

Harrowed

Harrowed are mortals of any race subjected, willingly or not, to powers of a dark and perverse nature. They may be created through purposeful dark rituals, contact with a creature or artifact of shadow, or exposure to an unstable rift into a realm of shadow. A harrowed heart still beats, and they must still eat, breathe, and sleep to survive, but they have been altered inside and out until only an echo of who and what they were before remains. Their bodies are thinner than before, their hair and skin turned shades of stark white, dust gray, or pitch black, and their eyes taking on a metallic or crystalline color and clarity. A harrowed mind is similarly effected: memories and personality remain largely intact, but buried behind a thick layer of stone-cold patience and calculation. Flights of fancy and of passion are alien to a harrowed soul, no matter how boisterous they were in the past.

A harrowed reflects the social attitudes and situations that birthed it. In places with strong connections to dark magic or Primeval Dark, these shades are honored and included, and may even rub elbows with others who are harrowed. But in places where such perversion is forbidden, an appearance by a harrowed one will soon bring strife and conflict.

Harrowed Traits

You begin the game with the following traits:

Ability Scores: +1 to Charisma, +1 to Intelligence, +1 to Dexterity

Age: You age slower than your original race, living roughly one fifth longer than others of your species while retaining youthful function. In the days before death, your body begins to waste away before suddenly turning to a pile of ash

Alignment: The harrowed operate on cool, logical thinking, and are generally not given to chaos. Whether or not they are more beneficent than malicious, a harrowed tends to be self-centered, controlling, and not above lying or stealing to achieve their ends, and therefore tend to be neutral.

Size: You are the size of your original race, but weigh notably less than the average

Speed: Your base speed is that of your original race

Languages: You can speak, read, and write common. If you are a nonhuman race, you also know the language of your original race. Otherwise, you know one other language.

Mask of Shadow: You are proficient in Stealth.

Bleeding Shadow: As a reaction, when targeted by an attack from an opponent you can see, you may shroud yourself in ethereal darkness for an instant, imposing disadvantage on the attack.

You may use this ability once per short rest at 1st level, twice per short rest at 6th level, and three times per short rest at 11th level.

One Foot in the Grave: You have resistance to necrotic damage. When you are reduced to 0 hit points by necrotic damage, you do not instantly die, but automatically fail your first death saving throw.

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