

GUIDE OF THE HUNTED

A psychopomp subclass option



GUIDE OF THE HUNTED

Death do not spare anyone, even souls of animals suffer because of acts of violence and injustice. Souls of animals slain, enslaved or tortured roam in their natural habitats tormented by their death or because they failed to protect their own kind or habitat. For many druids and sages these spirits are protectors of the wilds, a gift and uncontrollable manifestation of nature but for a psychopomp they are souls to be released.

You are a guide of the hunted, your bond with one of these spirits gave you powers to better understand nature beyond the material meaning. Your spirit communicates with you transmitting sensations and emotions that you can understand thanks to your strong harmony with nature, animals and death.

GUIDE OF THE HUNTE SPELLS

You gain guide spells at the psychopomp levels listed in the Guide of the Hunted Spells table.

HUNTED SPELLS TABLE

Psychopomp level	Spell
1st	<i>animal friendship</i>
3rd	<i>locate animals or plants</i>
5th	<i>conjure animals</i>
7th	<i>conjure woodland beigns</i>
9th	<i>commune with nature</i>

BONUS CANTRIPS

At 1st when you chose this archetype, you learn the *infestation* and *primal savagery* cantrips.

CALL OF THE WILDS

Also at 1st level, the connection with animals and spirits allows you to take on various spiritual aspects that enhance your skills. As a bonus action you take the aspect of an animal listed below.

- **Spirit of the Owl.** You gain 10 feet of extra movement and your movement do not provoke any opportunity attack.
- **Spirit of the Wolf.** When you attack with a weapon or spell that requires a hit roll, it inflicts 1d4 extra damage of the same type of your weapon or spell on hit.
- **Spirit of the Bear.** You gain temporary hit points equal to your Wisdom modifier and a +1 bonus to your AC.

An aspect lasts for 1 minute, ends early if you die, you are incapacitated. If you use again this feature the previously aspect vanishes. You can use this trait a number of times equal to your Wisdom modifier per long rest.

SPIRIT PROTECTOR

At 6th level your otherworldly manifestation allows you to best understand animals and in battle plays a fundamental part. Your otherworldly manifestation can cast the *primal savagery* cantrip using your spell attack modifier to attack, and while it is summoned you have advantage on any ability check made to interact with animals and spirits of animals.

GIFTS OF THE WILDS

At 10th when you use call of the wild, benefits of an aspect are doubled and your allies can gain the same benefits. As a bonus action, choose an ally under the effect of your soul bind feature and it gets the benefits of an aspect of your choice. You can have more than one aspect active at the same time, but still one per creature. An aspect used on an ally ends early if one of you two die, is incapacitated or the soul bind feature ends.

WILD SPIRIT

At 14th your connection with nature and wild spirits grows stronger. As an action and for 10 minutes your otherworldly manifestation gets temporary hit points equal to your psychopomp level and a +2 bonus to hit and damage rolls. Thus, you obtain benefits of each aspect for the duration of this trait. Once you use this trait can't be used again until you finish a long rest.



HUNTED GHOST

Hunted ghosts are ethereal animals that wander the wilds. They are not always hostile, depending on their death if a hunted ghost was slain by humans, it will be hostile against humans. Even if it was a predator, hunted ghost protects other animals because their connection with animals and nature.

HUNTED GHOST

Medium undead, neutral

Armor Class 12
Hit Points 49 (11d8)
Speed 40ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (0)	3 (-4)	14 (+2)	8 (-1)

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

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., passive Perception 12
Challenge 5 (1,800 XP)

Ethereal Sight. The hunted ghost can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The hunted ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Otherworldly Savagery. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. Hit: (2d10 + 2) force damage.

Etherealness. The hunted ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Summoning Howl (1/Day). The hunted ghost cast the *conjure animals* spell that do not requires concentration. The aspect of these animals is ethereal and they are considered undead.

