



SOULHUNTER

A hooded figure prowls the night, stalking its doomed prey across moonlit plazas and dark alleys. The quarry knows something is awry, already feeling a dark tingle trying to seduce its soul. Sweat pours down his face, as he knows his time is short. A clock strikes midnight, distracting the prey for a second. A dagger descends, digging deep into his flesh. When his body hits the ground, his heart is still beating faintly. But his eyes are empty. Only a shell lies bleeding in the city streets, filling the cobblestones with rivers of warm red blood.

Across the street, the hunter rejoices. He harvested a rich soul, adding to his collection. But he can't resist his urges for too long. He hungrily devours his prize, feels the mad rush pulsating through his veins. As his senses amplify, he feels people approaching. The hunter becomes the hunted. Three figures block his way, bearing the symbol of Torm. The nameless stalker is sure that this won't be his last dance, as he descends deeper into madness.

COLLECTORS OF THE ESSENCE OF LIFE

As vampires nourish themselves on the blood of mortals, the soulhunter can feed on their souls. A soulhunter is not born as one, however. Neither is there need to contract some kind of disease. A soulhunter is made, trained by an elder as it is the tradition. Over the centuries, soulhunters found myriad ways to use the force contained inside a soul. As with every power, it can be used for good or evil. But many people may consider the theft of a soul as a grave crime. However, under regular circumstances, soulhunters don't destroy or fully consume a soul. They only siphon a fraction of its force, before it passes on to the afterlife. But the removal of this small sliver already degenerates, or rather degrades a soul, making it a monstrous act in the eyes of some gods and their clergy.

THE SOULHUNTER

Level	Proficiency Bonus	Reservoir	Features
1st	+2	1	Harvest Soul, School of Thought
2nd	+2	1	Deep Insight
3rd	+2	2	School Feature
4th	+2	2	Ability Score Improvement
5th	+3	3	Wrath of Souls
6th	+3	3	Extract Knowledge
7th	+3	4	School Feature
8th	+3	4	Ability Score Improvement
9th	+4	5	Synergy of Souls
10th	+4	5	School Feature
11th	+4	6	Extra Attack
12th	+4	6	Ability Score Improvement
13th	+5	7	Deathward
14th	+5	7	Destroy Soul
15th	+5	8	School Feature
16th	+5	8	Ability Score Improvement
17th	+6	9	Implant Soul
18th	+6	9	School Feature
19th	+6	10	Ability Score Improvement
20th	+6	10	Transcended Soul

LIFE AND DEATH OF A SOULHUNTER

The apprenticeship of a soulhunter is a tribulating time and lasts several years under normal circumstances. The training culminates in the extraction of your own soul. You choose an appropriate vessel for your soul, usually a small hollow pendant. This vessel is referred to as soulcage by the hunters. The dimensions of the container do not matter, all that is needed is an encased hollow space. The extraction is a necessary step because you will use your own soul to attract and trap other souls.

The extraction also holds several great risks, however. If the container of your soul should be taken away, you will lose consciousness, and your senses will stop to function. If the vessel returns to within 5 ft. of your body this effect will stop if your body is still alive. If the vessel is outright destroyed, your soul will immediately be taken to the afterlife.

CREATING A SOULHUNTER

Potential acolytes are always approached by the elder, either due to some act which makes them worthy in the eyes of their future teacher or some property of their soul. As it is only an offer to become an apprentice, a person might need a strong motivation like revenge or a morbid fascination for life and death to become a soulhunter.

QUICKBUILD

You can make a soulhunter quickly by following these suggestions. First, make Strength or Dexterity your highest ability score. Your next-highest score should be Constitution, or Charisma if you plan to choose Benethar's school. Second, choose the urchin background.

CLASS FEATURES

As a soulhunter, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per soulhunter level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per soulhunter level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose three Skills from Athletics, Deception, History, Insight, Medicine, Perception, Stealth, Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) Chain Shirt or (b) Studded leather
- (a) a martial weapon or (b) two simple weapons
- Two daggers
- (a) an explorer's pack or (b) a scholar's pack
- 3d4 x 10 gp

SOUL RESERVOIR

Depending on your level, you can carry a certain amount of souls in your soulcage, as shown in the Reservoir column in the Soulhunter table. You can expend those souls at a time of your choice, store them for later use or let them go without further touching them. The stored souls only escape against your will in case you are reduced to 0 hitpoints or die.

HARVEST SOUL

If a creature is reduced to 0 hitpoints within 30 ft. of you, you can harvest its soul and store it in your soulcage. You can do this as a bonus action or a reaction. The target is granted no saving throw to protect against this extraction. If your soulcage is full, you cannot successfully harvest another soul. The removal of the soul has no visible effect on the corpse, and the process itself involves no visible or audible component.

This feature only works on creatures or constructs which carry a soul. If the target carries more than one soul, only one is harvested. Only creatures with a CR greater than 1 carry a soul of high enough quality to harvest it.

SCHOOL OF THOUGHT

At 1st level, you choose a paradigm on which your mentor based your education. Choose the school of Oscelden, Benethar or Vetra, all detailed at the end of the class description. The school you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level. The school of thought represents the path your elder set you on, as he was by his elder.

DEEP INSIGHT

Your in-depth work with souls allows you to feel a soul, stirring in another body. If you are within 5 ft. of a person, you gain advantage on all Insight (Wisdom) checks. You can now also converse with the souls which are trapped in your soulcage. The souls are generally aware that you are the one who killed them, however.

WRATH OF SOULS

Your attacks deal an additional psychic damage equal to the number of trapped souls in your reservoir.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRACT KNOWLEDGE

You access the hidden knowledge within a soul, to bolster your own abilities. You can spend one soul from your reservoir to gain advantage on an ability check or attack roll.

Once you use this feature, you must finish a short or long rest before you can use it again.

SYNERGY OF SOULS

In a moment of peril, the trapped souls try to shield themselves against any danger instinctually, allowing you to benefit from their power. You can spend one soul from your reservoir to gain a bonus on a saving throw equal to the remaining number of souls. You have to use this feature before determining the result of the dice roll.

Once you use this feature, you must finish a long rest before you can use it again.

DEATHWARD

The trapped souls weigh down your own soul, which makes it harder for you to cling to life. You've learned how to throw away this ballast, siphoning some power in the process. You can spend one soul from your reservoir to gain advantage on a death saving throw.

Once you use this feature, you must finish a short or long rest before you can use it again.

DESTROY SOUL

After unlocking many secrets concerning the nature of a soul, you are now able to completely destroy a soul you trapped, erasing it from existence.

IMPLANT SOUL

You have gained very deep insight into the process of transferring a soul and how to manipulate it. You are now able to implant a trapped soul into another body or construct. This is, of course, a delicate process and prone to failure. The ritual necessary takes 24 hours in which you and the target must be undisturbed.

TRANSCENDED SOUL

In the end, you truly realized what was obvious since the beginning of your journey and extraction of your soul. Your own body is only a tool to carry your soul to different places, an imperfect mount, interchangeable.

If you so desire, you can sever the connection to your body and build a new connection to another body or construct. Should the body you are connected to die, your soul will remain in its vessel. If the vessel is brought within 5 ft. of a body or construct empty of soul, you can choose to connect with it. If a person is willing, you can also connect to a body which already hosts a soul, sharing its senses and abilities.

SCHOOLS OF THOUGHT

OSCELDEN'S SCHOOL

The school of Oscelden focuses on the improvement and strengthening of one's body and senses. Oscelden closely followed the teachings of Amrud'in and spend many days in silent contemplation. He would spend entire weeks on the roof of hospices, harvesting the souls of the departed, feasting on them and fusing their essence with his own soul and body.

NOURISH

At 1st level, you can deplete a soul of its vitality to restore your own body. You can spend one soul from your reservoir to heal hitpoints equal to 1d10 + your soulhunter level.

Once you use this feature, you must finish a short or long rest before you can use it again.

STRENGTHEN SOUL & BODY

Starting at 3rd level, you can add half your proficiency bonus (round up) to any Charisma check you make that doesn't already use your proficiency bonus and you can harvest an additional soul per round using a free action or free reaction.

Additionally, you can spend one soul from your reservoir to double your jumping distance for 1 minute.

EXTRACT SUBSTANCE

At 7th level, you can manifest some of the physical or psychic abilities the owner of the soul had in life. You can spend one soul from your reservoir to gain a bonus of +2 to one of your ability scores for one hour.

Once you use this feature, you must finish a short or long rest before you can use it again.

PROTECTING SOUL

Starting at 10th level, as a bonus action or reaction you can spend one soul from your reservoir to gain resistance to all physical or magical damage for 1 round.

OVERPOWERING SOUL

Starting at 15th level, after you harvested an especially powerful soul, a part of its nature may take a hold of you. You are granted one random ability the owner had in life. This effect subsides after 24 hours.

TOTAL AWARENESS

At 18th level, you are aware of the location of any soul within 30 feet of you, invisible or not.

VETRA'S SCHOOL

The school of Vetra teaches how to emerge yourself in the wrath of the trapped souls, losing yourself in their rage. The soulhunter is overcome by a madness, barely clinging to his sanity.

Once you use this feature, you must finish a short or long rest before you can use it again.

FURIOUS SOULS

Starting with 1st level, you can spend one soul from your reservoir to add an additional 1d8 psychic damage to a melee or ranged attack, once per attack.

TRANCE

Beginning with 3rd level, you can put yourself into a trance during your turn as a bonus action. While in trance, you can't harvest souls and you spend one soul per round from your reservoir to uphold this state. During the trance, you have advantage on all attack rolls.

SHELL

At 7th level, you gain one of the following benefits during your trance, which vary every time you enter the state:

1d4 Benefit

- 1 Immunity to bludgeoning damage.
- 2 Immunity to slashing damage.
- 3 Immunity to piercing damage.
- 4 Resistance to bludgeoning, piercing and slashing damage

RESTORATION

At 10th level, you regain hit points equal to 5 + your Constitution modifier during your turn if you are in trance.

AUGMENTATION

At 15th level, you gain one of the following benefits during your trance, which vary every time you enter the state:

1d4 Benefit

- 1 You are affected by *Haste*, without the downsides.
- 2 You are affected by *Greater Invisibility*.
- 3 You are affected by *Armor of Agathys* at 5th level.
- 4 You are affected by *Fire Shield*.

REPULSION

At 18th level, you gain advantage on all saving throws against magic and have resistance against all magical damage during your trance.

BENETHAR'S SCHOOL

The school of Benethar focuses on the influence one can exercise on the souls of others. It features many spells for which Charisma is your spellcasting ability.

DISTORT SOUL

At 1st level, you can spend one soul from your reservoir to reroll a failed Persuasion or Deception check with disadvantage.

INFLUENCE SOUL

At 3rd level, you can cast *Suggestion* or *Cause Fear* without the need for any component. The target has disadvantage on its saving throw.

Once you use this feature, you must finish a short or long rest before you can use it again.

SPEAK WITH THE SOUL

At 7th level, you can communicate with any creature you can see within 30 feet of you. It doesn't need to understand any language, as you directly access its soul to communicate.

PUPPETEER

At 10th level, you can cast *Dominate Person* or *Geas*, without the need for any component. As you take possession of the soul of a person while it still resides in its host, you can bend it to your will. The target has disadvantage on its saving throw.

Once you use this feature, you must finish a short or long rest before you can use it again.

MANIPULATOR

At 15th level, you can cast *Antipathy/Sympathy* or *Dominate Monster*, without the need for any component. The target has disadvantage on its saving throw.

Once you use this feature, you must finish a short or long rest before you can use it again.

READING A SOUL

Starting at 18th level, you can read the soul of a person like a book. You can glean information about the alignment of a person and about events which happened in the person's past and you can always tell if he is telling the truth.

FEATS

GREAT ATTRACTOR

You can harvest souls from creatures which are reduced to 0 hit points in a radius of 90 ft. around you. You may also roll a d20 every time you spend a soul from your reservoir. On a 19 or 20 you manage to recapture it.

OVERFLOWING RESERVOIR

Instead of letting a departing soul go to waste, you siphon a small amount of vitality. If your soulcage is already full and you try to harvest an additional soul, you will regain 1d6 hit points.

VOLUMINOUS VESSEL

Figuratively speaking, you stretched your soulcage to an extent, that it can store more alien souls.

- Your Charisma score increases by 1, to a maximum of 20.
- Your soul reservoir is permanently increased by 1.

BACKGROUND

HISTORY OF THE SOULHUNTERS

The history of the soulhunters can be traced back several centuries, although no one can say who first contrived the techniques passed on from elder to student since then. The first written mention of the soulhunters falls into the time of the founding of the school of Benethar and Oscelden around 950 DR. In this context school has to be interpreted in the broadest sense. There never was a physical building where students received teachings in the arts of soul manipulation. Only that Benethar and Oscelden, and later on Vetra, where the first hunters powerful enough to expand the repertoire and contrive new techniques of their own. Since then those techniques are passed on in different branches, depending on which teachings your elder received.

It is unknown how many soulhunters wander the realms and what their goals are if there even is an overarching goal. But every former student will feel the urge to pass on his knowledge during his lifetime, as almost every person feels the need to procreate. Many institutions view the soulhunters either with disgust or a wary eye.



THE EXTRACTION RITUAL

The ritual to extract your soul and store it in a vessel is time-consuming and perilous. It takes a skilled elder to guide you through this process. Your elder will take you to one of the secret ritual spots, usually caves far off from civilization or great landmarks. Those spots are only chosen because of tradition, the ritual can be held anywhere else without detriment to it. The ritual takes 24 hours and you are not to be disturbed in the process. The elder will trap your soul first, then implant it into your vessel. The most important step is to recreate an independent connection between your soul and your body.

SECRET HISTORY

The secret history of the soulhunters is to be only known by the DM, so every potential player should refrain from reading this text, as it contains possible spoilers for your personal story.

The first person to unlock the secrets of the soul goes by the name Amrud'in and he still roams the realms. He is collecting powerful souls, and especially those of experienced soulhunters. He usually only elects those who passed on their knowledge and did not unlock the secrets of the transcendent soul as of yet. He aims to be only quasi-immortal being, eventually finding his way to godhood. If you ever pass your knowledge on to a student of your own or are on the brink of unlocking the final secret of your soul, you will be approached by Amrud'in. He will openly tell you that he intends to harvest your soul, and become part of him. Together you will be able to ascend to godhood. All the great hunters are already with him, like Oscelden and Benethar. If you should decline his offer, he will try to take your soul by force.

Amrud'in was an elven monk once, who meditated his whole life to unlock the secrets of the soul. After hundreds of years, he was enlightened. Since then he changed bodies a number of times, trying to experience different lives. Despite all of this he made no progress in his quest to become a god. Amrud'in is patient, but never the less he is growing restless. He suspects that he is already forgetting many things from his former life and has to advance his agenda before more degenerates. Amrud'in keeps a close eye on all the traditional ritual sites, to keep tabs on the number and skill of the soulhunters.

The only soulhunter whoever managed to escape Amrud'ins clutches is Vetra, who was close to his elder and investigated his suspicious death. Because of this he was warned beforehand and prepared an ambush for the person powerful enough to steal the soul of a hunter. Despite his preparation, he did not manage to defeat Amrud'in and had to flee. Since then he had to lay low and switched bodies himself from time to time.

AMRUD'IN

Medium humanoid (Goliath), neutral evil

Armor Class 18

Hit Points 350

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	16 (+3)	18 (+4)	18 (+4)

Condition Immunities charmed, frightened, poisoned

Damage Immunities poison

Saving Throws Str +11, Dex +10, Cha +10

Skills Acrobatics +10, Athletics +11, Insight +10, Perception +10,

Senses passive Perception 20

Languages Common, Elven, Sylvan, Giant, Dwarvish

Challenge 20 (30,000 XP)

Legendary Resistance (3/Day). If Amrud'in fails a saving throw, he can choose to succeed instead.

Torturing Presence. Amrud'in is aware of any creature with a soul in a radius of 60 ft. and every creature in this radius has disadvantage on attack rolls against Amrud'in.

Empowered Strikes Amrud'ins unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Flurry of Blows (3/Encounter) Immediately after you take the Attack action on your turn, you can make two unarmed strikes as a bonus action.

Reactions

Deflect Attack. Amrud'in can use his reaction to deflect a missile or a melee attack, taking no damage in the process.

Actions

Multiattack. Amrud'in can make four unarmed melee attacks during his round.

Unarmed Strike. *Unarmed Melee Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage.

Stunning Strike (1/Round). *Unarmed Melee Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage. The target must succeed on a Constitution saving throw (DC 18) or be stunned until the end of your next turn.

Throwing Strike (1/Round). *Unarmed Melee Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage. The target must make a Strength saving throw (DC 18). On a failed save, you push the target up to 15 feet away from you and the target is knocked prone.

Soulstorm (Recharge 5-6). Amrud'in unleashes a cursed storm of degraded souls in a 60 ft. long line that is 10 ft. wide. Each creature in that line must make a Charisma saving throw (DC 18), taking 55 (10d10) psychic damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Amrud'in 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. Amrud'in regains spent legendary actions at the start of its turn unless otherwise specified.

Empty Body (Recharge 3-6). You turn invisible. The rules of the spell *invisibility* apply.

Leap Attack. Amrud'in jumps a distance of up to 30 ft. and can make an unarmed attack if a creature is within 5 ft. of him.

Dominate (Recharge 6). Amrud'in crushes and subjects a soul of an enemy, making him a god in the eyes of the target. The target is affected by *dominate person* (DC 18).

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