

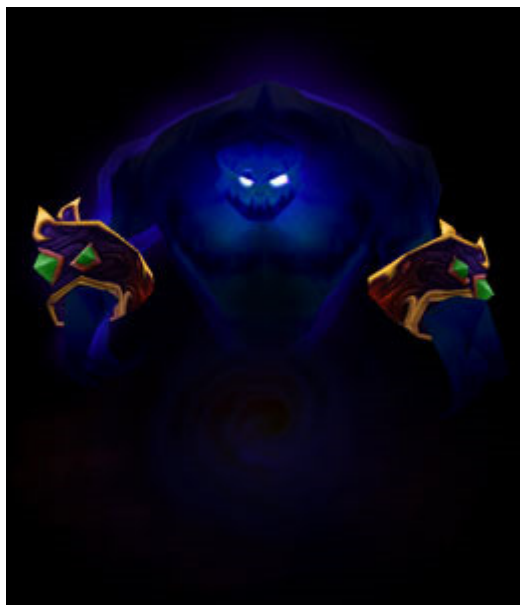
# Voidwalkers

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by Asmor of the Encounter-a-Day blog (<http://www.encounteraday.com>). All art is taken from World of Warcraft, by Blizzard Entertainment

# Indentured Voidwalker



**Description** A vaguely humanoid form composed of massed shadows; its lower half tapers off a wispy tendrils, and two eyes glow malevolently in its head.

**Tactics** The voidwalker attacks the most heavily armed and armored foes first, trying to keep them away from its masters.

<b>Indentured Voidwalker</b>	<b>Level 5 Soldier</b>
Medium Shadow Animate	XP 200
<b>Initiative</b> +6	<b>Senses</b> Perception +9
<b>HP</b> 66; <b>Bloodied</b> 33	
<b>AC</b> 21; <b>Fortitude</b> 18, <b>Reflex</b> 17, <b>Will</b> 17	
<b>Immune</b> shadow; <b>Vulnerable</b> radiant 5	
<b>Speed</b> 6	
⬇ <b>Shadowfist</b> (Standard; at-will) ♦ <b>shadow</b>	
+12 vs. AC; 2d8+4 shadow damage. Target is marked until the end of the voidwalker's next turn even if this attack misses.	
✂ <b>Torment</b> (Minor; recharge 1/2) ♦ <b>psychic</b>	
Ranged 4; +10 vs. Will; The target is pulled 3 squares and is marked.	
<b>Suffering</b> ♦ <b>psychic</b>	
Whenever a creature marked by the voidwalker moves away from it, the creature takes ongoing 5 psychic damage (save ends).	
<b>Alignment</b> Chaotic Evil	<b>Languages</b> Understands Abyssal
<b>Str</b> 18 (+6)	<b>Dex</b> 12 (+3) <b>Wis</b> 15 (+4)
<b>Con</b> 18 (+6)	<b>Int</b> 15 (+4) <b>Cha</b> 6 (+0)

# Bound Voidwalker

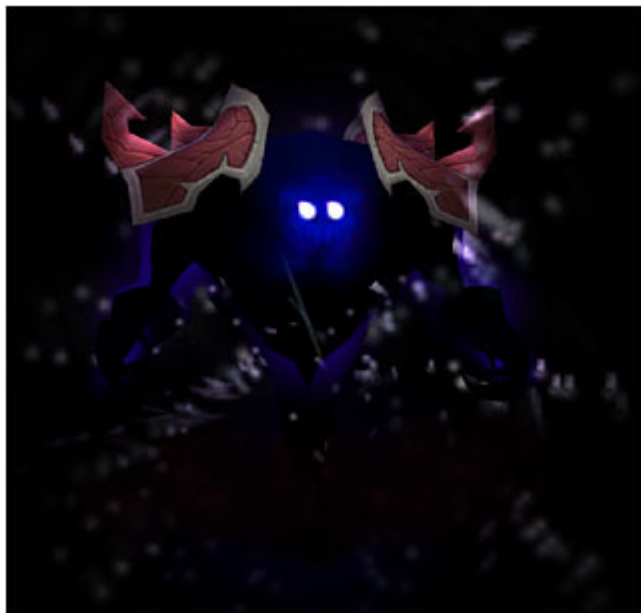


**Description** A vaguely humanoid form composed of massed shadows; its lower half tapers off a wispy tendril, and two eyes glow malevolently in its head.

**Tactics** The voidwalker attacks the most heavily armed and armored foes first, trying to keep them away from its masters.

<b>Bound Voidwalker</b>		<b>Level 15 Soldier (Leader)</b>
Medium Shadow Animate		XP 1,200
<b>Initiative</b> +14	<b>Senses</b> Perception +17	
<b>Shadow's Embrace (shadow, radiant)</b> aura 10; Whenever an ally within 10 squares takes non-radiant damage, the ally takes 5 fewer points of damage and the voidwalker takes 10 points of radiant damage (this number includes the radiant vulnerability already).		
<b>HP</b> 151; <b>Bloodied</b> 75		
<b>AC</b> 31; <b>Fortitude</b> 28, <b>Reflex</b> 27, <b>Will</b> 27		
<b>Immune</b> shadow; <b>Vulnerable</b> radiant 5		
<b>Speed</b> 6		
⊕ <b>Shadowfist</b> (Standard; at-will) ♦ <b>shadow</b> +22 vs. AC; 2d6+6 shadow damage. Target is marked until the end of the voidwalker's next turn even if this attack misses.		
⌘ <b>Torment</b> (Minor; recharge 4) ♦ <b>psychic</b> Ranged 4; +20 vs. Will; The target is pulled 3 squares and is marked.		
<b>Suffering</b> ♦ <b>psychic</b> Whenever a creature marked by the voidwalker moves away from it, the creature takes ongoing 10 psychic damage (save ends).		
<b>Alignment</b> Chaotic Evil		<b>Languages</b> Understands Abyssal
<b>Str</b> 23 (+13)	<b>Dex</b> 15 (+9)	<b>Wis</b> 20 (+12)
<b>Con</b> 23 (+13)	<b>Int</b> 20 (+12)	<b>Cha</b> 10 (+7)

# Chained Voidwalker



**Description** A vaguely humanoid form composed of massed shadows; its lower half tapers off a wispy tendril, and two eyes glow malevolently in its head.

**Tactics** The voidwalker attacks the most heavily armed and armored foes first, trying to keep them away from its masters. Unless it's at full health, it uses its consume shadows ability whenever it's recharged.

**Chained Voidwalker** **Level 25 Soldier (Leader)**  
XP 7,000

Medium Shadow Animate

**Initiative** +0      **Senses** Perception +24

**Shadow's Embrace (shadow, radiant)** aura 10; Whenever an ally within 10 squares takes non-radiant damage, the ally takes 10 fewer points of damage and the voidwalker takes 20 points of radiant damage (this number includes the radiant vulnerability already).

**HP** 236; **Bloodied** 118  
**AC** 41; **Fortitude** 38, **Reflex** 37, **Will** 37  
**Immune** shadow; **Vulnerable** radiant 10  
**Speed** 6

⊕ **Shadowfist** (Standard; at-will) ♦ **shadow**  
+32 vs. AC; 2d8+9 shadow damage. Target is marked until the end of the voidwalker's next turn even if this attack misses.

⌘ **Torment** (Minor; at-will) ♦ **psychic**  
Ranged 4; +30 vs. Will; The target is pulled 3 squares and marked.

**Suffering** ♦ **psychic**  
Whenever a creature marked by the voidwalker moves away from it, the creature takes ongoing 15 psychic damage (save ends).

**Consume Shadows** (Standard; recharge ☹️, see below) ♦ **shadow**  
The voidwalker gains regeneration 5 until it takes radiant damage. Do not roll to recharge this power until the regeneration effect has been ended by radiant damage.

**Alignment** Chaotic Evil      **Languages** Understands Abyssal

<b>Str</b> 28 (+21)	<b>Dex</b> 20 (+17)	<b>Wis</b> 25 (+17)
<b>Con</b> 28 (+21)	<b>Int</b> 25 (+19)	<b>Cha</b> 15 (+14)