

Soul Shaker

Large, Undead, Neutral Evil

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ARMOR CLASS

15

HIT POINTS

104 (11d10 + 44)

CHALLENGE

4 | 1,100 XP

PROFICIENCY

+2

Speed Walk 40 ft.

Initiative +2

Saving Throws Con +6, Str +7, Wis +4

Skills Perception +4

Damage Vulnerabilities Radiant

Damage Resistances Necrotic, Psychic; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Darkvision 60 ft.; Passive Perception 14

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Languages Understands the languages of its component souls

STR20
+5**DEX**14
+2**CON**18
+4**INT**8
-1**WIS**14
+2**CHA**16
+3

Traits

Many Souls. The soul shaker has Advantage on saving throws against being Charmed or Frightened.

Soul Rattle. A hostile creature that starts its turn within 10 feet of the soul shaker has Disadvantage on the next Wisdom saving throw it makes before the end of that turn.

Actions

Multiattack. The soul shaker makes two Soul Fist attacks.

Soul Fist. Melee Attack Roll: +7, reach 10 ft. Hit: 14 (2d8 + 5) Bludgeoning damage plus 9 (2d8) Necrotic damage.

Shake the Spirit (Recharge 5-6). Wisdom Saving Throw: creatures within 20 feet. Failure: 27 (6d8) Psychic damage and the target is Frightened until the end of its next turn. Success: Half damage.

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