

# Justice Bringer Leader | Soukt

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<https://www.dndbeyond.com/monsters/3206503-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

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

**Languages** Abyssal, Common

**Challenge** 7 (2,900 XP)

**Proficiency Bonus** +3

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

**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](#)

**Hounds of Ill Omen.** Once per day, the creature can magically summon a hound of ill omen (modified [Dire Wolf](#)) to target one creature you can see within 120 ft. of you.

Modifications:

- \* The hound is size Medium, not Large, and it counts as a monstrosity, not a beast.
- \* It appears with a number of temporary hit points equal to half your sorcerer level.
- \* It can move through other creatures and objects as if they were difficult terrain. The hound takes 5 force damage if it ends its turn inside an object.
- \* At the start of its turn, the hound automatically knows its target's location. If the target was hidden, it is no longer hidden from the hound.

## Reactions

**Spells.** [Absorb Elements](#)