

SOUL REAVER

Sometimes when a wicked humanoid dies their soul clings and claws to the mortal world so greatly that it leaves a kind of spiritual tunnel straight from their old body to whatever hell came next. When that happens, a soul reaver is created. Soul reavers appear somewhat like zombies although the space between the top of their jaw and their navel is a distorted and translucent window into a shadowy reflection of the mortal world.

Soul Hole. The soul reaver feels an aching where its own soul used to be and it longs to fill it with the souls of other humanoids. After its creation, soul reavers wander until they find a settlement and then consume as many creatures as they can. Sometimes these settlements are unable to defend themselves against the soul reaver's nightmarish attack and are slain to the last and sometimes they are able to mount a defense against the unholy creature ending its abhorrent existence. Either way, an encounter with the soul reaver is retold for generations and seemingly inevitably followed by a rise in hauntings and unquiet spirits.

And Hell Followed. Mercifully the soul reaver does not send its victims to whatever hell it soul was sent to. Instead, creatures who pass through the soul reaver by design or by the soul reaver's katabasis attack are sent into the Border Ethereal of the plane they are currently on. A creature transported in this way suffers a level of exhaustion for each 24 hours they are in the Border Ethereal. Any creature that dies while under this effect in the Border Ethereal immediately rises again as an incorporeal undead on the material plane.

Undead Nature. A soul reaver does not require air, drink, food, or sleep.



SOUL REAVER

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	6 (-2)	8 (-1)	1 (-5)

Skills Athletics +5

Damage Resistances necrotic, poison

Condition Immunities exhaustion, poisoned

Senses truesight 60 ft. passive Perception 9

Languages -

Challenge 5 (1800 XP)

Soul Celerity. When a soul reaver consumes a humanoid creature with the katabasis action it gains a cumulative +5 feet to its movement speed for the next 24 hours.

Soul Strength. When a soul reaver consumes a humanoid creature with the katabasis action it regains 20 hit points.

ACTIONS

Grab. The soul reaver attempts to grapple a creature within 5 feet. The soul reaver makes a Strength (Athletics) check contested by a Strength (Athletics) or Dexterity (Acrobatics) check by that creature. If the soul reaver succeeds, the creature is grappled by the soul reaver.

Katabasis. The dark portal within the soul reaver distends and draws all creatures the soul reaver has grappled inward. Creatures who are grappled by the soul reaver must make a Strength saving throw (DC 14) with small creatures making the saving throw with disadvantage. If the creature fails its saving throw, the creature takes 3d12 necrotic damage. If the creature succeeds on its saving throw, it takes half damage and suffers none of the other effects. If this damage reduces a creature to 0 hit points, that creature is transported to the Border Ethereal realm as if under the effect of the spell, etherealness, except the duration is indefinite.

Multiattack. The soul reaver makes any combination of three slam and grab attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage.

Soul Reaver by

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Art Credits in Order of Appearance

“Portal Zombie” by slim mittens