

# Shoosuva

Large, Fiend (Demon), Chaotic Evil

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**ARMOR CLASS**

16

**HIT POINTS**

161 (14d10 + 84)

**CHALLENGE**

8 | 3,900 XP

**PROFICIENCY**

+3

**Speed**

Walk 50 ft.

**Initiative**

+3

**Saving Throws**

Con +9, Str +8

**Skills**

Stealth +6, Perception +4

**Damage Resistances**

Cold, Fire, Lightning; Bludgeoning, Piercing, Slashing from nonmagical attacks

**Damage Immunities**

Poison

**Condition Immunities**

Poisoned

**Senses**

Darkvision 120 ft.; Passive Perception 14

**Passive Perception**

14

**Languages**

Abyssal, Gnoll

**STR**

21

+5

**DEX**

16

+3

**CON**

22

+6

**INT**

7

-2

**WIS**

12

+1

**CHA**

10

+0

## Traits

**Demonic Hyena.** Allied gnolls within 30 feet have Advantage on attack rolls against Frightened creatures.

**Death Pack Hunter.** The shoosuva deals an extra 10 (3d6) Poison damage to creatures below half their Hit Points.

## Actions

**Multiattack.** The shoosuva makes two attacks: Bite and Stinger.

**Bite.** Melee Attack Roll: +8, reach 5 ft. Hit: 16 (2d10 + 5) Piercing damage.

**Stinger.** Melee Attack Roll: +8, reach 10 ft. Hit: 12 (2d6 + 5) Piercing damage plus 18 (4d8) Poison damage.

**Cackle of the Abyss (Recharge 5-6).** Wisdom Saving Throw: creatures of the shoosuva choice within 30 feet. Failure: 36 (8d8) Psychic damage and the target is Frightened until the end of its next turn. Success: Half damage.

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