



## HOLY SOUL

Holy souls are the restless spirits of particularly religious individuals who met a grisly end. In life, these individuals upheld values of truth, justice, and compassion. In death, these values have been turned into twisted reflections of their original forms as the spirits become delirious and angry while maintaining the zealotry they practiced in life. Holy souls are found most often in crumbling churches, ancient ritual sites, or dilapidated tombs.

In extreme cases, such as the calamitous destruction of a holy site, an entire clergy can persist in undeath as holy souls. These spectral ministries hold wistful mass without an audience, the sounds of their haunting choir echoing into the night—any who disturb them risk being consumed by angry spirits.

**Undead Nature.** A holy soul doesn't require air, food, drink, or sleep.

## HOLY SOUL

Medium undead, chaotic evil

**Armor Class** 12  
**Hit Points** 22 (5d8)  
**Speed** 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	12 (+1)	10 (+0)	14 (+2)	10 (+0)

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison, radiant

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 12

**Languages** understands all languages it knew in life but can't speak

**Challenge** 2 (450 XP)

**Proficiency Bonus:** +2

**Incorporeal Movement.** The holy soul can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

### ACTIONS

**Haunting Proselytizing.** The holy soul selects two targets within 60 feet of it that can hear it to send piercing telepathic messages to. Targets must make a DC 11 Wisdom saving throw, taking 9 (2d8) necrotic damage on a failed save, or half that amount on a successful one.

**Echoes of Life.** Holy souls have little memory of their past lives, though a fragment of their beings remains forever bound with the original values they once understood. Except for sporadic cases, they babble unintelligibly (if they speak at all) and cannot be reasoned with. Unlike most other undead, a holy soul's connection to its unique past makes it immune to radiant damage.

**Within Redemption.** Due to their past, holy souls have a much greater chance at redemption than most other undead. Certain rituals in the presence of the spirits can calm their anger and begin the process of redemption so that they may finally rest. Holy souls are particularly receptive to presentations of their personal items, blessings from a living priest or cleric, or heroic displays of bravery or compassion in their presence.

ART CREDIT: SHUTTERSTOCK