

SHADOW OF THE VOID

Source: 3e *Epic Level Handbook*.

A shadow of the void is a manifestation of pure malevolence that forms in the darkest and most malignant parts of the Shadowfell. Revelling in the destruction of the living and the creation of undead, a shadow of the void is driven by cold malice alone. It has no ambition save the destruction and consumption of all mortal life, but its intellect is such that it might take a long term approach, hoping to maximize the loss of life it causes (and even sometimes exploiting living pawns in the process).

Lords of Dark Realms: Many shadows of the void rule long-long realms of darkness in the Shadowfell, served by entire kingdoms of undead. These realms are almost completely forgotten by the living and highly isolated in the murky distances that characterize the plane, but occasionally a strange conjunction of time and place brings one near to a mortal settlement. When this happens, the shadow of the void strikes swiftly to destroy those that live, and few can escape its wrath. Once the shadow of the void has slain all the living things it can find, its realm absorbs the now-dead land of the area into itself.

Haters of God and Primordial Alike: A shadow of the void's hatred of the living extends to both the gods and the primordials (with the exception of those few that are undead or constructs). On very rare occasions, a group of shadows of the void will join together in a scheme that aims at destroying such a powerful entity, hoping to capture the power that the god or primordial held and use it to further their aim of destroying all life.

Shadow of the Void

Large shadow humanoid (undead)

HP 312; **Bloodied** 156

AC 39; **Fortitude** 39; **Reflex** 40; **Will** 42

Speed 6, fly 10 (hover)

Immune cold, necrotic

Level 28 Brute (Leader)

XP 13,000

Initiative +22

Perception +21

Darkvision

TRAITS

Chill of Death (cold, necrotic) * **Aura** 2

A living creature that ends its turn in the aura takes 15 cold and necrotic damage. An undead creature of a level lower than the shadow of the void that starts its turn in the aura regains 15 hit points and gains resist 20 fire until the start of its next turn.

STANDARD ACTIONS

(mbasic) Deathly Cold Touch (cold, necrotic) * **At Will**

Attack: Melee 2 (one creature); +31 vs. Fortitude.

Hit: 4d6+5 cold damage and ongoing 15 cold and necrotic damage (save ends).

(area) Freezing Sphere (cold) * **Encounter**

Attack: Area burst 1 within 20 (each creature in burst); +29 vs. Reflex.

Effect: Each creature in the burst loses resist cold (save ends).

Hit: 5d8+9 cold damage and the target is slowed until the end of its next turn.

Miss: Half damage.

MOVE ACTIONS

Shadow Shift * **Encounter**

Effect: The shadow of the void shifts up to 3 squares and gains insubstantial and phasing for this shift.

TRIGGERED ACTIONS

(close) Black Wave (zone) * **Recharge** 5 6

Trigger: The shadow of the void takes fire damage.

Effect (Immediate Reaction): The shadow of the void gains an aura 2 of cold darkness until the start of its next turn. This aura blocks line of sight for creatures without darkvision. Effects with the fire keyword in the aura deal only half damage and any ongoing fire damage within the aura, including on the shadow of the void, ends immediately.

Str 27 **Dex** 26 **Wis** 25

Con 22 **Int** 21 **Cha** 31

Alignment chaotic evil

Languages Common