SOUL EATER

Medium-Size Outsider
Hit Dice: 10d8+20 (65 hp)
Initiative: +6 (Dex)
Speed: Fly 100 ft (perfect)
AC: 24 (+6 Dex, +8 natural)
Attacks: 2 claws +16 melee
Damage: Claw 1d6+1 and soul drain
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Soul drain
Special Qualities: Damage reduction 10/+1, empathic link, find target, immunities, dakvision 60 ft
Saves: Fort +9, Ref +13, Will +7
Abilities: Str 13, Dex 22, Con 14, Int 12, Wis 11, Cha 11
Skills: Hide +16*, Listen +13, Search +14, Spot +13
Feats: Dodge, Flyby Attack, Weapon Finesse (claw)
Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 10
Treasure: None
Alignment: Always neutral
Advancement: 11-20 HD (Medium-size); 21-30 HD (Large)

The soul eater is summoned to slay creatures as ordered by the caster who called it. Once given a victim, the soul eater will find the victim and attack relentlessly until it is defeated or its victim is dead.

A soul eater appears as a cloud of glowing darkness, but can assume any shape of relatively the same size. It has two ghostly white arms that end in claws attached to its body.

COMBAT

The soul eater attacks with two ghostly claws in each round. It will continue to attack until either it or its target is defeated or slain.

Soul Drain (Su): Each hit by one of its claws deals 1d6 points of temporary Wisdom damage to a foe. A creature reduced to Wisdom 0 by a soul eater dies. A creature slain by a soul eater cannot be returned to life by any means.

Find Target (Sp): When ordered to locate and slay a being, a soul eater does so unerringly, as though guided by discern location. The caster must know the designated creature.

Empathic Link (Ex): When summoned, the soul eater creates a mental link between itself and the caster who summoned it. Should the soul eater’s victim be slain by another, or should the soul eater be defeated (not slain), it will return to the caster and attack relentlessly until either it or the caster is dead. The soul eater can find the caster as long as they are on the same plane of existence. Should the caster leave the plane, it will temporarily break the link, though it will be reestablished once the caster returns to the same plane as the soul eater.

Immunities: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Skills: *The soul eater gains a +10 racial bonus on all Hide checks when in darkness or smoke.
The Soul Eater first appeared in module X6.