

THE DM TOOL CHEST



THE VOIDWALKER

LEGENDARY MONSTER SUPPLEMENT



MALAKAR, THE VOIDWALKER

In the dead of night, whispers tell of a figure that stalks the space between worlds. A being born of the very fabric of the cosmos, Malakar is his name, and terror is his game. The ancient tome he crafted from the dark void imbued him with power beyond measure. Its secrets have driven him to madness, and his mind is now a swirling void of delirium and dark magic. Yet, he roams the stars, his power growing with every nightmare he conjures.

Malakar's infamy is not without reason. He once strode the mortal realm just as he now walks the void, his magic unmatched and his legions of followers the envy of kings. His followers would do anything to please their master, for his power was as seductive as it was overwhelming. His dark teachings and infernal pacts with demonic entities spawned a cult that threatened to engulf the entire world. The Voidwalker's fall, however, was as swift as it was violent. He was betrayed by a powerful acolyte, who coveted his power and saw Malakar as nothing more than a tool.

But Malakar was not so easily defeated. After his followers were destroyed and his cult crumbled, he fled into the void, where he still remains to this day. His dark and twisted powers continue to grow, and he delights in tormenting the dreams of those foolish enough to cross his path. The mere mention of his name strikes fear into the hearts of the bravest adventurers, and

many believe that he is simply a legend, a tale to scare children. But the Voidwalker lives on, his soul consumed by darkness, and his mind a labyrinth of unspeakable horror.

Tentacles. Malakar's most distinctive feature is the writhing, eldritch tentacles sprouting from his scalp. They are a living extension of his being, imbued with an insidious intelligence and malevolent intent. The hair tentacles can lash out at foes with deadly force and grapple multiple targets simultaneously.

Tome of the Void. Malakar's most prized possession is his Tome of the Void, a powerful artifact that serves as a conduit to the eldritch power that flows through him. One can find the secrets to conjuring and controlling the void's most dangerous denizens within its pages. The book is said to be bound in the skin of a thousand sacrificial victims and written in the blood of those who dare to oppose him.

Void Mastery. Malakar is a master of shadow and psychic magic, capable of manipulating the minds of his enemies and delving into their darkest fears. He can unleash waves of psychic energy that can cripple his enemies or outright slay them. Malakar's control over the void allows him to open portals to other worlds, summoning horrors from beyond the veil.

Malakar is a towering figure, standing at over 7 feet tall with a lean and muscular build. His skin is a sickly gray color, and seems to be pulled tight over his sharp bones. His eyes are deep-set and sunken, surrounded by dark circles that suggest he hasn't slept in ages. His hair is long and black, and seems to writhe and as if alive with a mind of its own. From this hair emerge numerous writhing tendrils of darkness, each one a manifestation of his dark power.

Malakar's clothing is adorned with various symbols of his power, including the intricate and unsettling pattern of his robes. The fabric seems to shimmer with a dark energy, and shifts and changes as if made of liquid shadow. His hands are adorned with long, sharp nails that seem to be made of a material more akin to obsidian than bone.

When Malakar speaks, his voice is like a whisper of darkness, seeming to come from every direction at once. His presence exudes an aura of malevolence and fear, causing those around him to feel a sense of dread and unease. Despite his intimidating appearance, there is a sense of power and control about him, as if he is always one step ahead of those around him.

MALAKAR, THE VOIDWALKER

Medium Humanoid, chaotic evil

Armor Class 13 (16 with mage armor)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	24 (+7)	18 (+4)	20 (+5)

Saving Throws Int +12, Cha +10

Skills Arcana +17, Deception +10, Insight +9, Perception +9

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 19

Languages Abyssal, Celestial, Common, Infernal

Challenge 14 (11,500 XP)

Proficiency Bonus: +5

Legendary Resistance (3/day). If Malakar fails a saving throw, he can choose to succeed instead.

Spellcasting. Malakar is a 13th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The Malakar has the following Wizard spells prepared:

Cantrips: *chill touch*, *fire bolt*, *mage hand*, *message*, *minor illusion*

1st level (4 slots): *detect magic*, *hideous laughter*, *mage armor*

2nd level (3 slots): *invisibility*, *scorching ray*

3rd level (3 slots): *fireball*, *counterspell*, *dispel magic*, *magic circle*

4th level (3 slots): *banishment*, *black tentacles*, *dimension door*, *phantasmal killer*

5th level (2 slots): *cone of cold*, *cloudkill*

6th level (1 slot): *circle of death*, *disintegrate*

7th level (1 slot): *finger of death*

Tome of the Void. Malakar carries the Tome of the Void, a magical spellbook that enhances his spellcasting abilities. The Tome of the Void grants Malakar the following bonuses and abilities:

- Malakar's gains a +2 bonus to his spell attack modifier (included in the attack).
- Malakar can cast the eldritch blast cantrip as an action.
- Malakar can teleport through the void as a legendary action.

ACTIONS

Multiattack. Malakar makes three attacks with his Shadow Blade or two attacks with his Tentacles.

Shadowblade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) psychic damage.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained and takes 16 (2d8 + 7) psychic damage at the start of each of its turns. Malakar can grapple up to two targets with his tentacles.

Eldritch Blast. Malakar makes three ranged spell attacks (+12 to hit) at three targets he can see within 120 ft. of himself. On a hit, a target takes 5 (1d10) force damage.

Summon Void Creature (3/Day). Malakar summons a creature from the depths of the void. The void creature appears in an unoccupied space within 60 feet of Malakar and remains for 1 minute or until it or Malakar is destroyed. The summoned creature can be a **voidbeast** or **void shrieker**. Malakar can only have one void creature summoned at a time.

Psychic Blast (Recharge 5-6). Malakar unleashes a wave of psychic energy in a 60-foot cone. Each creature in that area must make a DC 20 Intelligence saving throw, taking 55 (10d10) psychic damage on a failed save, or half as much damage on a successful one.

REACTIONS

Riposte. When a creature within 5 feet of Malakar attacks him, Malakar can use his reaction to attack that creature with his Tentacles.

LEGENDARY ACTIONS

Malakar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Malakar regains spent legendary actions at the start of his turn.

Teleport. Malakar magically teleports, along with any equipment he is wearing or carrying, up to 60 feet to an unoccupied space he can see.

Shadow Lunge (Costs 2 Actions). Malakar bursts into a cloud of shadowy mist and moves up to half his speed without provoking opportunity attacks. At the end of this movement, Malakar reforms in an unoccupied space and makes a Shadowblade attack.

Psychic Scream (Costs 3 Actions). Malakar unleashes a wave of psychic energy in a 60-foot cone. Each creature in that area must make a DC 20 Intelligence saving throw, taking 14 (4d6) psychic damage on a failed save, or half as much damage on a successful one.

THE VOIDWALKER'S LAIR

Malakar's lair is a towering, spire-shaped citadel located deep in the heart of the void. It's constructed of a black, shimmering stone that glows with pale purple light and is surrounded by a perpetual haze of smoke and mist. At the top of the spire, there's a large, circular chamber with a gaping hole that reveals a vortex of swirling, dark energy above. Strange, eldritch symbols and glyphs are etched into the chamber's walls, floor, and ceiling, glowing with an ominous green light. The scent of incense and rotting flesh permeates the dark citadel throughout its winding corridors and massive, cavernous chambers. Each of them is filled with dark, ancient tomes and strange, eldritch artifacts. A host of twisted creatures guard the fortress, aberrant beings spawned from the void itself and held in thrall by Malakar's dark powers.

REGIONAL EFFECTS

The region containing a Malakar's lair is warped by the wizard's magic, which creates one or more of the following effects:

- The presence of Malakar's lair causes all creatures within 5 miles to have vivid nightmares, making it difficult for them to benefit from a Long Rest. A resting creature must succeed on a DC 15 Wisdom saving throw or gain a point of exhaustion upon waking.
- The 3 mile area around Malakar's lair is infused with psychic energy, causing all spells that deal psychic damage to be cast at one level higher.
- The area within 1 mile of Malakar's lair is constantly shrouded in darkness. All non-magical light sources within 1 mile are extinguished and cannot be relit.

If Malakar dies, these effects fade over the course of 1d10 days.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Malakar takes a lair action to cause one of the following effects; Malakar can't use the same effect two rounds in a row:

- **Nightmare Sphere:** Malakar creates a sphere of pure psychic energy that expands to fill the entire lair. Each creature within the lair must make an Intelligence saving throw (DC 18) or take 5d8 psychic damage and gain a random short-term madness effect.

- **Gravity Well:** Malakar opens a rift to the void in a 30 foot radius on a point he chooses within 60 feet of himself. Each creature within the affected area must make a DC 18 Strength saving throw or have their speed halved and gain disadvantage on Dexterity saving throws until the end of its next turn.
- **Shadow Bindings:** Malakar causes the shadows within the lair to coalesce into tendrils that lash out at intruders. Each creature within 20 feet of Malakar must make a DC 18 Dexterity saving throw or take 14 (4d6) necrotic damage and be restrained until the end of its next turn.

ADVENTURE HOOKS

d10 Hook

- 1 **Malakar's Revenant** - The ghost of one of Malakar's victims seeks revenge, and the characters must help put the spirit to rest before it causes more damage.
- 2 **The Shadow Tome** - The characters come into possession of Malakar's tome, but must fight off his followers who will stop at nothing to retrieve it.
- 3 **The Void Portal** - A portal to the void has been opened and the characters must venture through it to stop Malakar before he can fully manifest in the mortal realm.
- 4 **The Dream Weaver** - Malakar is infiltrating the dreams of the characters, manipulating their subconscious to do his bidding. The characters must find a way to break free from his grasp before it's too late.
- 5 **The Dark Sacrifice** - Malakar's followers are conducting a dark ritual to summon him into the mortal realm. The characters must stop the ritual before it's too late.
- 6 **The Haunted Manor** - The characters are hired to investigate a haunted manor, only to discover that it was the site of one of Malakar's atrocities. They must put the spirits to rest and stop any further damage from being done.
- 7 **The Lost Soul** - A lost soul is trapped in the void and the characters must help guide them back to the mortal realm, but Malakar is hot on their trail.
- 8 **The Corrupted Forest** - Malakar's power is corrupting the forest and its inhabitants. The characters must venture into the heart of the forest and stop the source of the corruption before it spreads.
- 9 **The Dark Artifact** - The characters discover a powerful artifact that Malakar is seeking. They must decide whether to keep it out of his hands or risk using it to defeat him.
- 10 **The Betrayer** - One of the characters has been unknowingly working for Malakar all along, and must decide where their loyalties truly lie when faced with the consequences of their actions.



VOIDBEAST

NEW CREATURES

This section introduces new creatures that are denizens of the void, an eldritch plane of madness and dark magic.

VOIDBEAST

The Voidbeast is a fearsome creature with four spindly legs, each ending in razor-sharp claws. Its body is covered in shimmering fur that appears to reflect the light of distant stars. The creature's eyes glow with a sickly light, emitting an aura of dread and otherworldliness.

The Voidbeast is a highly adaptable predator, able to survive in various environments. It feeds on the life force of other creatures, draining them of their vitality with its fangs and consuming their essence. The creature is highly intelligent and possesses a degree of psychic ability, allowing it to sense the emotions and intentions of its prey.

Unnatural Nature. A voidbeast doesn't require air or sleep.

VOIDBEAST

Medium Aberration, chaotic evil

Armor Class 16 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+2)	18 (+4)	16 (+3)	6 (-2)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +6
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 13
Languages understands Abyssal but can't speak
Challenge 4 (1,100 XP) **Proficiency Bonus:** +3

Shadow Stealth. While in dim light or darkness, the voidbeast can take the Hide action as a bonus action.

ACTIONS

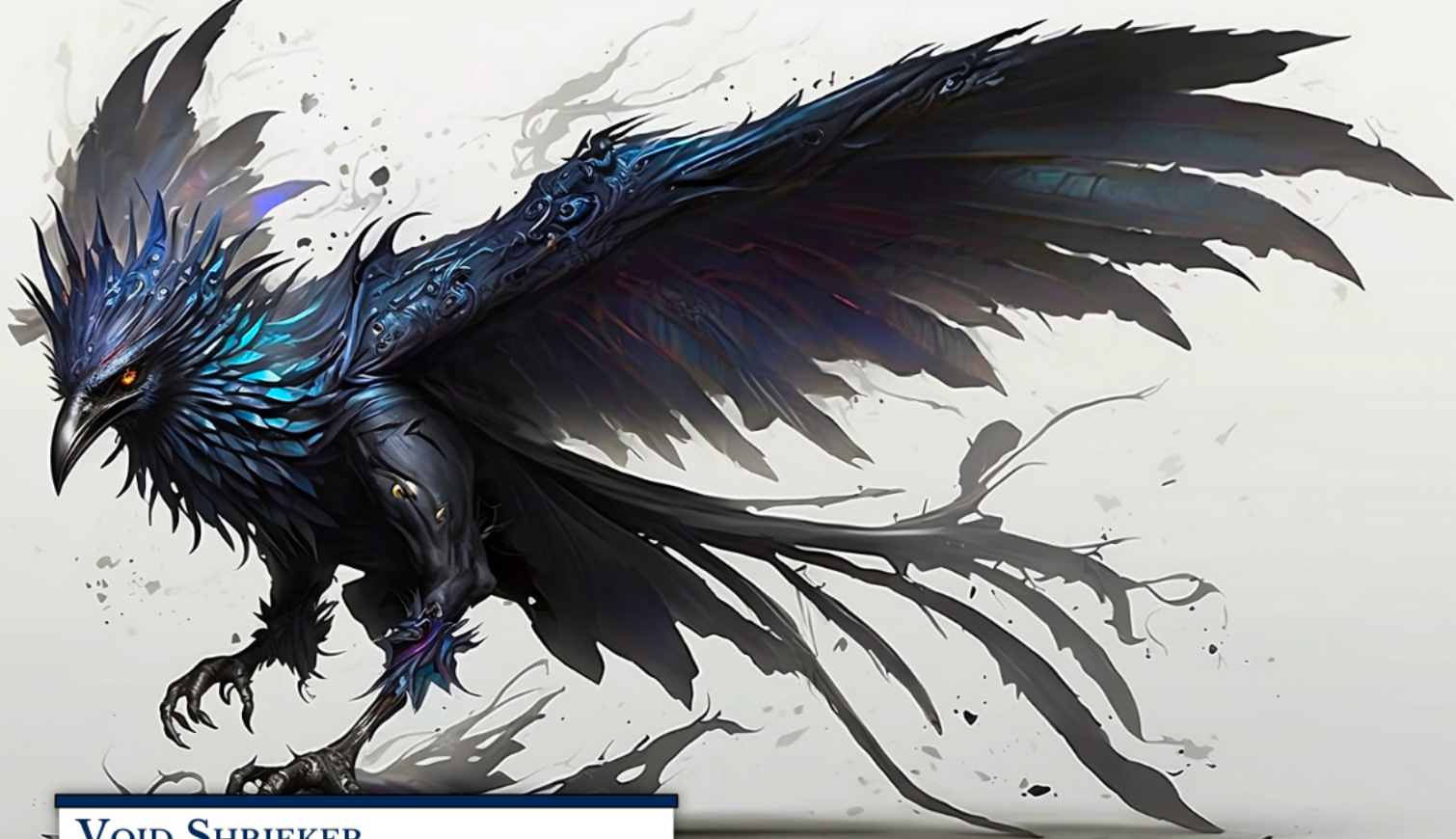
Multiattack. The voidbeast can use its Void Howl. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage plus 3 (1d6) necrotic damage.

Void Howl. The voidbeast emits a terrifying howl infused with the power of the void. All creatures within 30 feet of the voidbeast and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the voidbeast's Void Howl for the next 24 hours.

Void Shift. The voidbeast magically shifts into an incorporeal state as it enters the Void Plane, or vice versa. It is visible on the Material Plane while it is in the Void Plane, and vice versa, yet it can't affect or be affected by anything on the other plane.



VOID SHRIEKER

VOID SHRIEKER

Medium Aberration, chaotic evil

Armor Class 14

Hit Points 75 (10d8 + 30)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	3 (-4)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +6

Damage Immunities necrotic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 3 (700 XP)

Proficiency Bonus: +2

Flyby. The void shrieker doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Shadow Stealth. While in dim light or darkness, the void shrieker can take the Hide action as a bonus action.

ACTIONS

Multiattack. The void shrieker makes three attacks: one with its Beak and two Claw attacks.

Beak. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 7 (1d12 + 1) piercing damage plus 3 (1d6) necrotic damage.

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d8) slashing damage plus 3 (1d6) necrotic damage.

Void Shriek. The void shrieker emits a piercing scream infused with the power of the void. Each creature within 30 feet of the Void Shrieker must make a DC 15 Constitution saving throw, taking 22 (5d8) psychic damage on a failed save, or half as much damage on a successful one. Additionally, a creature that fails the saving throw is deafened until the end of its next turn.

Void Consumption (1/Day). The void shrieker attempts to consume the essence of a creature that has been reduced to 0 hit points. The target must make a DC 15 Constitution saving throw or instantly die, as its soul is absorbed by the void shrieker and its body crumbles to dust. The creature can be restored to life only by means of a true resurrection or a wish spell.

VOID SHRIEKERS

Void shriekers are giant, otherworldly birds spawned from the depths of the void. They are covered in iridescent black feathers, and their large wings allow them swift and silent flight. They have a long, sharp beak that can pierce through armor and their eyes glow with a malevolent energy.

Void shriekers are feared for their ability to emit a horrifying shriek that can send their prey into a panicked frenzy. They use this to their advantage, swooping down to strike when their prey is disoriented and vulnerable. Their keen senses allow them to track their prey from afar, and they are not easily deterred from their hunt.

Shadow Gliders. Void shriekers can effortlessly glide through darkness and shadow, making them nearly invisible.

Soul Consumers. The void is eternally hungry for souls and Void shriekers use their connection to consume the souls of the recently departed.



TOME OF THE VOID



AMULET OF SHADOWBINDING

NEW MAGIC ITEMS

This section introduces new magic items associated with Malakar and the Void Plane.

TOME OF THE VOID

Wondrous item, artifact (requires attunement)

This leather-bound book is covered with intricate patterns of black and purple ink. The pages within are a deep obsidian, almost seeming to absorb the light around them. The text is written in an ancient and arcane language, incomprehensible to those without the proper training. While attuned to the tome, you gain the following abilities and traits.

Magic Mastery. You gain proficiency in the Arcana skill. If you are already proficient in Arcana, you gain a +2 bonus to Arcana checks and saving throws. Additionally, you gain a +2 bonus to your spell attack modifier.

Void Shield. As a reaction, you can use the tome to create a shield of void energy to block an attack. The attacker must make a DC 18 Dexterity saving throw or take 6d6 force damage. This ability can be used a number of times equal to your proficiency bonus, and all uses are restored after a long rest.

Summon the Void. Once per day, you can use an action to open a small portal to the void and summon a void shrieker or voidbeast.

AMULET OF SHADOWWALKING

Wondrous item, uncommon (requires attunement)

This obsidian amulet is adorned with a small ruby that glows faintly in the darkness. When worn, the amulet grants the wearer the ability to meld with the shadows and move undetected.

While attuned to the amulet, you gain a +2 bonus to Dexterity (Stealth) checks while in dim light or darkness. Additionally, once per day you can use an action to become invisible in dim light or darkness until you attack or cast a spell.

The amulet has 3 charges that renew each day at dusk. You can use an action to spend a charge to cast the *darkness* spell, centered on yourself, as a 2nd-level spell. This effect lasts for 1 hour or until you dismiss it as an action.

However, the amulet has a dark side. Each time you use the amulet's darkness ability, there is a chance it may summon forth a void creature that is hostile to all living creatures. Roll a d100; on a roll of 1, a **voidbeast** is summoned and appears in the nearest unoccupied space closest to you.

NEW SPELLS

This section introduces new magic spells associated with Malakar and the Void Plane.

VOID BLAST

2nd-level evocation

Casting Time: 1 action

Range: 60 ft.

Components: V, S

Duration: Instantaneous

You unleash a blast of void energy at a creature within range. The target must make a Dexterity saving throw or take 3d6 psychic damage and become blinded until the end of its next turn.

SHADOW TENDRILS

3rd-level necromancy

Casting Time: 1 action

Range: 60 ft.

Components: V, S, M (A piece of a tendril from a roper)

Duration: 1 minute

You create shadow tendrils that grasp and constrict your enemies. Choose a creature within range, it must make a Strength saving throw or take 4d8 necrotic damage and be restrained until the spell ends. At the start of each of its turns, the restrained creature takes 2d8 necrotic damage.

VOID RIFT

5th-level conjuration

Casting Time: 1 action

Range: 120 ft.

Components: V, S, M (a shard of obsidian)

Duration: Concentration, up to 1 minute

You open a rift to the void, creating a portal that leads to another plane of existence. Choose a point within range, and a 10-foot diameter, 40-foot deep pit appears. This pit is filled with swirling void energy that causes 3d10 force damage to any creature that starts their turn within it. Additionally, creatures that fail a Dexterity saving throw when entering or ending their turn within the void rift are pulled into the void and are banished to another plane of existence for 1 minute.

ELDRITCH BINDINGS

7th-level enchantment

Casting Time: 1 action

Range: 30 ft.

Components: V, S, M (a silver chain)

Duration: 1 minute

You bind your enemies in eldritch chains, rendering them immobile. Choose a up to three creatures within range, they must make a Wisdom saving throw or be restrained by magical chains that are immune to damage. A restrained creature cannot move or take actions, but can still speak. It can repeat the saving throw at the end of each of its turns to try and break free from the spell. While restrained, the creature takes 3d10 psychic damage at the start of each of its turns.

SHADOW FORM

9th-level illusion

Casting Time: 1 action

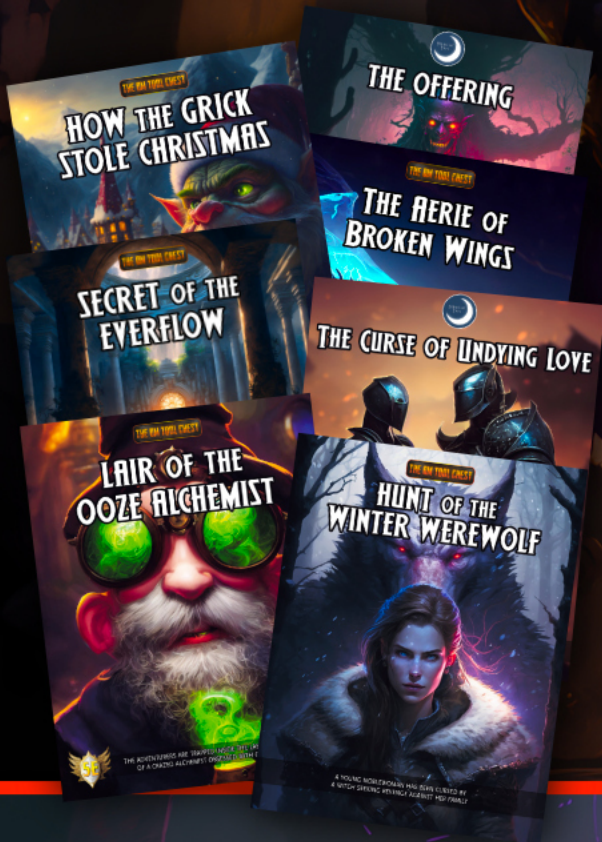
Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You transform yourself into a shadowy form, becoming insubstantial and difficult to hit. While in this form, you have resistance to all damage and advantage on Dexterity (Stealth) checks. You can move through other creatures and objects as if they were difficult terrain, but you cannot end your turn in an occupied space. If you end your turn inside an object, you take 1d10 force damage and are shunted to the nearest unoccupied space. This spell ends if you attack or cast a spell.

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