



# THE SHADOWARM

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**FURIEL V. LUNA**

A warlock who calls upon the magic of Shadowfell to wield haunting firearms of death  
The shadowarm otherworldly patron is a new warlock subclass  
for the world's greatest roleplaying game

# WARLOCK

## OTHERWORLDLY PATRON

### THE SHADOWARM

You have made a pact with the Dracolich of Shadowfell, Hephaestus—who seeks to court Tiamat and contract the devils to her worship as the rightful ruler of Avernus, and all the Nine Hells.

Inspired by the Raven Queen, he forged dark technological weapons for his warlocks and grafted them on to their bodies, they were now more powerful than ever. Blood drenching pistols, black muskets with shadows engulfing them, and all manners of terrifying firearms were gifted to his followers.

Per contract, at the dusk of a disciple's life, their dark soul will be claimed by a devil, swearing eternal fealty to Tiamat.

#### SHADOWARM FEATURES

Warlock Level	Feature
1st	Expanded Spell List, Shadowarm Gunner, Phantom Mercenary
6th	Vestige Desperado
10th	Shadowfell Sniper
14th	Torment Gunstorm

#### EXPANDED SPELL LIST

The Shadowarm lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

#### SHADOWGUN EXPANDED SPELLS

Spell Level	Spells
1st	<i>Hunter's Mark, Longstrider</i>
2nd	<i>Pass without a Trace, Silence</i>
3rd	<i>Conjure Barrage, Lightning Arrow</i>
4th	<i>Freedom of Movement, Greater Invisibility</i>
5th	<i>Conjure Volley, Creation</i>

#### SHADOWARM GUNNER

At 1st level, the power of your patron engrosses your arm with a living mechanical alloy that allows you to integrate any firearm that lacks the two-handed property into your arm as part of its arsenal. This gift from your patron grants you proficiency with all firearms and trains your reflexes for a gun fight.

Whenever you finish a long rest, you can touch one firearm and integrate it into the arsenal contained within the living mechanical alloy granted by your patron.

Once integrated, the firearm's appearance changes to a hellish amalgamation, screaming when fired as if alive with a piece of the Dracolich's cold dark heart within.

When you attack with your shadowarm, you can use your Charisma modifier instead of Strength or Dexterity, for the attack and damage rolls.

This benefit lasts until you finish a long rest. If you later gain the Pact of the Gun feature, this benefit extends to every pact firearm you conjure with that feature, no matter the weapon's type.

As a bonus action, you can switch firearms that you have integrated or club a creature with a melee attack for 1d4 bludgeoning damage, on critical hit with this attack, the creature is Paralyzed until the start of its next turn.

#### PHANTOM MERCENARY

Also at 1st level, you can use your bonus action to make your next attack within range of your shadowarm bypass cover and attack creatures through barriers, constructs, defenses, obstacles, trees, and walls no thicker than 10 feet.

#### VESTIGE DESPERADO

Starting at 6th level, the living mechanical alloy of Shadowfell now covers your entire torso and grants you the ability to integrate firearms with the two-handed property as your arms can now transform into one two-handed firearm or two separate single-handed firearms for two-weapon fighting.

Additionally, if you kill a creature with your shadowarm, you can magically teleport up to 30 feet to an unoccupied space you can see.

#### SHADOWFELL SNIPER

At 10th level, you are now trained in making ranged attacks at a distance, you gain a +1 bonus to your Attack and Damage rolls for every 30 feet of distance between you and the creature you are attacking with your shadowarm.

Lastly, while you are behind cover, you gain advantage on Dexterity Saving Throws and your Phantom Mercenary feature can now bypass cover up to 15 feet.

#### TORMENT GUNSTORM

Starting at 14th level, you can shoot every creature you see once with your shadowarm if they are within the attack range of your shadowarm.

You must roll to hit for each creature within the distance of your attack range, creatures hit take extra psychic damage equal to your proficiency bonus.

You can do this once per short or long rest.

## ELDRITCH INVOCATIONS

### Additional Options

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#### Ultimate Pact of the Gun

*Prerequisite:* Pact of the Gun feature

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You can use any firearms you summon with your Pact of the Gun feature as a spellcasting focus for your warlock spells and you are able to perform the verbal, somatic, and material components of spells with your pact firearm. In addition, your pact firearms can be fired under normal range or at long range without disadvantage on the attack roll against any creature.

#### Double Tap

*Prerequisite:* 3rd level, Pact of the Gun feature

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You can attack the same creature with your pact firearm twice, instead of once, whenever you take the Attack action on your turn and being within 5 feet of a hostile creature doesn't impose disadvantage on your firearm attack rolls.

#### Eldritch Sniper

*Prerequisite:* 5th level, Pact of the Gun feature

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When using a pact firearm, you can add a bonus to the pact firearm's maximum attack range equal to your proficiency bonus x 5. Additionally, your spells and cantrips can be delivered within an empty ammunition casing, increasing their range to match your pact firearm's range if the spell's range is less than your pact firearms maximum range.

#### Disarming Shots

*Prerequisite:* 7th level, Pact of the Gun feature

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When you attack a creature with your pact firearm and roll a critical hit on the attack, the creature is also hit without contest, causing the creature to drop the weapon it is holding and requiring an action for the creature to pick it back up and equip it.

#### Discase

*Prerequisite:* 9th level, Pact of the Gun feature

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Before you hit a creature within range of your pact firearm, as a bonus action, you lower the creature's AC by a number equal to your Charisma modifier, then roll to hit for your Attack.

#### Eldritch Gun Kata

*Prerequisite:* 11th level, Pact of the Gun feature

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Instead of taking the Attack action or casting a spell, you concentrate and perform a series of movements to regain one 1st-level spell slot. You can do this a number of times equal to your Charisma modifier per short or long rest.

#### Eldritch Support Blast

*Prerequisite:* 13th level, Eldritch Blast, Pact of the Gun feature

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Your pact firearm attacks are combined with the spell Eldritch Blast. When you attack a creature with your pact firearm. On hit, the creature takes damage from your pact firearm and additional force damage from each beam of Eldritch Blast that hits.

#### Eldritch Volley

*Prerequisite:* 15th level, Eldritch Blast, Pact of the Gun feature, Mystic Arcanum (8th)

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You can cast the use of your 8th level mystic arcanum or higher to target a space within the range of your pact firearm. On your next turn, that space and the area around it are bombarded by a volley of Eldritch Blasts. All creatures that are still within that area by the start of that next turn must make a saving throw or each be hit by the Eldritch Blast cantrip at your current level. The volley area is equal to 30 feet around the center of the targeted space.

#### Eldritch Artillery

*Prerequisite:* 18th level, Eldritch Blast, Pact of the Gun feature, Two-handed Pact Firearm, Mystic Arcanum (9th)

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You can cast the use of your 9th level mystic arcanum to gain advantage and attack a single creature with a giant Eldritch beam. Target a creature with your two-handed pact firearm and within your pact firearm's range. On hit, your Attack action also hits the creature with the cantrip Eldritch Blast, each beam automatically hits. You can expend your 1st-level spell slots to add more beams to your attack. For every additional warlock spell slot you expend on this attack, your attack hits with an additional cast of Eldritch Blast, each beam automatically hits.

If the initial attack is successful with your pact firearm, all the beams of Eldritch Blast hit the single targeted creature at once. If the attack is a critical hit and the targeted creature is killed by your Eldritch Artillery, you regain all the spell slots you expended on this attack.

#### Ultimate Eldritch Blast

*Prerequisite:* 20th level, Eldritch Blast

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Your Eldritch Blast gains an additional three beams.

## PACT OF THE GUN

### Additional Pact Boon Option, 3rd level

You can use your action to create a pact firearm in your hand that never misfires. You are proficient with it while you wield it. You ignore the loading quality of your pact firearm as your firearm never needs or runs out of ammunition. This firearm counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, but it is not a magic weapon.

Your pact firearm disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the firearm (no action required), or if you die.

You can transform one magic firearm into your pact firearm by performing a special ritual while you hold the firearm. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the firearm, fading back into the smoke of Shadowfell, and it appears whenever you create your pact firearm thereafter.

You can't affect an artifact or a sentient firearm in this way. The firearm ceases being your pact firearm if you die, if you perform the 1-hour ritual on a different firearm, or if you use a 1-hour ritual to break your bond to it. The firearm appears at your side if it is concealed in Shadowfell when the bond breaks.

Starting at 3rd level, you can create pact firearms in the form of renaissance items or renaissance firearms.

At 7th level, you can create another pact firearm into an empty hand, for a max of two pact firearms.

At 9th level, you can create pact firearms in the form of modern items or modern firearms.

At 18th level, you can create pact firearms in the form of future items or future firearms, per your DM's discretion.

Adventuring Option, Firearms are described in detail on page 266 of the *Dungeon Master's Guide*.

## Adventuring Options

### Firearms (*Marital Ranged Weapons*)

Firearm	Cost	Damage	Weight	Properties
<b>Renaissance Firearms</b>				
Pistol	250 gp	1d10 piercing	3 lb.	Ammunition (range 30/90), loading
Musket	500 gp	1d12 piercing	10 lb.	Ammunition (range 40/120), loading, two-handed
Pistol	250 gp	1d10 piercing	3 lb.	Ammunition (range 30/90), loading
<b>Ammunition</b>				
Bullets (10)	3 gp	—	2 lb.	—
<b>Modern Firearms</b>				
Pistol, automatic	—	2d6 piercing	3 lb.	Ammunition (range 50/150), reload (15 shots)
Revolver	—	2d8 piercing	3 lb.	Ammunition (range 40/120), reload (6 shots)
Rifle, hunting	—	2d10 piercing	8 lb.	Ammunition (range 80/240), reload (5 shots), two-handed
Rifle, automatic	—	2d8 piercing	8 lb.	Ammunition (range 80/240), short fire, reload (20 shots), two-handed
Shotgun	—	2d8 piercing	7 lb.	Ammunition (range 50/90), reload (2 shots), two-handed
<b>Ammunition</b>				
Bullets (10)	—	—	1 lb.	—
<b>Futuristic Firearms</b>				
Laser pistol	—	3d6 radiant	2 lb.	Ammunition (range 40/120), reload (50 shots)
Antimatter rifle	—	6d8 necrotic	10 lb.	Ammunition (range 120/360), reload (2 shots), two-handed
Laser rifle	—	3d8 radiant	7 lb.	Ammunition (range 100/300), reload (30 shots), two-handed
<b>Ammunition</b>				
Energy cell	—	—	5 oz	—