

Hadaar Touched Justice Bringer Leader | Soukt

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<https://www.dndbeyond.com/monsters/3279500-hadaar-touched-justice-bringer-leader-soukt>



Medium Fey, Typically Chaotic Neutral

Armor Class 17 Light Armor

Hit Points 73 (10d8 + 28)

Speed 30 ft.

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

Saving Throws CON +4, CHA +7

Skills [Arcana](#) +4, [Deception](#) +7, [Insight](#) +4, [Persuasion](#) +7, [Stealth](#) +7

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses [Darkvision](#) 120ft, Passive Perception 14

Languages Abyssal, Common

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Shadow Child. When the creature is inside of darkness, the AC of the creature goes up by 1.

Constant Haze. This creature is constantly surrounded by the [Darkness](#), only with an area of 30ft, which this creature can see through with their [Tooltip Not Found].

Shapechange. As an action, you can change your appearance and voice. You determine the specifics, including your coloration, hair length, sex, height, and weight, and can change your size between Medium and Small. You can look like another race, though none of your game statistics change. You can't duplicate the appearance of an individual you've never seen, and your form must have the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this trait. You stay in the new form until you use an action to revert or until you die.

Metamagic. Once per day, the creature can use the ability of Metamagic for each of these special spells: Quicken Spell and Twinned Spell

Strength of the Grave. When damage (that isn't radiant or from a critical hit) reduces you to 0 HP, you can make a CHA saving throw (DC 5 + the damage taken). On a success, you instead drop to 1 HP

Innate Spellcasting. The creature is an 8-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +7 to hit with spell attacks).

Shadow Touched (1/day): [*Invisibility*](#), [*Silent Image*](#)

Cantrips (at will): [*Chill Touch*](#), [*Fire Bolt*](#), [*Mage Hand*](#), [*Message*](#), [*Mind Sliver*](#)

1st level (4 slots): [*Absorb Elements*](#), [*Chromatic Orb*](#)

2nd level (3 slots): [*Darkness*](#), [*Misty Step*](#), [*Shadow Blade*](#)

3rd level (3 slots): [*Fireball*](#), [*Melf's Minute Meteors*](#)

4th level (2 slots): [*Polymorph*](#), [*Ice Storm*](#)

Actions

Void Speed. If in Darkness the creature can make 2 melee weapon attacks per turn.

Shadow Touched Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (1d8 + 4) [piercing damage](#) and (1d8) [psychic damage](#).

Bonus Actions

Spells. [Misty Step](#), [Shadow Blade](#)

Reactions

Spells. [Absorb Elements](#)

Description

This is the same creature, Justice Bringer Leader | Soukt, with the same personality and thoughts only now surging with this new power. The voice of this creature is slightly split being a bit deeper on one end and the same on the other.

If this creature casts *Darkness*, the area from its Constant Haze increases to 60ft, if the spell fades the area reduces from 60ft back to 30ft.

Lair and Lair Actions

This Creature is constantly surrounded by the *Darkness*, with an area of only 30ft, which is considered his lair. When this creature begins its initiative creature summons 3 Hadaar Blurs to aid this creature.

While in the lair the creature gains lair actions on Initiative level 17, lower than all PCs but higher than all enemies.

- The ability to cast *Fear* onto whichever creatures in the darkness with a Spell Save DC of 17.
- The Lair condensed itself and attacks a creature within the lair with a *Shadow Blade* attack.