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Actual Cannibal Legendary Hollywood Superstar Shia LeBoss

Medium Fiend (demon), Chaotic Evil

Armor Class: 16

Hit Points: 113 (15d8 + 45)

Speed: 30 ft

STR		DEX		CON		INT		WIS		CHA	
18	(+4)	16	(+3)	17	(+3)	10	(+0)	13	(+1)	19	(+4)

Condition Immunities: Charmed, Frightened, Unconscious

Damage Resistances: Bludgeoning, Slashing, Piercing

Saving Throws: Strength +8, Constitution +7, Charisma +8

Skills: Intimidate +12, Stealth +7, Perception +5, Performance: +12

Senses: Darkvision 60 ft., Passive Perception: 15

Languages: Common, Abyssal

Challenge 8 (3,900 XP)

Abilities

Shia Surprise! Ten minutes after being reduced to 0 hit points, Shia returns to life and regains 45 (10d8) hit points. All non-friendly creatures within 120 feet are then automatically surprised if combat begins. Shia cannot use this ability if his head is removed or his body is completely destroyed.

Just DO IT!! At the beginning of his turn Shia may make a Charisma save to end all conditions and effects of his choice active on himself other than those he imposed with a DC equal to or less than its result (for those effects without a DC, it is 15). This save gains a +1 bonus to its roll if the DM spreads his hands, thrusting them together nearly to the point of making their thumbs and index fingers touch to frame his crotch as he yells the name of this ability.

Eating All The Bodies: Shia's *Actual Cannibal* attack automatically hits corpses. If it does, he devours the target corpse utterly, and regains 20 hit points instead of its normal effects. Shia cannot regain more than 20 hit points in this way per round.

But You Can Do Jiu-jitsu (You Can Do It!): Shia's resistances don't apply to Unarmed Strikes and he has vulnerability against the first Unarmed Strike melee attack that hits him each turn.

Actions

Death In His Eyes (Recharge 5-6): Shia stares down his prey, paralyzing it with fear. One creature within 30 feet which isn't immune to the frightened condition that can see Shia, and that Shia can see, must make a DC 16 Wisdom save or be paralyzed and frightened for one minute. A creature that succeeds on this initial save by less than 5 is frightened for one minute. A creature subject to this attack's effects may attempt this save at the end of each of its turns, ending them on a success. Whenever a creature is reduced to 0 hit points for the first time during an encounter by Shia, this attack recharges.

Legendary Fight With Shia LaBeouf, Normal Tuesday Night For Shia LaBeouf: Shia makes up to three attacks. If at least two of these hit, Shia may use *Brandishing A Knife* as a Bonus Action this turn. If all three hit, Shia may use *Death In His Eyes* as a Bonus Action this turn.

Sharpening An Axe:

Melee Weapon Attack: +8 to hit, reach 5 ft., one target.

Hit: 11 (1d8+6) slashing damage, or 12 (1d10+6) slashing damage if used with two hands.

Brandishing A Knife:

Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 7 (1d4+4) piercing damage.

Actual Cannibal: Shia attempts to take a big, juicy bite out of his prey.

Melee Attack: +8 to hit, reach 5 ft., one target.

Hit: 7 (1d4+4) Necrotic damage. Shia regains hit points equal to this damage.

There's A Gun To Your Head:

Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft or range 50/200 ft., reload (15), one target.

Hit: 10 (2d6+3) piercing damage. On a critical hit, *Death In His Eyes* recharges.

Running For Your Life From Shia LaBeouf Each creature within 120 feet of Shia he chooses that is aware of him must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute, repeating this save at the end of each of its turns, with Disadvantage if it can see Shia, ending this effect on a success. A creature frightened in this way must use its movement to move as far away from Shia as it can on its turn. If any of these saving throws succeed, the saving creature becomes immune to this ability for the next 24 hours.

Bonus Actions:

He Gets Down On All Fours... Shia gets down on all fours and breaks into a sprint. Until the start of his next turn, his movement speed is increased to 60 ft and he can't use any attack action other than *Actual Cannibal* until this effect expires.

Lurking In the Sha-dowsss... Shia takes the Hide action with Advantage to its Dexterity(Stealth) roll if he's in an area with significant foliage. He may try to hide in this way even when only lightly obscured.

Reactions:

He's Dodging Every Swipe, He Parries To The Left:

Shia imposes Disadvantage on an attack roll made against him without Advantage by a creature he can see. If this attack misses by 5 or more, after it resolves, Shia can make an attack against that creature.

Legendary Actions:

Shia can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Shia regains spent legendary actions at the start of his turn. Shia cannot use the same Legendary Action twice consecutively.

Fighting For Your Life With Shia LeBeouf Shia makes a *Sharpening An Axe, Brandishing A Knife, There's A Gun to Your Head* or *Actual Cannibal* attack.

My God, There's Blood Everywhere! A pool of slick blood and gore gushes from the wounds of a wounded creature or corpse with blood that Shia can see (including himself) within 120 feet of him, covering a 10 foot square which must at least partially contain the target. This blood acts per the effects of the *Grease* spell, but is non-magical, cannot be dispelled and has a save DC of 16. Shia is immune to its effects.

Blood Is Draining Fast From Your Stump Leg (Costs 2 Actions): One target injured creature that Shia can see within 120 feet of him that has blood must make a DC 16 Constitution save or gain 1 level of exhaustion and take **7 (2d6)** damage with their maximum hit points being reduced by the same amount until they complete a Long Rest as they heavily exsanguinate. The target dies if this effect reduces its hit point maximum to 0. This save has Disadvantage if the target is at less than half of its maximum hit points. If this save fails by 5 or more, this damage is maximized and Shia immediately uses the *My God, There's Blood Everywhere!* legendary action against the target without expending a legendary action.

Lair Actions (Spooky Forest With Cabin):

On initiative count 20 (losing initiative ties), Shia takes a lair action to cause one of the following effects. Shia can't use the same effect two rounds in a row:

But Your Leg! Ah! It's Caught In A Bear Trap! 1d6 hunting traps are set in unoccupied spaces not adjacent to each other within 120 feet of Shia. These hunting traps are hidden if set in an outdoor area with foliage (DC 18 Wisdom(Perception) to spot), impose Disadvantage on saving throws made against them by creatures they're hidden to, vanish in an eerie mist when Shia is dropped to 0 hit points or 24 hours (whichever comes first), and do not affect him.

There's No One Around Strange nightmarish shadows flit around and obscure your sight, making it impossible to see correctly; your friends and foes suddenly vanish, leaving none around. One creature within 120 feet of Shia must make a DC 16 Wisdom save or all creatures become invisible to it for 1 minute. A creature subject to this effect may attempt this save at the end of each of its turns, ending it on a success.

(Quiet, Quiet.) An area of eerie silence descends upon a point of Shia's choosing he can see within 60 feet per the *Silence* spell until he dies, dismisses the effect or uses this Lair Action again. This does not require components or concentration.

You're Looking For Your Car(t) But You're All Turned Around Confusion suddenly overwhelms you and you take leave of your senses. One creature within 120 feet of Shia is subject to the effects of the *Confusion* spell (save DC 16). This does not require concentration or components.