

# Void Walker | Kuning

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<https://www.dndbeyond.com/monsters/3206762-void-walker-kuning>



*Medium Humanoid*

**Armor Class** 16 Studded Leather

**Hit Points** 68 (10d8 + 23)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	16 (+3)	12 (+1)	12 (+1)

**Saving Throws** DEX +7

**Skills** [Acrobatics](#) +6, [Deception](#) +3, [Perception](#) +4, [Stealth](#) +9

**Senses** [Darkvision](#) 60ft, Passive Perception 15

**Languages** Abyssal, Common, Thieves' Cant

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

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**Assassinate.** During its first turn, the creature has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the creature scores against a surprised target is a critical hit.

**Evasion.** If the creature is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the creature instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Innate Shadows(1/day).** The creature can cast [Darkness](#) that this creature can see through with their [Darkvision](#).

**Shadow Strike.** When in Darkness, if the creature attempts a Melee Weapon Attack the target must make a DC 12 *WIS* Perception Check unless the target knows the creature's location. If the target fails it is dealt an extra 2d6 damage on the attack.

## Actions

**Shadow Stride(2/day).** As an action the creature can meld into the shadows and hide from vision, irregardless of whether anything is looking at it, granting invisibility

**Rapier.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) [Piercing Damage](#).

**Light Crossbow.** *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) [Piercing Damage](#).

## Reactions

**Uncanny Dodge.** The creature halves the damage that it takes from an attack that hits it. The creature must be able to see the attacker.