

## Wraith

Spirits of the dead, twisted by shadow into wretched darkness consumed by hatred for the living, wraiths haunt the most forlorn places in the world.

### Lore

**Religion DC 39:** Driven to create new wraiths from the spirits of the slain, most wraiths haunt lands ceded to the darkness, places ruled by death and despair. Although most wraiths lurk in the Shadowfell and in barren, desolate lands in the world, they can be found anywhere evil holds sway, even in the shadows of the gods. The shadows of the void and the shapes of fire are peculiar wraths found in the starry realm of the Astral Sea and are products of Nerull's dark designs. To feed the dark god's ambitions, he annihilated entire worlds, his angels flinging their screaming forms into the stars to be consumed and their soul energy extracted to feed his rapacious appetites. So evil were these genocides, darkness infected the dead's spirits and thus were born these most deadly of all wraiths.

### Blight Wraith

Whenever a shape of fire or shadow of the void slays a living creature, a blight wraith wriggles from the flesh to serve its maker. Imbued with unholy power, even these shadowy wisps can kill with a touch.

<b>Blight Wraith</b>		<b>Level 26 Minion Skirmisher</b>	
Medium shadow humanoid (undead)		XP 2,250	
HP 1; a missed attack never damages a minion.		Initiative +24	
AC 40, Fortitude 37, Reflex 39, Will 38		Perception +18	
Speed 0, fly 8 (hover); phasing		Darkvision	
Immune disease, poison; Resist 20 necrotic			
STANDARD ACTIONS			
⊕ <b>Soulwrench Embrace</b> (necrotic, psychic) ◆ <b>At-Will</b>			
Attack: Melee 1 (one creature); +29 vs. Reflex			
Hit: 17 necrotic and psychic damage, and the target is slowed until the end of the wraith's next turn.			
MOVE ACTIONS			
Shadow Glide ◆ <b>Encounter</b>			
Effect: The wraith shifts up to 8 squares.			
TRIGGERED ACTIONS			
Lured by Darkness ◆ <b>At-Will</b>			
Trigger: A creature within 5 squares of the wraith takes necrotic damage.			
Effect (Free Action): The wraith shifts 1 square.			
Skills Stealth +27			
Str 6 (+11)	Dex 28 (+22)	Wis 20 (+18)	
Con 22 (+19)	Int 13 (+14)	Cha 25 (+20)	
Alignment chaotic evil		Languages –	

### Blight Wraith in Combat

Life attracts blight wraiths. Some ancient memory, some utter, terrifying darkness draws them forward, eager to feast on their victims' souls. Their vast appetites commit them to every battle, even those they can't win.

### Encounters

Blight wraiths trail after their creators in dark, undulating clouds. They break apart and swirl toward living creatures, their incessant moaning conjuring despair and eternal suffering.

### Shadow of the Void

Ancient and terrible wraiths, the remnants of those victims slaughtered by Nerull in an age long forgotten, the shadows of the void claim the Astral Sea's deepest regions far from the burning radiance the dominions emit.

<b>Shadow of the Void</b>		<b>Level 26 Soldier</b>	
Large shadow humanoid (cold, undead), wraith		XP 9,000	
HP 242; Bloodied 121		Initiative +24	
AC 42, Fortitude 36, Reflex 38, Will 40		Perception +25	
Speed 0, fly 8 (hover); phasing		Darkvision	
Immune disease, poison; Resist 20 cold, 20 necrotic			
TRAITS			
<b>Insubstantial</b>			
The shadow of the void takes half damage from all attacks, except those that deal force damage. Whenever the shadow of the void takes radiant damage, it loses this trait until the start of its next turn.			
Spawn Wraith			
When the shadow of the void kills a humanoid, that humanoid becomes a blight wraith at the start of this shadow's next turn. The new wraith appears in the space where the humanoid died or in the nearest unoccupied square, and it rolls a new initiative check. The new wraith acts under the Dungeon Master's control.			
STANDARD ACTIONS			
⊕ <b>Void Touch</b> (cold, keywords) ◆ <b>At-Will</b>			
Attack: Melee 2 (one creature); +29 vs. Fortitude			
Hit: 3d10 + 13 cold and necrotic damage, and the target is immobilized until the end of the shadow of the void's next turn.			
⊕ <b>All-Consuming Blightfire</b> (cold, necrotic) ◆ <b>At-Will</b>			
Attack: Melee 2 (one immobilized creature); +29 vs. Reflex			
Hit: 4d8 + 1 cold and necrotic damage, and the target is slowed, takes a -2 penalty to attack rolls, and takes ongoing 10 cold and necrotic damage (save ends all). If the ongoing damage drops a living creature to 0 or fewer hit points, the creature dies.			
Each Failed Saving Throw: The ongoing damage increases by 10.			
Skills Intimidate +28, Stealth +27			
Str 4 (+10)	Dex 29 (+22)	Wis 25 (+20)	
Con 26 (+21)	Int 21 (+18)	Cha 30 (+23)	
Alignment chaotic evil		Languages Common	
Source <i>Epic Level Handbook</i> , page 214			

## Shadow of the Void in Combat

When a shadow of the void senses a living enemy, blue fire outlines its form as its hunger takes control. This fire does not burn, but freezes the flesh and the soul within, killing a victim in mere moments as the flesh blackens beneath the rime. The shadows of the void cannot resist harvesting souls and thus when a creature begins to die, all shadows of the void converge to devour their horrid provender.

## Encounters

Blessedly rare now, the shadows of the void cannot abide the Astral Sea's scintillating lights and thus hide in the darkness between the stars, howling their torment to the uncaring plane. One is bound to find blight wraiths among their numbers, mobs of hungry spirits consigned to feasting on whatever leavings they can find.

## Shape of Fire

Not all the stars shining in the Astral Sea burn with radiance. Some dim motes flicker with unholy light, a coldness born from the cooling embers of a dead god. It is from bluish stars the shapes of fire emerge to feast on living souls.

Shape of Fire	Level 26 Brute
Large shadow humanoid (fire, undead), wraith	XP 9,000
HP 290; Bloodied 145	Initiative +20
AC 38, Fortitude 36, Reflex 38, Will 40	Perception +25
Speed 0, fly 10 (hover); phasing	
Immune disease, poison; Resist 15 fire, 20 necrotic	
TRAITS	
☀ <b>Spirit of Flame</b> (fire) ◆ <b>Aura 3</b>	
All nonmagical light sources in the aura double their illumination. In addition, any enemy that starts its turn in the aura gains vulnerable 5 fire until the end of its next turn.	
Insubstantial	
The shape of fire takes half damage from all attacks, except those that deal force damage. Whenever the shape of fire takes radiant damage, it loses this trait until the start of its next turn.	
Spawn Wraith	
When the shape of fire kills a humanoid, that humanoid becomes a blight wraith at the start of this shadow's next turn. The new wraith appears in the space where the humanoid died or in the nearest unoccupied square, and it rolls a new initiative check. The new wraith acts under the Dungeon Master's control.	
STANDARD ACTIONS	
⬇ <b>Starry Touch</b> (fire, necrotic) ◆ <b>At-Will</b>	
Attack: Melee 2 (one creature); +29 vs. Reflex	
Hit: 3d12 + 3 fire and necrotic damage, and ongoing 15 fire and necrotic damage (save ends).	
⬇ <b>All-Consuming Blazefire</b> (fire, necrotic) ◆ <b>At-Will</b>	
Attack: Melee 2 (one creature taking ongoing fire or ongoing necrotic damage); +29 vs. Reflex	

*Hit:* 8d8 + 7 fire and necrotic damage, and the target takes a -2 penalty to attack rolls, defenses, and saving throws (save ends all). If the target drops to 0 hit points while it has this condition, it dies.

*Each Failed Saving Throw:* The target takes 15 fire and necrotic damage.

**Skills** Intimidate +28

**Str** 18 (+17)

**Dex** 25 (+20)

**Wis** 25 (+20)

**Con** 20 (+18)

**Int** 21 (+18)

**Cha** 31 (+23)

**Alignment** evil

**Languages** Common

**Source** *Epic Level Handbook*, page 215

## Shape of Fire in Combat

The shapes of fire emerges from the cerulean surfaces that created them, bulging forth and separating from the roiling surfaces to rake their enemies with fire and death. It is their undead nature that dims these stars and the dead god's enduring hatred that gives them power.

## Encounters

Although shapes of fire inhabit the dead stars of the Astral Sea, a few break free to roam the depths, trailing blight wraiths wherever they go. The angels guard against these fiends and mount crusades to destroy them whenever even a whisper reaches them about an infestation lest more stars succumb to their touch.