

VOIDLING

Small • Aberration • Neutral Evil

Armor Class 9 (14; Brawler only)

Initiative -1 (9)

Hit Points 33 (6d6 + 12)

Speed 20 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	8 (-1)	14 (+2)	15 (+2)	14 (+2)	13 (+1)

Damage Resistances psychic

Senses blindsight 60 ft., passive Perception 12

Languages understands Common & Deep Speech, telepathy 60 ft. (Voidlings only)

CR 1 (XP 200; PB +2)



Psionic Explosion (Controller Only). When the voidling dies, it psionically explodes. *Intelligence Saving Throw:* DC 12, each creature in a 10-foot emanation originating from the voidling.

Failure: The target becomes stunned until the end of their next turn.

Spell Absorption (Striker Only). The voidling has advantage on saving throws against spells. If it succeeds on such a saving throw, it gains temporary hit points equal to the spell's level.

Unusual Nature. The voidling doesn't require air, food, drink, or sleep.

ACTIONS

Neural Blast (Controller Only). *Wisdom Saving Throw:* DC 12, each creature in a 15-foot cone. *Failure:* 5 (2d4) psychic damage and become blinded and deafened until the end of its next turn.

Psi Strike (Striker Only). *Intelligence Saving Throw:* DC 12, one creature within 60 feet of the voidling that it can see.

Failure: 11 (2d8 + 2) psychic damage. *Success:* Half damage.

Telekinetic Lash (Brawler Only). *Melee Spell Attack:* +4, reach 10 ft. *Hit:* 13 (2d10 + 2) force damage, and the voidling can move the target 5 feet in any direction of its choice.

Spellcasting (Psionics). The voidling casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 12):

At will: *mage hand (invisible)*, *magic mouth*

1/day: *arcane eye*, *blink*

REACTIONS

Rift Walk (1/Day). *Trigger:* The voidling takes damage.

Response: The voidling negates the damage and teleports to an unoccupied space within 10 feet of it.

VOIDLING — WEAKER

Armor Class 9 (12; Brawler only)

Initiative -1 (9)

Hit Points 9 (2d6 + 2)

Speed 20 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	8 (-1)	12 (+1)	13 (+1)	12 (+1)	11 (+1)

Damage Resistances psychic

Senses blindsight 30 ft., passive Perception 12

Languages understands Common & Deep Speech, telepathy 60 ft. (Voidlings only)

CR 1/8 (XP 25; PB +2)



Psionic Explosion (Controller Only). When the voidling dies, it psionically explodes. *Intelligence Saving Throw:* DC 11, each creature in a 5-foot emanation originating from the voidling. *Failure:* The target becomes stunned until the end of their next turn.

Spell Absorption (Striker Only). The voidling has advantage on saving throws against spells. If it succeeds on such a saving throw, it gains temporary hit points equal to the spell's level.

Unusual Nature. The voidling doesn't require air, food, drink, or sleep.

ACTIONS

Neural Blast (Controller Only). *Wisdom Saving Throw:* DC 11, each creature in a 15-foot cone. *Failure:* 2 (1d4) psychic damage and become blinded and deafened until the end of its next turn.

Psi Strike (Striker Only). *Intelligence Saving Throw:* DC 11, one creature within 30 feet of the voidling that it can see. *Failure:* 3 (1d4 + 1) psychic damage. *Success:* Half damage.

VOIDLING — STRONGER

Armor Class 9 (16; Brawler only)

Hit Points 65 (10d6 + 30)

Speed 20 ft., fly 20 ft. (hover)

Initiative -1 (9)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	8 (-1)	16 (+3)	17 (+3)	16 (+3)	15 (+2)

Damage Resistances psychic

Senses blindsight 60 ft., passive Perception 12

Languages understands Common & Deep Speech, telepathy 60 ft. (Voidlings only)

CR 4 (XP 1,100; PB +2)



Psionic Explosion (Controller Only). When the voidling dies, it psionically explodes. *Intelligence Saving Throw:* DC 13, each creature in a 10-foot emanation originating from the voidling. *Failure:* 7 (2d6) psychic damage and the target becomes stunned until the end of their next turn. *Success:* Half damage.

Spell Absorption (Striker Only). The voidling has advantage on saving throws against spells. If it succeeds on such a saving throw, it gains temporary hit points equal to twice the spell's level.

Unusual Nature. The voidling doesn't require air, food, drink, or sleep.

ACTIONS

Neural Blast (Controller Only). *Wisdom Saving Throw:* DC 13, each creature in a 15-foot cone. *Failure:* 10 (4d4) psychic damage and become blinded and deafened until the end of its next turn.

Psi Strike (Striker Only). *Intelligence Saving Throw:* DC 12, one creature within 60 feet of the voidling that it can see. *Failure:* 17 (4d6 + 3) psychic damage. *Success:* Half damage.

REMARKS

Any voidling is categorized into one of three types, which is determined by rolling on the Voidling Category table below.

VOIDLING CATEGORY TABLE

CATEGORY APPEARANCE

Telekinetic Lash (Brawler Only). *Melee Spell Attack:* +3, reach 10 ft. *Hit:* 4 (1d6 + 1) force damage, and the voidling can move the target 5 feet in any direction of its choice.

Spellcasting (Psionics). The voidling casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 11):

At will: *mage hand (invisible)*, *magic mouth*

1/day: *arcane eye*, *blink*

REACTIONS

Rift Walk (1/Day). *Trigger:* The voidling takes damage.

Response: The voidling negates the damage and teleports to an unoccupied space within 5 feet of it.

Telekinetic Lash (Brawler Only). *Melee Spell Attack:* +5, reach 10 ft. *Hit:* 22 (3d12 + 3) force damage, and the voidling can move the target 5 feet in any direction of its choice.

Spellcasting (Psionics). The voidling casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 13):

At will: *mage hand (invisible)*, *magic mouth*

1/day: *arcane eye*, *blink*, *blur*

REACTIONS

Rift Walk (2/Day). *Trigger:* The voidling takes damage.

Response: The voidling negates the damage and teleports to an unoccupied space within 15 feet of it.

- Brawler Recognizable through their bulkier build that is slightly blurred by a thin force field permanently surrounding them.
- Controller Recognizable through their more vibrant colors and their asymmetrical body structure with a larger brain mass compared to their short limbs.
- Striker Recognizable through their elongated body form and an assortment of fewer but longer limbs.