

WAY OF THE MIDNIGHT FANG

A Thrown Weapon Based Monk Subclass



Way of the Midnight Fang v1.2

For generations, the Way of Shadow has guided its adherents to become one with shrouding darkness. But from these secret doctrines arose a new, audacious path. Having witnessed monks who mastered the way of the Astral Self and the Kensai, radical innovators among the order of shadows – no longer content with merely moving through shadow, theorized they too could control and command their shadows as an extension of their armaments and will. Their path was shunned by the tradition-bound monasteries, who chastised and excommunicated those who abandoned their teachings in the pursuit of forbidden power. These radicals, now branded as heretics, have embraced the exile imposed by their dogmatic peers, and to this day continue to refine their forbidden art in secret.

"Thus were born the Disciples of the Midnight Fang."

Umbra Arts

At 3rd level, your Midnight Fang doctrine allows you to fight with deadly efficiency and resourcefulness in the dead of night.

Dark Sight. You can see in non-magical darkness as if it were dim light, to a distance of 60 feet. Your Dark Sight allows you to see through magical darkness when you reach 9th level.

Umbral Secrets. You learn the Mage Hand cantrip. The mage hand is formed of shadow, has a stealth score of +5 in dim light or darkness, and only requires a somatic component to be cast. You also know how to read and use the following spell scrolls: *Rope Trick*, *Pyrotechnics*, *Spider Climb*, *Alter Self*, and *Mirror Image*. At 13th level, you gain the ability to use more powerful scrolls: *Catnap*, *Meld into Stone*, *Stinking Cloud*, *Fast Friends*, and *Haste*.

Lastly, you gain the following benefits with thrown finesse weapons:

- Thrown finesse weapons count as monk weapons for you.
- You can draw a thrown finesse weapon as part of the attack you make with the weapon.

Animate Shadow

By 6th level, you learn to infuse your ki into your shadow, imbuing it with your own life essence. As a bonus action, you can spend 1 ki point to animate your shadow for 10 minutes. This infusion ends early if you are incapacitated or die.

Your shadow grants you the following benefits while it is Animated:

- **Shadowstrike.** Whenever you hit a creature with a thrown finesse weapon, your shadow mimics the blow, dealing an extra 1d4 magical piercing damage on the hit. This damage increases to 1d6 magical piercing damage at 11th level.
- **Retrieval.** Your shadow automatically picks up and retrieves your thrown finesse weapons that are within 30 feet of you. It does so immediately when a weapon enters the pickup area. Once picked up, the weapons are returned to a free hand or an accessible place on your person at the start of your next turn.

Acupuncture. When you hit a creature twice in a single turn with thrown finesse weapon attacks, you can use your Stunning Strike feature against that creature. Your shadow delivers the Stunning Strike, traveling up to 20 feet to do so before immediately returning to your position.

Living Shadow

Starting at 11th level, you continue to solidify your shadow into a powerful, pseudo-corporeal entity of living darkness to aid you in combat.

While your shadow is animated, you can spend 1 ki point to turn it into a Living Shadow for 1 minute (no action required). The Living Shadow has the following properties in addition to its Animated Shadow properties:

- **Pseudolife.** Your Shadow appears three dimensional, follows you around, and turns invisible in dim light or darkness.
- **Flourish.** You can use your bonus action to command your Living Shadow to make one thrown finesse weapon attack. This attack triggers *Shadowstrike*.
- **Aerealist.** Your Living Shadow assists you in performing staggering feats of acrobatics. Your jumping distance and height are calculated as if your Strength score were 22. Additionally, the first high jump you make on each of your turns has its height doubled.

Second Self

At 17th level, your mastery over your living shadow allows you to fight as two entities in perfect synchrony.

As a bonus action, you can infuse 4 ki points into your Animated Shadow to turn it into your Second Self for 10 minutes. It encompasses all functionality of both prior states and has the following additional properties:

- **Flurry of Steel.** You can use your bonus action to have your Second Self make two thrown finesse weapon attacks. These attacks trigger *Shadowstrike*.
- **Divided We Stand.** As an action, or bonus action – you can command your second self to perform a task as if it were an Unseen Servant. Your shadow has AC 20, 1 hit point, 8 strength, and a walking and climbing movement of 60 for the purpose of fulfilling the task. It can interact with magical darkness as if it were an object made of dense smoke or clouds (eg. momentarily parting or dispersing it).

Your Second Self continues to assist you in its combat duties to the best of its ability, but must momentarily halt its Unseen Servant task to do so, resuming it immediately afterwards if possible. The second self cannot assist you in combat if it breaks line of sight from you. Finally, any effect that would cause the unseen servant spell to end instead summons your Second Self back to your position, annulling the task.



Magic Items

Listed here is a collection of magic items to use along with this the Way of the Midnight Fang subclass. The addendum's main goal is to provide some fun alternative throwing weapons and bracers to fulfill the subclass fantasy, or enable or enhance any other throwing builds in your games. As always, the content provided in this section is entirely optional. Feel free to rebalance, or disallow these items as you see fit.

Shuriken of the Wolbi Clan (4)

weapon (dart), uncommon, 1,000 gp

A set of four pristine shuriken darts, the signature trade secret of the Wolbi Clan. Each decorated with artful engravings to prove it so.

You gain a +1 to attack and damage rolls made with these magic darts

Calling Card. When you drop to 0 hit points, but before falling unconscious, you can use your reaction to touch the engraving on one of the shuriken. If you do, the Shuriken go up in a cloud of smoke, destroying all 4 in the process. You then teleport up to 30 feet to an unoccupied space you can see.

Steel top darts (3)

weapon (dart), rare, 3,000 gp

A set of three reinforced throwing darts, the tips of these darts have been weighted to increase their throwing power.

Weighted Tip. Your attacks with these magic darts deal an extra 1d4 bludgeoning damage on the hit. A creature who is hit by at least two Steel top darts before the start of its turn must succeed on a DC 15 constitution saving throw. On a failed save, it cannot take reactions until the end of its next turn.

Damascus Throwing Knives (4)

weapon (dagger), very rare (requires attunement), 30,000 gp

Four impeccably crafted damascus steel daggers, each worth more than the lives they claim.

You gain a +2 to attack and damage rolls made with these magic daggers.

Piercing tip. Your attacks with these magic daggers deal an extra 1d4 piercing damage on the hit.

Flying blades. The Damascus Throwing Knives gain the 'Ranged Weapon' property whenever you make a thrown weapon attack with them.



Nima Throwing Weapons - Grzegorz Kozłowski

Chakrams of Returning (2)

weapon (dagger), very rare (requires attunement), 30,000 gp

An invention by our allies from the middle continent, these twin steel discs provide refuge for a disciple who finds themselves cut off from their shadow.

You gain a +2 to attack and damage rolls made with these magic daggers.

Returning Blade. When thrown, the chakrams return to your hand at the start of your next turn. When they return, a creature hit by at least one chakram must make a dexterity saving throw DC = 15 for each chakram that hit it, taking 2d6 slashing damage on a failed save, and no damage on a success. If the creature was hit by both chakrams during the turn, it has disadvantage on both these saving throws.

Soaring Blades. The chakrams have a normal range of 40 feet, and a long range of 80 feet.



God of War: Valkyrie Chakrams - Yotun Klugeheim

Balanced Fury (6)

weapon (dart), legendary (requires attunement), 150,000 gp

Six legendary throwing stars, crafted at behest of the Dark Lord himself.

You gain a +3 to attack and damage rolls made with these magic darts.

Wicked Slice. Your attacks with these magic darts deal an extra 1d6 slashing damage on the hit.

Shadow Slice. The Balanced Fury deepen the umbra of your Shadow. It mimics an extra 1d4 slashing damage whenever you attack a creature with the Balanced Fury.



League of Legends, Zed's Razor Shuriken - Riot Games (Artist Unknown)

Bracers of the Serpent

wondrous item (bracers), rare (requires attunement)

Infused with venom of the nightserpent, these ornate snakeskin bracers allow one to imbue their darts with venom with but a thought.

Strike. When you take the attack action on your turn, you can choose to draw out the bracers' magic until the start of your next turn. For the duration, your attacks with daggers and darts inflict Serpent Venom (dmg pg.258) on the hit.

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

Bracers of the Constrictor

wondrous item (bracers), rare (requires attunement)

These bracers have been crafted with the tough, leathery hide of the constrictor.

you gain a +1 to attack and damage rolls with thrown weapons.

Coil. You can use a bonus action to to turn the bracers' +1 bonus to attack rolls into a +1 bonus to your armor class until the start of your next turn. While coiled, you have advantage on ability checks related to grappling and maintaining a grapple.

Shinobi's Bracer

wondrous item (bracers), very rare (requires attunement by a Monk or Rogue)

While wearing these finely crafted bracers, you gain a +1 to attack and damage rolls with thrown weapons. You also gain a +1 bonus to armor class while in dim light or darkness.

Deadly Ambush. Deadly Ambush. Once per turn, when you kill an enemy while standing in dim light or darkness, you can take the hide action as if it were a free action.

Bracers of the Dark Lord

wondrous item (bracers), legendary (requires attunement by a Midnight Fang)

The pinnacle of Midnight Fang craftsmanship, you gain a +1 to armor class, as well as a +1 to attack and damage rolls with thrown weapons.

Storm of Steel. When you have at least 17 levels in the Midnight Fang subclass, you can spend 1 ki point to make three thrown weapon attacks when you take the attack action instead of two.



Adrenaline - Kua

Bracers of the Jonin

wondrous item (bracers), very rare (requires attunement by a monk or rogue)

While wearing these finely crafted bracers, you gain a +1 to attack and damage rolls with thrown weapons. You also take 2 less damage from attacks that deal (magical) bludgeoning, piercing or slashing damage.

Art of Perfection. When you have at least 15 levels in the Monk or Rogue class, your thrown weapon attacks score a critical hit on a roll of 18-20.