

Voidborn

The voidborn are a race of enigmatic creatures who typically reside in the area of Etokys known as the Creeping Dark, although they may trace their origins to the Shadowfell. A voidborn's appearance can vary greatly from one individual to another. Some bear a strong resemblance to humanoids, while others have a more monstrous appearance—tall and outrageously thin, with spiky protrusions, joints in strange places, and limbs that exist at odd angles. Some have two eyes, while others have only one, and eye colors are typically in varying shades of orange and brown. Most don't have visible mouths while closed, but when open, their lips peel back in four corners, like an anemone. A common characteristic of voidborn, though, is their body composition; seemingly woven from pure shadow, they seem to shift subtly in varying shades of grey and black. Many would describe their overall appearance as nightmarish; yet, despite this, those who have encountered a voidborn describe the encounter as oddly calming. Voidborn have the ability to consume excess energy and emotion from creatures around them, feeding off of and soothing those around them.

As a voidborn, you have the following racial traits.

Ability Score Increases

When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1. Follow this rule regardless of the method you use to determine the scores, such as rolling or point buy. The "Quick Build" section for your character's class offers suggestions on which scores to increase. You can follow those suggestions or ignore them, but you can't raise any of your scores above 20.

Languages

Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character. The [Player's Handbook](#) offers a list of languages to choose from. The DM is free to modify that list for a campaign.

Creature Type

You are a Monstrosity.

Size

You are Medium.

Speed

Your walking speed is 30 feet.

Darkvision

You have darkvision out to a range of 60 feet; within that range, you can see in dim light as though it were bright light and in darkness as though it were dim light. You cannot discern color in that darkness, seeing only various shades of gray.

One with Shadows

Your appearance is naturally similar to shadows and can blend in with them easily. When you are in an area of dim light or darkness, you can use either an action or a bonus action to exude shadow from your form; you gain advantage on Stealth checks and can take the Hide action, even when not behind cover. This natural camouflage even makes it difficult for those with darkvision to see you while you are hiding. This shadow lasts until you exit the dim light or darkness.

Energy Siphon

You can feed off the energies and emotions of those around you. You can cast the *Sleep* and *Calm Emotions* spells at 1st-level with no somatic or verbal components and without expending a spell slot; you can do so once per long rest for each spell. *Calm Emotions* at 1st-level targets a single creature within range, subjecting it to the effects of the *Calm Emotions* spell on a failed save.

At 3rd level, you can cast the *Calm Emotions* spell at 2nd level in the same way; when you do so, you can only target yourself, but the sphere of influence moves with you, affecting any creature that is within the area of effect.

Starting at 5th level, you can modify your 2nd-level *Calm Emotions* spell once per day. You can cast the spell without concentration and increase the radius from 20 feet to 30 feet.

You can also cast the spells from this trait with any spell slots you have of an appropriate level; this includes the modified, 1st-level version of *Calm Emotions*. Your spellcasting modifier for these spells is either Intelligence, Wisdom, or Charisma (choose when you select this race).

Emotional Consumer

Whenever you successfully subject a creature to one of effects from your Energy Siphon trait, you are provided sustenance; you do not require food or water for 24 hours, having consumed the excess energy from the creature or creatures.