



THE VOICE of HUNGER

—+ FIRST ANGEL OF THE HUNT —+

The rumbling of your stomach, the pangs of hunger. It speaks to us always, a need you can never truly silence. The Voice of Hunger is that from which every hunt is born.

As the first Angel of the Hunt, the Voice of Hunger may be the weakest, but it should not be underestimated. Many have struck it down only to be consumed by its whispers.

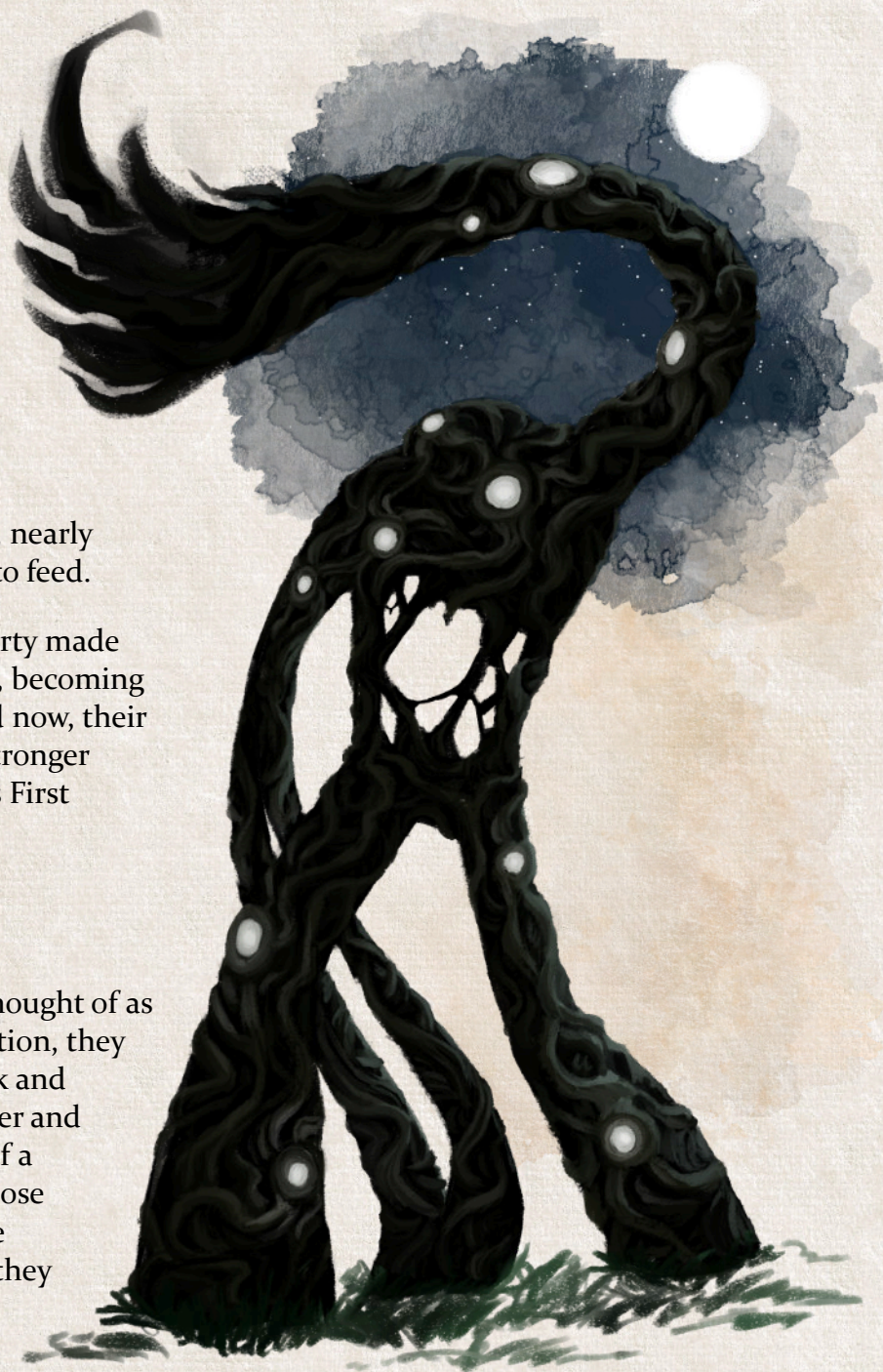
A RUINED CAMPSITE

The Voice of Hunger is often roaming, nearly impossible to pin down. It only stops to feed.

An unfortunate Coalition Scouting Party made camp near the Voice of Hunger's path, becoming its next meal. While they may be dead now, their death becomes an opportunity for a stronger party to strike down the Heretic God's First Angel.

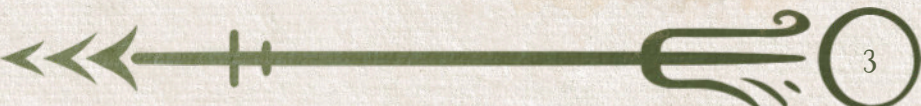
BATTLE TACTICS

The Voice and its whispers are best thought of as persistence hunters. Much like starvation, they will slowly wear you down. With Blink and Momentum Surge, the Voice of Hunger and Whispers can stalk around the edge of a group, quickly entering and exiting close quarters when its foes group too close together and casting from afar when they do not.





Voice of Hunger						
<i>Huge Aberration, Unaligned</i>						
Armor Class	20 (Natural Armor)					
Hit Points	300					
Speed	45 ft.					
STR	DEX	CON	INT	WIS	CHA	
24 (+7)	10 (+0)	24 (+7)	10 (+0)	14 (+2)	16 (+3)	
Saves	Str +13, Dex +6, Wis +6.					
Skills	Stealth +6, Intimidation +9.					
Resistances	Psychic.					
Immunities	Non-magical Piercing, Slashing, and Bludgeoning.					
Condition Immunities	Charmed, Grappled, Paralyzed, Petrified, Prone.					
Senses	Truesight 30ft, Blindsight 120ft, Passive Perception 10.					
Languages	All					
Challenge	17 (18,000 XP)					
Features						
Legendary Resistance (2/day). When the Voice of Hunger fails a saving throw, it can choose to succeed instead.						
Unstable Form. Upon reaching 0HP, the Voice of Hunger splits, dividing into two Whispers of Hunger.						
Blink. The Voice of Hunger can use its entire movement to teleport up to 20 ft.						
Painful Voice. The Voice of Hunger's attacks target all creatures within the range of the attack. It uses the same attack and damage roll for each creature.						
Slippery. The Voice of Hunger can take the Disengage action as a bonus action.						
Innate Spellcasting. The Voice of Hunger's Innate Spellcasting ability is Charisma (+9 to hit, Save DC 17). It can cast the following spells. At Will: Vicious Mockery (4d4) 3/Day: Hunger's Grasp, Stolen Life 1/Day: Ravenous Void						
Actions						
Multiattack. The Voice makes two Gnawing Hunger attacks. It may use one Teeth Upon Your Spine attack in place of a Gnawing Hunger.						
Gnawing Hunger. Melee Weapon Attack +13 to hit, reach 10ft., Hit 3d8 + 7 psychic damage						
Teeth Upon Your Spine. Melee Weapon Attack: +13 to hit, reach 10ft., Hit 3d6 + 7 necrotic damage. Each affected creature makes a DC 17 constitution saving throw or is paralyzed until the start of their next turn.						
Legendary Actions (3 / Turn)						
Whisper. The Voice of Hunger casts Vicious Mockery.						
Momentum Surge. The Voice of Hunger moves up to its full movement speed without provoking opportunity attacks.						
Clear the Air (2 Actions). The Voice of Hunger makes a Gnawing Hunger attack with a range of 5ft.						





Whisper of Hunger

Medium Aberration, Unaligned

Armor Class	19 (Natural Armor)				
Hit Points	100				
Speed	45 ft.				
STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	10 (+0)	14 (+2)	16 (+3)
Saves	Str +13, Dex +6, Wis +6.				
Skills	Stealth +6, Intimidation +9.				
Resistances	Psychic.				
Immunities	Non-magical Piercing, Slashing, and Bludgeoning.				
Condition Immunities	Charmed, Grappled, Paralyzed, Petrified, Prone.				
Senses	Truesight 30ft, Blindsight 120ft, Passive Perception 10.				
Languages	All				
Challenge	17 (18,000 XP)				
Features	<p>Legendary Resistance (1/day). When the Voice of Hunger fails a saving throw, it can choose to succeed instead.</p> <p>Blink. The Voice of Hunger can use its entire movement to teleport up to 20 ft.</p>				

Reformation. After 24 hours, a Whisper of Hunger reforms into a Voice of Hunger at the Whisper's HP. If there are two Whispers, they form one Voice with 300 HP.

Slippery. The Voice of Hunger can take the Disengage action as a bonus action.

Innate Spellcasting. The Voice of Hunger's Innate Spellcasting ability is Charisma (+9 to hit, Save DC 17). It can cast the following spells.

At Will: Vicious Mockery (4d4)

1/Day: Hunger's Grasp, Stolen Life

Actions

Multiattack. The Voice makes two Gnawing Hunger attacks. It may use one Teeth Upon Your Spine attack in place of a Gnawing Hunger.

Gnawing Hunger. Melee Weapon Attack +13 to hit, reach 10ft., Hit 3d8 + 7 psychic damage

Teeth Upon Your Spine. Melee Weapon Attack: +13 to hit, reach 10ft., Hit 3d6 + 7 necrotic damage. Each affected creature makes a DC 17 constitution saving throw or is paralyzed until the start of their next turn.

Legendary Actions (3 / Turn)

Whisper. The Voice of Hunger casts Vicious Mockery.

Momentum Surge. The Voice of Hunger moves up to its full movement speed without provoking opportunity attacks.

ETERNAL HUNGER, EVEN IN DEATH

For a creature as powerful as the Voice of Hunger, death needs not be the end. As in the Hunt, prey becomes a predator's food, tools, and clothing. As such, the Voice of Hunger becomes its hunter's weapon and lives on, in a way.

When the last Whisper is killed, its remains reform into the weapon Hunger's Bite. In addition, when a spellcaster is victorious over the Voice of Hunger, all three of its spells - Hunger's Grasp, Stolen Life, and Ravenous Void - are added to their spell list and they may replace any number of spells they know with the Voice's spells. A Warlock may replace their 9th level Mystic Arcanum with Ravenous Void.



STOLEN LIFE

5th Level Necromancy Spell

Casting Time: 1 Action

Range: Touch

Components: Verbal, somatic, material (a small crystal to contain the soul sliver)

Duration: Instantaneous

You siphon part of the soul of another creature. It makes a Charisma saving throw, taking 5d6 Necrotic damage on a successful save. On a failed saving throw, it takes 5d6 Necrotic damage, gains a level of exhaustion, and you receive a sliver of the creature's soul.

By consuming the soul sliver as a bonus action, you gain insight into the creature. You have advantage on attacks made against them for the next 2 rounds of combat.

HUNGER'S GRASP

5th Level Necromancy Spell

Casting Time: 1 Action

Range: 45ft

Components: Verbal, Somatic

Duration: Instantaneous

You inflict a creature with your unending Hungers. The target makes a Charisma saving throw. On a failed save, the target takes 4d8 Necrotic damage and is compelled to use their action on their next turn to attack their nearest ally. The caster gains health equal to the damage dealt by this attack.

On a successful save, the target takes 4d8 Necrotic damage.

RAVENOUS VOID

9th Level Evocation Spell

Casting Time: 1 Action

Range: Self

Components: Somatic

Duration: Concentration (up to 30 sec)

Your hunger transcends your physical form, distorting the world around you. For the duration of the spell, any creature that starts its turn or enters within 15 ft. of you makes a Constitution saving throw, taking a level of exhaustion on a failure. Additionally, at the start of your turn, each creature within 15 ft. of you loses 4d4+4 HP and you gain temporary HP equal to half the amount lost.

Come, oh Slayer mine

Let us be your teeth

So you may feast upon the world

HUNGER'S BITE

Hunger's Bite is a Legendary +3 longsword. An attuned creature can meditate over the weapon for the duration of a short rest to transform it into any other +3 weapon type.

When you make an attack with Hunger's Bite while attuned and roll a 20 on the die, the target is afflicted with 1 point of Hunger and loses 1d6 HP. Whenever you successfully strike a creature that has any Hunger, it gains another point of Hunger and loses 1d6 HP for each it has accumulated.

A creature loses all Hunger if you miss or attack another creature.

