



VOIDDARK

Medium fey, chaotic evil

Armor Class 1

Hit Points 65 (10d8 + 20)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	15 (+2)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +8

Skills Intimidation +6, Stealth +11

Damage Vulnerabilities radiant

Damage Resistances cold, necrotic

Condition Immunities blinded, grappled, restrained, unconscious

Senses blindsight 60 ft., passive Perception 12

Languages Sylvan, understands Celestial but only whispers

Challenge 6 (2,300 XP)

Innate Spellcasting. The voiddark's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:
at will: *darkness*, *invisibility (self only)*, *mage hand*
1/day each: *fear*, *telekinesis*

Magic Resistance. The voiddark has advantage on saving throws against spells and other magical effects.

Voiddark Form. The body of a voiddark is that of distorted fey, bound to be only a shadow of the things around it. The voiddark can move through a space as narrow as 1 inch wide without squeezing, can move up walls as normal and has advantage on Dexterity (Stealth) checks as long as it's in darkness.

The voiddark cannot be targeted with attacks unless it is in bright light. While in bright light, the Voiddark's Armor Class is always 1 and cannot be changed in any way, it has disadvantage on attack rolls, as well as all Wisdom (Perception) checks.

Voiddark's Strikes. At the start of its turn, if it is within dim light or darker, the voiddark can choose to use its bonus action to focus its strikes. Until the end of the turn, its movement speed becomes 0. All attacks it makes with its voiddagger are automatic hits, regardless of the number rolled or creature's armor class.

ACTIONS

Multiattack. The voiddark makes two voiddagger attacks.

Voiddagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Possess Shadow (Recharge 5-6). As an action, the voiddark can take over a creature's shadow. The creature must make a DC 14 Charisma saving throw. On a failure, the creature is paralyzed until the end of the voiddark's next turn. Until then, the voiddark's movement speed becomes 0 and it can only attack the creature whose shadow it possesses.