

Scions of Dusk

A compendium of shadow options
for Dungeons & Dragons 5th Edition



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Creatures of Darkness

Scions of Dusk is a compendium of options for players and DMs alike with an emphasis on darkness, the shadow and the creatures that inhabit it.

For Players

As a player, you will find two new playable races:

- **Changeling**, the offspring of dark fey raised by humans.
- **Shadowborn**, descendants of humans with a shard of shadow essence in their soul.

And two new class options:

- **Oath of Sin**, a new oath for paladins who become heralds of vices and passions.
- **The Vampire**, a new and bloodthirsty patron for the warlock class, complete with two eldritch invocations for vampiric warlocks.

For Dungeon Masters

In addition to the options for player characters, which you can use for your NPCs, this document contains two classic monsters, the *Dark Creeper* and *Dark Stalker*. Last but not least, you get three new magic items for your shadow-themed campaigns: the *Figurine of Wondrous Power (Murder of Ruby Ravens)*, the *Ghoulish Mantle*, and the *Tainted Ring*.

Changeling

It is known that fey take great delight in making fun of mortals; and their jokes can be cruel.

Legends hold that lords of the fairies sometimes kidnap human babies to serve at their court, particularly if they appear to be beautiful. When this happens, the fey leave one of their newborns in the cradle to have it raised by men. These creatures are known as *changelings*, and although their appearance is that of the original child, they tend to mature quickly and seem to be wise beyond their years.

Sometimes, when changelings reach puberty, their fey nature reveals itself: the boy (or girl) gains the ability to alter his or her body shape into that of any other humanoid. In more than one case, this leads to the changeling developing a sly, opportunist behaviour.

More often than not, changelings must hide their supernatural power to avoid being shunned, exiled, or worse.



Attractive and Adaptable

Changelings are often slender, fair-skinned and overall quite attractive, if a bit frail. Their eyes vary in color from hazel to exotic shades of purple and gold. However, few people ever see a changeling's true appearance: they usually adopt another humanoid's looks.

Mischievous but extremely cautious when it comes to being identified, changelings share some of their ancestors' penchant for pranks and jokes. They appreciate comfort, wealth, and beauty; their mercurial nature often leads to them experimenting with both male and female partners. It is not rare for them to become assassins, spies, or even masters of a thieves' guild.

Changeling Names

Usually, changelings adopt the names of the people they were raised by. However, the proudest of them choose exotic names from ancient legends.

Male Names: Arget, Bolg, Danaad, Eren, Fomor, Midar, Nemhed, Tuail

Female Names: Carilen, Ceithra, Daga, Dian, Eire, Erenyes, Morrigan, Tuada

Changeling Traits

All changelings share certain racial traits.

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

Age. Changelings mature faster than humans, reaching adulthood at the age of 16. Their fey heritage allows them to live much longer than humans, up to 200 years.

Alignment. Most changelings are chaotic, since their mood is as shifting as their appearance. Though they aren't innately evil, many of them are spies or assassins.

Size. Changelings are the same height of a human, but their bodies are thin and spindly. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Because of your supernatural origin, 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.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Shapeshifter. As an action, you assume the physical shape of any Medium humanoid you have seen in the past. Your game statistics are unaffected, and you can't change the appearance of your equipment. While in the new form, you gain a +10 bonus to Charisma checks to pass yourself as the chosen humanoid. You can return to your true shape as an action.

Languages. You can speak, read, and write Common and another language of your choice.

Shadowborn

Shadowborn are the descendants of humans that were trapped in the plane of shadow or that struck bargains with creatures of the darkness, selling their offspring in exchange for knowledge, power, or riches.

When a human child is born in the twilight of the shadow plane or brought there, the newborn's essence is forever tainted by the dark energies of that place, filling his or her heart with gloom and ruthlessness.

In rare occasions, when a human woman gives birth near a portal to the shadow plane, her child is transformed into a shadowborn.

Agile and Manipulative

A shadowborn's lean body, dark gray skin and soulless black eyes reflect his or her essence. People often assume shadowborn to be evil or untrustworthy, and with good reason: most of them succumb to their inner darkness, which smothers emotions and makes them innaturally calm; few are able to tell what a shadowborn is thinking or feeling.

Shadowborn are self-reliant and manipulative, always planning ahead and seeking for ways to exploit others and achieve greater power or authority. It is incredibly hard to gain a shadowborn's trust or loyalty, as they often see other creatures as pawns rather than allies.

In some cases, shadowborn that were not raised within the shadow plane fight against their tainted nature and seek allies and companions, which they defend as fiercely as others of their kind seek power and authority.

Shadowborn Names

Shadowborn raised in human community adopt human naming conventions, while those dwelling in the shadow plane might choose a name depending on the creature or entity that raised them.

It should be noted, however, that most shadowborn consider their name to be nothing but one of their "tools", thereby changing it if they feel it is necessary. Still, some of them have a "friend name" they use when speaking with their allies or companions, which is the closest thing to a true name for the shadowborn.



Shadowborn Traits

Your shadow heritage manifests in a variety of traits that you share with other shadowborn.

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

Age. Shadowborn mature at the same rate humans do and reach adulthood at the age of 20. They live slightly longer than humans, however, often reaching 120 years.

Alignment. Though it is possible to find shadowborn of any alignment, they are usually neutral or evil. Many fall prey of the darkness within their souls, though some have been known to rise as heroes and saviors.

Size. Shadowborn are about the size of a human, though often a bit more slender. They range from 5 to 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Born from darkness itself, 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.

Dark Step. When you are in an area of dim light or darkness, you can use a bonus action to teleport up to 30 feet to an unoccupied space you can see that is also in dim light or darkness.

Naturally Stealthy. You have proficiency in the Stealth skill.

Shadow Essence. Since your corporeal nature is partially made of dark energies, you have resistance against necrotic damage.

Languages. You can speak, read, and write Common and another language of your choice.

Paladin: Oath of Sin

The Oath of Sin is embraced by those who nurture dark emotions in their hearts. One might think a Sinner to be dominated by pride, lust, wrath, and all those basic passions which other paladins try to oust from their lives; however, there is a great difference between those who weakly succumb to their desires and those who embrace them as paths to strength and power.

In most cases, a paladin of Sin is arrogant, ruthless and immoral. However, some Sinners have learned to master and contain their passions, unleashing them only when the time is right. Such paladins have the potential to become powerful tyrants, using the emotions of others to dominate them.

Special Note: To choose the Oath of Sin, a paladin must be of a non-lawful, non-good alignment.

Tenets of Sin

A Sinner's tenets (if any) can be summarized as follows.

Follow your Needs. Always trust your instinct and satisfy your needs, however exotic they might be.

Delight in Victory. Take pleasure in the fall of others, for they were meek and unworthy.

Strength in Vice. Once you deeply master your own emotions, you will be able to influence those of others. Explore your passions and vices, understand when they make you strong and when they weaken you.

There is Darkness in Everyone. Those who declare themselves as immaculate and pure lie to themselves and to others. There are flaws in every person, and those flaws can become your strength.

Oath Spells

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>dissonant whispers, hellish rebuke</i>
5th	<i>crown of madness, mirror image</i>
9th	<i>fear, spirit guardians</i>
13th	<i>confusion, conjure minor elementals</i>
17th	<i>insect plague, mislead</i>

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Blade of Fury. As an action, you can imbue one melee weapon that you are holding with raging emotions, using your Channel Divinity. For 1 minute, the weapon deals

an extra psychic damage equal to 1d6 + your Charisma modifier (minimum of 1d6 + 1).

Induce Madness. As an action, you present your holy symbol and whisper words of confusion, using your Channel Divinity. Choose one creature within 30 feet of you that you can see. That creature must make a Wisdom saving throw.

On a failed save, the creature is stunned for 1 minute or until it takes any damage. While stunned, the creature is vulnerable to psychic damage.

On a successful save, the creature is vulnerable to psychic damage for 1 minute or until it takes any damage.

Aura of Sloth

Beginning at 7th level, you syphon energy from the creatures around you, weakening their defenses and slowing their reflexes.

While within 10 feet of you, living creatures (including your allies) have disadvantage on Dexterity saving throws and attacks against them have advantage.

Ravenous Retribution

Starting at 15th level, you can unleash a bloodthirsty hunger against your opponents. When you hit a creature with an opportunity attack, you gain temporary hit points equal to twice your Charisma modifier (minimum of 2 temporary hit points).

Beacon of Sin

Beginning at 20th level, you can transform yourself into a physical manifestation of passions, vice, and sin. Your very presence weakens the resolve and purity of those around you, causing sinful thoughts to emerge from their heart. For 1 minute, you gain the following benefits:

- Enemies within 10 feet of you have disadvantage on attack rolls against you.
- When a creature you can see deals damage to you, that creature takes 10 psychic damage.

Once you use this feature, you can't use it again until you finish a long rest.

Warlock: The Vampire

The vampiric curse flows in your veins, along with your corrupted blood. You are an undead, a creature of the night and an abomination. Perhaps you are the descendant of a vampire lord of legend; you were born dead but awoke and grew into adulthood as a half-living, half-dead monstrosity. Or maybe undeath was a gift, bestowed upon you by a cruel master that considered it a reward for your services.

Whatever the reason, you are now consumed by a ravenous thirst for blood, and dark powers inhabit your soul. Will you dominate the feral instincts of your nature, or are you doomed to become a monster feasting upon the blood of innocents?

Expanded Spell List

These spells are added to the warlock spell list for you.

Spell Level	Spells
1st	<i>inflict wounds, wrathful smite</i>
2nd	<i>blur, detect thoughts</i>
3rd	<i>animate dead, bestow curse</i>
4th	<i>dominate beast, Mordenkainen's faithful hound</i>
5th	<i>dominate person, hallow</i>

Child of the Night

Starting at 1st level, you gain the following features:

Undead. You are an undead creature. You, however, retain your species' subtype (such as Elf, Human, Tiefling...). Spells and effects that don't work on undead (such as the cure wounds spell) don't affect you. In addition, you do not have to eat, drink, or even breathe; however, you do need to sleep.

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Vulnerable to Light. When in direct sunlight, you have disadvantage on attack rolls, ability checks, and saving throws. Additionally, if radiant damage ever reduces you to 0 hit points, you are immediately destroyed.

Consumed by Thirst. When you take a short rest, you must spend all your available Hit Dice, if any. Additionally, your maximum Hit Dice are equal to half your level, rounded up, instead of equal to your level. You regain half your Hit Dice after long rests, as normal.

Feast of Blood. When a living creature within 5 feet of you is reduced to 0 hit points, you can use your reaction to drink blood from that creature. If you do so, you immediately regain a number of Hit Dice equal to your Charisma modifier (minimum of 1).

Once you use this feature, you can't use it again until you complete a short or long rest.

Shapechanger

Starting at 6th level, you can *shapechange* (as per the spell) into a Tiny bat or a Medium wolf.

Once you use this feature, you can't use it again until you complete a short or long rest.

Arrogance

Starting at 10th level, you have advantage on saving throws against being charmed or frightened.

True Vampire

Starting at 14th level, you have resistance to bludgeoning, piercing and slashing damage from nonmagical weapons, and you have resistance to necrotic damage.

New Eldritch Invocations

Blood Frenzy

Prerequisite: Vampire otherworldly patron, 5th level

When you use your reaction to drink blood from a creature, you can also make a melee weapon attack as part of that same reaction.

Controlled Thirst

Prerequisite: Vampire otherworldly patron, 7th level

You have learned how to control your thirst for blood, and are able to drink life energy from your allies without hurting them. When you take a short rest, one willing ally of yours can spend one of its Hit Dice, roll it, and let you regain hit points equal to the result + your Constitution modifier. You can use this feature only once per short rest.

Dark Ones

The dark creeper and dark stalker, also known as “dark ones”, are small hoofed creatures native to the plane of shadows. They stand just under 4 feet tall, with pale skin and milky white eyes. Dark ones exude a foul stench of sweat and decaying food; they never take off their clothing, instead adding new layers of blackened rags when the outermost ones become too old and ruined.

Dark stalkers lead dark creeper communities, dwelling in deep caves or underground. Their motivations are unclear, though they seem to crave magical items and trinkets, which they are able to detect through some kind of magical sense. Some arcanists even believe dark ones to sustain their bodies by absorbing magic from artifacts and other magical items.

DARK CREEPER

Small humanoid (dark one), neutral

Armor Class 16 (rag armor)

Hit Points 22 (4d6 + 8)

Speed 30 ft. (6 squares)

Str	Dex	Con	Int	Wis	Cha
11 (+0)	16 (+3)	14 (+2)	9 (-1)	10 (+0)	8 (-1)

Skills Stealth +7

Senses darkvision 120 ft. (14 sq.), passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Death Throes. When reduced to 0 hit points, the dark one explodes in a burst of blinding light. Each creature within 10 feet of the dark one must succeed on a DC 12 Constitution saving throw or be blinded for 1 round. Creatures that are already blinded or that don't rely on sight to see are unaffected.

Innate Spellcasting. The dark one's innate spellcasting ability is Charisma (spell save DC 9). The dark one can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*

Sneak Attack (1/Turn). The dark one deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the dark one that isn't incapacitated and the dark one doesn't have disadvantage on the attack roll.

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

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.



DARK STALKER

Small humanoid (dark one), neutral

Armor Class 16 (rag armor)

Hit Points 43 (8d6 + 16)

Speed 30 ft. (6 squares)

Str	Dex	Con	Int	Wis	Cha
11 (+0)	17 (+3)	14 (+2)	14 (+2)	12 (+1)	14 (+2)

Skills Sleight of Hand +7, Stealth +7

Senses darkvision 120 ft. (14 sq.), passive Perception 11

Languages Common

Challenge 3 (700 XP)

Death Throes. When reduced to 0 hit points, the dark one explodes in a burst of blinding light. Each creature within 10 feet of the dark one must succeed on a DC 12 Constitution saving throw or be blinded for 1 round. Creatures that are already blinded or that don't rely on sight to see are unaffected.

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

At will: *darkness*, *detect magic*, *fog cloud*

1/day each: *invisibility*

Sneak Attack (1/Turn). The dark one deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the dark one that isn't incapacitated and the dark one doesn't have disadvantage on the attack roll.

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

Actions

Multiattack. The dark one makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Shadow Step. When in an area of dim light or darkness, the dark one can use a bonus action to teleport up to 30 feet to an unoccupied space it can see that is also in dim light or darkness.



New Magic Items

Here are three new shadowy magic items.

Figurine of Wondrous Power, Murder of Ruby Ravens

Wondrous item, rare

As with any *figurine of wondrous power*, this ruby statuette has been carved in the likeness of a flock of minuscule winged creatures, roughly resembling ravens.

When activated, the figurine transforms into a swarm of blood-red ravens for up to 4 hours. Once it has been used, it can't be used again until 2 days have passed.

The swarm of ravens created by the figurine has the following additional traits:

Hive Mind. The swarm acts and thinks as a single creature; it understands its master's language and can speak in that same language. When it does so, the ravens that form it all talk at the same time, in a cacophony of cawing voices.

Ghoulish Mantle

Wondrous item, uncommon (requires attunement)

A *ghoulish mantle* looks like a tattered black cape. While wearing this mantle, you can attempt to hide even when only lightly obscured by dim light.

Tainted Ring

Wondrous item, rare (requires attunement)

This iron ring is rusted and bloodstained, suffused with necromantic powers.

While wearing this ring, undead creatures cannot see you (you count as being invisible to them). In addition, creatures with the *detect life* special trait are unable to locate your presence.

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Inside you will find:

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