

THE SHADOW BORN

Those who find themselves alone in the dark seldom have the darkness to fear. Except for those who have vexed the being known as the Shadow for he commands The Shadow Born. Fear not though traveler as the sages of old, the wise vanaari and the wise men and women from the noble families across the land of Ryokughan.

BORN FROM SHADOW

When the Shadow pours a particularly potent amount of power into a creature, their bodies become corrupted. The Shadow risks a portion of its own strength when it imbues a creature with such power though as if the creature dies whilst under this effect that portion of power that is shared with the creature is lost forever. As the Shadow breaks down the cells of the creature, their physical form bruises, splits but doesn't decay. They become stronger, faster and more resilient and sometimes more cunning but the malice and will of The Shadow is also imbued. The stronger the creature's physical prowess the greater chance they survive the temporary imbue. If one does survive the process they are physically weakened for several years.



Created by The Brazen Wolfe on [Artbreeder](#).

TRAITS

Each Shadow Born has similar traits which is how we have studied them in the years that we have been able to record and keep an accurate record of their skills and common abilities.

TRAITS

Prerequisite: Any creature

Statistics

- **AC +2** natural Armour bonus from base creatures.
- **Hit Dice.** 10 Dice higher than base creature.

Abilities

- **Strength and Constitution** score is increased by 2 (to a maximum of 22),
- **Intelligence, Wisdom, and Charisma** scores become 15, 10, and 5, respectively (unless the base creature's Intelligence, Wisdom, and Charisma scores are lower).

Skills The Shadow born gains expertise in Stealth.

Senses The Shadow born gains superior darkvision out to a range of 120 feet.

Damage Immunities The Shadow Born is immune to poison damage.

Damage Resistance The Shadow Born is resistant to bludgeoning, piercing, and slashing from nonmagical and non-silvered weapons

Damage Vulnerability The Shadow Born is vulnerable to Radiant damage

Condition Immunities The Shadow Born is immune to the poisoned condition. **Saving Throws** The Shadow Born loses all saving throw proficiencies.

Alignment The Shadow born's alignment changes to Lawful evil to reflect the stronger influence from the Shadow.

Shared Traits

Hatred for life While in dim light or darkness, the Shadow born can take the Dash action as a bonus action.

Sunlight Weakness While in sunlight, the Shadow Born has disadvantage on attack rolls and saving throws. It also becomes vulnerable to non-magical weapons as if exposed to radiant energy.

Shadow Nature A Shadow Born doesn't require air, food, drink, or sleep whilst not being undead.

Necrotic Touch All Shadow born gain a necrotic touch and deal 2d8 necrotic damage on a successful melee attack.

Created using The Homebrewery. Check it out [Here](#)