

Carrion Crown



Bestiary

They say Eragayl battled with death for three straight days, neither the valiant hero nor the spectre of doom giving or gaining ground. Who can say how many times he felt the cold breath of death upon his face, or how close he came to striking the reaper a killing blow? Yet in the end, it was not loss of vigor, or willingness, or even life that brought the battle to the end, but Lady Despair herself. Something about the tenacious mortal attracted the curiosity of Urgathoa, and brought her to watch the conflict. But a goddess's patience is a passing thing, and soon she bored. And when she departed, she was not alone, and Lord Arudora was not seen again.

—Japhnie Sapualo, *Histories and Legends of Varno*

BESTIARY

The terrors of death incarnate fill this month's entry into the Pathfinder Bestiary. Whether created by foul necromancers or summoned by the most morbid magic-users, these manifestations of doom seek little more than the harvesting of mortal souls.

STORMS OF BLOOD, SKIN, AND BONE

The accursed land of Virlych endlessly suffers the torments of the Whispering Tyrant's ancient evil, often in the form of the region's foul weather. During the course of this month's adventure, the PCs will likely encounter one or more of these deadly types of weather. GMs might use these aberrant storms to invoke dread as Galdana's captors elude the PCs' grasp and the land itself rejects their intrusion into the realm.

Desiccating Duststorm (CR 6): These clouds of parching dust obscure vision and smother flames as fine particles of powdered skin and gray bone blow across the landscape. Such storms function as normal dust storms (*Pathfinder RPG Core Rulebook* 438), but are accompanied by severe winds and deal 1d4 points of damage each round to living creatures caught out in the open without shelter as the dust desiccates and cracks their flesh. In addition, anyone who takes damage from the storm risks contracting mummy rot (*Core Rulebook* 557; Fortitude DC 16 negates). The powerful drafts of desiccating dust storms typically last for 2d10 minutes.

Mortuary Tempest (CR 6): Strange supernatural lightning and bruise-colored clouds rumbling like damned souls herald the approach of these deadly storms, which bring windstorm-force winds and an acidic sleet that reeks of embalming fluid and deals 1 point of acid damage per minute to exposed creatures. Low, horizontal purple lightning accompanies mortuary tempests, striking at a frequency of one bolt per minute. A creature without shelter has a 10% chance every 10 minutes of being struck by lightning, while a shelterless creature in metal armor has a 20% chance of being struck. Each bolt deals 10d8 points of damage. Half of this damage is electricity damage, but the other half results from unholy energy. A mortuary tempest typically rages for 1d4 hours, and has a 65% chance of attracting what locals often refer to as lightning phantoms—1d6 greater lightning elementals (*Pathfinder RPG Bestiary* 2 117).

Poltergeist Storm (CR 9): Severe winds accompany these howling storms of eerily glowing, sickly green vapors that coalesce into images of ghostly, leering faces. Those exposed to these wailing phantasms must make a DC 20 Will save or become panicked for 2d4 minutes. In addition, a living creature takes 3d6 points of negative energy damage every 10 minutes it is caught in the storm, supernaturally aged by exposure to the swirling spectres (DC 18 Fortitude save for half damage). A poltergeist storm usually lasts 1d3 × 20 minutes.

Sanguinary Cloud (CR 8): Often found cloaking campsites of unfortunate travelers drained of all bodily fluids, these

blood-red fog banks are sometimes mistaken for colossal vampiric mists. A sanguinary cloud typically settles over a 60-foot-radius area, obscuring all sight beyond 5 feet, including darkvision, and granting concealment to all within. Creatures caught within a bank of this deadly fog must make a DC 18 Fortitude save each round or take 1d3 points of Constitution damage as their bodily fluids are forcibly extracted from their pores and mucous membranes. A severe or greater wind disperses a sanguinary cloud, leaving behind a thin sheen of bloody bile.

VIRLYCH RANDOM ENCOUNTERS

d%	Encounter	Average CR	Source
1–20	1 ghastr pack	8	<i>Bestiary</i> 146
21–30	1d4 dullahans	9	<i>Bestiary</i> 2 111
31–40	1d4 ghosts	9	<i>Bestiary</i> 144
41–50	2d6 shadows	9	<i>Bestiary</i> 245
51–60	2d4 Large lightning elementals	10	<i>Bestiary</i> 2 116
61–70	2d4 spectres	11	<i>Bestiary</i> 256
71–80	1d6 quickwoods	12	<i>Bestiary</i> 2 228
81–95	1d6 greater lightning elementals	12	<i>Bestiary</i> 2 117
96–100	Hagmouth	13	see page 10

RENCHURCH RANDOM ENCOUNTERS

d%	Encounter	Average CR	Source
1–10	2d4 burning skeletons	6	<i>Bestiary</i> 250–251
11–30	1 ghastr pack*	8	<i>Bestiary</i> 146
31–40	1d4 ghosts	9	<i>Bestiary</i> 144
41–50	1d6 spectres	10	<i>Bestiary</i> 256
51–70	1d6 greater shadows	11	<i>Bestiary</i> 245
71–80	1d6 mohrgs	11	<i>Bestiary</i> 208
81–85	2d6 Renchurch novices	12	see page 25
86–90	1 revenant inquisition**	12	<i>Bestiary</i> 2 235, 292
91–95	Lucimar the Lich-Wolf	13	see page 29
96–100	1 augnagar qlippoth	14	<i>Bestiary</i> 2 219

ADORAK RANDOM ENCOUNTERS

d%	Encounter	Average CR	Source
1–20	4d6 skeletal champions	9	<i>Bestiary</i> 252
21–30	1d6 dullahans	10	<i>Bestiary</i> 2 111
31–45	1 sinkhole	10	see page 49
46–55	1d4 greater shadows	10	<i>Bestiary</i> 245
56–65	1d6 mohrgs	11	<i>Bestiary</i> 208
66–80	2d6 animate dreams	13	<i>Bestiary</i> 2 29, 292
81–85	1d3 devourers	13	<i>Bestiary</i> 82
86–90	1 Leng spider	14	<i>Bestiary</i> 2 176
91–95	1d3 nightwings	16	<i>Bestiary</i> 2 203
96–100	1 nightwalker	16	<i>Bestiary</i> 2 201

* 2d6 ghastrs plus 1 Renchurch cenobite (see page 35)

** 6 revenants (see page 37)

Carrion Crown

FORSAKEN LICH

This horribly withered creature moves in jerks and twitches as if constantly wracked with pain. Waves of shadow undulate through the creature's body, emerging like appendages from just beneath its dry, stretched skin.

FORSAKEN LICH
CR 12

XP 12,800

Human lich cleric of Urgathoa 11

NE Medium undead (augmented humanoid)

Init +0; **Senses** darkvision 60 ft.; Perception +20

Aura delusory aura (100 ft.)


DEFENSE

AC 21, touch 11, flat-footed 21 (+7 armor, +1 deflection, +3 natural)

hp 97 (11d8+44)

Fort +7, **Ref** +3, **Will** +12

Defensive Abilities channel resistance +4, soul shield, spell storm; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits

OFFENSE

Speed 20 ft.

Melee +1 scythe +15/+10 (2d4+8/19–20/x4)

Special Attacks channel negative energy 9/day (DC 19, 6d6), disembodied strike (1d8+5); hand of the acolyte (8/day), soul lash (DC 19; 5d6)

Domain Spell-Like Abilities (CL 11th; concentration +16)
 8/day—bleeding touch (5 rounds)
 1/day—dispelling touch

Cleric Spells Prepared (CL 11th; concentration +16)

 6th—*antilife shell*, *create undead*^D

 5th—*flame strike* (DC 20), *slay living*^D, *symbol of pain* (DC 20), *unhallow*

 4th—*divine power*, *freedom of movement*, *imbue with spell ability*^D, *spell immunity*, *unholy blight* (DC 19)

 3rd—*animate dead*^D, *bestow curse* (DC 18), *dispel magic*, *glyph of warding* (DC 18), *invisibility purge*, *protection from energy*

 2nd—*death knell*^D, *desecrate*, *gentle repose*, *hold person* (DC 17), *resist energy*, *silence* (DC 17)

 1st—*cause fear*^D (DC 16), *command* (DC 16), *entropic shield*, *deathwatch*, *doom* (DC 16), *protection from good*, *shield of faith*

 o (at will)—*bleed*, *detect magic*, *guidance*, *read magic*
D Domain spell; **Domains** Death, Magic

STATISTICS

Str 20, **Dex** 10, **Con** —, **Int** 13, **Wis** 21, **Cha** 18

Base Atk +8; **CMB** +13; **CMD** 24

Feats Combat Expertise, Craft Wondrous Item, Extra Channel, Improved Critical (scythe), Improved Trip, Selective Channeling, Weapon Focus (scythe)

Skills Knowledge (arcana) +15, Knowledge (religion) +15, Perception +16, Sense Motive +19, Spellcraft +15

Languages Common, Necril

SQ death's embrace

Gear +1 breastplate, +1 scythe, ring of protection +1

The means of attaining lichdom are extremely personal for mortal spellcasters, fraught with misinformation and peril.

The smallest miscalculation in the potion of lichdom's formula or most minute flaw in one's phylactery can interrupt the process that infuses one's mortal soul with overwhelming arcane and negative energies.

Other times, an inexperienced wizard attempts the transformation, or erroneously consumes a formula produced for another spellcaster, instantly dying from

BESTIARY

the backlash of potent forces or condemning himself to a terminal but far more terrible end.

In these sorrowful cases, the process traps the soul of the would-be lich outside a phylactery that will not accept it and a body that has rejected it. The potent arcane forces tampered with by the lich's failed creation also find themselves unleashed but uncontrolled, surrounding the newly formed abomination, empowering it but also slowly consuming its essence.

This creature, known as a forsaken lich, is granted the undeath it sought in life, but in a terrifyingly temporary fashion. For the miscalculations of its ambitions, the creature's once-vibrant body shrivels and decays like that of a lich, but becomes a lifeless shell manipulated by the malicious soul and unchecked magical storm that envelop it, forces that control the corpse's actions almost like a marionette. Yet this doom is temporary for nearly all who attempt this foul transition. With the soul unbound from the body and both spirit and corpse exposed to destructive arcane tides, both are slowly eroded. After 1d10 days, the forsaken lich's body and soul are both consumed like a lit candle, eventually reduced physically to ashes, and spiritually to nothing—its essence utterly annihilated, scoured from existence for all time.

CREATING A FORSAKEN LICH

"Forsaken lich" is an acquired template that can be added to any living creature (referred to hereafter as the base creature), provided it can create the required phylactery. Rarely, a creature unable to create a phylactery stumbles upon this state through tragic ambition. A forsaken lich retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +2.

Alignment: Any evil.

Type: The creature's type changes to undead. Do not recalculate BAB, saves, or skill ranks.

Senses: A forsaken lich gains darkvision 60 ft.

Armor Class: A forsaken lich has a +3 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Hit Dice: Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, forsaken liches use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: A forsaken lich gains channel resistance +4, DR 15/bludgeoning and magic, spell resistance 25, and immunity to cold and electricity, in addition to immunities granted by its undead traits. The forsaken lich also gains the following defensive abilities.

Soul Shield (Su): The shadowy double superimposed over the forsaken lich's corporeal form flits around its body, granting the creature concealment (20% miss chance).

The miss chance increases to 50% in dim light. This ability never grants total concealment; it only increases miss chances.

Spell Storm (Su): A forsaken lich is the epicenter of a squall of unchecked magical energies. If a spell targets the forsaken lich and fails to overcome its spell resistance, this uncontrolled magic redirects the spell as per *spell turning*. The forsaken lich is always considered to have 10 spell levels of turning left for the purposes of this effect, even if it is affected by multiple spells in the same round.

Special Attacks: A forsaken lich gains the special attack described below. Save DCs are equal to 10 + 1/2 the forsaken lich's HD + the forsaken lich's Charisma modifier unless otherwise noted.

Disembodied Strike (Su): The forsaken lich has a special touch attack that it can make as a standard action, using its highest base attack bonus. This attack originates when its disembodied soul reaches out independently and uses negative energy to deal 1d8 points of damage to living creatures + 1 point of damage per every 2 Hit Dice possessed by the forsaken lich. This attack has a reach 5 feet greater than the forsaken lich's normal reach, and may be directed at nearby undead creatures to heal them, or used on the forsaken lich itself to heal damage inflicted on its corporeal form.

Soul Lash (Su): Unbridled magic endlessly funnels into a forsaken lich's body, scouring its body and soul with mighty energies. As a swift action, each round a forsaken lich can unleash this dark energy in a blast of pure magical destructiveness. This blast takes the form of a 240-foot line of destructive energy that deals an amount of damage equal to 1d6 per 2 Hit Dice the forsaken lich possesses (to a maximum of 20d6) and paralyzes those affected for 1d10 rounds. Creatures that make a Reflex save partially avoid the arcane lash, taking only half damage and avoiding the paralysis.

This energy is not completely under the forsaken lich's control. If the forsaken lich does not spend a swift action to discharge the energy every round, it takes an amount of damage equal to 1d6 × 1/4 of its total Hit Dice.

Special Qualities: A forsaken lich gains the following special quality.

Delusory Aura (Su): Like its soul, a forsaken lich's mind is incorporated and scattered across the area around its corpse. This fills the area within 100 feet of the forsaken lich with an ever-shifting panoply of its darkest dreams, dashed ambitions, and enraged insanity. This area is considered to be under the effects of *mirage arcana*, but of a particularly disturbing variety. All living creatures within the area take a -4 penalty on any saves against fear effects. If the effect is dispelled, it reconstitutes 1 round later.


Abilities: Str +6, Cha +6. Being undead, a lich has no Constitution score.

Carion Crown

GARGOYLE

The stone statue of a menacing fiend crouches here, as though ready to spring to life and devour innocent passersby. Then it moves—to do just that.

The following is a toolbox of stat blocks and new rules for GMs seeking to add the subtle savagery of gargoyles to their games. More details and options for creating and customizing gargoyles can be found in *Pathfinder Campaign Setting: Classic Horrors Revisited*.

KAPOACINTH HUNTER CR 7 

XP 3,200

Gargoyle fighter 2
 CE Medium monstrous humanoid (aquatic, earth)
Init +8; **Senses** darkvision 60 ft.; Perception -1

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)
hp 66 (7 HD; 5d10+2d10+28)
Fort +8, **Ref** +10, **Will** +3; +1 vs. fear,
Defensive Abilities bravery +1, **DR** 10/magic

OFFENSE


Speed 40 ft., swim 60 ft.
Melee spear +12/+7 (1d8+4/x3), bite +11 (1d4+4), gore +11 (1d4+4) or bite +11 (1d4+4), 2 claws +11 (1d6+4), gore +11 (1d4+4)
Ranged 1 spear +12/+7 (1d8+4/x3)

STATISTICS

Str 19, **Dex** 18, **Con** 18, **Int** 6, **Wis** 9, **Cha** 9
Base Atk +7; **CMB** +11; **CMD** 25
Feats Improved Initiative, Lightning Reflexes, Point-Blank Shot, Skill Focus (Swim), Weapon Focus (spear)
Skills Stealth +14, Swim +17; **Racial Modifiers** +2 Stealth (+6 in stony environs)
Languages Common, Terran
SQ freeze

SPECIAL ABILITIES

Freeze (Ex) A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on Stealth checks to hide in plain sight as a stone statue.

FOUR-ARMED GARGOYLE CR 9 

XP 6,400

CE Large monstrous humanoid (earth)
Init +1; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, -1 size)
hp 105 (10d10+50)
Fort +10, **Ref** +8, **Will** +9
DR 10/magic

OFFENSE

Speed 40 ft., fly 60 ft. (average)

Melee bite +15 (1d8+6), 4 claws +15 (1d6+6/19-20), gore +15 (1d4+6)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rend (1d6+6)

STATISTICS

Str 23, **Dex** 12, **Con** 20, **Int** 8, **Wis** 15, **Cha** 11


Base Atk +10; **CMB** +17; **CMD** 28

Feats Great Fortitude, Hover, Improved Critical (claws), Power Attack, Skill Focus (Fly)

Skills Fly +18, Perception +15, Stealth +10; **Racial Modifiers** +2 Stealth (+6 in stony environs)

Languages Common, Terran

SQ freeze

GARGOYLE ABDUCTOR CR 10 

XP 9,600

Gargoyle fighter 5
 CE Medium monstrous humanoid (earth)
Init +8; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 24, touch 15, flat-footed 19 (+5 armor, +4 Dex, +1 dodge, +4 natural)
hp 94 (10 HD; 5d10+5d10+40)
Fort +9, **Ref** +9, **Will** +4; +1 vs. fear
Defensive Abilities bravery +1, **DR** 10/magic

OFFENSE


Speed 40 ft., fly 60 ft. (average)
Melee bite +15 (1d6+5), 2 claws +15 (1d6+5), gore +15 (1d4+5)
Ranged +1 longbow +16/+11 (1d8+2/x3)
Special Attacks weapon training (bows +1)

STATISTICS

Str 20, **Dex** 18, **Con** 18, **Int** 8, **Wis** 9, **Cha** 7
Base Atk +10; **CMB** +15; **CMD** 30
Feats Combat Reflexes, Coordinated Maneuvers*, Dodge, Fly-By Attack, Hover, Improved Initiative, Lookout*, Skill Focus (Fly)
Skills Fly +23, Perception +7, Stealth +17; **Racial Modifiers** +2 Stealth (+6 in stony environs)
Languages Common, Terran
SQ armor training 1, freeze
Gear +1 chain shirt, +1 longbow
 * See the *Advanced Player's Guide*.

GARGOYLE GUARDIAN

The head of this sinisterly carved statue of a devil slowly scans its surroundings, every motion making the faint sound of stone grinding upon stone.

GARGOYLE GUARDIAN CR 8 

XP 4,800

N Large construct
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +0

BESTIARY

DEFENSE

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)

hp 90 (11d10+30)

Fort +3, Ref +5, Will +3

DR 5/adamantine; Immune construct traits

OFFENSE

Speed 30 ft., fly 60 ft. (poor)

Melee 1 bite +16 (1d8+6), 2 claw +16 (1d6+6)

Space 10 ft.; Reach 10 ft.

Special Attacks snatch

STATISTICS

Str 22, Dex 14, Con —, Int —, Wis 10, Cha 1

Base Atk +11; CMB +18; CMD 30

Skills Stealth +2; Racial Modifiers +6 Stealth in stony environs

SQ freeze

ECOLOGY

Environment any land

Organization solitary or wing (2–8)

Treasure none

SPECIAL ABILITIES

Freeze (Ex) A gargoyle guardian can hold itself so still that it appears to be a statue. A gargoyle guardian that uses freeze can take 20 on Stealth checks to hide in plain sight as a stone statue.

Snatch (Ex) A gargoyle guardian can start a grapple when it hits with both claw attacks, as though it had the grab ability. If it grapples a creature of size Medium or smaller, it squeezes each round for automatic claw damage with a successful grapple check. A gargoyle guardian can fly while holding a creature that weighs 350 pounds or less. It cannot throw creatures it is carrying, but can drop them as a free action.

Many races adorn their buildings and structures with carved gargoyles to make them look more fearsome, to ward off evil spirits, or in the hope of making real gargoyles think another tribe is already occupying the area. Many magic-users also create constructs in the shapes and forms of gargoyles, emulating those creatures' ability to blend in with stone structures and taking advantage of the pervasiveness of sculpted gargoyles to create stealthy protectors and watchdogs.

Many spellcasters construct gargoyle guardians that have special abilities, making them even more capable and vigilant sentinels.

Gargoyle Sentry (+0 CR): These gargoyle guardians are created with eyes of citrine linked to a 1-foot-diameter orb of the same stone. The orb always displays what the gargoyle guardian sees, though without the construct's darkvision or low-light vision. If the gargoyle sentry is destroyed, its eyes and the linked orb shatter into worthless dust.

CONSTRUCTION

A gargoyle guardian's body is made from 1,000 pounds of dense stone—typically of the colors and designs of the structure or memorial it is meant to guard—and treated with 1,000 gp worth of rare minerals and precious filigree.

GARGOYLE GUARDIAN

CL 10th; Price 30,000 gp; 50,000 gp (sentry)

CONSTRUCTION




Requirements Craft Construct, *animate objects*, *stone shape*, *geas/quest*; **Cost** 15,000 gp; 25,000 gp (sentry)



Carion Crown




GRIM REAPER

This tall, cloaked figure stares out from the black hood that covers its head. It wields an enormous scythe in its skeletal, bone-white hands, looking as though it is freezing the very air around it.

GRIM REAPER	CR 20			
XP 307,200				
NE Large undead (evil, extraplanar, incorporeal)				
Init +6; Senses darkvision 60 ft., low-light vision; Perception +35				
Aura fear aura (40 ft., DC 36)				
DEFENSE				
AC 32, touch 20, flat-footed 30 (+9 deflection, +2 Dex, +12 natural, -1 size)				
hp 378 (28d8+252)				
Fort +18, Ref +11, Will +20				
Defensive Abilities channel resistance +4, incorporeal; DR 15/cold iron and good; Immune undead traits; SR 31				
OFFENSE				
Speed 40 ft., fly 60 ft. (perfect)				
Melee +3 scythe +27/+22/+17/+12 (2d6+13/19-20/x4 plus death touch)				
Space 10 ft.; Reach 15 ft.				
Spell-Like Abilities (CL 20th; concentration +29)				
Constant— <i>fly</i> , <i>foresight</i> , <i>true seeing</i>				
At will— <i>circle of death</i> (DC 25), <i>control undead</i> (DC 26), <i>invisibility</i> , <i>plane shift</i> (DC 26), <i>polymorph</i>				
3/day— <i>energy drain</i> (DC 28), <i>finger of death</i> (DC 26), <i>soul bind</i> (DC 28), <i>summon minor reapers</i> (level 8, 1d4 minor reapers), <i>unwilling shield</i> (DC 25)				
1/day— <i>quickened destruction</i> (DC 26), <i>wail of the banshee</i> (DC 28)				
STATISTICS				
Str 24, Dex 15, Con —, Int 16, Wis 19, Cha 29				
Base Atk +21; CMB +24; CMD 50 (can't be tripped)				
Feats Cleave, Combat Casting, Combat Expertise, Combat Reflexes, Critical Focus, Great Cleave, Greater Weapon Focus (scythe), Improved Critical (scythe), Improved Disarm, Improved Initiative, Power Attack, Quicken Spell-Like Ability (<i>destruction</i>), Vital Strike, Weapon Focus (scythe)				
Skills Diplomacy +37, Disguise +40, Fly +39, Knowledge (planes) +31, Perception +35, Sense Motive +35, Stealth +29				
Languages Common, Celestial, Infernal; truespeech				
ECOLOGY				
Environment any				
Organization solitary				
Treasure double (+3 scythe, other treasure)				
SPECIAL ABILITIES				
Death Touch (Su) Creatures hit by either a grim reaper's touch attack or by a weapon wielded by a grim reaper must succeed at a DC 33 Fortitude save or gain 2d4 negative levels. The save DC is Charisma-based. A grim reaper				

can channel this ability through any weapon it wields. A humanoid slain by a reaper's death touch is consumed in unholy fire and has its remains destroyed as the *destruction* spell. This is a death effect.

Summon Minor Reapers (Sp) Three times per day, a reaper can summon 1d4 minor reapers as a standard action. Each of these minor reapers is assigned a single creature to attack, and the targeted creature must battle the minor reaper by itself. The target that the grim reaper assigns to its minor reapers need not be in sight, but it must be on the same plane on which the minor reaper was summoned. A grim reaper may only assign one minor reaper to any creature at a given time, even if it uses this ability multiple times.

MINOR REAPER	CR 10			
XP 9,600				
NE Medium undead (evil, extraplanar)				
Init +8; Senses darkvision 60 ft., low-light vision; Perception +18				
DEFENSE				
AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)				
hp 127 (15d8+60)				
Fort +8, Ref +11, Will +9				
DR 5/cold iron or good; Immune cold, undead traits; SR 21				
OFFENSE				
Speed 30 ft.				
Melee scythe +14/+9/+4 (2d4+3/x4 plus death touch)				
Special Attacks fear cone (30 ft., DC 20)				
STATISTICS				
Str 14, Dex 19, Con —, Int 8, Wis 11, Cha 17				
Base Atk +11; CMB +15; CMD 27				
Feats Agile Maneuvers, Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (scythe)				
Skills Climb +10, Intimidate +16, Perception +18, Stealth +22				
SQ sole target				
ECOLOGY				
Environment any				
Organization solitary or omen (2-4)				
Treasure none				
SPECIAL ABILITIES				
Death Touch (Su) Creatures hit by either a lesser reaper's touch attack or by a weapon wielded by a lesser reaper must succeed at a DC 20 Fortitude save or gain 1d4 negative levels. The save DC is Charisma-based. A humanoid slain by a reaper's death touch is consumed in unholy fire and has its remains destroyed as the <i>destruction</i> spell. This is a death effect.				
Sole Target (Su) Each minor reaper is assigned a specific target by the reaper that summoned it. If a creature attacks a minor reaper targeting another creature, that minor reaper may immediately summon another minor reaper as a free action to battle the interceding creature unless the interloper is already in battle with a minor reaper of its own, in which case the ability is wasted. If a minor reaper does not or cannot				

BESTIARY

use this ability immediately after being attacked, it must wait until it is attacked once again in order to do so.

Known by many names throughout nearly all cultures, grim reapers are the personifications of death and all the pain and fear associated with that state. They are universally feared by the living as harbingers of destruction and masters of all that has already passed from life. These hooded beings travel through the planes with the sole intent of bringing about the end of life, slaying with a deliberateness inscrutable to all but themselves.

While grim reapers are the most feared of their kind, they are not alone. The towering, ghostlike grim reapers are served by minor reapers, corporeal servitors that enact their master's dreadful will and meet out death's unrelenting touch. A grim reaper is 15 feet tall and, as an incorporeal creature, has no physical weight except for its equipment. Minor reapers stand 7 feet tall and weigh approximately 70 pounds.

ECOLOGY

Grim reapers have no creator and are not born by any definition of the word—they simply exist, much as the multiverse itself does. Some philosophers argue that grim reapers were created along with the Negative Energy Plane, manifesting from this plane when mortalkind first realized death's terminal permanency. Others claim that multiple minor reapers meeting on the Negative Energy Plane or another area infused with overwhelming negative energy might join together to form a new grim reaper.

While similar in shape to the psychopomps who serve Pharasma and ferry souls to their fates upon the planes, reapers care little for mortal souls, reveling in the moment of death and dissolution of the impermanent, regardless of the elaborate bureaucracy that oversees the doomed.

HABITAT & SOCIETY

While grim reapers stalk the planes, spreading death and despair for their own sakes, they are not alone in their endeavors. Among their many powers, grim reapers can summon lesser versions of themselves to seek out and kill specific individuals. These minor reapers are encountered far more often than their masters, either in the service of their masters or summoned by evil magic-users to do their foul bidding. While stripped of their more powerful brethren's necromantic powers, these minor reapers are nonetheless brutal hunters and stop at nothing to achieve their objective. Minor reapers usually wait until their target is alone before appearing for battle, though if a pack of these undead assassins are sent after a group of victims, they will engage multiple targets if necessary.

If summoned by a grim reaper, minor reapers act as its additional eyes and ears, and if they are destroyed, their master is immediately aware of their obliteration. Other times, a grim reaper may summon minor reapers to aid in its escape from a battle it expects to lose, and flees to another plane of existence where it may recover and better prepare for the annihilation of its targets.

Grim reapers possess the ability to speak to any intelligent being, and the few who have survived encounters with a reaper or its minions claim that the bringer of death spoke to them in a deep, unearthly voice like nothing in the material realm.

Minor reapers can be created by casters of 20th level or higher using the spell *create greater undead*.



Carion Crown

PSYCHOPOMP, MORRIGNA

A morbidly beautiful woman clad in a gown of spider silk leans upon a staff seemingly topped with a giant spider. The fetishes of savage magical traditions dangle from thick strands that wrap her form, even mummifying her angular face.

MORRIGNA

CR 13



XP 25,600

N Medium outsider (extraplanar, psychopomp)

Init +8; **Senses** darkvision 60 ft., low-light vision, spiritsense; Perception +25

DEFENSE

AC 29, touch 15, flat-footed 28 (+8 armor, +3 Dex, +8 natural)

hp 171 (18d10+72); regeneration 5

Fort +10, **Ref** +15, **Will** +16



DR 10/adamantine; **Immune** death effects, disease, poison; **Resist** cold 10, electricity 10; **SR** 24

OFFENSE

Speed 30 ft.

Melee 2 slams +24 (2d6+6), 2 wrappings +19 (1d6+3 plus grab)

Special Attack wrappings

Space 5 ft.; **Reach** 5 ft. (10 ft. with wrappings)

Spell-Like Abilities (CL 12th; concentration +15)

At will—*detect undead*, *share language**, *speak with animals* (including vermin), *stone tell*

3/day—*summon* (level 7, 1d4 giant tarantulas, 75%; or 1d4 spider swarms, 100%)

5/day—*speak with dead* (6 questions, CL 12th)

Inquisitor Spells Known (CL 12th; concentration +15)

4th (3/day)—*cure critical wounds*, *divination*, *freedom of movement*, *spell immunity*

3rd (5/day)—*blood biography**, *dimensional anchor*, *dispel magic*, *halt undead*

2nd (6/day)—*confess**, *detect thoughts*, *hold person*, *invisibility*, *see invisibility*

1st (6/day)—*bane*, *command*, *comprehend languages*, *expeditious retreat*, *sanctuary*, *wrath**

0—*bleed*, *detect magic*, *disrupt undead*, *read magic*, *sift**, *stabilize*

* See the *Advanced Player's Guide*.

STATISTICS

Str 22, **Dex** 19, **Con** 19, **Int** 12, **Wis** 17, **Cha** 16

Base Atk +18; **CMB** +24 (+28 grapple); **CMD** 40

Feats Alertness, Combat Expertise, Combat Reflexes, Deflect Arrows^B (with wrappings), Eschew Materials^B, Improved Initiative, Iron Will, Persuasive, Step Up, Following Step*, Step Up and Strike*

Skills Bluff +12, Climb +8, Diplomacy +25, Disguise +16, Intimidate +14, Knowledge (planes) +10, Perception +25, Sense Motive +25, Sleight of Hand +15, Stealth +20, Survival +22, Swim +8

Languages Abyssal, Celestial, Infernal

SQ change shape, spider sight

ECOLOGY

Environment any (Boneyard)

Organization solitary or group (3–15)

Treasure standard (+2 *glamered breastplate*, other treasure)

SPECIAL ABILITIES

Change Shape (Su) A morrigna can assume any animal or humanoid form three times per day as if using *polymorph*.

Spider Sight (Su) A morrigna can see through the thousands of eyes of any spider swarm she summons, as though it were the sensor of an *arcane eye* spell. She does not have to concentrate to use this ability. If a swarm is destroyed, the effect ends.

Wrappings (Su) While in her natural form, a morrigna can animate the webs wrapping her body as a standard action. While animated, the webs deflect incoming attacks,

BESTIARY

granting a +2 shield bonus and blocking one ranged weapon attack every round as per the Deflect Arrows feat. The wrappings also lash out against opponents as secondary natural weapons with a 10-foot reach and the grab special attack.

Morrignas walk among mortals, forever passing between the realms of life and death to ensure the coexistence of both. While other psychopomps bring souls into the fold and defend the cycle of death and judgment with military precision, these servants of Pharasma's serve as her trackers, death's active hand in the mortal world and beyond. Called bounty hunters by some, investigators by others, and assassins by the bitter, they hunt those who trade in souls, capture would-be immortals, and chase down lost knowledge to aid in petitioners' final judgments. Morrignas also confront the souls of atheists before they enter Pharasma's realm, lest their toxic defiance of the gods infect and corrupt the souls of loyal servants.

Because of their close association with the mortal world, morrignas appear the most human of all psychopomps, though mummified in the webs of some giant spider. Despite their unnerving appearance, most morrignas blend in well with mortal communities, making use of their considerable shape-changing abilities. Rather than appearing as unique individuals, many morrignas prefer to take on the appearances of those who have died, taking a strange pleasure in adopting the forms and personalities of those who have passed on. Morrignas stand 7 to 8 feet tall and weigh 200 to 250 pounds.

ECOLOGY

Morrignas ascend from lesser psychopomps after ages of devout service, though sometimes a mortal soul of sufficient skill may be chosen to serve immediately. Many dwell within the Boneyard, acting as investigators, defenders, and prosecutors of the dead. The vast majority of morrignas travel the planes, either on missions or on their own recognizance. Whatever their location, Pharasma's hunters ensure the smooth operation of death's bureaucratic machine by eliminating complications. Like most psychopomps, morrignas take pleasure from simple but unnecessary mortal tasks.

HABITAT AND SOCIETY

Morrignas dedicate their existence to wiping out any forces that circumvent or corrupt the natural cycle of death and judgment. They deliver divine wrath upon those who traffic in souls, be they night hags, human mages, devils who tempt mortals, or angels who press the dying for deathbed conversions.

As bounty hunters, morrignas hunt those vile beings who shirk the stability of the multiverse for quick profit:

PSYCHOPOMPS IN MYTHOLOGY

Though the word "psychopomp" comes from ancient Greece, most every real-world culture shares myths of entities that guide the dead into the afterlife. Many take anthropomorphic forms, such as the Greco-Roman ferryman Charon, the western Grim Reaper, or the near-universal belief in ancestor guides. Alternatively, animals—especially whippoorwills, carrion birds, dogs, and horses—may serve as guides or harbingers of death. In modern pop culture, psychopomps include Davy Jones and his kraken from the *Pirates of the Caribbean* trilogy, the reapers from the television series *Dead Like Me*, and the infamous character of Death from Neil Gaiman's *Sandman* comic series.

soul traders. Although daemons and night hags are the most infamous, all the Outer Planes share some guilt of this heinous crime, from the depths of Hell to the singing peaks of Heaven. Unwaveringly dedicated to their moral and philosophical bent, outsiders invariably see only their outlook as correct and their proclamations as valid. But when their philosophy becomes action and they lay claim to souls without the due process of the Spire, the balance of the planes shudders. Morrignas step in to restore balance, slaughtering the lucky and hauling the less fortunate back to Pharasma's court, where terrible punishments await them for their overzealousness.

As investigators, morrignas seek secrets that mortals bury out of desperation, humiliation, and lust for power. Those who live significant lives and stir other outsiders to argue over their fate all too often bury the truth, even from themselves. Scouring the memory of a murderer proves pointless in a world where magic and madness change or strip away the truth. Instead, morrignas seek the empirical truth: witnesses, writings, trophies, and other artifacts of actions long thought lost. They ensure a mortal's final judgment is enacted not just from a position of neutrality, but from one of knowledge.

As assassins, morrignas retrieve those seeking to escape inevitability—escaped petitioners, powerful undead, would-be divinities, and other mortals too clever or foolish to die naturally. Many spend years or even decades among mortals gathering information, following leads, and maneuvering ever closer to their often-powerful targets. They are the personal deaths nipping at the heels of mortals audacious enough to live beyond their years.

Carion Crown

PSYCHOPOMP, YAMARAJ

This dragonlike creature has the features of a massive crow, its feathers as black as oblivion. Great, tattered wings bear it aloft as it glides effortlessly forward.

YAMARAJ
CR 20

XP 307,200
N Huge outsider (extraplanar, psychopomp)

Init +16; **Senses** darkvision 60 ft., low-light vision, spiritsense, true seeing; Perception +40

Aura fear aura (30 ft., DC 29)

DEFENSE

AC 40, touch 21, flat-footed 27 (+4 armor, +12 Dex, +1 dodge, +15 natural, -2 size)

hp 364 (27d10+216); fast healing 10

Fort +23, **Ref** +21, **Will** +27

DR 15/adamantine; **Immune** cold, death effects, disease, electricity, poison; **SR** 31

OFFENSE

Speed 40 ft., fly 60 ft. (good), swim 40 ft.

Melee bite +34 (2d6+9/19-20 plus grab and poison), 2 claws +32 (2d6+4), tail slap +29 (2d6+4), 2 wings +29 (1d8+4)

Space 15 ft.; **Reach** 15 ft.

Special Attacks breath weapon, final judgment, poison, savaging breath

Spell-Like Abilities (CL 20th; concentration +30)

 Constant—*detect thoughts* (DC 22), *mage armor*, *true seeing*

 At will—*greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *reincarnate*, *rest eternal**, *scrying*, *share language**, *telekinesis* (DC 24), *tongues*

 3/day—*circle of death* (DC 26), *forcecage* (DC 27), quickened *lightning bolt*, *undeath to death* (DC 26)

 1/day—*soul bind*, *summon* (level 9, any single CR 19 or lower psychopomp, 90%), *wail of the banshee* (DC 29)

 * See the *Advanced Player's Guide*.

STATISTICS

Str 28, **Dex** 35, **Con** 27, **Int** 24, **Wis** 30, **Cha** 31

Base Atk +27; **CMB** +38 (+42 grapple); **CMD** 61 (can't be tripped)

Feats Awesome Blow, Combat Reflexes, Dodge, Hover, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Multiattack, Power Attack, Spell Penetration, Wind Stance

Skills Acrobatics +39, Bluff +40, Diplomacy +37, Fly +38, Intimidate +40, Knowledge (arcana) +37, Knowledge (planes) +37, Knowledge (religion) +37, Perception +40, Sense Motive +40, Spellcraft +37, Stealth +34, Swim +36

Languages Aklo, Abyssal, Celestial, Common, Draconic, Infernal, Necril

SPECIAL ABILITIES

Breath Weapon (Su) A yamaraj has two breath weapons: a cone of icy wind and a cone of deadly scavengers. It can use either of these weapons once every 1d4 rounds.

Its icy breath weapon is a 60-foot cone that deals 20d6 points of cold damage (Reflex DC 31 for half).

Its other breath weapon is a 60-foot cone of beetles and other insectile scavengers that causes nausea and deals 16d6 points of damage (Reflex DC 31 for half damage and to avoid becoming nauseated). Additionally, a swarm of beetles appears around the nearest creature affected by this attack. This swarm uses the same statistics as a spider swarm, but with a distraction DC of 31.

Final Judgment (Su) A yamaraj can cast *miracle* (CL 20th) three times per day as a spell-like ability, but only to reproduce the following spell effects: *banishment*, *dimensional anchor*, *greater restoration*, *plane shift*, and *true resurrection*. A yamaraj's final judgment is sufficiently powerful to restore a slain outsider to life.

Lightning Drinker (Su) Yamarajes absorb electricity to strengthen themselves. A yamaraj takes no damage from electrical attacks, and instead heals 1 hit point per 3 points of electricity damage the attack would otherwise deal. If the amount of healing would cause the outsider to exceed its full normal hit points, it gains any excess as temporary hit points up to a maximum of 100.

Poison (Ex) Bite—injury; *save* Fort DC 31; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex; *cure* 3 consecutive saves.

Equal parts regal and unspeakable to mortal sensibilities, yamarajes preside as judges of death and dispensers of ultimate justice. Superstitions of the living call them by many names—the final judges, the grave magistrates, the dragons who eat men's souls—but all agree that these nobles of death wither even the stoutest hearts. The grave magistrates glide with authority throughout Pharasma's Boneyard, commanding flocks of lesser psychopomps, tolerating the ministrations of devils and angels bickering for souls of note, and ordering the endless procession of petitioners. Many also serve as diplomats or military commanders to maintain the Boneyard's neutrality, but any such role is secondary to maintaining the flow of souls and the balance of the multiverse. Though in theory each yamaraj answers to Pharasma, in practice each is unquestioned within its own courtroom.

Yamarajes vaguely resemble black dragons, though they are easily distinguished once one realizes the gigantic creatures are cloaked in feathers rather than scales. Each yamaraj measures at least 30 feet in length and weighs 4 tons. Despite their massive size and largely sedentary duties, yamarajes show astounding grace when they do move.

ECOLOGY

Impossibly old, yamarajes are outsiders forged from lesser psychopomps or the souls of legendary mortals. As with other outsiders, they need not eat, drink, or sleep to survive, and the grave magistrates normally remain perched upon

the Boneyard's ruins for months at a time, overseeing the smooth organization of their realm. Hard work wears at their immortal drive, and like living lords they eagerly indulge in exquisite banquets during their infrequent personal time. These bacchanals make for strange bedfellows among outsiders, as solars and pit fiends may hobnob alongside one another, vying for a yamaraj to help organize the release of judged souls and attempting to win future favors.

When called into physical action, all yamarajes can breathe raw decay in the form of clouds of carrion-eating insects, and their venom saps the youth and vitality from living creatures.

HABITAT & SOCIETY

Yamarajes serve as lower judges and lords of the Boneyard, directing the activities of their lessers, presiding over the dead, presorting souls destined for Pharama's ultimate judgment, and seeing to the efficiency and safety of the Spire's infinite inhabitants. As the highest order of psychopomps, they are simultaneously the most dedicated to their role as shepherds of the dead and the most prone to impressing their own opinions on their work in the form of overturning precedents, rambling speeches, and extensive opinions attached to rulings. Such flexibility is necessary when making immortal decisions based on the ever-changing actions of the living, but frustrates more absolute outsiders to no end.

Unsurprisingly, yamarajes tend to vary greatly from one individual to the next. Most develop deep interests in various worldly subjects that determine the sorts of mortals they ultimately seek to watch over. A given yamaraj might go out of its way to seek out artisans or followers of specific deities or thieves, depending on its studies or whatever has come to interest it during that eon. Yamarajes might seek to guard such pet souls, ensuring their safe travels through the Boneyard, learning more from the souls as they journey together, and ultimately advocating that Pharama grant a more peaceful judgment. Others act in reverse, finding certain types of mortals disgusting, tormenting their souls through their procession to the goddess's throne, and even suggesting that the spirits should face particularly monstrous damnations. How a yamaraj reacts to an individual thus proves unpredictable, depending on its changeable tastes.

Such idiosyncrasies vary between individual yamarajes, and might change over the course of centuries.

Just as many yamarajes become fascinated with souls possessing specific experiences or from certain backgrounds, some of the psychopomps go out of their way to judge beings from specific worlds, collecting bits of information and insight with every creature that passes them by. Thus, some become experts on one or multiple worlds, having spent eternities ferreting out the histories and secrets of worlds from firsthand accounts over millennia of inquiries. Many yamarajes welcome the opportunity to share the details of their investigations. Others, though, see inquiries into their worlds of expertise as opportunities to aid the psychopomps' cause. Standing at the pinnacle of their race, yamarajes are well informed as to the challenges and goals of many subservient psychopomps, and might only negotiate with mortals who perform a service in aid of their underlings.

