

VOIDWRAITH

VOIDWRAITH LORE

Arcana DC 10: Voidwraiths are air elementals imbued with and corrupted by the energies of death and undeath. In their new forms, they are utterly inimical to air and destroy it on contact, but moreover see to destroy it, feeling out pockets of air that resist their aura and rending them forth to be destroyed.

Arcana DC 15: The shifting nothingness at the heart of a voidwraith is suprisingly difficult for magical effects to stay in contact with for protracted lengths of time, causing spells to often slip away as though their target had suddenly ceased to exist.

History DC 15: Because they continuously annihilate the air around them, voidwraiths are utterly silent, but can be detected by the continuous breeze drawn in as new air moves to replace that destroyed.

VOIDWRAITH TACTICS

The voidwraith uses its Voidform to hide in impossibly small spaces, leaping out to attack once a breathing creature enters its Airless Aura. If facing foes armed with a great deal of magic or magical weaponry, it retreats into crevasses or beneath floorboards and hides between turns, so long as it would not free a suffocating creature from its Airless Aura to do so.



VOIDWRAITH

Medium elemental/undead, neutral evil

Armor Class 16 (Natural Armor)

Hit Points 120 (16d8 + 48)

Speed fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	21 (+5)	16 (+3)	8 (-1)	13 (+1)	15 (+2)

Skills Stealth +11

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Necrotic, Poison, Thunder

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 10

Languages Auran

Challenge 6 (2,300 XP)

Airless Aura. Creatures within 15 feet of the voidwraith can't speak or breathe, and the voidwraith's movement makes no sound.

Voidform. It can move through a space as narrow as 1 inch wide without squeezing. While fully obscured, the voidwraith may attempt to Hide as a Bonus Action.

Shifting Nothingness. If the voidwraith would roll at the end of its turn to end a magical effect, it may roll at the beginning of its turn to end the effect as well.

Actions

Multiattack. The void wraith makes two attacks with its void intrusion.

Void Intrusion. *Melee Weapon Attack:* +5 to hit, reach 8 ft., one target. *Hit* 9 (1d8 + 5) slashing damage.

A creature hit by this attack that is out of breath must succeed on a DC 16 Constitution saving throw or drop to 0 hit points.

Wheezing Reclamation (Recharge 5-6). The voidwraith attempts to wrench forth the air from the lungs of creatures nearby. Each creature within 15 feet of the voidwraith that is holding its breath must succeed on a DC 16 Constitution saving throw or take 16 (3d10) necrotic damage and lose its held breath, or take half as much damage on a success.

Reactions

Howling Void. As a reaction when the voidwraith fails a saving throw, the voidwraith briefly intensifies the sucking winds that surround it. Each creature within 30 feet must succeed on a DC 16 Strength saving throw or be pulled up to 15 feet toward the voidwraith.

Until the beginning of its next turn, the area within 30 feet of the voidwraith is difficult terrain for creatures attempting to move away from it.

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