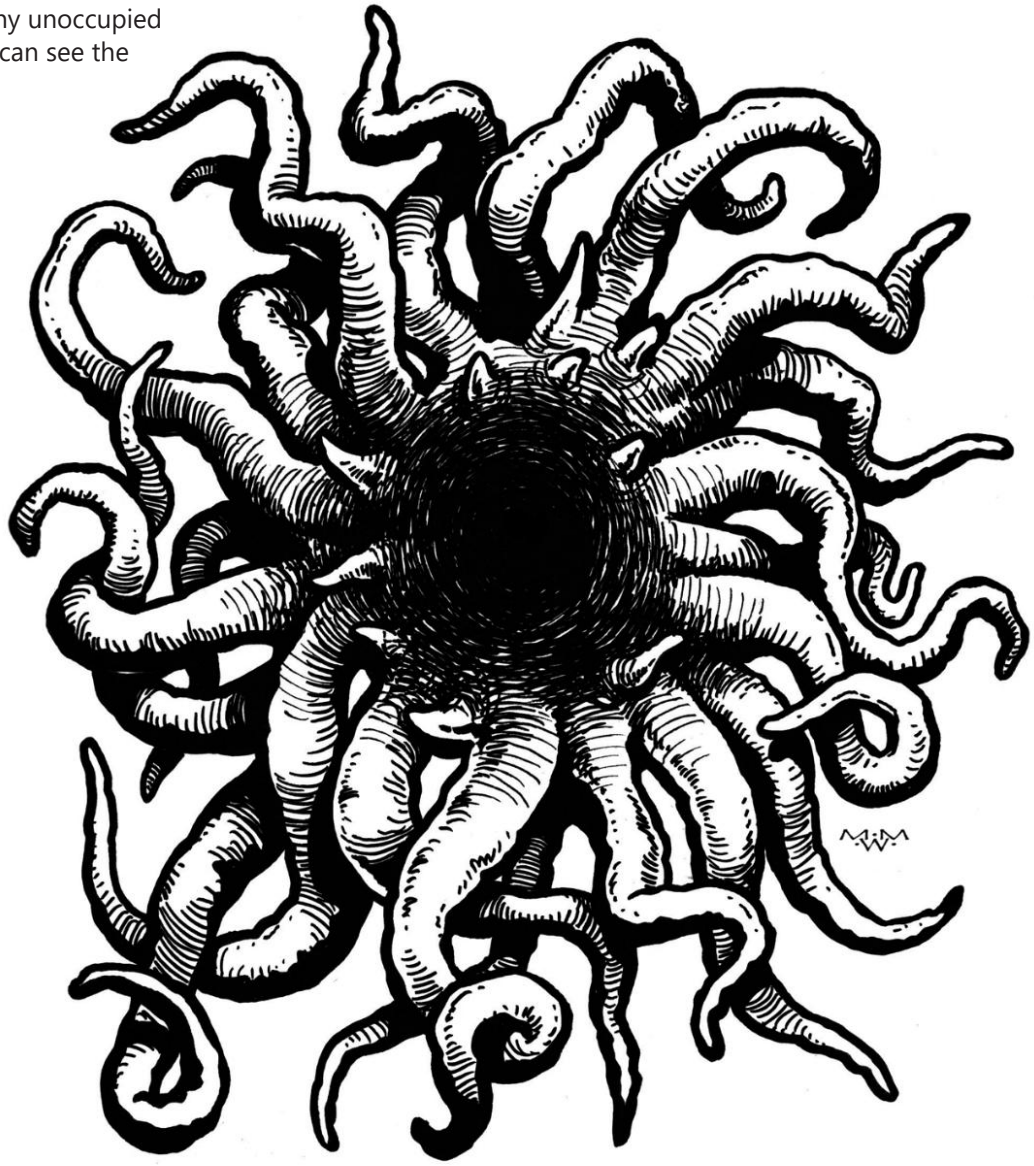
Legendary Actions

The Weft of Shadows can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Weft of Shadows regains spent legendary actions at the start of its turn.

Dismiss Light. The Weft of Shadows dispels a single source of magical light. This effect works like a *dispel magic* spell.

Move. The Weft of Shadows moves up to its speed without provoking opportunity attacks.

Strength Drain (Costs 2 Actions). The Weft of Shadows drains energy from one creature it is grappling. The target must succeed on a DC 16 Constitution saving throw or its Strength score is reduced by 1d6. The target dies if this legendary action reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a long rest. A humanoid that dies from this action rises as a shadow under the Weft of Shadows' control at the start of the Weft's next turn.



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