

# SHARDSOULS

## SHARDSOUL SLAYER

*Large construct, chaotic evil*

**Armor Class** 16 (Natural Armor)

**Hit Points** 67 (9d8 + 27)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	8 (-1)	9 (-1)	15 (+2)

**Saving Throws** CON +6, CHA +5

**Damage Resistances** Radiant; Bludgeoning, Piercing and Slashing from Nonmagical Attacks

**Damage Immunities** Poison

**Condition Immunities** Exhaustion, Frightened, Petrified, Poisoned

**Senses** Darkvision 60 ft, Passive Perception 9

**Languages** Understands the languages of its creator but can't speak

**Challenge** 5 (1,800 XP)

**Deranging Aura.** A creature that starts its turn within 30 ft. of one or more shardsouls must make a DC 13 Wisdom saving throw. On a failed save, the creature makes attacks at disadvantage and its attacks deal an extra die of damage.

**Shardsoul Release.** When the shardsoul dies, up to one shardsoul within 30 feet gains 22 (4d10) temporary hit points. While it has these temporary hit points, the shardsoul takes two actions on its turn, instead of one.

## Actions

**Multiattack.** The shardsoul makes three melee attacks.

**Fell-Iron Claws.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing plus 3 (1d6) radiant damage.

A creature hit by three or more of these attacks in a turn must succeed on a DC 15 Constitution saving throw or take a point of exhaustion.

## Reactions

**Deranged Thrash.** As a reaction when it is missed with an attack by a creature affected by a Deranging Aura, the shardsoul causes the creature to make a new attack roll without disadvantage against another creature in range of the shardsoul's choice.

## SHARDSOUL LORE

**Arcana DC 15:** Shardsouls are a type of construct created from felliron, a metal recovered from the sites of celestial impacts. Their origin causes them to emit a constant eldritch radiance, exposure to which can twist the mind and sicken the body.

**History DC 20:** The animating spirits of these constructs are able to leap between nearby construct bodies when their housings are destroyed, briefly empowering their allies.

## SHARDSOUL TACTICS

Shardsouls show no regard for their own safety, charging into the thick of things and attacking the nearest creature, or the one that damaged them most recently. They show no hesitation sacrificing themselves to harm an enemy, such as by grappling a creature and dragging it off a cliff or into lava. When destroyed, the shardsoul uses its shardsoul release to empower the strongest shardsoul in range.

## SHARDSOUL AVATAR TACTICS

The shardsoul avatar uses its starsick beam whenever available so long as it can hit at least two foes, then tries to surround itself with as many enemies as possible, using its meteor stomp ability each turn and preferentially targeting creatures affected by its beam.



# SHARDSOUL AVATAR

*Medium construct, chaotic evil*

**Armor Class** 17 (Natural Armor)

**Hit Points** 199 (21d10 + 84)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	12 (+1)	9 (-1)	17 (+3)

**Saving Throws** STR +9, CON +8, CHA +7

**Damage Resistances** Radiant; Bludgeoning, Piercing and Slashing from Nonmagical Attacks

**Damage Immunities** Poison

**Condition Immunities** Exhaustion, Frightened, Petrified, Poisoned

**Senses** Darkvision 60 ft, Passive Perception 9

**Languages** Understands the languages of its creator but can't speak

**Challenge** 11 (7,200 XP)

**Deranging Aura.** A creature that starts its turn within 30 ft. of one or more shardsouls must make a DC 13 Wisdom saving throw. On a failed save, the creature makes attacks at disadvantage and its attacks deal an extra die of damage.

**Shardsoul Release.** When the shardsoul dies, up to one shardsoul within 30 feet gains 22 (4d10) temporary hit points. While it has these temporary hit points, the shardsoul takes two actions on its turn, instead of one.

## Actions

**Multiattack.** The shardsoul makes three melee attacks, one of which it may replace with a use of its Meteor Stomp.

**Fell-Iron Claws.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing plus 3 (1d6) radiant damage.

A creature hit by three or more of these attacks in a turn must succeed on a DC 17 Constitution saving throw or take a point of exhaustion.

**Meteor Stomp.** Each creature within 5 ft. of the shardsoul must make a DC 17 Strength saving throw. On a failed save, a creature takes 10 (3d6) radiant damage, is pushed 10 feet away, and knocked prone. On a success, a creature takes half as much damage.

**Starsick Beam (Recharge 5-6).** The shardsoul emits a beam of sickening starlight. Each creature in a 60 foot line that is 5 feet wide must make a DC 17 Constitution saving throw. On a failed save, the creature takes 42 (12d6) radiant damage and is Poisoned for the next minute, or takes half as much damage on a success.

A creature Poisoned in this way has its speed reduced by half, and repeats this save at the end of each of its turns, ending the effect on a success.

## Reactions

**Deranged Thrash.** As a reaction when it is missed with an attack by a creature affected by a Deranging Aura, the shardsoul causes the creature to make a new attack roll without disadvantage against another creature in range of the shardsoul's choice.

**Bloodied Starshriek (1/Day).** As a reaction to being reduced below 100 hit points, the shardsoul forces each creature within 15 feet of it to succeed on a DC 15 Intelligence saving throw or take 14 (4d6) Psychic damage and be Stunned until the end of the Shardsoul's next turn.



## ART CREDITS

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- Shardsoul by James Zhang

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