

FIENDS OF THE FRACTURE



Bring the horrors of the Fracture into your Dungeons and Dragons 5E game!





THE CELESTIALS AND THE FRACTURE

Originating from a civilization almost as old as reality itself, the beings known as Celestials were, at one time, the caretakers and shapers of the multiverse. Beings of immense power, intellect, and dedication, they cultivated entire realities, maintaining a complex network of interconnecting planes. Though they appeared in extreme rarity to the beings of these realities, preferring instead to let other civilizations act as extensions of their will, their influence could be found in every world. Over millions of lifetimes, they acted as the removed curators of reality, subtly guiding entire planes of existence in directions of peaceful growth.

An unimaginable Cataclysm, the details of which are lost to time, reduced the Celestials to a handful of survivors. These remaining few receded into the shadows of a pocket dimension in order to heal and recover. For thousands of years, they waited, as the worlds and realities grew and expanded under its own established protocols. At the time of their return to the omniverse, there were but three Celestials left.

As they returned, they found a multiverse that had evolved past their original plans, deviating and changing under their own volition for centuries. Peaceful worlds had become violent, worlds fueled by arcane energies had seen it stripped away, and once small realms now threatened to encompass entire regions. Even worse, new threats had arisen: massive, maddening creatures from the deepest regions of the space between worlds, consuming and destroying with a mindless hunger. Seeing these threats, the youngest of the Three shed his name and took on the mantle of The Guardian, a protector of the stability of the multiverse. With mighty mace and cutting sword, he began to battle back the darkness. Though aided by the other two, he found that even their combined power was not enough to cleanse the horrors of the in-between-space, only ward them away.

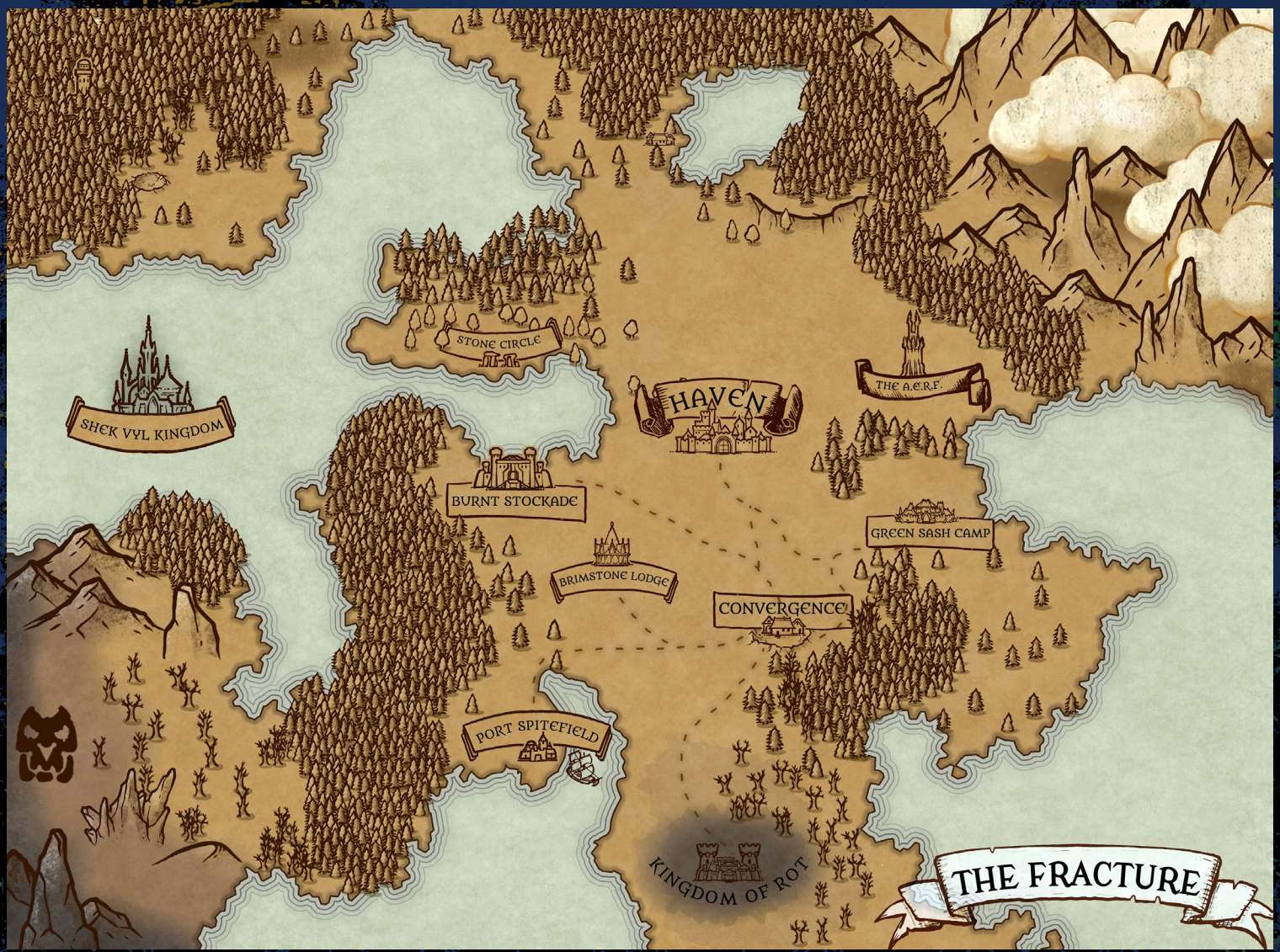
The second Celestial, seeing that the entropy of the multiverse was always a step away, shed her original name and became The Mother. Drawing forth the unspent, latent energy of centuries, she began to craft a focal point for a new multiverse, a point of Origin that would replace the existing structure. She drew power from hundreds of worlds, breaking them down into their purest form of energy and shaping them into a perfect sphere. Though she was the most powerful of the Three, even she was drained by this creation.

Seeing that this life would need to be guided and cultivated, the third Celestial shed his original name and became The Gardener. Fusing his energies with that of the Origin, he began to walk its barren surface, tending to any malignant energies that had crept past the Guardian. Through his travels, he realized that the Origin lacked many of the pieces necessary to fully form a new multiverse; pieces that had been spread throughout the other worlds. Working to aid The Mother, he and The Guardian identified the missing pieces and the planes they existed in, lining them up properly for a grand World Machine. The Mother, sensing these pieces aligned, opened her arms, and the Origin began to slowly absorb the first of the realities. Though displaced, the first ensouled beings to arrive at the Origin found a paradise, free of violence and strife. Though the Celestials knew these beings would eventually meet their end as the multiverse was reborn, they had compassion, wishing them to live in peace until the end.

However, this would not always be the case. Even in their most desperate efforts, a sliver of corruption grew within the Origin. A final act of a petty and rebellious god, a great shadow took control of the Origin over hundreds of years, seeping its psionic tentacles into the minds of the caretakers. Eventually, the darkness wrapped around the Origin as a snake smothers its prey.

Where once it was a glowing, perfect pearl in the cosmos, The Origin was now fractured along its pristine surface. It was altered fundamentally as well, as the corruption took hold deeply, mutating its feeding mechanism into something far more sinister. Whereas the original structure was one of peace and paradise, established as a final haven before a glorious rebirth, the new structure was one of malice and torture. No longer able to absorb the positive energy, the Origin developed a way to devour the negative.

The corruption spread to the Celestials, as their beings were unavoidably linked to the Origin. The Guardian was the least changed, as his efforts to protect the multiverse were still needed, even as the Origin threatened to consume it. The Gardener, retaining a small amount of his compassion, managed to alter the feeding slightly enough that simple slaughter and death would not provide nearly as much energy as lasting strife. The Mother, the most tied to the Origin, receded into darkness, unheard by her two Brothers for centuries. She would return, they knew, when the Origin was complete, and the new multiverse was ready to be born.



THE AGE OF HEROES

The settlers of the Fracture hail from dozens of individual worlds, and their arrival to the cursed land is just as varied. Some seek it willingly, thinking that the Fracture provides respite from their terrible existence, the chance to study new and unique phenomenon, or simply the opportunity for glory and treasure. Most are transported against their will through anomalies that act as dimensional wormholes, distorting time and reality itself before depositing the unlucky survivor into a harsh, unforgiving domain. However their arrival, those that seek to survive on their own are often found as remains by more skilled explorers.

That is not to say all of the settlements that have flourished in this land are welcoming and cooperative. Xenophobic tendencies die hard, and even in the face of absolute destruction many settlers chose to focus on their own profit and gain rather than the threat at large. For the first hundred years, the Fracture was fraught many conflicts instigated by those who sought personal gain, carefully manipulated by the dark miasma that permeated the world itself. Those that knew of these dark manipulations were obscenely censored by impossible magics, forced to witness their allies unravel against odds they couldn't possibly overcome. For many years, it seemed that the plight of the Fractured would never cease.

Despite these conflicts, hope slowly took root in the form of the Survivors of Convergence, a multi-world group that strove to defeat the evils of the land, often at great personal cost. This deviation from the expected forced the Celestials to accelerate their plan of rebirth, striking with horrible force against those who fought to preserve reality. Though these god beings were essentially unstoppable, the continued efforts of nearly every settlement pushed the Mother into a blinding rage. In her frenzy she absorbed the dark consciousness of the Fracture itself into her being, permanently killing the arcane tormentor in a bid for final power, as well as consuming the life of both the Guardian and Gardener. She arrived with the fury of a world breaker, but the Heroes of Convergence stood strong, bolstered by allies alien and fantastical. In a battle that split the core of the world itself, The Mother was finally subdued... but those of Convergence chose compassion, rather than vengeance, and confined the greatly-weakened Celestial to the Realm of Death, under careful watch of Malavith, ruler of the dead.

THE AGE OF CIVILIZATION

With the Mother defeated and the Fracture permanently inert, the magical wards that prevented far reaching travel vanished. In doing so, the settlers of the Fracture were able to explore further the bizarre landscape, discovering flora and fauna entirely unique to the new world. Without the constant threat of an invisible foe, trade between settlements began to flourish, and new civilizations grew by the handful as new arrivals increased exponentially.

That is not to say that, upon the defeat of the Fracture, every settlement met with open arms. Some, like the enigmatic wizards of the AERF, cling to isolationist ways, allowing only the magically-apt from their world access to their full facilities. Others, like the underwater Shek Vyl Kingdom, see this new age of civilization as another inevitable collapse of the surface world, preferring to remain aloof to the concerns of the air breathers. Still, even these groups have been known to collaborate with others in the face of greater danger, though these alliances are often short lived.

Though it can barely be called a settlement, the growing corruption of the Kingdom of Rot lurks to the south, dispatching horrifically plagued 'dignitaries' in a twisted attempt at mock diplomacy. Accidentally granted immortality by the settlers of Convergence, the being known as Rot seeks to repay this gift with his own warped offerings, spreading a plague that affects the soul as well as the body to any that approach his throne.

Despite the challenges of a new world, those that now call the Fracture home push forward, ever expanding the safety of the lands around them. There is no evil great enough, no shadow dark enough, to stop them from ensuring the growth of the first civilized society that the Fracture has ever seen.

Although, if you ask around enough at Port Spitefield, you might hear a rumor of a continent far to the east...and the towering black ships that patrol its golden shores.

NOTABLE LOCATIONS

GREEN SASH FORCE BASE CAMP

When General Bartholomew Callius arrived in the Fracture, he immediately saw a problem. Each settlement constantly vied for resources and trade routes, and cooperation between them was always a step away from conflict. To make matters worse, settlers who did not (or could not) curry favor with the leaders of these settlements often found themselves on their own in an unforgiving wilderness. To alleviate this, Callious founded the Green Sash Army (later renamed the Green Sash Force, or GSF) with one goal; to provide a neutral security force for all people of the Fracture, no matter their origin. Entirely funded by donations and with a volunteer count in the hundreds, the GSF patrol the various trade routes of the land, protecting caravans and assisting those in need. Thanks to their years of hard work, and dedicated avoidance of government entanglement, secure trade routes have allowed many of the smaller settlements to survive and grow. In dire times, they act as a defensive force, often holding the front lines with the denizens of Convergence. For those interested in volunteering their time or effort, a recruitment office has been established in Haven's west side.

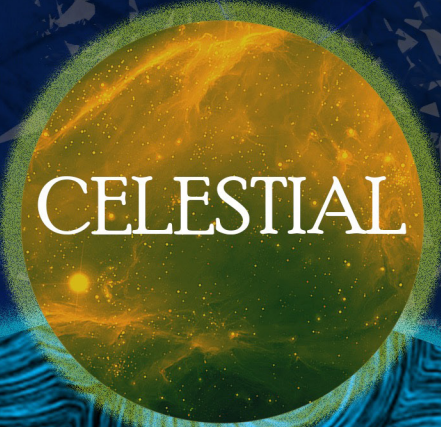
THE BURNT STOCKADE

Some civilizations in the Fracture grow over time, slowly gathering new settlers. Some, like Haven, are planned with the aid of current settlements. And some are interdimensional prisons that burst into this reality and become lodged permanently into the ground. The Burnt Stockade is the latter, which any visitor can see by the alien design and stone cells that encircle a series of courtyards. Thanks to the efforts of the people of Convergence, the Stockade was changed from an eternal prison into a place of forgiveness and opportunity. Hundreds of former cells have been converted into free lodging, merchant space, or simply storage for anyone willing to contribute to the facilities' upkeep. Managed by the enigmatic Ruby Duster, the notion of 'Everyone deserves a second chance' permeates the walls, as former criminals work to find a new life. While this may not sound like a place friendly to visitors, the Burnt Stockade actually sees very little conflict, and merchants seeking to display more uncommon wares without danger (or too much oversight) find themselves welcome. If you're lucky, you might even catch a glance of one of the fabled Heroes, setting out to patrol the Fracture for evil and injustice.

HAVEN

What began as a safe home for new arrivals has grown to become the largest and most well maintained settlement in the Fracture. Encompassing multiple districts, each organized by their respective guilds and governed by a council of elected officials, the city of Haven has brought the safety of civilization to the Modern Age. Settlers looking for work frequent the Adventurers Guild, where paid contracts offer a chance at glory and exploration. These contracts are vetted through the Guild itself, and can be submitted for a small fee to be posted on the numerous boards throughout the city. For the more intellectually disposed, or those simply looking to hire someone to research a particular foe or topic, the Library District is home to the Scholars Guide. Now boasting a library of works from over two dozen worlds, it's the perfect place to spend an evening of three learning. Finally, for those in the mood for entertainment, the Cultural Districts are a collection of streets leading into Hope Plaza, where one can sample food, drink, and entertainment from a multitude of different worlds. If you're lucky, you might even catch one of the many demonstrations in the Plaza, where survivors proudly display their culture and educate others on their heritage and society. Truly, Haven is the shining star in the darkness of the Fracture.

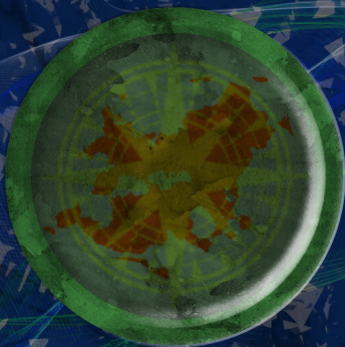
THE REALMS OF THE FRACTURE



CELESTIAL

SPIRIT

TERRESTRIAL



DEATH



LOCUST MOUND

Medium plant, Neutral

Armor Class 12 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	14 (+2)	6 (-2)	8 (-1)	8 (-1)

Saving Throws Con +4

Skills Survival +3

Damage Vulnerabilities fire

Damage Resistances necrotic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, prone, stunned, unconscious

Senses tremorsense 60 ft., passive Perception 9

Languages —

Challenge 3 (700 XP)

Swarming Defenders. At the beginning of the Locust Mound's combat turn, if there are any Locust Warriors within 15ft of the Locust Mound, it may select up to 1D4 of them. Each selected Locust Warrior may either make one basic attack on a valid target within range, or move up to 5ft closer to the Locust Mound. This movement does not provoke an attack of opportunity.

ACTIONS

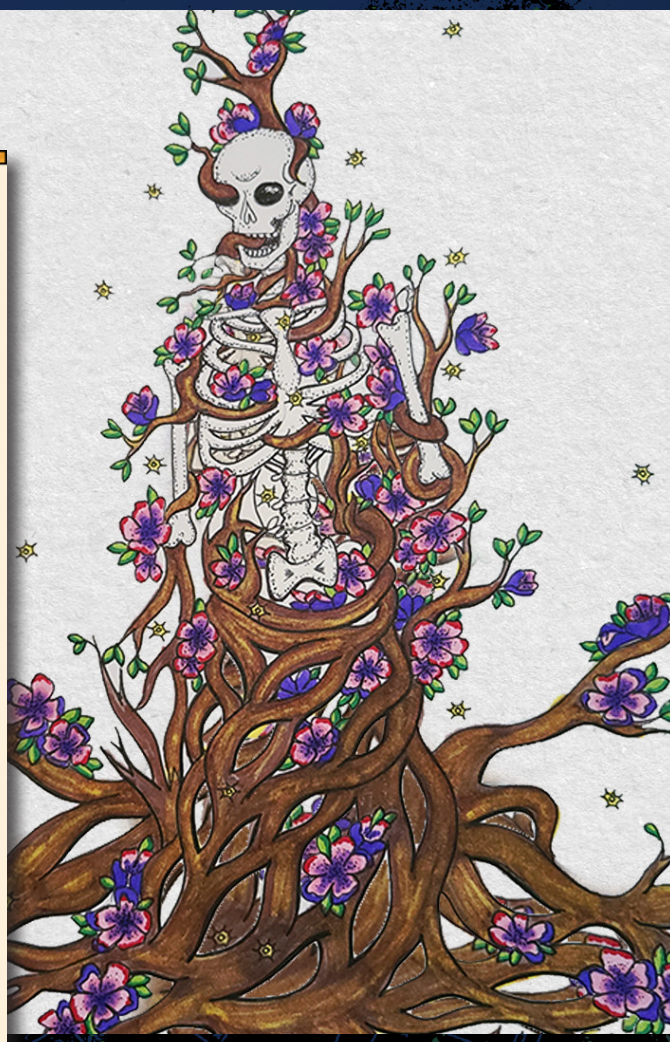
Whipping Vines. +3 to hit, reach 10 ft., one target. *Hit:* 1D8+3 damage.

Invasive Spores. Instead of attacking with its Whipping Vines, the Locust Mound may release a cloud of invasive spores. Each enemy within 10ft of the Locust Mound must make a Constitution or Wisdom save (DC 14). Roll 1D6 for each failed save.

1 = The character suffers 3D6 damage. If this damage would drop their HP to below 0, they are instead restored to 1 HP. On that character's next turn, they must make a basic attack on a friendly character, moving up to half of their base speed to get within range.

2-5 = The character suffers 2D6 damage and becomes incapacitated until the end of their next turn.

6 = The character suffers 1D6 damage.



LOCUST MOUND

While most of the flora and fauna originating from the World With No Shadow disappeared alongside their settlement and realm, the persistent Locust Mounds remain. Each is a shambling combination of vines, leaves, and corpses, dragging itself slowly in search of prey. While not outwardly dangerous themselves, they emit a type of parasitic spore that invades the mind and destroys any sense of reasoning and compassion. These spores gestate inside the minds of their crazed hosts, driving them to acts of fury and violence on all around them, including trusted friends and family. Once every person in the vicinity is either infected or dead, the Locust Mound consumes all of the remaining corpses and continues its slow hunt, now with a collection of fanatic killers to catch and tenderize its victims.

Most Locust Mounds, if attacked from a safe distance with fire, are easily destroyed. However, they have been observed as being able to withstand tremendously hostile environments, being one of the few creatures able to exist in the western areas known as the Grim Barrens, and showing no ill effects from exposure to the Rotplague. Some scouts have even reported massive Locust Mounds, consisting of several dozen tangled individual mounds, making their way towards their next meal with an unstoppable advance.



LOCUST WARRIOR

Medium humanoid, CE

Armor Class 12 (leather armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Con +3

Damage Resistances poison

Condition Immunities charmed, frightened

Senses passive Perception 10

Languages understands Common

Challenge 1/4 (50 XP)

Hacking Frenzy. The Locust Warrior has advantage on an attack roll against a creature if at least one other Locust Warrior is within 5 feet of the creature and is not incapacitated.

ACTIONS

Rusted Weapon. *Rusted Weapon:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.

LOCUST WARRIOR

The Locust Mound, an aggressive plant creature hailing originally from the World With No Shadow, has a very unique feeding system. While it subsides entirely on carcasses, most animals are able to outpace it with a brisk walk, and the other scavengers of the Fracture are much quicker to pounce on fresh meat. However, some unwise creatures will attack the creeping plant, and in doing so inhale its toxic spores. Those scavengers eventually become the optimal feeding mechanism of the Mound, in a horrifying process that can escalate into swarms of mindless drones, constantly killing fresh prey for their mother plant.

The spores extruded from a Locust Mound can travel up to twenty feet from the plant itself, helping it to catch unaware hosts who simply try to avoid the strange, putrid smelling plant. These spores, when ingested by smaller animals, lead to the host's death in a matter of minutes. However, larger creatures, including most of the sentient races of the Fracture, undergo a maddening transformation. Driven into a blind rage by the sudden toxicity in their brains, humanoid creatures will fall upon each other in acts of unwavering violence. This bloodshed only ceases in two ways; either the host is rendered medical aid or manages to expel the toxins naturally, or, the only remaining living creatures in the vicinity are the Mound and the infected. In some cases, these Locust Warriors number in the dozens, shambling ahead of their parent plant until they find new prey to butcher, or they fall victim to the increasing poison in their veins. Either way, the Locust Mound has a steady supply of food.



ONRYU

Some refer to them as spirits of arcane vengeance, stalking their marks for days or even weeks before delivering a horrific attack that leaves them helpless. Others see them as spirits of vengeance, punishing those who have offended the sacred rites of death and honor with unstoppable fury. To the few that have encountered such an Onryu and lived to tell about it, both stories ring true.

The true nature of an Onryu is still a mystery, as these hunters display traits of both the spiritual and the accursed in equal measure. Their appearance is rarely a sign of good fortune, however, as an Onryu exists almost entirely for the purpose of tracking and slaying its prey, and will not hesitate to remove any obstacles to this goal. In some cases, the Onryu acts with supernatural swiftness, appearing within hours of the offense that summons them. Other times, their mark is stalked for days or even months, tortured by the sight of a ghostly figure constantly at the periphery of their vision. In such cases, the aware victim may find their own blade a preferred end to the horror of an Onryu's vengeance.

Few things summon an Onryu, for they are not creatures of fickle desire or devotion. Stories of their vengeance may keep worshippers tithing to their respective spirits, but it is rare that anything less than a full desecration of a spiritual haven will draw their attention. However, once an Onryu is summoned, their hunt will never cease, even at the destruction of their current form. Many a defiler has thought themselves safe after striking down the appertain, only to awake days later with the Onryu poised over them, ghostly talons plunging into their heart.

ONRYU

Medium Spirit of Vengeance, Lawful Neutral

Armor Class 16 (spiritual warding)

Hit Points 55 (10d8 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +6

Skills Athletics +7, Stealth +9, Survival +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, unconscious

Senses darkvision 100 ft., passive Perception 12

Languages Abyssal, Celestial, Common

Challenge 7 (2,900 XP)

Unwavering Hunt. Once per day, the Onryu may declare a creature that has defiled a sacred site as its prey. The prey is aware of this designation through supernatural means, such as frequent chills, increased paranoia, or brief hallucinations. While marked, the Onryu has advantage to Survival rolls to track their target, and gains Truesight (120 ft) for the purposes of locating the prey. The Onryu also gains advantage on all attack rolls against their prey. If the prey is slain by any of its attacks, the Onryu will immediately dissipate.

If slain, the Onryu will reappear within 800 ft of their prey within 1D8 days, until either their prey is slain or an appropriate reparation has been made by the prey. (DM's discretion)

Spirit of Vengeance. While within eyesight of its prey, the Onryu may make two melee attacks a turn as long as they both target the prey.

ACTIONS

Heartrend Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.



PITBORNE IMPS

Small fiend, CE

Armor Class 12

Hit Points 3 (1d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +4

Skills Sleight of Hand +4, Stealth +4

Damage Resistances fire

Senses darkvision 20 ft., passive Perception 11

Languages Common, Infernal

Challenge 1/8 (25 XP)

Infernal Cowards. If a Pitborne Imp uses a disengage action, it may use a the Hurled Pitch ability as a bonus action in that same turn, but only if it ends its movement at least 10ft from any enemy creatures.

ACTIONS

Hurled Pitch. Ranged Weapon Attack: +4 to hit, range 10/40 ft., one target. Hit: 4 (1d4 + 2) fire damage.

PITBORNE IMPS

Twisted, malicious spawn of the Burning Pit, Pitborne Imps are spite given form. Though they are individually weak and easily dispatched, they often travel in large swarms, overwhelming travelers with a flurry of hurled chunks of burning pitch. A Pitborne Imp is driven only by the need to cause chaos and destruction, preferring to harry and torture prey instead of simply killing it. Though they lack anything close to real intelligence, they are capable of understanding and mimicking basic phrases... and often delight in repeating their victim's final words again and again.

Interestingly, though they originate from the Pit, several variations of the Pitborne Imp have been recorded in areas of the Fracture with more than simple infernal influence. In one example, they had taken on elements of the magic of the Blighted Fen, suggesting that their spawning draws from surrounding magic. Some scholars theorize that Imps are less a race of creatures, and more a byproduct of twisted metaphysics, and could thus be 'influenced' with proper preparation into multiple varieties. These theories are, of course, easily dispelled, as no one could possibly see a value in breeding these creatures for any sort of purpose.



THE SHRIE AND GHULS

Not much is known of the history of this subterranean race, as all attempts to contact them are met with abject hostility. What is known is that the leaders of this group, the mysterious Grey Cloaks, lead packs of feral humanoids to the surface at night, striking from hidden passages and forgotten caves. Some dark rumors insist that these mutant abominations, referred to as Ghuls, are actually the malformed children of the Shrie Grey Cloaks; a twisted punishment for whatever atrocities condemned them to the dark underground of the Fracture.

These raids are not for supplies, but for live captures, and many an outpost has simply gone silent in their wake, with only smeared blood and broken doors to speak of their horror. With little understanding of what these creatures are, or even why they suddenly appeared after years of lying dormant, most settlers speak of the threat of the Shrie in hushed whispers.

When the Shrie attack, they do so in waves; first, their brutal Packmasters whip hordes of Ghuls into a frenzy, driving the horrific creatures into the walls or gates of their target. As this occurs, distracting the settlement's defenders, a subterranean force emerges, often from underneath the homes of the unwary. These Butchers massacre the settlement from the inside, hacking apart any threats with serrated blades. Once there are no able-bodied defenders left alive, the Shrie drag their captives back into their tunnels, collapsing the entrance behind them.

GHUL

Medium humanoid, CE

Armor Class 12 (natural armor)

Hit Points 9 (2d8)

Speed 40 ft., burrow 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	11 (+0)	8 (-1)	9 (-1)	7 (-2)

Skills Athletics +2

Condition Immunities charmed

Senses darkvision 40 ft., passive Perception 9

Languages understands Undercommon

Challenge 1/2 (100 XP)

Lash of the Father. If a Ghul begins its turn within 15 ft of a Shrie, it may make two attacks with its Bloodied Claws instead of one.

Feeding Frenzy. If a Ghul begins its turn within 10 ft of an incapacitated creature, roll 1D6. On a roll of 1-3, the Ghul must attack the incapacitated target, even if moving to do so would provoke any number of attacks of opportunity. If a Shrie Packmaster is within 50 ft of this Ghul, this effect does not occur.

ACTIONS

Bloodied Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

SHRIE PACKMASTER

Medium humanoid (Shrie), NE

Armor Class 15 (chain shirt)

Hit Points 33 (6d8 + 6)

Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Wis +3

Skills Animal Handling +3, Stealth +4

Damage Resistances necrotic

Senses darkvision 40 ft., passive Perception 11

Languages Common, Undercommon

Challenge 2 (450 XP)

Hook the Meat. If a Shrie Packmaster successfully hits with its Barbed Spear attack on a creature within 5 ft, the Shrie Packmaster may immediately make a second attack using the Hook Dagger.

Inspire Cruelty. The Shrie Packmaster may use a bonus action to select a Ghul within 10 ft of the Shrie Packmaster. That Ghul may immediately make a single attack with its Bloodied Claws on a target within 5 ft of the Ghul.

ACTIONS

Barbed Spear. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Hook Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, 1D8 poison damage.

SHRIE BUTCHER

Medium humanoid (Shrie), NE

Armor Class 14 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	10 (+0)	13 (+1)	9 (-1)

Saving Throws Str +4, Wis +3

Skills Stealth +3

Damage Resistances necrotic

Senses darkvision 40 ft., passive Perception 11

Languages Common, Undercommon

Challenge 3 (700 XP)

Multiattack. The Shrie Butcher makes two attacks.

Final Victory. When the Shrie Butcher is reduced to 0 HP or less, each other creature within 10 ft must succeed on a DEX saving throw (DC 14) or suffer 2D8 fire damage.

ACTIONS

Serrated Blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.



VILE SHADOWS

Originally thought to be native to the Dominancy, the truth behind the monsters known as Vile Shadows is far more sinister. Recent information has revealed that these parasites have infected dozens of worlds, dating back to the original Cataclysm that saw the Celestials nearly destroyed. Why they found such strong purchase in the Dominancy is a truth that has been hidden from many scholars, but one fact is certain; they are nothing but evil given corporeal form.

The methods of a Vile Shadow vary, but all are horrific. Some seem to prefer to mimic the voices of allies from just out of sight, luring unwary (or overly heroic) adventurers to a dark end. Others create ‘treasure’ piles consisting of items they’ve looted off of former victims, enticing those greedy enough to step beyond the light into an early grave. Though they are physically weak, their barbed words and whispers can drive even the most willful warrior into a blind fury, and at worst, drive them to betray their former allies. Whatever their means of attack, Vile Shadows seemingly exist only to cause harm, attacking at random and with no obvious purpose. Thankfully, Vile Shadows are known to shun bright lights, and magic that has a more devastating effect on the accursed seems effective, though the beings themselves exhibit more spiritual traits than the undead. If is for this reason many Green Sash escorts carry a ready supply of phosphors, and the practitioners of the Forgotten Rites are in high value for caravans exploring shadowy lands.

Many attempts have been made to capture a ‘living’ Shadow by the Adventurer’s Guild of Haven, but so far, none have been successful. Even magical wards and greater workings seem ineffective at containing, or restraining, the monsters for very long. As many Dominancy scholars have hypothesized, whatever magic maintains the emerald dome around their city may be the only force that Vile Shadows are unable to penetrate, but recreation of that ward has been so far impossible. There are rumors, though, of a spell known only to faculty of the AERF that can bind a Vile Shadow to the sorcerer’s will; the AERF officially rejects and denies all claims to this nature.

VILE SHADOW

Medium aberration, CE

Armor Class 12
Hit Points 10 (3d8 - 3)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	8 (-1)	14 (+2)	12 (+1)	12 (+1)

Saving Throws Int +4, Wis +3
Skills Persuasion +3, Stealth +4
Damage Vulnerabilities radiant
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, grappled, poisoned, unconscious
Senses truesight 15 ft., passive Perception 11
Languages Abyssal, Common, Deep Speech, Dwarvish, Elvish, Infernal, telepathy 30 ft.
Challenge 2 (450 XP)

Mocking Whispers. As a bonus action, the Vile Shadow may select a creature within 30 ft that can hear it. That creature must succeed a Wisdom saving throw (DC 14) or suffer an effect below. The DM rolls 1D4 to determine the effect.

- 1 - The creature is charmed.
- 2 - The creature is frightened.
- 3 - The creature is blinded.
- 4 - The creature suffers 1D6 psychic damage.

ACTIONS

Piercing Shadows. *Melee Spell Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) necrotic damage.

Coming soon:

Rules for playable Fractured races!

Legendary items and location guide!

Fractured spells and rituals!

A full adventure in the animated City of the Dead!

