DUALINK

Shadow Master

Fighter Subclass



Runeterra Edition

Shadow Master

The Shadow Masters are assassins of the Order of Shadow who wield darkness as both weapon and ally. Through forbidden techniques, they manifest living shadows that mimic their movements, strike alongside them, and allow them to appear where enemies least expect. A Shadow Master does not simply fight, they overwhelm their prey from every direction at once.

Living Shadow

At 3rd level, you can summon a shadow duplicate that mimics your attacks.

As a **bonus action**, you create a **Shadow Clone** in an unoccupied space within **30 feet** of you. The clone lasts **1 minute**, until you dismiss it (no action required), or until you create another clone.

The clone has the following properties:

- AC 14
- 1 hit point
- Immune to conditions
- Cannot be targeted by spells or effects that require saving throws
- Occupies its space but does not block movement

When you make a **weapon attack**, you may choose to have the clone repeat the attack from its position against a creature within its reach or range.

The clone uses your **attack roll**, but deals **half the damage**.

You can create a shadow clone a number of times equal to your

proficiency bonus, and you regain all uses when you finish a **long rest**.

Razor Shuriken

Also at 3rd level, you learn to strike with spinning shadow blades.

When you take the **Attack action**, you may replace one of your attacks with **Razor Shuriken**.

Choose a creature within **60 feet** and make a ranged weapon attack using Dexterity.

Hit: 2d8 + your Dexterity modifier slashing damage.

If your **Shadow Clone** is active, it also throws a shuriken at the same target.

If both shurikens hit, the second deals **half damage**.

Shadow Swap

At 7th level, you can exchange positions with your shadow.

As a **bonus action**, if your **Shadow Clone** exists, you may **teleport and swap places with it**.

After teleporting, the next attack you make before the end of your turn has **advantage**.

You may use this feature a number of times equal to your **proficiency bonus**, regaining all uses on a **long rest**.

Shadow Techniques

At 10th level, your shadows become deadlier and more precise.

You may now maintain **two Shadow Clones** at the same time.

Additionally, when you make a weapon attack, **both clones may repeat the attack** if they are able to

reach the same target.

Each clone still deals **half damage**.

Death Mark

At 15th level, you learn the ultimate assassination technique of the Order of Shadow.

As a **bonus action**, choose a creature you can see within **60 feet**.

You teleport to an unoccupied space within **5 feet** of the target and place a **Death Mark** on it.

The mark lasts **1 minute**.

While a creature is marked:

- You have **advantage on attack rolls** against it.
- Your **Shadow Clones prioritize the marked target** when repeating attacks.

When the mark ends, the target takes **necrotic damage equal to half the damage you dealt to it during the mark**.

Once you use this feature, you cannot use it again until you finish a **long rest**.

Perfect Assassin

At 18th level, you become one with your shadows.

When you use **Action Surge**, each of your **Shadow Clones** may immediately make **one weapon attack**.

Additionally your **Shadow Clones now deal full damage** instead of half damage, and when you reduce a creature to **0 hit points**, you may immediately **teleport to one of your clones** without using an action.