

# NIGHTBORN

The Nightborn come from a cursed land where darkness reigns and the living are few. It is said that they emerged from the shadows of their cursed realm, seeking new lands to conquer and rule.

**Undead by Dark Curse.** The Nightborn are a small, undead race with dark skin and red eyes. Their undead state is the result of a dark curse that has plagued their land for centuries. The curse has twisted their bodies and corrupted their minds, turning them into creatures of darkness and shadow.

**Masters of Dark Magic.** The Nightborn are highly skilled in dark magic, and use their powers to manipulate and control others. Their society is built around a complex hierarchy of leaders and followers, ruled by powerful undead beings known as the Shadow Lords.

**Sought after Power and Expansion.** The Nightborn are always seeking to expand their influence and power, often sending out raiding parties to neighboring lands to capture living beings for experimentation or sacrifice. They are feared for their malevolent ways and dark deeds.

**Highly Organized Society.** The Nightborn society is highly organized and regimented, with each member having a specific role to play. They are skilled artisans and craftsmen, and are known for their highly intricate and beautiful jewelry and artifacts.

**Dwell in Underground Cities.** The Nightborn dwell in underground cities and caverns, hidden away from the light of the sun. Their cities are highly defensible, with traps and defenses built into every corner. They are masters of ambush tactics, striking without warning from the shadows.

**Necromantic Origin.** According to Nightborn lore, their race was originally created by a powerful necromancer who sought to create an army of undead servants. The necromancer used dark magic to imbue the corpses of deceased beings with a spark of shadow energy, creating the first Nightborn.

As the Nightborn continued to exist, their method of reproduction became more obscure. Some believe that they can create more of their kind through a process of shadow transmutation, where they absorb the shadow energy of their surroundings and transform it into new Nightborn.

**Undead Nature.** Being creatures of chaos and magic, Nightborns are immune to many of the weaknesses that afflict mortal beings. They do not require food, water, or rest, and are immune to the poisoned condition.



# NIGHTBORN AS PLAYABLE RACE

The Nightborn are highly organized and regimented, with each member having a specific role to play. They are skilled artisans and craftsmen, and are known for their highly intricate and beautiful jewelry and artifacts. Their jewelry is often made from materials found deep within the earth, such as obsidian, onyx, and black diamonds. The craftsmanship is so precise that it is said that no other race can replicate it.

**Society.** The Nightborn society is built around a complex hierarchy of leaders and followers, ruled by powerful undead beings known as the Shadow Lords. Each member of the society is expected to fulfill their role and contribute to the betterment of the group. The society is highly secretive and closed off to outsiders, with few ever venturing into their underground cities.

The Nightborn have a unique form of currency, using shadow gems that are mined deep within their caverns. These gems are highly sought after for their dark magic properties and are used to power their artifacts and magical devices. The Nightborn are also known for their ability to imbue their creations with shadow magic, giving them powerful enchantments and properties.

Their society also holds a deep reverence for their ancestors and often holds elaborate ceremonies and rituals to honor them. They believe that their ancestors guide and protect them from the shadows, and offer them offerings of shadow gems and dark magic in exchange for their guidance and protection.

The Nightborn society may be small, but it is highly organized and efficient, with each member contributing to its success in their own unique way.

**Religion.** The Nightborn worship a mysterious entity known as the Shadow Mother, a deity of darkness and shadow that they believe to be the source of their power. The Shadow Mother is often depicted as a dark, shadowy figure with glowing red eyes, and is said to reside deep within the earth.

The Nightborn hold elaborate rituals and ceremonies to honor the Shadow Mother, often involving blood sacrifices and dark magic. They believe that by appeasing the Shadow Mother, they will be granted greater power and be protected from their enemies.

While the Shadow Mother is the primary deity worshipped by the Nightborn, there are also other lesser spirits and entities that are venerated. Some Nightborn believe that by communing with these spirits, they can gain even greater power and knowledge. However, these practices are often

shrouded in secrecy and not openly discussed with outsiders.

## NIGHTBORN TRAITS

**Ability Score Increase.** Your Dexterity score increases by 2, and your Intelligence score increases by 1.

**Age.** They live for around 400 years, after which their bodies begin to decay and their skin falls off, revealing their skeletal form. They continue to exist as skeleton undead, and may live for an additional 300 years or more before finally fading away into nothingness.

**Alignment.** Nightborn are usually lawful evil, but some may have different alignments.

**Size.** Nightborn are about the same size as goblins, but slightly shorter on average. Your size is Small.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** Accustomed to life in darkness, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

**Child of the Shadow Mother.** You know the *dancing lights* cantrip. When you reach 3rd level, you can cast the *darkness* spell once per day. When you reach 5th level, you can cast the *shadow blade* spell once per day as a 3rd level spell. Charisma is your spellcasting ability for these spells.

**Undead Nature.** You are an undead creature. You do not require food, drink, or air, and you are immune to the poisoned condition.

**Languages.** You can speak, read, and write in Common and Nightborn. The Nightborn language uses the Elvish script.



## NIGHTBORN WARRIOR

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A formidable fighter among the Nightborn, trained in the art of combat and armed with deadly weapons. They are skilled in ambush tactics and can move swiftly and silently through the shadows.

## NIGHTBORN SHADOWMAGE

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A spellcaster among the Nightborn, with the ability to summon shadowy creatures and cast spells that manipulate the shadows around them. They are often accompanied by a retinue of Nightborn warriors.

## NIGHTBORN SHADE

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A swift and deadly assassin, capable of moving through the shadows and striking with deadly precision. They are often employed as assassins and spies by the Shadow Lords.

## NIGHTBORN WEAVER

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A master of deception and illusion, the Nightborn Weaver is able to weave powerful illusions that can fool even the most perceptive of foes. They are often employed as spies and infiltrators by the Shadow Lords.

## NIGHTBORN BONECASTER

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A necromancer among the Nightborn, with the power to raise the dead and command them to do their bidding. They are often surrounded by a horde of undead minions.

## NIGHTBORN CRYPT STALKER

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A fierce and powerful warrior, specialized in hunting down intruders in the Nightborn's underground lairs. They are often heavily armored and wield powerful weapons imbued with dark magic.

## NIGHTBORN LORD OF SHADOWS

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The most powerful of the Shadow Lords, the Lord of Shadows is a master of dark magic and shadow manipulation. They are surrounded by an aura of darkness and can summon hordes of shadow creatures to do their bidding.

*From the shadows emerged these dark beings, their skin twisted and their eyes glowing red with an unholy light. It was as if they were born of the darkness itself. Their mastery of dark magic was unlike anything we had ever seen, and their society was highly regimented, with each member having a specific role to play. Their cities, hidden away in underground caverns, were highly defensible and filled with traps and ambush tactics.*

– Eryndoriel, High Priestess of the Darinvale



# NIGHTBORN WARRIOR

*Small undead, lawful evil*

- **Armor Class** 13 (armor scraps)
- **Hit Points** 13 (3d6 + 3)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	13 (+1)	13 (+1)	10 (+0)

- **Skills** Stealth +6
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** Nightborn, Common
- **Challenge** 1/2 (100 XP)

**Shadow Strike.** During its first turn, the nightborn has advantage on attack rolls against any creature that hasn't taken a turn.

**Sunlight Sensitivity.** While in sunlight, the nightborn has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.



## ACTIONS

**Shadowblade.** *Melee Spell Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) psychic damage.

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

# NIGHTBORN SHADOWMAGE

*Small undead, lawful evil*

- **Armor Class** 12 (15 with mage armor)
- **Hit Points** 16 (3d6 + 6)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	16 (+3)	13 (+1)	10 (+0)

- **Skills** Stealth +6
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** Nightborn, Common
- **Challenge** 1 (200 XP)

**Innate Spellcasting.** The nightborn's innate spellcasting ability is Charisma (spell save DC 10). The nightborn can innately cast the following spells, requiring no material components:

At will: *dancing lights, darkness, minor illusion, silent image*

1/day each: *invisibility, mage armor, shadow blade*

**Sunlight Sensitivity.** While in sunlight, the nightborn has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.



## ACTIONS

**Shadow Bolt.** *Ranged Spell Attack:* +5 to hit, range 60 ft., one creature. *Hit:* 11 (2d10) necrotic damage.

**Summon Shadows (1/Day).** The nightborn summons 1d4 shadow creatures that appear in unoccupied spaces within 30 feet of the nightborn. The shadow creatures disappear when they drop to 0 hit points or when the nightborn dismisses them as a bonus action.

## REACTIONS

**Shadow Shield.** When the nightborn is hit by an attack, it can use its reaction to create a shield of shadow energy that reduces the damage taken by 1d10. The shield disappears after the attack.

## SHADOW CREATURE

*Small undead, unaligned*

- **Armor Class** 12
- **Hit Points** 4 (1d6 + 1)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	16 (+3)	13 (+1)	10 (+0)

- **Skills** Stealth +6
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** Nightborn, Common
- **Challenge** 0 (10 XP)

**Shadow Stealth.** While in dim light or darkness, the shadow creature can take the Hide action as a bonus action.

## ACTIONS

**Shadow Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 necrotic damage.

## REACTIONS

**Shadow Dodge.** When the shadow creature is hit by an attack, it can use its reaction to shift to an adjacent space that is in dim light or darkness. The attack misses, and the shadow creature takes no damage from it.

## NIGHTBORN SHADE

*Small undead, neutral evil*

- **Armor Class** 15 (leather armor)
- **Hit Points** 27 (5d6 + 10)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	13 (+1)	16 (+3)	13 (+1)	10 (+0)

- **Skills** Stealth +8
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** Nightborn, Common
- **Challenge** 2 (450 XP)

**Assassinate.** During its first turn, the nightborn has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the nightborn scores against a surprised creature is a critical hit.

**Darkspell Strike (1/Turn).** The nightborn deals an extra 7 (2d6) necrotic damage when it hits a target with a melee spell attack and has advantage on the attack roll.

**Sunlight Sensitivity.** While in sunlight, the nightborn has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.



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## ACTIONS

**Shadowblade.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) psychic damage.

# NIGHTBORN WEAVER

*Small undead, lawful evil*

- **Armor Class** 13 (16 with mage armor)
- **Hit Points** 45 (10d6 + 10)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	18 (+4)	13 (+1)	10 (+0)

- **Skills** Stealth +7
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** Nightborn, Common plus up to two other languages
- **Challenge** 3 (700 XP)

**Innate Spellcasting.** The nightborn's innate spellcasting ability is Charisma (spell save DC 10). The nightborn can innately cast the following spells, requiring no material components:

At will: *dancing lights, darkness, minor illusion, silent image*

1/day each: *invisibility, mage armor, shadow blade*

**Spellcasting.** The nightborn is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The nightborn has the following wizard spells prepared:

Cantrips (at will): *mage hand, message, prestidigitation*

1st level (4 slots): *disguise self, identify, mage armor, sleep*

2nd level (3 slots): *invisibility, mirror image, web*

3rd level (3 slots): *blink, major image, stinking cloud*

**Sunlight Sensitivity.** While in sunlight, the nightborn has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.



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## ACTIONS

**Shadow Bolt.** *Ranged Spell Attack:* +7 to hit, range 60 ft., one creature. *Hit:* 11 (2d10) necrotic damage.

**Weave Illusion (3/Day).** The nightborn targets a creature it can see within 60 feet of it. The creature must make a DC 15 Wisdom saving throw. On a failed save, the creature becomes convinced that its surroundings have changed in a way determined by the nightborn. The effect can be one of the following:

- The target sees an illusory wall, ceiling, or floor, making it impossible to pass through a certain area.
- The target perceives an illusory creature or group of creatures.
- The target sees an illusory object, which can be either animate or inanimate.

The illusory effect lasts for 1 minute, after which it fades away. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

# NIGHTBORN BONECASTER

*Small undead, lawful evil*

- **Armor Class** 12 (15 with mage armor)
- **Hit Points** 66 (12d6 + 24)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	14 (+2)	20 (+5)	13 (+1)	14 (+2)

- **Skills** Stealth +7
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** Nightborn, Common plus up to three other languages
- **Challenge** 4 (1,100 XP)

**Innate Spellcasting.** The nightborn's innate spellcasting ability is Charisma (spell save DC 12). The nightborn can innately cast the following spells, requiring no material components:

At will: *dancing lights, darkness, minor illusion, silent image*

1/day each: *invisibility, mage armor, shadow blade*

**Spellcasting.** The nightborn is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The nightborn has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *false life*, *mage armor*, *ray of sickness*, *sleep*

2nd level (3 slots): *blindness/deafness*, *darkness*, *mirror image*

3rd level (3 slots): *animate dead*, *bestow curse*, *stinking cloud*

4th level (3 slots): *blight*, *greater invisibility*

5th level (2 slots): *cloudkill*, *danse macabre*

**Sunlight Sensitivity.** While in sunlight, the nightborn has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.



## ACTIONS

**Shadow Bolt.** Ranged Spell Attack: +9 to hit, range 60 ft., one creature. *Hit:* 11 (2d10) necrotic damage.

## NIGHTBORN CRYPT STALKER

*Small undead, lawful evil*

- **Armor Class** 15 (studded leather)
- **Hit Points** 88 (16d6 + 32)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	16 (+3)	15 (+2)	10 (+0)

- **Skills** Acrobatics +6, Perception +5, Stealth +9
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 15
- **Languages** Nightborn, Common
- **Challenge** 6 (2,300 XP)

**Shadow Sense.** The nightborn can sense the presence of creatures within 60 feet that are in dim light or darkness, even if they are behind total cover.

**Shadow Strike.** During its first turn, the nightborn has advantage on attack rolls against any creature that hasn't taken a turn.

**Sunlight Sensitivity.** While in sunlight, the nightborn has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.



## ACTIONS

**Multiattack.** The nightborn makes three shadowblade attacks.

**Shadowblade.** Melee Spell Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) psychic damage.

**Summon Shadows (3/Day).** The nightborn summons 1d4 shadow creatures that appear in unoccupied spaces within 30 feet of the nightborn. The shadow creatures disappear when they drop to 0 hit points or when the nightborn dismisses them as a bonus action.

# NIGHTBORN BONECASTER

*Small undead, lawful evil*

- **Armor Class** 13 (16 with mage armor)
- **Hit Points** 142 (19d6 + 76)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	18 (+4)	20 (+5)	16 (+3)	16 (+3)

- **Skills** Arcana +9, Perception +7, Religion +9, Stealth +11
- **Damage Resistances** all, except radiant (see trait)
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 17
- **Languages** Nightborn, Common plus up to three other languages
- **Challenge** 11 (7,200 XP)

**Cloaked in Shadows.** The nightborn is cloaked in shadows, granting it advantage on Dexterity (Stealth) checks made to hide in dim light or darkness. The nightborn also gains resistance to all damage types except radiant damage while cloaked in shadows. This trait is dispelled if the nightborn is exposed to sunlight, the daylight spell, dispel magic or sunburst.

**Innate Spellcasting.** The nightborn's innate spellcasting ability is Charisma (spell save DC 15). The nightborn can innately cast the following spells, requiring no material components:

At will: *dancing lights, darkness, minor illusion, silent image*

1/day each: *invisibility, mage armor, shadow blade*

**Spellcasting.** The nightborn is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The nightborn has the following wizard spells prepared:

Cantrips (at will): *chill touch, mage hand, prestidigitation, ray of frost*

1st level (4 slots): *false life, mage armor, ray of sickness, sleep*

2nd level (3 slots): *blindness/deafness, darkness, mirror image*

3rd level (3 slots): *animate dead, bestow curse, stinking cloud*

4th level (3 slots): *blight, greater invisibility*

5th level (2 slots): *cloudkill, danse macabre*

6th level (1 slot): *create undead*

**Sunlight Sensitivity.** While in sunlight, the nightborn has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.



## ACTIONS

**Multiattack.** The nightborn uses Curse of Decay, then makes two attacks choosing from Shadowblade or Shadow Bolt.

**Curse of Decay.** The nightborn curses a target within 30 feet, causing its flesh to rot and decay. The target must make a DC 17 Constitution saving throw or take 27 (5d10) necrotic damage and have its maximum hit points reduced by an amount equal to the damage dealt. The maximum hit point reduction lasts until the target completes a long rest. If the target fails the saving throw by 5 or more, they are also afflicted with a curse (See the Expanded Afflictions chapter).

**Shadowblade.** *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) psychic damage.

**Shadow Bolt.** *Ranged Spell Attack:* +9 to hit, range 60 ft., one creature. *Hit:* 11 (2d10) necrotic damage.

**Summon Shadows (3/Day).** The nightborn summons 1d4 shadow creatures that appear in unoccupied spaces within 30 feet of the nightborn. The shadow creatures disappear when they drop to 0 hit points or when the nightborn dismisses them as a bonus action.

## REACTIONS

**Shadow Dodge.** When the nightborn is hit by an attack, it can use its reaction to shift to an adjacent space that is in dim light or darkness. The attack misses, and the nightborn takes no damage from it.