

SHADAR KAI

CREDITS

Authors: Sven Hugi

Illustrators:

Additional Contributors:

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SHADAR-KAI TRAITS

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

Age. Shadar-Kai have a incredibly long lifespan. But they get eaten by the Shadow Curse. They do not fear death and mostly die young.

Alignment. They thend towards Neutral

Size. Shadar-Kai stand around 6 feet tall and average about 150 pounds. Your size is Medium.

Speed. Your base walking speed is 30ft.

Language. You can read, write and speak Common and Elven or Sylvan. If you want to you can also add the dead language Netherese

Darkvision. 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 can't discern color in darkness, only shades of gray.

Shadar-Kai Weapon Training You have proficiency with the Spiked Chain, a special weapon.

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

Unseen. You are proficient in the Stealth skill.

Eyes of Shadow. You have advantage on Saves against detecting illusions (Magic) and if you or a other friendly Shadar-Kai casts the Darkness Spell you can see through. Also a creature can not get advantage on Stealth checks against you by hiding only in darkness.

«««< **HEAD Shadow Curse.** Any time you get stunned, dazed, staggered or unconscious (expect if it's because of willingly sleeping) you need to succeed on a DC 15 Will save or a part of your soul gets dragged to the Plane of Shadow. If the soul is fully eaten by the Planes of Shadow (note hp for your soul or better ask your dm) you transform to a Wraith (and die). You can use a gal-ralan to keep your soul and body connected. You can not be raised from the dead or resurrected while you suffer from this curse. While on the Plane of Shadow the curse has no effect and can be cured with a greater restoration spell. On the Material Plane only a wish or miracle spell can end the curse. A remove curse spell does nothing against this curse.

===== **Shadow Curse.** Any time you get stunned, petrified, paralyzed or unconscious (expect if it's because of willingly sleeping) you need to succeed on a DC 15 Will save or a part of your soul gets dragged to the Plane of Shadow. If the soul is fully eaten by the Planes of Shadow (note hp for your soul or better ask your dm) you transform to a wraith (and die). You can use a gal-ralan to keep your soul and body connected. You can not be raised from the dead or resurrected while you suffer from this curse. While on the Plane of Shadow the

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To avoid being affected by the curse, most Shadar-Kai live extreme lifestyles, embracing strong emotions and peak experiences. Most of them use pain to keep their focus, decorating their bodies with tattoos, scarification and piercings in extremely sensitive parts of their bodies. Likewise, some of them engage in self-flagellation, to the point of self-harm if they fell that they getting overtaken by the curse.

SPIKED CHAIN

Slashing 2d4 Finesse, Light, Two-Handed, Special, Reach

Special You can use you Attack to hit every creature in a 10ft radius and deal 1d4 Slashing Damage. Roll a individual attack for every creature you hit, if a attack does not hit, every attack afterwards does also not hit.

Special After using your Attack you can use your Bonus Action to Attack a second time and do 1d4 Slashing Damage on one Creature. If your previous Attack not hit, you can instead deal 2d4 Slashing Damage.