

# *Creatures of the Void*



# Creatures of the Void

After a large mass fell from the sky, the nearby woods have been full of strange creatures. As servants of an eldritch monster, the creatures from the Void seek to annihilate any magical or living energy.

## Nullwraith

The minions of these eldritch creatures are the slimy, spider-like creatures known to locals as Nullwraiths. No larger than 2 feet tall, these creatures are ordered around by a more intelligent being. They silently ambush their prey as a swarm, spiking through them with inky black tentacles and slamming them violently into the ground nearby.

Nullwraiths are made of an opaque, black substance. By feeling, one can tell that these creatures are covered in a slimy, viscous gel, but the substance they are made of absorbs light. This causes them to look like shadows out of the corner of one's eye as they approach.

A Nullwraith by itself cannot survive. It is an amalgamation of condensed nightmares from the Void, and its physical presence in any plane is contingent on a willing creature to harness and control it. Should the controlling creature die, it is only a matter of time until the Nullwraith unravels and returns to the nothing it once was.

## Soulless

When Nullwraiths successfully hunt someone down, their corpse and life force are corrupted by eldritch power. The corpse is infused with the light-absorbing material that makes up Nullwraiths and reanimated to serve the purpose of its master. Any semblance of the person the body once contained is gone, leading to the name that locals give to these creatures: Soulless.

When the Nullwraith kills a person, their body is drained and decomposition is accelerated. When reanimated as a Soulless, the corpse appears as a decade-old body, no matter how recently they were killed by the Nullwraiths. When a Soulless is defeated, the black substance suspending the corpse dissipates, and the body falls still.

Attempts have been made to return the soul of the deceased to the body after defeating the Soulless, but thus far it has been fruitless. When the Nullwraiths corrupt the body, they remove the ability for the body to hold life again. Powerful magic has yet to be tested however.

## Nullwraith

*Small Aberration, Chaotic Evil*

**AC** 13

**Initiative** +2 (12)

**HP** 10

**Speed** 35 ft.

<b>STR</b>	16	+3	+5	<b>DEX</b>	15	+3	+3	<b>CON</b>	10	+0	+2
<b>INT</b>	6	-2	-2	<b>WIS</b>	12	+1	+1	<b>CHA</b>	6	-2	-2

**Skills** Athletics +5, Perception +3

**Senses** Blindsight 30 ft.; Passive Perception 13

**Languages** Understands Abyssal but can't speak

**CR** 1/4 (XP 50; PB +2)

### Traits

**Otherworldly Command** Each Nullwraith is under the control of another creature. When the controller dies, at the beginning of each turn the Nullwraith must succeed a Wisdom saving throw (DC 14), or die as it dissipates into a black mist.

### Actions

**Tendril Pierce.** *Melee Attack:* +5 to hit, reach 10 ft. *Hit:* 4 (1d4 + 2) Piercing damage, and the target is grappled.

**Slam.** The Nullwraith attempts to slam one creature it is grappling. The grappled creature must succeed a Strength saving throw (DC 12) or take 10 (2d6 + 3) Bludgeoning damage and be moved anywhere within 10 feet of the Nullwraith. On a successful save, the creature is slammed where it is, takes half of the damage, and is no longer grappled.

# Soulless

Small or Medium Aberration, Chaotic Evil

AC 13

Initiative +1 (11)

HP 20

Speed 30 ft.

STR	17	+3	+3	DEX	12	+1	+1	CON	16	+3	+5
INT	4	-3	-3	WIS	15	+2	+4	CHA	7	-1	-1

**Skills** Perception +4

**Resistances** Cold, Necrotic, Poison

**Senses** Passive Perception 14

**Languages** Understands Abyssal but can't speak

CR 1 (XP 200; PB +2)

## Actions

**Devouring Touch.** *Melee Attack.* +5 to hit, reach 5 ft. *Hit:* 8 (1d8 + 3) Cold damage. On a hit, the target must succeed a Constitution saving throw (DC 12) or their Hit Point maximum is reduced by 1d4.

# Soul Hunter

When a person with more magical or combat prowess is corrupted into a Soulless, they can sometimes be turned into a Soul Hunter instead. Soul Hunters are strong creatures, covered almost entirely in the light-absorbing substance and wielding it to their advantage. Tentacles of the substance lash out to attack those within reach, and it can be coalesced into a large spike that drains the target of their life.

While unable to communicate, Soul Hunters can control small packs of Nullwraiths. They are seemingly drawn to large gatherings of people and items potent with magic. When their hunts are successful, they take the unconscious bodies and magical items to an unknown location. Later the bodies are found turned into Soulless, and the items are never seen again nor can they be tracked by magical means.

Rumors also speak of a hive mind, a creature deep in the woods that directs all of these beings from the Void. If such creature exists, it is of utmost importance that it is found and destroyed.

# Soul Hunter

Small or Medium Aberration, Chaotic Evil

AC 15

Initiative +3 (13)

HP 70

Speed 40 ft.

STR	15	+3	+3	DEX	17	+3	+3	CON	16	+3	+5
INT	8	-1	-1	WIS	14	+2	+4	CHA	6	-2	-2

**Skills** Perception +4

**Resistances** Cold, Necrotic, Poison

**Senses** Passive Perception 14

**Languages** Understands Abyssal but can't speak

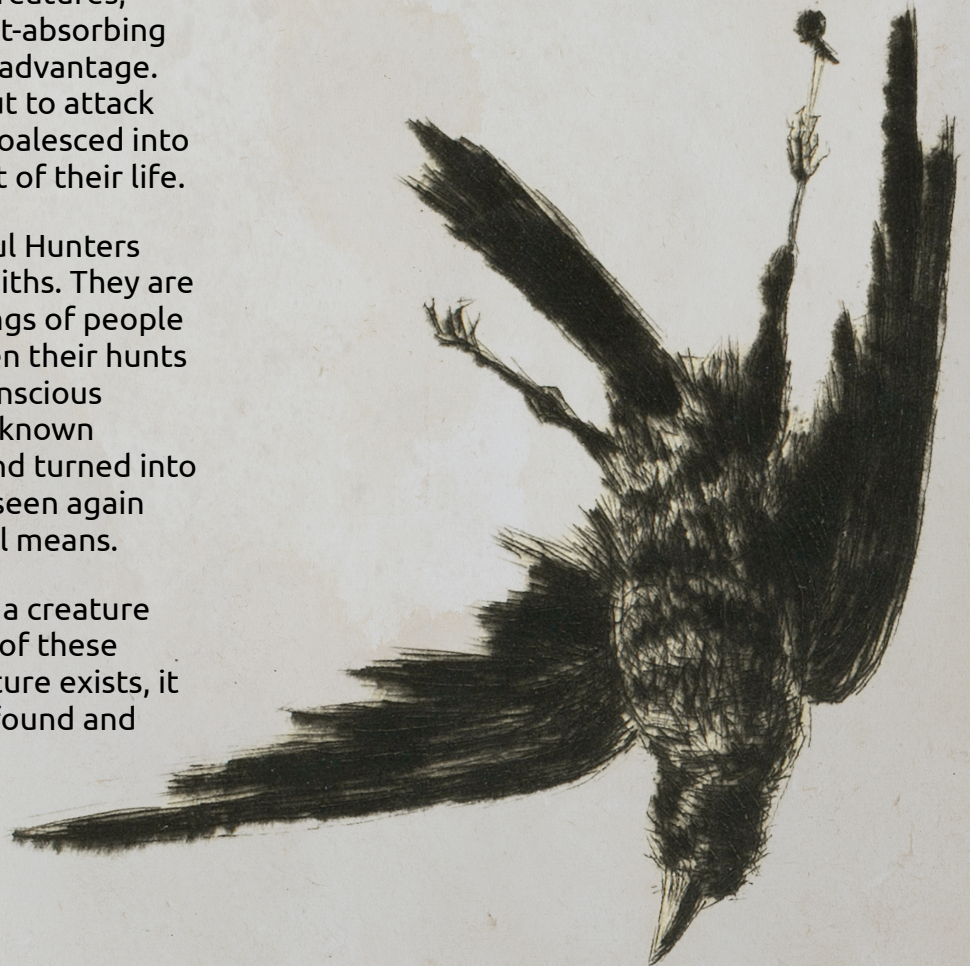
CR 2 (XP 450; PB +2)

## Actions

**Multiattack.** The Soul Hunter can make two Tentacle Slash attacks.

**Tentacle Slash.** *Melee Attack.* +6 to hit, reach 10 ft. *Hit:* 12 (2d8 + 3) Slashing damage.

**Devouring Spike.** *Melee Attack.* +6 to hit, reach 5 ft. *Hit:* 16 (2d12 + 3) Cold damage. On a hit, the target must succeed a Constitution saving throw (DC 13) or lose their Hit Point maximum is reduced by 1d6.



# Soul Gorger

Large Aberration, Chaotic Evil

AC 16

Initiative +1 (11)

HP 95 (10d10 + 40)

Speed 20 ft.

<b>STR</b>	18	+4	+4	<b>DEX</b>	12	+1	+1	<b>CON</b>	19	+4	+7
<b>INT</b>	10	+0	+0	<b>WIS</b>	13	+1	+4	<b>CHA</b>	12	+1	+1

**Skills** Perception +4

**Resistances** Cold, Necrotic

**Immunities** Charmed, Frightened, Prone

**Senses** Truesight 120 ft.; Passive Perception 14

**Languages** Abyssal; Telepathy 120ft

**CR 5** (XP 1800; PB +3)

## Traits

**Unfathomable Aura** When a creature sees the Soul Gorger for the first time each day, they must succeed a Wisdom saving throw (DC 15) or fall unconscious. Any creature who has seen the Soul Gorger before has advantage on the saving throw.

**Aid from the Void** When the Soul Gorger's Hit Points becomes 50 or less for the first time each day, it gains 20 temporary Hit Points, an extra Tentacle Whip per turn, and its AC increases by 1 for the next 10 minutes.

**Legendary Resistance** (1/Day) When the Soul Gorger fails a saving throw, it can choose to succeed instead.

## Actions

**Multiaattack.** The Soul Gorger makes two Tentacle Whip attacks.

**Tentacle Whip.** *Melee Attack:* +7 to hit, reach 30 ft. *Hit:* 8 (1d8 + 4) Bludgeoning damage and 9 (2d8) Cold damage. Additionally, the creature's speed is reduced by 10 feet until the start of its next turn.

**Devouring Spike.** *Strength Saving Throw:* DC 15, one Medium or smaller creature within 15 feet. *Failure:* The target is pulled to within 5 feet of the Soul Gorger and has the Grappled condition (escape DC 15). Until the grapple ends, the target has the Restrained condition and its Hit Point maximum is reduced by 1d4 at the start of each of its turns, and the Soul Gorger regains Hit Points equal to that amount. When the Soul Gorger moves, the Grappled creature moves with it, costing no extra movement. Up to 4 creatures can be grappled this way.

## Legendary Actions

*Legendary Action Uses:* 1. Immediately after another creature's turn, The Soul Gorger can expend a use to take one of the following actions. The Soul Gorger regains all expended uses at the start of each of its turns.

**Whip.** The Soul Gorger makes a Tentacle Whip attack.

**Summon.** 1d4 Nullwraith spawn within 10 feet of the Soul Gorger.

# Soul Gorger

An ambassador of an unknowable horror, a Soul Gorger commands Nullwraiths to bring it living beings. As they are brought to it, the Soul Gorger feasts upon their souls and rends the body uninhabitable. It also absorbs any magic from potent items, rendering them unable to contain magic ever again.

The physical form of the Soul Gorger is impossible to describe. Upon seeing it, many minds refuse to accept it. For those who have been able to seel their minds through it, the best approximation of its true form is an amorphous collection of light-absorbing tentacles. Peering at it too long often leads people to see the faces of loved ones past formed out of the inky black substance. Adventurers who have hunted it also claim horrible unending nightmares when sleeping too close to its lair.

When threatened, the Soul Gorger releases a horrendous screech and is bolstered by its eldritch master. Few are known to survive an encounter with the Soul Gorger, and those who have are often haunted by their experience for years after the fact.

*"I've seen members of our Circle out there in the woods. Despite all we've tried, not even divine magic could return them to us."*

- Thunder Sage Altira, Circle of Storms