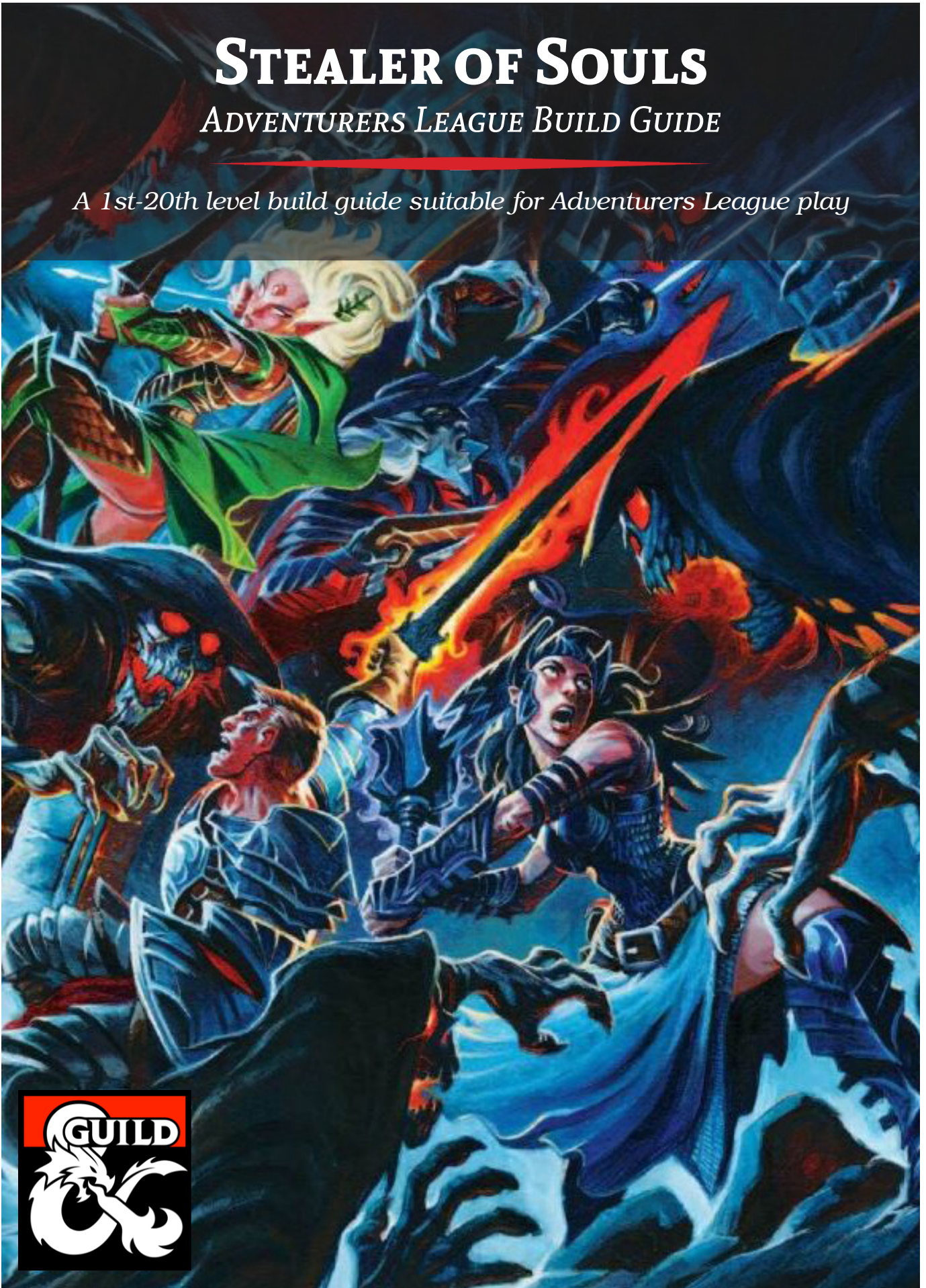


STEALER OF SOULS

ADVENTURERS LEAGUE BUILD GUIDE

A 1st-20th level build guide suitable for Adventurers League play



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BY REQUEST

This character build came about because frankly we just wanted to make a paladin/Hexblade warlock character. While discussing it, a certain albino anti-hero from literature came up, so we leaned into it.

— Nerdarchy

PHB +1

[Xanathar's Guide to Everything](#)

Xanathar's Guide to Everything is so hard to pass up as our [Player's Handbook](#) plus one. It's a great resource for spells and subclasses.

The Hexblade Otherworldly Patron is the focus of this character build, so XGtE is going to be our +1 book for creating this character.

Step-by-step character build guide

Each step of the way, this guide will show you the choices made that are significant to this character build. Options that are of particular importance to this character's effectiveness are in **bold**.

Step 1 – Race

Tiefling

Race option from the Player's Handbook.

The ability score increases of tieflings aren't ideal from an optimization perspective. Charisma is certainly a boon for warlocks, and paladins to a certain extent. The Intelligence bonus doesn't have a direct benefit but it's very thematic for our source of inspiration.

Mechanics aside, we felt the tiefling is the closest analog to our inspiring character. A race with ties to fiendish entities, often shunned and feared in the world sounds on brand.

Proficiencies

Armor: None

Weapons: None

Tools: None

Skills: None

Languages: Common, Infernal

Step 2 – Class

1st level

Start with Paladin

There are both mechanical and thematic reasons for starting with paladin. Mechanically, you'll have heavy armor proficiency that you wouldn't get through multiclassing into paladin later on. Thematically we're going on the premise our character doesn't begin their adventuring career already having made their pact.

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Intimidation, Religion

Step 3 – Ability Scores

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	10 (+0)	13 (+1)	12 (+1)	14 (+2)

Step 4 – Background

Noble

Skills: History, Persuasion

Tools: Chess set

Languages: Abyssal

We draw on our inspiration once again for our background choice. With your Dungeon Master's permission, perhaps your Stealer of Souls was the ultimate ruler of their culture, but abdicated their throne and left everything behind to follow their quest.

At any rate, this character held a position within the nobility of their culture. But stepping onto the path of adventure meant abandoning that life.

Step 5 – Class and Level Progression

Level	Class	Gains
1	Paladin	Divine Sense, Lay on Hands
2	Warlock	Otherworldly Patron — Hexblade , Hexblade's Curse, Hex Warrior, Pact Magic
3	Warlock	Eldritch Invocations — Devil's Sight, Fiendish Vigor
4	Warlock	Pact Boon — Pact of the Blade
5	Paladin	Divine Smite, Fighting Style — Great Weapon Fighting , Spellcasting
6	Paladin	Divine Health, Sacred Oath — Oath of Vengeance

7	Paladin	Ability Score Increase — Charisma +2
8	Paladin	Extra Attack
9	Paladin	Aura of Protection
10	Warlock	Ability Score Improvement — Charisma +2
11	Warlock	Eldritch Invocation — Eldritch Smite
12	Warlock	Accursed Specter
13	Warlock	Eldritch Invocation — Relentless Hex
14	Warlock	Feat — Great Weapon Master
15	Warlock	Eldritch Invocation — Maddening Hex
16	Warlock	Armor of Hexes
17	Warlock	Mystic Arcanum — Soul Cage
18	Warlock	Eldritch Invocation — Life Drinker , Feat — Infernal Constitution
19	Warlock	Mystic Arcanum — Crown of Stars
20	Warlock	Master of Hexes

Conclusion

Final Ability Scores

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	10 (+0)	14 (+2)	12 (+1)	20 (+5)

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: Chess set

Saving Throws: Wisdom, Charisma

Skills: History, Intimidation, Persuasion, Religion

Languages: Abyssal, Common, Infernal

Further Resources

Character creation, build, roleplaying tips and backstory elements are discussed in a video on the Nerdarchy YouTube channel [here](#). In the video description, you can find a link to this character build on D&D Beyond.

D&D Encounters

- [The Roper Wrangler Monster BFF Series](#)
- [Kobold Cavalry Encounter](#)
- [The Hag's Apprentice Encounter](#)
- [Druid Circle from the Beyond](#)
 - Contains encounter ideas, new monsters and a new druid Circle option for players

Other Character Guides

- [Mind Breaker Paladin Character Build Guide](#)
- [Zen Archery Master Character Build Guide](#)
- [Sewer Ninja Turtle Character Build Guide](#)
- [Nature Possessed Warforged Character Build Guide](#)
- [Scaled Skald Character Build Guide](#)
- [Quick Strike Character Build Guide](#)
- [Night Parade Character Build Guide](#)
- [Combat Medic Character Build Guide](#)
- [Ultimate Duelist Character Build Guide](#)
- [Justicar: Path of Justice Barbarian Character Build Guide](#)
- [Ultimate Spell Duelist Character Build Guide](#)
- [Extreme Adventurer Character Build Guide](#)
- [Whirling Devish](#)
- [Library Agent Character Build Guide](#)
- [Shadow-Haunted Rogue](#)
- [Flesh Render Character Build Guide](#)

For Dungeon Masters

When an umbral knight is conscripted into service to their decadent rulers, their souls are bound in a pact to the powers of darkness and chaos. This pact manifests as armor and blades made of cursed darkness, and they are dispatched into the world to reap souls. When they die, the umbral knight's arms and armor fade, returning to the nothingness from whence they came. Scholars have postulated that it is the armor and sword, not the creature wielding them, that is the true umbral knight.

Vanguard of Cruelty. Umbral Knights represent the vestiges of a vast, decadent civilization. Long ago, the rulers of this kingdom made dark pacts with fiendish entities from the Shadowfell. Their blood mingled with these chaotic powers, and as their power grew their culture became cruel and depraved.

Stealers of Souls. Umbral Knights are conscripted into servitude to their Shadowfell blades, their life-force bound to these soul devouring swords. They are compelled to travel the Prime Material Plane seeking souls for their thirsty blades' mistress. In order for their civilization to maintain its tenuous position straddling the Shadowfell and the Material Plane, umbral knights must claim the souls to send back to the dark dimension.

Umbral Knight

Medium fiend, any non-good alignment

Armor Class 20 (natural armor)

Hit Points 112 (25d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	24 (+7)

Saving Throws Strength +5, Constitution +5, Wisdom +5

Skills Arcana +5, History +5, Intimidation +12

Damage Immunities Necrotic, Poison

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Poisoned, Exhaustion, Petrification

Senses passive Perception 10

Languages Common, Infernal, Primordial

Challenge 15 (13,000 XP)

Hex Warrior. When the umbral knight attacks with their Hex Blade they use their Charisma modifier for attack and damage rolls.

Magic Resistance. The umbral knight has advantage on saving throws against spells and other magical effects.

Shadow Step. While in dim light or darkness, the umbral knight can teleport as a bonus action up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Thirsting Blade. When the umbral knight reduces a creature to 0 hit points, the umbral knight can gain temporary hit points equal to half the creature's hit point maximum. While the umbral knight has temporary hit points from this ability, it has advantage on attack rolls.

Actions

Multiattack. The umbral knight makes three attacks with its Hex Blade.

Hex Blade. Melee weapon attack: +12 to hit, reach 5 ft., one target. Hit: 17 (3d6 +7) slashing and 14 (4d6) necrotic damage, and the umbral knight gains temporary hit points equal to the necrotic damage. In addition, the target must succeed on a DC 18 Wisdom saving throw or become afflicted with the umbral knight's Cursed Hex. While cursed this way, the target has disadvantage on attack rolls against the umbral knight.

Call on the Curse (Recharge 5-6). As an action, the umbral knight can end the Cursed Hex on any number of affected creatures within 60 feet. The targets must make a DC 18 Charisma saving throw or take 14 (4d6) necrotic damage and be stunned until the end of the umbral knight's next turn, or half as much damage and the target is not stunned on a successful save.