

BOOK of heroic Races reapers



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**Mark J
Seifter**

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Book of Heroic Races Reapers



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ENTERPRISES**

CREDITS

Author

Mark J Seifter

Editor

Kevin Morris

Chief Programmer

E. Steev Ramsdell

Cover Artist

Luis Antonio Salas Lastra

Interior Art

Asmakar, Brian Brinlee, Kirilee, Ryan Rhodes, Sade

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INTRODUCTION

Just over two years ago, I was at PaizoCon, testing out the first adventure I wrote. I later changed the name and the setting but other than that it was nearly identical to what is now **Shadowsfall: Temple of Orcus**. I had a good group of people at that game, one of whom was Mark Seifter, and he got to see the earliest public version of that that now famous adventure.

Since then, Mark has been incredibly helpful in bringing the **Book of Beasts: Monsters of the Shadow Plane** to life. He reworked some of the abilities in the book to really make the monsters truly unique creatures.

So when I began looking for people to create brand new races, Mark had a really innovative idea that I couldn't pass up. On top of that, I knew he could meet deadlines, an important qualification for anyone looking to work in the RPG industry—or any outside of it.

Inside this book, you will find the reapers, a race that straddles the line between the living and the dead worlds. I hope you find it as fun, flavorful and rewarding to play as I do.

Dale C. McCoy, Jr
President, Jon Brazer Enterprises
August 2013

How To Use This Book

This book presents a number of options you can use to create reaper characters for your game. However, your game master may choose to alter or disregard portions of this book, so it is best to ask him or her first before utilizing the options presented herein.

This supplement references a number of books other than the Pathfinder Core Rulebook. The notation for these books is as follows:

- APG – Pathfinder Roleplaying Game: Advanced Player's Guide
- UM – Pathfinder Roleplaying Game: Ultimate Magic
- UC – Pathfinder Roleplaying Game: Ultimate Combat
- ARG – Pathfinder Roleplaying Game: Advanced Race Guide

Spirits of the Past

The wind was chill that night. I felt it bite into my skin as if my thick leather coat did not exist. If I had been savvier, I might have thought that the wind was a sign. A portent of the Underworld. I'm never savvy enough when it counts. The large wooden sign outside the door read "Alistair Crowne, Occult Investigations." I opened the door and flipped around the smaller sign in the window so it read "Open," lighting a candle behind it to make it easier to read against the darkening shadows of the coming dusk.

Something did not seem right as I entered the building. Someone else was there. I could feel a presence. So, I uttered a quick prayer to the Lady Judge, and a reedy light, phantasmagoric and wispy, began to bleed from the tips of my black leather gloves. A small dark rat, spooked as though I were the Corpse Queen herself, darted abruptly into a crack in the corner of the wall. Paranoid? Probably. But there are stranger things in this town than me...darker things. You do not live as long as I have in this business without being cautious.

I was stirred from my philosophical musings by a knock on the door. It was soft, not as if from an overly tiny hand, but rather from delicate motion made at the expense of being heard. A woman then. Probably one who styles herself a lady. And perhaps wishes to test my senses before deciding to pay for my services. Even as trained as I am, I cannot be sure I would have heard the knock if I was not right on the other side of the door in the sitting room.

I really needed a simple case. One that would pay well. A noblewoman might quite possibly mean both of those. So, instead of answering right away, I tiptoed back into my office, sat down quietly, and then loudly stood up and walked over to the door nonchalantly. *Alright Alistair. Stand up straight. Of course you did not just arrive. You've been here for hours. You have plenty of cases pending and have no particular need for this one. Thrice-damned haunted sanitarium! Those allips cost more in restoration magic than the client even paid for the case!*

Out of habit more than any expectation of danger, I closed my eyes, searching for life energy on the other side of the door. She was alive. Quite vibrantly so. I opened the door to find a slender woman in a warm and expensive-looking purple coat, with a matching cloak and scarf to boot. She stood a good foot shorter than me, and the soft clack of her heels implied an even larger height disparity in reality. But then, I've always been tall and gaunt. Heels? She must not have traveled far by foot.

"Good evening, my lady, how can I help you?" I began.

"Mr. Crowne, have you just arrived?" her voice was like smooth velvet, and she unwrapped her scarf and removed her cloak and coat to reveal an incredible beauty buried beneath all that bundled cloth.

"I've been open since afternoon, my lady?"

"Windham. Grace Windham. But Lady Windham was my mother. Ms. Windham will do. So, you were at your papers, Mr. Crowne?"

"Of course."

"You can write in those gloves?"

Accursed handwear! Once more thou hast betrayed me!

"Of course. They're—" I wracked my brain for a moment

and then settled on a clumsy lie, "actually magic gloves. You would not think it given how thick they are, but in truth my handwriting is simply illegible without them."

"They put that enchantment in gloves as well as belts? Won't those wizards make up their minds?" Her eyes twinkled mischievously, as if she felt she had caught me but did not care. "You'll have to introduce me to your stylist later, however. I require your particular skillset, Mr. Crowne."

Grace took a seat as she spoke. Underneath the heavier apparel she was wearing a delicate, form-flattering dress: light, airy, and short enough that her heels displayed her well-toned legs marvelously, and with an upper bodice that allowed ample cleavage. *Focus, fool. She would not be wearing a dress like that if it was not a price negotiation tactic. Focus on her words!*

"Ms. Windham, I am at your service. Please explain the situation as best you can." I took the seat opposite her.

"Thank you, Mr. Crowne. But first...I want to take your measure. To be sure I can trust you. Take that mask off for a moment? I want to see your face."

I sighed gently. My simple white half-mask has always been part of who I am, leaving me feeling naked when I am without it. But her request was not unreasonable, and this was not the first time. Reluctantly, I removed the mask. She smiled at me as she saw my face, and she looked me straight in the eyes.

"My parents have recently met with tragedy at their estate," she began, giving a wan smile, meant more to comfort herself than me, if she did know my reputation. "The barrister wishes to fulfill the terms of their will, but...unfortunately..." she trailed off for a moment before continuing. "It seems my parents' spirits were not able to move on. The whole place is haunted. It's dangerous. If you can exorcise the spirits, I'll pay you extra, but please, at least bring me my father's necklace. It has the family's insignia, and I need it to collect the rest of my inheritance."

"Where is your parents' estate, Ms. Windham?"

"Only a few days' ride from here, just off the east road. I'll provide details for you if you'll accept my plea."

"I'd be happy to help you. Since it's not in town, the fee will be extra."

"Mr. Crowne, you will be allowing me my inheritance. My future is in your hands. As such, I'm prepared to grant you full fees for this case plus any expenses, and an additional bonus of five hundred gold when I collect the rest of my inheritance." As she spoke, I struggled to blank my face lest I give away how much I could use that much money right now. "I know that must not seem much to someone who can afford...magic gloves such as yourself, Mr. Crowne. But I hope it's fair. Do we have a deal?"

"We do, Ms. Windham," I shook her hand. "A haunted house? Well, this is not even close to my first. It should not be too much trouble, and since you've included expenses, I'll even bring some scrolls to expedite the process." As I spoke, I could see the hope and gratitude growing—though not quite banishing the worry—on her beautiful face, and so, fool that I am, I tempted all the gods by adding, "I'll be back soon enough, with your father's necklace. What could go wrong?"

What could go wrong? You had to say it, did not you? You know Lady Luck is not to be tempted in these matters!

I ceased sharply chiding myself to look up the long, thin banister of the curved, open stairs. The tingling cold on the hairs on the back of my neck faded slowly. I was getting close to the spirit behind the hauntings in the mansion. Haunts themselves are always a tricky business. Most folks say if you do not have a cleric along, you might as well just give up. But, well, I'm not most folks. You must have realized it by now, but I'm a bit peculiar. I have a little bit of death in my blood. It's how I can sense when someone's nearby, and it also lets me strike out at haunts with my blade if I'm quick enough. But, unlike a clerical exorcist with her fancy bursts of holy light, I have to get up close and personal. And, that means I'm likely to expose myself, both physically and mentally, to the haunt and the pent-up emotions that power it. Dealing with these symptoms of the spirit's psychosis had begun to tire me, but I had learned as much as I had lost. The spirit was surprised when he died. He was betrayed. And, he was protecting something desperately—so desperately that he continued to do so past the embrace of oblivion.

"Hail!" I called up the stairs. "Face me spirit!"

An aristocratic man appeared at the top of the stairs. Middle-aged, he looked almost alive, and the same delicate familial features that made his daughter gorgeous caused him to seem a bit effeminate. His accoutrements were hazy and indistinct, and his outfit seemed to shift between several that he remembered well as he took his attention off his own appearance to gaze upon me. All save two objects of his were stable. The rapier at his hip pulsed with a pale green light from beyond the grave, and the necklace he wore, reflected iridescent crimson from the rapier's glow.

Intriguing. A ghost does not ordinarily sparkle in the light like this one. It meant that the necklace—and probably the sword, too—were so precious to Grace's father that his spirit formed ethereal simulacra of them upon his return to our world. At least that's how Thaddeus explained it to me. The man's illusions and forgeries are second to none, but his erudition is almost like a curse. He physically cannot avoid using words like "simulacra" when "copy" would do.

"Intruder," the man spoke plainly, though his words were twisted with the manic unhinged fervor of the dead. "I will die before I surrender it to you!"

"I'm afraid you already have, my lord Windham," I pointed out. "Please, your daughter Grace just wants you to rest in peace."

He looked at me again as if seeing me for the first time. It happens, oddly enough, with spirits. They can feel the part of me whose purpose it is to shepherd spirits to the afterlife, and it helps them calm down, at least momentarily. "You serve the Lady Judge as well? I can feel it."

That took me aback. Why would a spoiled noble worship my solemn goddess? "I am Alistair Crowne, and yes, a humble servant of the Lady Judge. If you revere Persene, then you must move on. She would not want you to remain in this state. You know how she feels about the undead."

"And yet I promised her. The Queen must not get her hands on it."

"You are guarding something for your faith?"

"Yes, this necklace. And I'm afraid I died for it..."

"My Lord Windham, surely it would be safer with your daughter Grace? You should know that in your current state, a priestess of Helsif could take control of you and force you to give it up."

He sighed visibly. Spirits may not need to breathe or eat or drink, but it does not mean they always stop. At least not at first. "I do not want Grace involved in this. She does not know..."

If you did not want her involved, you probably should not have written the necklace into your will. I kept my thoughts to myself.

"...And you may be right. I fear one of our servants was possessed to betray us... The Corpse Queen may well send her agents here. And yet my oath. I cannot give it to you."

"Then I propose a duel, my lord. Surely if I best you, then you must concede that I can protect the necklace for you. I cannot be controlled as you could by the Corpse Queen's clergy."

He paused for a tense few seconds before nodding. "Agreed."

I breathed a sigh of relief. His spirit was at least sane enough to be reasoned with. As he glided down the stairs with the grace of an expert fencer, I remained confident. So long as he faced me blade to blade, without using his ghostly powers, as he had not so far, I stood a solid chance. Even if he brought a copy of his favorite sword into his manifested form, it could not actually strike me a physical blow. I would merely suffer the life-draining energy of the ghost's touch. It would not be able to parry my blade either. These thoughts flashed through my head as he gave me a fencer's salute. I drew my enchanted cold iron blade and let my power suffuse it, ready to strike at the ghost. He feinted, but I ignored his blade and struck swiftly with my own, ready to fly straight through it and into his ethereal form. It was while I was inwardly congratulating myself on first "blood" that the ghost neatly parried my attack and gave me a shallow cut on the cheek—and he could have done far more than that if he wanted.

"First blood is mine," the ghost said, disappointedly, "Watch my blade, will you? You're embarrassing yourself."

The sword could strike me!? Wait, of course!

"My Lord Windham, I see you too possess a *ghost touch* blade," I stammered, as it finally dawned on me.

"The better to fight evil spirits, of course. It would hardly have been a fair fight otherwise," he replied.

After that, there was not much more to say, as I had to focus everything on the fight. The ghostly noble had an excellent defense, and he could not tire out, whereas after a few bouts, the cuts, however shallow, were slowing me down. I cried out to the Lady Judge, and I felt her judgment wrap itself upon my arm and my blade, granting me the power to find the openings I needed. I would not brag to you about the many brilliant twists and turns this duel took, mostly because I was too terrified to keep track of it myself, but somehow, I watched Lord Windham fading away, as he spoke a last few words to me.

"My body...is upstairs. Take the necklace. Protect it. And do not let Grace get caught up in this. Do not let her suffer as I have."

"You're fading." I probably should have said something



more eloquent, but this was all I could come up with, gasping for breath as I was.

"I will appear again when the moon is full, and forever more until you return with proof that it is truly safe."

That's when I realized what I needed to ask. "If you did not want Grace to become involved, why did you make the necklace a requirement for your will?" But by the third try, when I had cleared my throat and caught my breath enough to ask, he was gone.

"So you saved my father? You found the necklace?" This evening Grace was dressed all in red, a lacy ensemble that hinted in all the right places. I found it even more difficult than last time to tear my eyes away.

"I did," I pulled the ruby necklace from my coat, its fathomless depths sparkling with some unknowable power, "Were you aware that it possesses dangerous power? Your family have been its custodians for many years."

"Really? Daddy kept such a responsibility a secret from me? He must have truly cared for me, to protect me so. I will do my best to fulfill my family's charge."

"I hope you carry that charge safely, Grace. Your father... his spirit made me promise to ensure your safety."

"I thank you Mr. Crowne. I'm sure that my father's spirit was the reason for your rather long delay?"

"Yes, I'm afraid he very nearly fenced me to death from beyond the grave," I lied calmly, and my body tensed in hope that she would not see through me.

"Of course. Daddy was a great fencer..." she said sadly.

I handed the necklace over, and she passed me a fat purse. I hefted it, tossing it slightly to feel the weight. She had paid in full. "There is one last bit of business though. There's something I've been wanting to do."

Her smile of thanks was nothing short of dazzling as she turned to me, her eyes alight, her posture open and inviting. Her ruby lips pressed together and the word "Anything" slid softly from them.

I nodded and incanted a single word of power, a spell granted to me by the Lady Judge. Grace shrieked in rage and pain, her body convulsing in horrid paroxysms as if shaken by an invisible, and quite drunk, puppeteer. Then her lips parted again, as wide as the muscles would pull them, and she vomited forth a spew of pale luminescent mist, which began to pulse and coalesce. In only a few seconds, the mist took the form of a barely-clad incorporeal woman of surpassing beauty, marred by the twisted expression of rage on her face.

"Impudent fool! Pawn of the Grey Harlot! You will pay for this!" she spat, her voice breathy but full of vitriol.

"You're the one who killed her parents, are not you? Did not count on the fact that the necklace chain was warded so you could not remove it right away, nor that Lord Windham might return and prove your match with his *ghost touch* sword?" As I spoke, the real Grace whimpered and cried on the floor, tugging at my heartstrings, but I could not keep my focus off the evil spirit for an instant.

"Very clever," the spirit spat, heaping sarcastically excessive honey into those two words before returning to vitriol, "for a fool. You may have figured it out, but I have

the necklace now." To emphasize her words, she caused the necklace to fly from Grace's hand into her incorporeal form—she had some poltergeist talents as well, it seemed.

I lunged forward at her with my sword, willing the power within me forth, but before I could reach her, she flung my table across the room, pinning me to the wall, "Oh, I do not think so," she chided, shaking her pointer finger at me like a disapproving mother.

"You can't have Grace," I spat at her, "I promised her father, and I intend to keep my word."

"A pity. You cannot imagine the pleasures I took with that fine body of hers. But no matter. I shall find another."

"You shall not leave this place, spirit," I cried out, calling upon Persene's judgment as I began to lift off the table and come at her again.

"If her body is not mine, then I have no need for it. Or for you. I have one last task for you then, Mr. Crowne. Die for me, would not you?" As I finally pushed the table off and stood up, I saw her closing her eyes and concentrating, building up the power within her for something a bit more dire than the table throw. I felt a rumble, and a crack, and the world began to crumble above me. The ceiling! My last thoughts were of the bills for the ruined ceiling, and then of the real Grace, trapped in here with me, and then nothing.

The priests said that I was lucky I had so few possessions. It seems a strange thing to rejoice, but that was what allowed the rescue workers to dig inside so that the priests could provide their life-saving magic to both Grace and myself before we perished. The evil spirit, whoever she use to be, was long gone when I woke up in the hospice. Somehow, I had been able to will my body to stagger over Grace before the collapse, shielding her from some of the worst impact. I knew I could take more punishment. She looked at me and smiled weakly from the bed across from mine.

"Thank you," she said simply, "But...Daddy's necklace. It must have been something dangerous, and now that... thing..." Her body shuddered in revulsion, no doubt at the thought of what the spirit had done with Grace's body while it was in control. "...she has it."

I grinned at her. "Ah, my dear Grace, though it was not you who actually hired me, even so, when you hired Alistair Crowne, you hired the best!"

"What do you mean?"

"The reason I took so long to reply was not just from the injuries. I had my friend Thaddeus make a mock-up of the necklace and enchant it so it appeared to hold the same magical properties, at least unless someone uses absurdly powerful magic on it to detect the forgery."

"Then the real necklace?"

"Is already with the Church of Persene. Your father can rest in peace."

Grace beamed a radiant smile at me and laughed. It must have been her first true expression of happiness since the spirit stole her body. "I'd hug you if I could stand up," she said simply, and without a hint of the casual suggestive manipulation that the spirit exuded while using Grace's voice.

I saved the day and thwarted the spirit's plans. And maybe I would get the girl, though I tend to fumble at these things

quite badly once it gets to the talking part. But I knew deep down that I would soon face an enemy far more dangerous than the ghosts and evil spirits I had encountered thus far, one who could strike fear into the hearts of the bravest paladin in the land. I heard the soft sound of footsteps, as a kindly grandmotherly old woman entered the room, carrying a bouquet of flowers toward the table near my bed. My landlady. Ms. Higgins. I steel myself for the coming storm.

RACIAL TRAITS

Reapers are usually the result of the extremely rare case of interbreeding between mortals and psychopomps, though they may also rarely arise from other races when a mortal suffers an extraordinary brush with death or makes a deal with a psychopomp to extend her time on the material world in exchange for assisting the psychopomp's goals. As rare as tieflings, aasimars, and elemental planetouched are among the mortal races, so much rarer are reapers than these, as most psychopomps remain aloof and impartial, and the nosoi, who are most likely to have congress with mortalkind, are usually unable to conceive children due to their size and form.

Physical Description: Reapers are built similarly to humans, though they tend to stand slightly taller and leaner. Their skin is paler, and their features slightly more angular, with hair that is usually long and dark. Reapers often wear elaborate funereal masks reminiscent of those worn by psychopomps, and the eyes that gaze out of the eyeholes of

those masks are often of a color rare or unseen in humans, such as silver, pale blue, or dark purple.

Society & Lands: Reapers live both among mortals and apart from them, just similar enough to other mortals to seem somehow "off". Reapers do their best to adjust to life in the community—usually a human one—where they choose to live. However, a reaper finds that the role that suits her best is connected in some way to death, whether she works in a mundane job as a mortician or takes up a more active role as a homicide detective, or even takes up the family business as a shepherd of lost souls.

Reapers are often conflicted creatures, with their human nature causing them to seek companionship but their connection to death keeping them distant and otherworldly, interfering with attempts to foster intimacy or camaraderie with others. Extremely rarely, two well-travelled reapers might cross paths and form a bond of friendship or love, unburdened by the reapers' usual problems and instead enhanced by the shared affinity to death. Any such reaper courtships and romances are often quiet and understated to the public eye but incredibly deep and fierce beneath the surface. Often, such reapers will exchange their masks as a reminder that they hold the other's heart in their hands. Reapers can mate freely with humans and other reapers. The resulting child is either a human or a reaper, with a slightly higher chance of being a reaper if both parents are reapers. Even generations later, atavisms can occur, so a child with two human parents and a reaper somewhere in the family

Reaper Racial Traits

+2 Dexterity, +2 Wisdom, -2 Charisma: Reapers have supernatural insights from their psychopomp blood and reflexes to match, but their connection to death can leave them distant and withdrawn from normal social interaction.

Native Outsider: Reapers are outsiders of the native subtype.

Medium: Reapers are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Reapers have a base speed of 30 feet.

Darkvision: Reapers see in the dark up to 60 feet.

Grave's Mercy: Psychopomps instinctively recognize a reaper as one of their own and pause before taking a reaper's soul to the afterlife. Once per day, when a reaper would die from hit point damage, the reaper does not die until the end of the reaper's next turn. If the reaper receives enough healing by then that the reaper's hit points are at an amount greater than the reaper's negative Constitution score, the reaper does not die.

Mask: Reapers feel an affinity for funereal masks reminiscent of those worn by psychopomps. While wearing a mask of any kind, they gain a +1 racial bonus on saving throws against death effects, energy drain, and negative energy effects. Reapers wearing a mask cannot wear any other magic item in the face slot. However, if the mask possesses a magical properties, they gain the benefit from this item as well.

Reaper's Scythe: Reapers can spend a swift action to wreath their weapons with an otherworldly glow. While wreathed in the glowing energy of the grave, the reaper's weapons count as *ghost touch* for the purpose of damaging incorporeal creatures and can deal critical damage to incorporeal creatures unless they are also immune to critical hits from a different source (such as in the case of a ghost ooze). Furthermore, the reaper's weapon attacks can deal damage to haunts as if they were positive energy attacks. A reaper can use this ability for a number of rounds per day equal to the reaper's character level. These rounds need not be consecutive.

Shepherd of Souls: While reapers find themselves disconnected from most living creatures, they possess a special connection to psychopomps and undead. Reapers receive a +2 racial bonus on Bluff, Diplomacy, and Intimidate checks made against such creatures.

Soul Sense: Reapers have a dim sense of the souls of others who are very near. If a living or undead creature comes within 5 feet of a reaper, the reaper becomes aware of the creature's presence, its location, and whether it is living or undead. This ability functions similarly to blindsense with a range of 5 feet against living creatures and undead. If an undead consciousness possesses or controls a living body (as with a ghost's malevolence ability), this sense detects only the living creature.

Languages: Reapers begin play speaking Common and either Abyssal, Celestial, or Infernal. Reapers with high Intelligence scores can choose any of the following: Abyssal, Aklo, Celestial, Draconic, Dwarven, Halfling, Infernal.

tree might be a reaper. Since it is not obvious at first that a child is a reaper, reapers have names as appropriate for the human culture to which they were born.

Reapers are almost universal in their hatred for those who would voluntarily become undead and their pity towards those lost souls who have been stranded from the afterlife or have undeath forced upon them. However, it is not unheard of for a reaper who is treated poorly for being different by a xenophobic society to turn her back upon her former home and pervert her connection to death into a powerful talent for necromancy, forming a new social group of the undead to be her friends and playmates. Other than those poor forsaken souls, reapers tend to excel at magic that combats the undead and eases the passage between life and death, often using divine healing magic and protections such as *death ward* with equal facility.

Reapers put a great deal of energy and effort into festivities meant to honor the dead or help guide souls to the afterlife. It is not unusual to see a reaper stand silent vigil on Lantern Night, long after the children have collected their candy and gone to sleep, watching from dusk to dawn for literal lost spirits to guide onwards. Those societies who accept the reaper might find this quaint or overly-literal, while others find the practice creepy and suspect the worst, and yet others know the truth—that the reaper not only believes the old stories in earnest, some years she actually finds spirits and guides them on.

Reapers channel an equal amount of their focus, if not more, into decorating their masks. Because of this, some reapers have become noted artists in the medium of masks or sculpture—a reaper's obsessive attention to detail combined with her zeal for masks and her otherworldly font of inspiration can lead to an artist whose works are desired as the height of fashion in high society's masquerade balls.

Many communities that have an active reaper in them are not aware of all the reaper does to protect them and helped their loved ones' spirits move on. Some reapers refer to their quiet struggle against the undead as "The Twilight War," referring to the tendency of evil spirits to stir up when the sun begins to sink below the horizon. The Twilight War aside, reapers are extremely hesitant to join military campaigns among mortals, as the proximity to massive amounts of deaths, violent or senseless deaths in particular, can be disconcerting, as the reaper hears the screams and laments of the unquiet spirits not only on the battlefield but also in her dreams for weeks after a major battle.

Reapers are blessed and cursed with unusually long lifespans, which means that, barring violent or unnatural deaths, they are guaranteed to outlive any human friends

and relatives. Much like elves who live among humans, this can occasionally cause reapers to become more and more aloof and distant as the generations pass and the reaper begins to stop herself and assess whether or not another generation of friendships and romance is worth the inevitable heartache. Reaper tend to be practical and well-adjusted about death, however, so they are more likely than elves to pursue the cycle of relationships, births, and deaths, enjoying what they have and seeing the passing of their loved ones as natural.

In the extraordinarily rare instances in which several reapers find each other, they will often form somber councils to quietly discuss local supernatural threats, contemplate the meaning of existence, tell quiet tales of their noteworthy deeds, and remember those who have passed on. Occasionally, such a council will take efforts to record these tales of guiding lost souls and defeating undead menaces as well as remembrances of those noteworthy individuals who lived and passed on in their local area. Such chronicles, though often kept private by the reapers out of habit, can be an invaluable resource for any in the region seeking to analyze patterns in supernatural activity, as well as those interested in biographical information of the deceased, as these reapers show the same zeal and dedication to their chronicles as other reapers do to their own pursuits. Reapers, like psychopomps, do not have a particular planar language of their own, so reaper chronicles are usually written in the vernacular of the region, though some reapers prefer to use one of the three main languages of the afterlife, Abyssal, Celestial, or Infernal.

Alignment and Religion:

Most reapers worship the same deities who command the loyalty of their psychopomp forebears, usually those who preside over the cycle of birth and death, who shepherd or judge the souls of the dead, or who work toward the destruction of undead. Reapers are usually true neutral, though they are more likely to be lawful than chaotic. Aeacan, the scribe of the underworld and Hrista, the guide of the lost, are two commonly-worshipped deities described below.

The occasional reapers who go insane and embrace the undead as their new kindred tend toward neutral evil alignment and typically worship deities of undeath.

Names: Because nothing short of divination can identify whether any given child is a reaper at birth, reapers usually have names that are typical for the humans in the region from which they hail.



Traits ^{APG}

The following race traits are available for reapers.

Keeper of Memories: You have chosen to be responsible for the heavy weight of the memories of those who have fallen. You keep careful notes on the contributions of those who pass whose names might be lost to history, as well as performing final rites when you can. You gain a +1 trait bonus to Knowledge(history) and Knowledge(religion) and one of these skills (your choice) is always a class skill for you.

Mask Affinity: You have fashioned a particularly splendid, artistic, or fearsome mask compared to other reapers, and the hard work you put into the mask mirrors your own deeper affinity for it. You receive a +1 trait bonus to all saving throws against negative energy effects, death effects, and energy drain while wearing your mask.

Spiritual Guidance: You hear whispers from nearby spirits to guide you when your own eyes fail you, which has proven useful to you throughout your life. Once per day, you may reroll a miss chance d% after determining the result of the roll.

Unlife's Bane: You have fought against the undead ever since you were old enough to pick up a weapon, and you have learned a few tricks over the years for how best to destroy them. You gain a +2 trait bonus on weapon damage against undead.

Alternate Racial Traits ^{APG/ARG}

The following racial traits may be selected instead of existing reaper racial traits. Consult your GM before selecting any of these new options.

Psychopomp Affinity: Some reapers have a stronger connection to the magic running through their psychopomp blood. If they are sorcerers of the psychopomp bloodline, they treat their Charisma score as 2 points higher for all sorcerer class abilities. This ability replaces the reaper's scythe racial trait.

Fleeting Spirit: Some reapers possess such an affinity with spirits that they are able to briefly manifest as a spirit themselves. Once a day, when dying or dead, they may manifest their incorporeal spirit in their square as a free action on their turn. They may then act for one round with whatever abilities they can still use while incorporeal, and

Table 1: Height/Weight Table

Race	Base Height	Base Weight	Modifier	Weight Modifier
Reaper, male	5 ft.	110 lbs.	2d10	X 4 lbs.
Reaper, female	4 ft. 7 in.	75 lbs.	2d10	X 4 lbs.

Table 2: Random Starting Age

Adulthood	Barbarian, Oracle, Rogue, Sorcerer	Bard, Cavalier, Fighter, Gunslinger, Paladin, Ranger, Summoner, Witch	Alchemist, Cleric, Druid, Inquisitor, Magus, Monk, Wizard
18 years	+1d6	+1d8	+2d8

Table 3: Aging Effects

Middle Age	Old Age	Venerable Age	Maximum Age
75 years	115 years	160 years	160 +3d% years

at the end of their turn, the spirit fades away. The spirit has an amount of hit points equal to the reaper's full maximum hit point total, but if an enemy somehow destroys the spirit during the reaper's turn, the reaper may never be raised or resurrected. This ability replaces the grave's mercy and soul sense racial traits.

Hunter of the Walking Dead: Some reapers focus more on corporeal undead than on spirits, ghosts, and other such intangible creatures. They learn special techniques to better hunt such creatures, gaining a +1 bonus on attack rolls and a +1 dodge bonus to AC against corporeal undead. This ability replaces the reaper's scythe racial trait.

Relentless: Some reapers are known to scout their opponents for weaknesses and return to finish the job, or to lose a battle only to vow to hunt down the creature that defeated them. Beginning the next day after they observe an opponent in combat, they receive a +1 insight bonus to attack rolls, damage rolls, saving throws, and AC against that opponent. There is no limit to the number of opponents for which a reaper can use this ability at any given time. This ability replaces the reaper's scythe racial trait.

Dedication: Many reapers have a particular hobby to which they are dedicated, whether it be art, lore, or some other pursuit. They receive a +2 racial bonus on any one Craft, Knowledge, Perform, or Profession skill of their choice. This ability replaces the shepherd of souls racial trait.

Favored Class Options ^{APG/ARG}

Instead of receiving an additional skill rank or hit point whenever he gains a level in a favored class, a reaper has the option of choosing from a number of other bonuses, depending upon his favored class. The following options are available to all reapers who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Cleric: The cleric takes 1 less damage from negative energy and negative energy-based effects. Each time the cleric selects this reward, increase the amount of damage negated by 1.

Druid: Add +1/2 to the druid's Diplomacy, Intimidate, and spirit empathy checks made to influence spirits, lost souls, psychopomps, and undead.

Gunslinger: Once per day for each time the gunslinger

selects this option, she may spend one grit point as a free action to gain an additional round of reaper's scythe.

Inquisitor: Add +1 to the range of the inquisitor's soul sense. This option has no effect unless the inquisitor has selected it five times (or another increment of five).

Monk: For one round per day for each time the monk selects this option, as a free action he may treat his soul sense as blindsight against living or undead creatures within range. These rounds need not be consecutive.

Ranger: Add +1/4 to the ranger's favored enemy bonus against undead. This option can never bring the ranger's favored enemy bonus against undead higher than 2 + 2 for every 5 ranger levels he has (+2 at 1st, +4 at 5th, and so on).

Sorcerer: Add +1/2 to the sorcerer's spell damage against undead.

Society

Relations: Reapers dwell among other humanoids, and most reapers view themselves as oddities among humans, unique individuals with strange powers and supernatural blood. They cling to the periphery of human society, never quite able to fit in, but usually just close enough to avoid being banished outright by xenophobic neighbors. Reapers get along extremely well with other reapers, relieved to find a kindred spirit as well as someone who shares their strange affinities. They also find a strong connection with tieflings, who share the reaper's otherworldly heritage and offputting nature. Among the common humanoid races, reapers connect most easily with half-orcs and half-elves, who can understand their lonely existence and status as "other."

Reapers and dwarves sometimes get off on the wrong foot because dwarves can be gruff and reapers find it easy to withdraw when faced with social pressure, but if they can make it past first impressions, they find that they share much in common, particularly their loyalty and their passion for commemorating the lives of those who have come before. Reapers respect the long-lived elves and sometimes attempt to ask elves for advice on handling the loss of shorter-lived friends and family members. Elves, for their part, often stay aloof to reapers and consider them a rarity and potential object of study.

Gnomes usually consider reapers to be far too serious and depressing to consider interacting together long-term, though this is tempered somewhat by the sheer novelty of the reaper's unusual nature, which will sometimes cause gnomes to follow a reaper around and convince their larger "friend" to lighten up with jokes, pranks, and merriment. Reapers, for their part, consider this incredibly annoying and distracting, but they have difficulty enough finding those who will voluntarily stay close to them, so they may allow the gnome to continue for a time. Reapers and halflings have similar views on friends and family, and since reapers hold respect for others based on the strength of their spirit, rather than their size, halflings have been known occasionally to take a liking to a reaper and invite the reaper into their social group. In such instances, the sociable halflings attempt to engage the withdrawn reaper in conversation and mentor their larger friend on how to relate to others, going so far as to play matchmaker if they know that the reaper is unlikely to make the first move in romance. Such arrangements are likely to end in both hilarity for all and contentment for the reaper, but occasionally the halflings' well-meaning attempts

at assistance can become too overwhelming for the reaper, causing the reaper to withdraw even farther.

Reapers always have strong feelings toward any dhampirs they encounter, though whether they feel a bond of camaraderie with those who share a touch of death or an intense hatred for the scions of the undead depends mostly on a dhampir's individual attitude and morals.

Adventurers: Reapers who choose to become adventurers take their roles seriously, and they tend to wander alone or with a few trusted companions to guide lost souls to their final rest and to defeat creatures, particularly undead, that threaten the natural order of life and death and inflict unnatural pain and suffering.

Alchemists: While reapers only rarely adopt the study of alchemy, those who do find it a form of expression and obsession to which they are well-suited. Reaper alchemists almost always carry weapon blanches appropriate for undead and other menaces in their region, particularly ghost salt.

Bards: Reapers are not outgoing enough to take easily to the way of life of a traveling performer, but the occasional reaper will become a singer of dirges and hymns in remembrance of the fallen, their tearful threnodies poignant enough to move the rotting hearts of the unliving to remember their former lives.

Barbarians: The life of any barbarian is fraught with peril, as the end of their extraordinary rage could easily bring about the end of the barbarian's life, even if the barbarian is victorious in battle. For a reaper barbarian, the truest moments of life are lived on that edge, and their talent for delayed death can allow them to survive when others could not.

Cavaliers: Reaper cavaliers tend toward the orders of the seal, shield, and star, as they are more in tune with the gods of life and death and consider it their duty to protect life from unnatural death. Reaper cavaliers who worship Aeacan occasionally tend toward the Order of the Tome as well, focusing on the lore of the fallen.

Clerics: Clerics are relatively common among adventuring reapers, and they generally venerate the same deities of the life cycle and the dead as other reapers do. Reapers take easily to most of the duties of a cleric, but they have a natural disadvantage at channeling the energy of their deity. They usually make up for it with a great deal of practice and training. When worshipping neutral deities, reaper clerics almost always choose to channel positive energy, and they favor the Repose domain and the Oblivion subdomain.

Druids: Those scholars who know of reapers often underestimate the number of reapers who accept the mantle of the druid, but the cycles of life and death are as important to the natural world as they are to the metaphysical. Reapers make excellent druids, often choosing to focus their natural bond on a domain rather than an animal companion.

Fighters: Reaper fighters do not rush headlong into battle—they prefer to come to a fight prepared. Reapers excel at archery, and reaper fighters use this skill to dispatch enemies with dangerous close-range attacks, such as energy-draining undead, from a safe distance.

Gunslingers: Some of the most iconically mysterious wandering gunslingers throughout the years have secretly been reapers, roaming from one town to the next and

eliminating supernatural threats quietly and efficiently, sometimes without the locals even knowing they were there.

Inquisitors: Reapers often choose the path of the inquisitor, favoring the same deities as reaper clerics. Reaper inquisitors actively seek out undead and unnatural creatures, and they often become famed hunters of a particular type of creature, such as vampires or ghosts.

Magi: Reaper magi understand the balance between magic and martial prowess as a mirror to the balance between life and death. They tend to prepare spells to exploit the weaknesses of enemies in order to unleash truly devastating attacks when necessary. Reaper magi often train in the art of the myrmidarch in order to deliver spells at a range with their bows.

Monks: Reapers take naturally to the discipline and focus necessary to become a monk, and they join a variety of schools of martial arts as a way to explore their inner natures and connect to others without words. In particular, reapers learn the way of the zen archer with ease, blending their insights fluidly into their bowstrings. Reaper initiates can sometimes impress other monks by fighting blindfolded and relying on their soul sense to aim their blows, later training in blind-fighting in order to increase their accuracy against hidden foes.

Oracles: It is not uncommon for reapers to receive powers from the deities of death, and in those cases, they sometimes become oracles of the Bones mystery. However, they usually do so reluctantly, as such powers can draw them perilously close to the taint of the undead. Reaper oracles nearly always experience the haunted curse, as their connection to the afterlife draws in restless spirits from throughout the surrounding lands.

Paladins: Reapers almost never become paladins because the paladin's code requires its adherents to defy the natural cycle of life and death. Those who do take up the mantle of paladin often become undead scourges and hunt such creatures to the ends of the earth.

Rangers: Reaper rangers easily master archery and twin-weapon techniques, perfecting every aspect of the ranger's arts as obsessively as any other art form that catches their fancy. They often choose undead as a favored enemy, and those who progress far along the ranger's path sometimes find greater camaraderie with spirits than animals, becoming spirit rangers.

Rogues: Reaper rogues are good at keeping a low profile and spotting when something is not right. This allows them to keep to the shadows without making much of an impression, which can be an advantage when they ply their craft.

Sorcerers: Reapers already have the blood of psychopomps pumping through their veins, so it is to be expected that a rare few of them experience a stronger affinity for their psychopomp forebears, either by becoming sorcerers of the psychopomp bloodline or by exploring their eldritch heritage in other ways.

Summoners: It should come as no surprise that occasionally a lonely reaper will come into contact with a lost spirit or stray psychopomp and form a bond that allows the two to work together for a greater purpose. A reaper's eidolon almost always wears a mask, generally of a similar style to the reaper's, although if the eidolon is formed of lost spirits who follow the reaper, it may instead appear as a glowing and indistinct humanoid form.

Witches: Reapers understand one simple fact that many who fear them do not: that which is dark need not be evil. Therefore, they do not hold any taboos or superstitions against engaging with patrons to learn witchcraft. Reaper witches typically choose patrons connected to their psychopomp forebears, and as such, they often gain influence over ancestors, death, portents, spirits, or wisdom.

Wizards: Reaper wizards pore over musty tomes, chronicling the lost spells of long-dead wizards who came before as their own way of honoring the memories of the fallen. They are less likely than other wizards to stay locked in a tower all day and more likely to travel the world in pursuit of such knowledge. While they rarely actively encourage tomb robbing, a reaper wizard might travel with a group that often enters old ruins in order to ensure that the ancient memories are preserved and that their comrades show the proper respect. Reaper wizards often have nosoi familiars, and the two usually get along much better than the wizard does with other mortals.

RACIAL OPTIONS

Racial Archetypes

The following racial archetypes are available to reapers.

Dusk Druid

Associated Class: druid

Associated Race: reaper

Replaced Abilities: nature bond, nature sense, resist nature's lure, venom immunity, wild empathy, trackless step.

Modified Abilities: skills, spells, wild shape

Death itself is nothing more than the natural end of the cycle of life, just as birth is the beginning. Dusk druids are the grim wardens of this most unfathomable of nature's mysteries, giving guidance to the newborn, strength to the living, succor to the dying, and solace to the spirits of the dead.

Class Skills: A dusk druid adds Knowledge (religion) to her list of skills.

Spells: Add the following spells to the dusk druid's list: 1st—*deathwatch*, 2nd—*ghostbane dirge* ^{APG}, see *invisibility*, *spiritual weapon*, 3rd—*blink*, *word of expulsion*, 4th—*call spirit*, *spiritual ally* ^{APG}, 5th—*breath of life*, *greater ghostbane dirge* ^{APG}, 6th—*undeath to death*, 7th—*ethereal jaunt*, 9th—*portal of the beyond*.

Spirit Sense (Ex): A dusk druid gains a +2 bonus on Knowledge (religion) and Spellcraft checks.

Spirit Empathy (Su): A dusk druid can improve the attitude of a spirit. A dusk druid can cast *command undead* as a spell-like ability once per day, using her Wisdom modifier to cast the spell-like ability. She can only command incorporeal undead with this spell; against other types of undead, this spell-like ability automatically fails. At 3rd level and every 3 levels thereafter, she can use this spell-like ability one additional time per day. At 10th level, this becomes *control undead*.

Twilight Bond (Su): At 1st level, a dusk druid forms a bond with the natural forces of life and death, granting her access to either the Death, Healing or Repose domains (and all subdomains).

Undead Trackless Step (Su): Starting at 3rd level, a dusk druid trail cannot be tracked by an undead creature. She may choose to leave a trail for an undead creature to follow if so desired.

Delay Death's Call (Su): Starting at 4th level, a dusk druid gains a +4 bonus on saving throws against death effects, negative energy effects, energy drain, and the spell-like and supernatural abilities of undead.

Wild Shape (Su): A dusk druid gains this ability at 6th level, except that her effective druid level for the ability is equal to her druid level – 2.

Invincible Soul (Su): Starting at 9th level, a dusk druid has perfected her understanding of magic that seeks to breach the veil between life and death, warding her soul with powerful defensive dweomers. She gains resistance to negative energy damage 10 and is immune to death effect and energy drain.

PSYCHOPOMP BLOODLINE

This new bloodline is available to all sorcerers.

You have always felt a little out-of-place in the mortal world. Either due to psychopomps in your family tree or the aftermath of a strange brush with death during your childhood, you have always carried a bit of the power of the afterlife within you. You might sometimes find urges toward neutrality, but ultimately your fate (and alignment) is up to you.

Class Skill: Knowledge (religion)

Bonus Spells: *deathwatch* (3rd), *see invisibility* (5th), *blink* (7th), *call spirit* (9th), *ghostbane dirge* ^{APG}, *mass* (11th), *undeath to death* (13th), *ethereal jaunt* (15th), *frightful aspect* ^{UC} (17th), *portal of the beyond* (19th)

Bonus Feats: Blind-Fight, Diehard, Endurance, Great Fortitude, Quicken Spell, Skill Focus (Knowledge [religion]), Thanatopic Spell ^{UM}, Toughness

Bloodline Arcana: Your spells have their full effect on incorporeal and ethereal creatures.

Bloodline Powers: As you grow in experience, so too do your ties to the afterlife strengthen, granting you the power of your psychopomp forebears.

Spirit Touch (Sp): At first level, you can call upon the spirits that surround you to pull a creature part of the way to the afterlife, causing the creature to become incorporeal until the end of your next turn as a melee touch attack. Although incorporeal in all other ways, the affected creature retains its original AC, does not fall through the ground, and cannot pass through walls, ceilings, or solid objects. Once a creature has been affected by your spirit touch, it is immune to its effect for 24 hours. This spell-like ability counts as a 1st-level spell for all purposes involving spell level. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Otherworldly Resistances (Ex): At 3rd level, you gain a +2 bonus to saving throws made against death effects, disease, and poison. At 9th level, your bonuses on saving throws increase to +4.

Sepulchral Veil (Sp): At 9th level, you can manifest the veil between this world and the next in a 30-foot radius aura around you for a number of minutes per day equal to your sorcerer level, which need not be consecutive. All creatures with equal or fewer Hit Dice than your sorcerer level must succeed on a Will save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) or become shaken. A creature that successfully saves cannot be affected again your aura for 24 hours. You can activate and deactivate this ability as a free action. This spell-like ability counts as a 5th-level spell for all purposes involving spell level and is a mind-affecting fear effect.

Spiritsense (Su): At 15th level, you can call upon your connection to your psychopomp ancestor as a swift action to notice, locate, and distinguish between living and undead creatures within 60 feet, just as if you possessed the blindsight ability. You may use this ability for a number of minutes per day equal to your sorcerer level. These minutes need not be consecutive.

One With the Afterlife (Su): At 20th level, your soul becomes one with the power of the afterlife, and you gain an impressive psychopomp mask, becoming a mortal psychopomp in your own right. You gain immunity to death effects, disease, and poison. You also gain resistance to cold 10 and electricity 10. As long as you wear your psychopomp mask, you also gain damage reduction 10/adamantine.

OBLIVION SUBDOMAIN

Associated Domain: Repose

Replacement Power: The following granted power replaced the ward against death power of the Repose domain.

Weapon of Life (Su): At 8th level, you can touch a weapon, empowering it with the *undead bane* special ability. This benefit lasts for a number of rounds equal to 1/2 your cleric level. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 3rd—*word of expulsion*, 5th—*disrupting weapon*, 9th—*portal of the beyond*

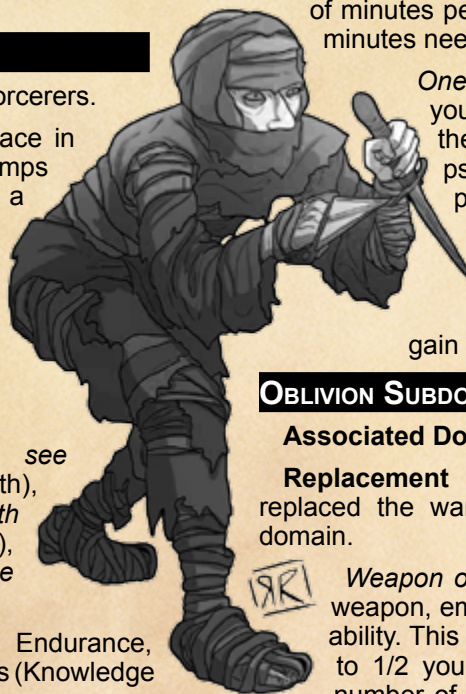
PSYCHOPOMP SUBDOMAIN

Associated Domain: Death

Replacement Power: The following granted power replaces the death's embrace power of the Death domain.

Haunting Melody (Su): At 8th level, your song can grip the spirits of those who hear it. All living and undead creatures within a 60-foot spread must make a Will saving throw (DC 10 + 1/2 your cleric level + your Wisdom modifier) or be fascinated. A creature that successfully saves is not subject to your haunting melody for 24 hours.

This effect continues for as long as you sing and for 1 round thereafter. Undead creatures that cease being fascinated, whether from the end of your song or due to being attacked, are confused for 1 additional round before acting normally. You can sing for a number or rounds per day equal to twice your cleric level. This is a sonic mind-affecting charm effect. This ability can affect undead creatures, even though the undead subtype makes such creatures immune to mind-



affecting effects (though undead creatures with immunity to mind-affecting effects from a source other than their creature type are still immune).

Replacement Domain Spells: 3rd—*Speak with Dead*, 6th—*Undeath to Death*, 8th—*Orb of the Void* ^{UM}

Prestige Classes

MEMORIAM AMANUENSIS

Memoriam amanuenses are the Memoriam’s most elite scholars. They possess great deals of knowledge, and they use their powers to further the Memoriam’s goal of collecting the secrets that would be lost from this world by the deaths of those who keep them, even if those secrets must be retrieved from their keepers from beyond the grave.

Memoriam amanuenses generally come from the ranks of the most scholarly among the Memoriam, typically wizards or bards, though the almost religious zeal of the order also attracts scholarly clerics and oracles of lore into the upper ranks, particularly those who revere Aeacan.

Role: The memoriam amanuensis is a master of obscure knowledge and a foe of any who would seek to erase the memories of the past through assassination or suppression to promote their own ends. Whether the knowledge is beneficial or harmful, the amanuensis believes that all knowledge and preservation of the past has value in and of itself. Amanuenses are invaluable in their ability to put that knowledge to good use for practical purposes.

Alignment: An amanuensis tends heavily towards true neutral or one of the other natural ranks. An amanuense cares about preserving knowledge. It does not matter if that knowledge is the true history of a nation controlled by an oppressive revisionist government or the secret recipe for an evil ritual. One that dedicated himself to being a memoriam memoriam amanuensis believes that the dead should be honored and the memories preserved merely for the sake of preservation.

Hit Die: d6

Requirements

To qualify to become a memoriam amanuensis, a character must fulfill all the following criteria.

Feats: Skill Focus (Knowledge [history]) or Breadth of Experience

Skills: Knowledge (history) 5 ranks, Knowledge (any two others) 5 ranks, Linguistics 2 ranks, Spellcraft 2 ranks

Spells: Ability to cast *true strike* and atleast one arcane spell of 3rd level or higher.

Special: Must be a member of the Memoriam, must submit

Table 4: Memoriam Amanuensis

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+1	Forgotten lore (+1)	—
2nd	+1	+1	+1	+1	Dead men’s tales	+1 level of existing class
3rd	+1	+1	+1	+2	Lore finder	+1 level of existing class
4th	+2	+1	+1	+2	Forgotten lore (+2)	+1 level of existing class
5th	+2	+2	+2	+3	Memento memoriam	+1 level of existing class

a 100 page thesis to the Memoriam and defend it in front of the Grand Provost and the Council of Seven.

Class Skills

The memoriam amanuensis’s class skills are Appraise (Int), Craft (Int), Knowledge (all) (Int), Linguistics (Int), and Spellcraft (Int)

Skill Ranks at Each Level: 4 + Int modifier

Class Features

The following are class features of the memoriam amanuensis prestige class.

Weapon and Armor Proficiency: A memoriam amanuensis does not gain any weapon or armor proficiencies.

Forgotten Lore (Su): A memoriam amanuensis can recall lost lore about almost every topic. He gains an insight bonus equal to his memoriam amanuensis level to all Knowledge checks. In addition, he can grant his allies within 30 feet a +1 insight bonus to attack rolls, AC, and saving throws against a single creature. This bonus increases to +2 at 4th level. The bonus last for a number of rounds equal to 3 + 1 round per memoriam amanuensis level. The amanuensis can use this a number of times per day equal to his level of memoriam amanuensis,

Dead Men’s Tales (Sp): Starting at 2nd level, the memoriam amanuensis can cast *Speak with Dead* as a spell-like ability a number of times per day equal to his memoriam amanuensis level and can ask a number of questions equal to his memoriam amanuensis level. The DC for this spell-like ability gains a bonus equal to the amanuensis’s level.

Lore Finder (Su): Starting at 3rd level, the memoriam amanuensis becomes an expert at gleaming lost lore. Twice per day, the amanuensis may take 20 on Knowledge check.

Memento Memoriam (Su): At 5th level, the memoriam amanuensis has tapped into the knowledge of the honored dead to an extent that he can call up knowledge as complex as magical formulae. Once per day as a standard action, he may regain use of a spell previously cast. If the amanuensis cast spontaneous spells, he regains a spell slot, but he can only cast a spell he cast earlier that day.

SPIRIT GUIDE

Spirit guides are the favorite servants of Hrista, the Guide of the Lost. Possessed of mighty otherworldly powers, spirit guides offer succor to lost souls and a swift release to the undead. Spirit guides are eternal wanderers, hearing calls upon an ethereal wind and venturing forth, spear in hand, to perform their chosen task.

Spirit guides are usually clerics, inquisitors, or dusk druids of Hrista, though rangers and barbarians who serve the Guide of the Lost are only slightly less common. Fighters, rogues,

cavaliers, and even Hrista's rare paladins also find the path of the spirit guide appealing, and even the occasional bard will hear the call. It is less a question of choosing to become a spirit guide, but rather whether the call to become a spirit guide chooses you.

Role: The spirit guide is the undisputed master of tending lost souls and calming angry spirits. In any situation where the afterlife plays a role, the spirit guide has a variety of tools to take charge or assist as the circumstances require. Though their training is not fully focused on battle, spirit guides are potent allies against undead and living foes alike.

Alignment: Spirit guides are usually neutral good, like Hrista. The goddess herself verges upon full neutrality, and so spirit guides who are not neutral good are more likely to be true neutral than any other alignment. Lawful good spirit guides often come from the ranks of paladins of Hrista, and chaotic good spirit guides are often rogues or barbarians, enjoying the freedom of constant travel as much as their task. Spirit guides must worship Hrista, so they cannot be of any other alignment.

Hit Die: d8

Requirements

To qualify to become a spirit guide, a character must fulfill all the following criteria.

Feats: Weapon Focus (spear)

Skills: Knowledge (religion) 5 ranks, Survival 2 ranks

Special: Must worship Hrista

Class Skills

The spirit guide's class skills are Diplomacy (Cha), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Perception (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), and Survival (Wis)

Skill Ranks at Each Level:
6 + Int modifier

Class Features

The following are class features of the spirit guide prestige class.

Weapon and Armor

Proficiency: A spirit guide is proficient with light and medium armor and shields (except tower shields).

Mask (Ex): Spirit guides wear masks, much like psychopomps and reapers, developing a close bond. A spirit guide gains Bonded Mask as a bonus feat, whether or not she meets the prerequisites. If the spirit guide already has the Bonded Mask feat, she may instead choose Frightful Mask, Impregnable Mask, or Spirit Mask as a bonus feat.

Spirit Empathy (Su): A spirit guide is talented at dealing with spirits in ways other than violence. A spirit guide gains spirit empathy and adds twice her spirit guide level to spirit empathy checks. This ability is identical to and stacks with the dusk druid archetype ability.

The Call (Su): All spirit guides feel what they refer to as "the call". It takes different forms for different spirit guides,

but the call always guides them to places where they are needed, allowing them to appear at opportune moments and locations. Whenever a spirit guide comes upon a crossroads on a road or trail, if she closes her eyes and allows the call to guide her, her chance of choosing a path that leads to a soul in need is doubled. So for instance, at a four-way crossroads where only one path might lead to a lost soul, she has a 40% chance of choosing that path. If the call is stronger, at the GM's discretion, the spirit guide may automatically know the right path or get a sense of where to go.

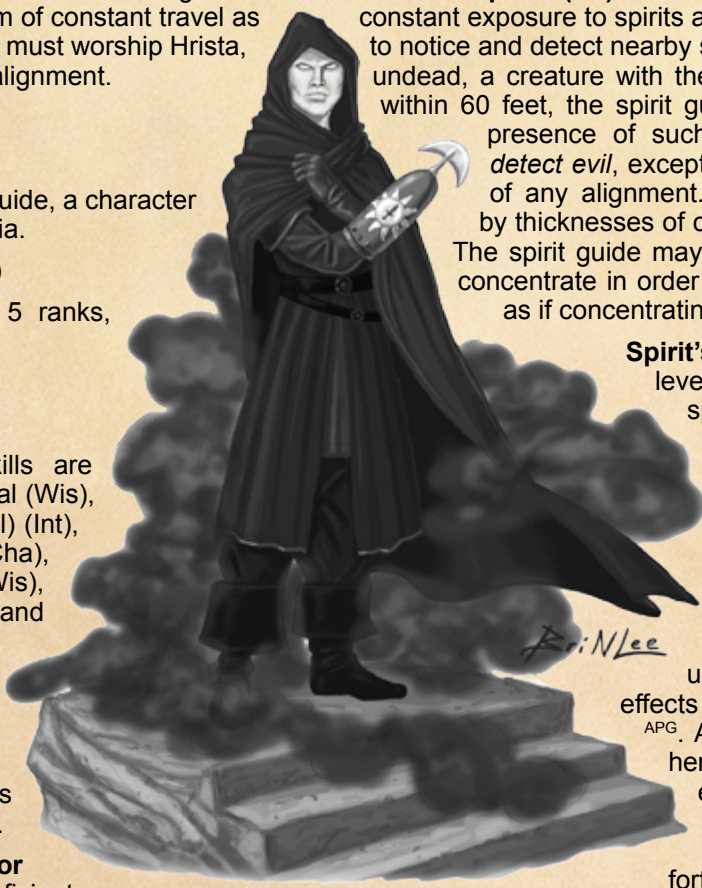
Spear Training (Ex): Spirit guides are experts at fighting with Hrista's favored weapon and any similar weapon. This ability is identical to and stacks with the fighter's weapon training ability, but it only applies to the spears weapon group. A spirit guide gains a weapon training bonus at 1st level and at every 4 levels thereafter.

Sense Spirits (Su): Starting at 2nd level, a spirit guide's constant exposure to spirits and the call grant her the ability to notice and detect nearby spirits. Any time an incorporeal undead, a creature with the spirit subtype, or a haunt is within 60 feet, the spirit guide automatically notices the presence of such a being. This functions as *detect evil*, except that it detects such creatures of any alignment. This includes being blocked by thicknesses of certain materials, such as lead. The spirit guide may spend a standard action and concentrate in order to receive further information, as if concentrating on *detect evil*.

Spirit's Voice (Sp): Starting at 2nd level, a spirit guide gains a pool of spirit points equal to 3 + 1/2 her spirit guide level + her Wisdom modifier. She can use these points to speak with spirits of all sorts, allowing her to garner a wide variety of useful information. Each of these uses requires expending 1 spirit point. At first, she can use this ability to duplicate the effects of the spell *blood biography* ^{APG}. At 4th level, she can also use her spirit points to duplicate the effects of *speak with dead*.

Starting at 6th level, she is able to physically call forth spirits from the beyond by expending one spirit point; treat this ability as the spell *call spirit*. Her powers become more far-reaching at 8th level and beyond, allowing her to spend 1 spirit point to submit a query to the collected wisdom of various spirits of the afterlife and receive a cryptic reply, as per *divination*. Finally, at 10th level, she can spend a spirit point to contact more powerful spirits, as well as knowledgeable outsiders of the afterlife such as yamaraj psychopomps. Treat this final ability as if she had cast *contact other plane* except that the spirit guide rolls a Wisdom check, rather than an Intelligence check, to avoid negative consequences.

Goddess's Grip (Ex): Starting at 3rd level, a spirit guide learns how to fight with a spear in one hand, as Hrista is depicted in iconography. Despite using only one hand, the spirit guide treats the spear as if it is being held in two hands for the purpose of determining damage due to high Strength and the Power Attack feat.



See the Unseen (Su): A 3rd level spirit guide can see invisible and ethereal creatures as if she were constantly under the effect of *see invisibility*.

Favored Enemy (Ex): At 4th level, a spirit guide becomes better able to defeat undead. This ability is identical to and stacks with the ranger class ability of the same name, but it can only be applied to undead, granting a +2 bonus (or increasing any current bonus by 2). At 9th level, the spirit guide's favored enemy bonus against undead increases by an additional +2.

Feather Thrust (Ex): At 5th level, a spirit guide can twirl her spear lightly but with great power, allowing her to gracefully extend or retract the range of her attacks. As an immediate action, she can make her spear count as a reach weapon until she spends another immediate action again to remove this effect.

Nosoi Ally (Su): At 6th level, Hrista sends a lesser nosoi from Purgatory to serve as a spirit guide's ally. A lesser nosoi uses all the stats of a regular nosoi, without the ability to *commune* 1/week. This nosoi is not a familiar and does not gain any of the normal familiar abilities, though it does gain hit points equal to half the spirit guide's total hit points if that is more than an ordinary nosoi's hit points. If a spirit guide's nosoi is slain, she may request another from Hrista after a one-month fasting period (during which she can still adventure) by performing a solemn ceremony with songs and rare incenses costing 100 gold pieces per spirit guide level. If the spirit guide flagrantly mistreats her nosoi or constantly sends nosoi companions to their deaths, she loses all supernatural and spell-like abilities from the spirit guide class (as well as any other divine casting class whose powers are granted by Hrista) and cannot advance until she atones.

Hrista's Kiss (Su): At 7th level, a spirit guide can resuscitate a fallen ally with a kiss. As a standard action, once per day, she can kiss a creature that has been dead for at most one round, creating an effect identical to *breath of life*.

Guide's Wings (Su): At 8th level, a spirit guide sprouts a pair of feathery white owl wings like Hrista's. These wings grant her a fly speed of 60 ft. (good). In addition, while flying, she is as quiet as an owl, granting a +10 bonus to all movement-based Stealth checks that are purely based

on sound (such as when invisible or obscured from view). A spirit guide may retract her wings into her body or sprout them again at will as a swift action.

True Psychopomp (Su): A 10th level spirit guide has completed her spiritual journey and is now a psychopomp in every sense of the word. Her type changes to outsider with the native and psychopomp subtypes. She gains damage reduction 10/adamantine, darkvision 60 feet, low-light vision, resistance to cold 10 and electricity 10, and immunity to death effects, disease, and poison. All attacks made with her spear are always treated as though they had the ghost touch weapon ability. She notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if she possessed the blindsight ability.

Racial Feats

The following are a number of options you can choose to customize your reaper character.

Because of their long lives, reapers qualify for the Breadth of Experience^{APG} feat.

BONDED MASK

Your connection to your mask is stronger than most reapers.

Prerequisites: mask racial ability.

Benefit: You form a stronger attachment to the mask you are wearing when you gain this feat. This allows you to enhance the usual benefits you receive from this mask, gaining an additional +2 bonus to all saving throws against negative energy effects, death effects, and energy drain. Your mask gains 5 hardness and 10 hit points from this bond, and you receive a +4 bonus to CMD to avoid steal combat maneuvers targeting your mask. If you ever lose your current mask or decide to change the mask to which you are bonded, you lose both the bonus from this feat and the bonus from the mask racial ability until you have bonded a new mask, which takes 1 week of wearing the new mask followed by an 8-hour period of meditation using rare incense and herbs costing 100 gold pieces per character level. Any magical or nonmagical mask can be attuned via this ritual except intelligent masks and artifacts.

Table 5: Spirit Guide

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1st	+0	+1	+0	+1	Mask, spirit empathy, the call, spear training I
2nd	+1	+1	+1	+1	Sense spirits, spirit's voice (blood biography)
3rd	+2	+2	+1	+2	Goddess's grip, see the unseen
4th	+3	+2	+1	+2	Favored enemy (undead), spirit's voice (speak with dead)
5th	+3	+3	+2	+3	Feather thrust, spear training II
6th	+4	+3	+2	+3	Nosoi ally, spirit's voice (call spirit)
7th	+5	+4	+2	+4	Hrista's kiss
8th	+6	+4	+3	+4	Guide's wings, spirit's voice (divination)
9th	+6	+5	+3	+5	Favored enemy (undead), spear training III
10th	+7	+5	+3	+5	Spirit's voice (contact other plane), true psychopomp

FRIGHTFUL MASK

Your mask has an otherworldly feel to it, seeming to stare into the souls of your enemies and strike fear in their hearts.

Prerequisites: Bonded Mask.

Benefit: While wearing your bonded mask, your visage unnerves your enemies. You gain a +2 bonus to Intimidate checks while wearing your bonded mask, and you may demoralize two enemies instead of one whenever you use the demoralize combat option. If you inflict the shaken condition on an opponent by any means, the duration of the condition increases by 1 round. Once per day, you can spend a standard action to stare at a shaken opponent. The opponent must succeed at a Will save (DC 10 + 1/2 your character level + your Charisma modifier) or become frightened for 1 round. If your opponent fails the save by 5 or more, they are instead panicked for 1 round.

GREATER SPIRIT MASK

Your spirit mask is more powerful than normal.

Prerequisites: Wis 15, Bonded Mask, Spirit Mask, Knowledge (religion) 7 ranks.

Benefit: Your spirit mask has become a spirit of unusual power. While in animate form, it regains the poison, fast healing, and spell-like abilities of a spirit oni, and it can cast *word of expulsion* 1/day instead of *command* and *sleep* 1/day.

IMPREGNABLE MASK

You store vital essence in your mask, making it hard to kill you with ordinary weapons.

Prerequisites: Bonded Mask, base attack bonus +4.

Benefit: You shift some of your vital essence into your bonded mask, making it hard to harm you while the mask is whole. While wearing your bonded mask, you gain DR 2/adamantine, which is reduced to DR 1/adamantine if your bonded mask has the broken condition.

SECOND SIGHT

Your training has refined your ability to sense the souls of others.

Prerequisites: Wis 13, soul sight racial ability, Blind-Fight.

Benefit: The range of your soul sight is increased by 5 feet.

Special: This feat can be taken multiple times. Each time it is taken, the range of soul sight is increased by 5 feet.

SPIRIT MASK

Your bond with your mask has grown strong enough for the mask to develop a spirit of its own.

Prerequisites: Wis 13, Bonded Mask, Knowledge (religion) 3 ranks.

Benefit: Your mask has gained its own spirit, becoming a creature of its own. Your mask can switch between its usual inanimate form and its new animate form at will as a standard action. In its animate form, use the stats for a spirit oni without the poison, fast healing, or spell-like abilities, with Knowledge (religion) +7 instead of Knowledge (arcana), and with the spirit subtype instead of the oni subtype. Although it loses its hardness while animate, the mask also gains the familiar abilities of a wizard of your character level. In its inanimate form, the mask regains the hardness it had as an

item but loses all other abilities except for its intelligence and the fact that it grants you Alertness.

THRENODY

Your connection to the afterlife allows your music and words to touch the spirits of the dead.

Prerequisites: Cha 13, bardic performance class feature, dhampir, reaper, or any undead.

Benefit: Your bardic performances can affect undead, including mindless undead, even though they are usually immune to mind-affecting abilities. If an undead is immune to mind-affecting abilities through another means, your performances still do not affect them. When beginning a bardic performance, you must choose whether your performance affects the living or the dead.

Equipment

Hrista's Kiss: An alchemical miracle, this highly-prized liquid is said alternately to be derived from the saliva of a kiss from the goddess Hrista or from a formula she whispered into the ear of the first reaper to walk the mortal world. Each dose of Hrista's kiss is a single drop of liquid. If you are a living creature, as a standard action, you can pour a dose of Hrista's kiss onto your lips, charging it with positive energy from your body, and then place a kiss on the lips of a willing or helpless creature within the reach of your mouth. The creature you kissed recovers 2d8+5 hit points or takes 2d8+5 points of damage if given to an undead creature (Will save DC 15 for half). If the creature had been dead for 1 round or less and if the healing would put the creature at a higher hit point total than its negative Constitution score, your kiss saves the creature's life, and it is now either unconscious and stable or conscious, based on its current hit point total. A creature saved from death in this way receives a temporary negative level that disappears automatically 24 hours later.

Cost 750 gp, **Weight** —, **Craft** DC 40

Funeral Mask: This simple, wooden mask is typically placed on a body before it is buried or burned. A reaper of low means typically wears such a mask.

Cost 5 gp, **Weight** —, **Craft** DC 10

Oil of Dawndew: Developed by reaper rangers to combat slow-moving undead with hit-and-run tactics, this rare alchemical concoction is infused with positive energy. When injected into a creature's body, either by a needle (dealing 1 point of damage) or by a weapon attack, the oil of dawndew takes effect, healing 1 point of damage per round for 10 rounds to a living target or dealing 1 point of damage per round for 10 rounds against undead. If the undead receives any healing via negative energy during this time, the effect of the oil of dawndew ends immediately. Applying oil of dawndew to a weapon takes the same action as coating the weapon with poison.

Cost 100 gp, **Weight** 1/2 lb., **Craft** DC 25

Sanctified Oil: Favored by reapers who hunt the undead, you can use sanctified oil to perform last rites for the departed, sprinkling the oil upon the corpse while reciting the appropriate last rites of your deity with flawless intonation, requiring a DC 20 Knowledge (religion) check and 1 full minute. If successful, the power of your faith and sanctified oil will prevent the corpse or spirit of the creature from being raised as an undead; any attempts to do so automatically

fail. Lesser sanctified oil prevents this transformation until the next midnight, while greater sanctified oil lasts forever. Lesser sanctified oil's effects can be removed prematurely by a *desecrate* spell, but greater sanctified oil can only be removed by a double-strength *desecrate* or an *unhallow*. Sanctified oil has no effect if the corpse was already used to create an undead creature, and if the corpse is of a creature slain by an undead that normally creates spawn, the minute-long last rites and the duration of the sanctified oil delay this transformation as long as they last.

Cost 50 gp (lesser), 550 gp (greater), **Weight** 1/2 lb., **Craft** DC 25 (lesser) 30 (greater)

Deities

AEACAN, THE SCRIBE OF THE UNDERWORLD

Alignment: LN

Portfolio: God of afterlife bureaucracy, efficiency, knowledge, yamaraj psychopomps

Domains: Death*, Knowledge, Law, Repose, Rune

Subdomains: Ancestors, Language, Memory, Psychopomp, Oblivion, Warding

*Clerics and inquisitors of Aeacan who choose the Death domain *must* take the Psychopomp subdomain, as he does not grant the unmodified Death domain.

Favored Weapon Quill (Dagger)

Aeacan is the preeminent bureaucrat of the Underworld, and the right hand of Persene, the Lady Judge, in every matter that takes place within her domain. He is often depicted as a stern man in a half-mask wearing a cloak of midnight black feathers, though he is sometimes shown with body and wings of the same oblivion black feathers.

Depending on who you ask, Aeacan may have lain with Hrista to sire the race of yamaraj psychopomps or ascended from the highest of the yamaraj ranks. Servants of the Scribe of the Underworld are quick to deny any carnal association, but the Guide of the Lost seems amused by the allegations and coyly refuses to either confirm or refute them. Some say that Aeacan has lived in Purgatory for even longer than the Lady Judge herself, and that in the time before mortals, he had come to the empty place so he could study without being bothered, not realizing that it would become the gateway to the afterlife. Such tales often claim that Aeacan helped mentor the Lady Judge, though in all other versions, she was well established as the judge of the underworld before he appeared.

Aeacan handles the bureaucracy of Purgatory to ensure that Persene is always able to quickly and efficiently judge the souls of the dead. To this end, he tends the flow of souls to their judgment, ensuring that delinquent souls do not escape into the depths of Purgatory to escape their fates and that outsiders of various sorts cannot interfere with the process. Although daemons wishing to devour souls or night hags and other evil outsiders hoping for some extra bargaining chips more commonly interfere, there

are occasional good outsiders who feel that a certain soul should receive immediate ascension to the upper planes. Regardless of their intent or extenuating circumstances, Aeacan impassively maintains the status quo.

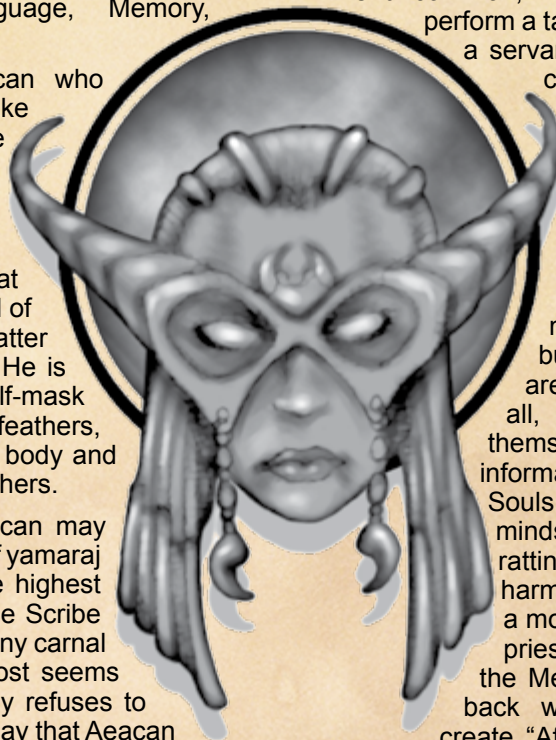
In addition to his duties in the flow of judged souls, Aeacan oversees the maintenance of the Tome of All Souls, a massive magical text that exists beyond the dimensions comprehensible to mortals. This allows Aeacan and his most trusted yamaraj judges to work on updating the text while the Lady Judge can simultaneously access it as needed in her judgments. The Tome of All Souls records momentous occurrences, important decisions, turning points, and other events in the lives of particularly noteworthy souls or those deemed likely to become borderline cases. To that end, Aeacan employs a tireless team of limus psychopomps, the "omen dogs" of Purgatory, with a unique scent ability that allows them to track the course of a creature's destiny.

Aeacan is a natural delegator, and he is more than happy to have help. To that extent, he is more reliable than many deities in signs of his favor. Though his role and influence in the mortal world are extremely minor and his worship is uncommon, his few priests know that when they perform a task to his liking, Aeacan will often have a servant stamp his official seal of approval, causing it to suddenly appear on their paperwork—and with Aeacan, there is always paperwork.

His priests in the mortal world spend most of their time supplementing the work of the limus psychopomps and supporting the idea of bureaucracy in general. Aeacan is so obscure that most people have never heard of him, but where they have, priests of Aeacan are usually not very popular. After all, the Scribe's priests have dedicated themselves to impassively reporting information to their god for the Tome of All Souls, which essentially amounts in the minds of others to spying on them and ratting out their misdeeds, potentially harming their eternal afterlife. Looking for a more public relations-friendly face, some priests of Aeacan join organizations like the Memoriam so they can give something back while collecting their information or create "Afterlife Awareness" groups that teach basic planar and afterlife facts to the populace in order to better educate them in how to achieve a fulfilling afterlife.

Aeacan is not picky about his clergy—after all, he hardly has many faithful from which to choose. As a result, his holy text, *Standards and Procedures for the Proper Devotion to the Scribe of the Underworld*, indicates that all those who show dedication to his work should be considered priests on equal footing, whether they be a traditional priest like a cleric or something unusual like a monk or order of the star cavalier.

Aeacan believes that a job well done and truly finished deserves celebration. Just as the close of a life and the final judgment are the culmination of the journey begun with conception, so too is the end of a task its natural culmination. His followers adopt a "work hard, celebrate hard" attitude as a result, sometimes working for weeks on end with little sleep



to finish a task only to celebrate the project's completion with a three-day-long bacchanal. Aeacan also has one major celebration in the same theme. On the eve of the new year, the Scribe's faithful celebrate what they call Chapter's End, a memorial of the work and deeds of the past year combined with a major banquet and plenty of drinking. The name comes from a belief that, through the effort of his clergy and psychopomp servants, the Scribe of the Underworld is able to close that year's "chapter" of the Tome of All Souls.

HRISTA, THE GUIDE OF THE LOST

Alignment: NG

Portfolios: Goddess of guiding and protecting lost souls, fighting undead

Domains: Death*, Healing, Protection, Repose, Travel

Subdomains: Ancestors, Defense, Exploration, Psychopomp, Resurrection, Oblivion

*Clerics and inquisitors of Hrista who choose the Death domain *must* take the Psychopomp subdomain, as she does not grant the standard Death domain.

Favored Weapon: Spear

Hrista is an ancient and enigmatic being, usually depicted as a beautiful, golden-tressed woman with white owl wings, her face occluded by an elaborate white porcelain mask covered in flowing blue runes. Depending on the source, she is believed to be the sister, daughter, or companion of Persene, the Lady Judge, or even her creator.

Legends call her the first psychopomp and possibly the mother of the psychopomp races, and some reapers consider her the mother of their race as well. Whether any of these are true, it is undisputed among religious scholars that Hrista alone was performing the functions of a psychopomp in some ancient primordial time when mortals were new to the universe and fewer souls were passing from this world to the next. One popular reaper legend holds that Hrista was the exuberant friend and attendant of Persene before she became the Lady Judge, before mortalkind ever knew death, and the gods themselves saw no need for one of their own to preside over its adjudication. In those days, or so the legends say, Persene and Hrista frolicked together in flower fields, until the enigmatic forces of Purgatory chose Persene to be the Lady Judge, changing her forever into the goddess she is now, and Hrista along with her. While the nonsense Persene herself is not amused by these stories of her supposed frolicking, Hrista has been known to favor them with a hearty laugh.

Though her role is grim and she takes her duty seriously, Hrista is a passionate goddess, and she is known to favor those who earn her interest, even going so far as to indulge in romantic trysts with outsiders and even mortals who have qualities that truly strike her fancy. Some say that this is how the psychopomp races were born, making the Guide of the Lost the grandmother of reapers, though others say that the first reaper was born from the goddess herself after a dalliance with a mortal. Hrista looks for bravery and valor first and foremost, and though she must play the neutral role of guide and limit the exceptions she grants to those she favors, she sees herself as a protector of the dead as much as their psychopomp, and she values those who protect others at great cost to themselves. Hrista often shows signs

of her favor in small but powerful ways, such as by making a dead flower bloom again or allowing a brief glimpse of a lost loved one's smiling spirit.

Hrista takes no effort to increase the number or influence of clergy, and she does not encourage her faithful to proselytize, but she is open to any who choose to follow her of their own accord. Her holy text, *The Chronicle of the Lost*, offers advice and allegories rather than requirements, praise of the goddess, or tales of her past. Her clergy are usually itinerants, traveling wherever tales of lost souls spread, so her churches are usually simple safe houses for those who shepherd souls or hunt the undead, presided over by whoever among her faithful seems the most sensible to the others at the moment. Her clergy includes spellcasters of all sorts, with most being clerics, inquisitors, bards, and dusk druids in descending order of frequency. Her rare paladins are nearly always undead scourges. Reapers, considered to be her descendants, are held in high esteem by Hrista's faithful, and, unsurprisingly, her worship is extremely popular among reapers.

According to one reaper legend, Hrista once battled the Corpse Queen, Helsif, attempting to hold off the far more powerful goddess for long enough to allow nine thousand, nine hundred, and ninety nine souls the Corpse Queen had collected to escape. The legend says that Hrista held her ground for eight of the Corpse Queen's vicious attacks, and with each attack she spilled drops of blood into the aether that became a different race of psychopomp. On the ninth attack, the Corpse Queen disarmed the *spear of the first*, Hrista's signature weapon, and the spear went flying through the cosmos, lost among the planes. Hrista was forced to flee, but she had bought enough time to save the lost souls.

Hrista is a foil to Aeacan, as she considers the Scribe of the Underworld to be overly concerned with minor details and ignorant of what is most important. He in turn believes that the Guide of the Lost is too eager to focus on problems or interests one at a time, losing sight of the big picture.

Hrista has few organized holidays, but she puts a strong emphasis on the importance of personal rites and ceremonies, particularly in celebration of a success or memorial of a passing. Followers of Hrista see death and the spirits of the dead everywhere, so they are constantly reminded that any day could be the last. Thus, they believe that each day should be a celebration of your existence. Hristan celebrations always include music, and she encourages song above other forms of musical expression, believing it to be the most personal, since it comes from within. In addition to memorial dirges, Hrista teaches the importance of songs that capture the exuberance of life, and *The Chronicle of the Lost* recommends facing a dire situation with a smile on your face and a song on your lips.

Hrista's one consistent holiday is Spirit's Glimmer, which is celebrated on the winter solstice. It is said among her followers that lost souls begin to gather at crossroads as the sun sets on the shortest day of the year, so her followers usually spend the morning decorating nearby crossroads to attract the spirits' attention, dusk and early evening watching for their arrival, and late evening until sunrise celebrating the recently departed and particularly any success they had in aiding lost souls that night.

REAPER MAGIC

New Spells

The following spells are common among reapers.

CALL SPIRIT

School necromancy; **Level** cleric/oracle 4, inquisitor 4, summoner 4, witch 4

Casting Time 10 minutes

Components V, S, DF, F (a vial of blood)

Range close (25 ft. + 5 ft. / 2 levels)

Effect one summoned spirit

Duration 1 minute + 1 round/level

Saving Throw Will negates; see text; **Spell Resistance** no
You call a spirit of the dead back to the world of the living to answer your questions. Upon casting the spell, you must designate a target dead creature either by name or via a piece of the target's body or intimate possession of the target's. The target is allowed a Will save to avoid being called forth to the world of the living, with the same bonus it had in life. If the save succeeds, the spell immediately ends. The spell automatically fails if the spirit is not waiting in Purgatory to be judged, such as in the case of a trapped soul or one that has moved on to its final reward. Otherwise, grey mist billows forth into the area around you, and the spirit appears somewhere within close range. It cannot speak until it drinks the blood from the vial used as a focus, at which point the spirit acts one category less friendly to you than it did in life, which is usually unfriendly if the spirit did not know you in life. Even if it is hostile, the spirit cannot attack you in any way, and it is forced to remain in close range of you at all times, where it can listen to your request. You can attempt a spirit empathy check or a Diplomacy check at a –5 penalty in order to improve the spirit's attitude. At friendly, the spirit will answer your questions cryptically. At helpful, it will answer directly and fully. The spirit knows all it did at the moment of death, and it has likely learned little during its wait in Purgatory. It speaks only the languages it knew in life. If the spirit has been subject to *call spirit* within the past week, the new spell fails.

PORTAL OF THE BEYOND

School necromancy; **Level** sorcerer/wizard 9

Casting Time 1 standard action

Components V, S, F (a drop of blood, a miniature black iron barbed gate worth 50 gp)

Range close (25 ft. + 5 ft. / 2 levels)

Effect one 10 ft. by 10 ft. by 10 ft. portal

Duration 1 minute/level

Saving Throw Reflex negates; see text; **Spell Resistance** no

You tear the veil between this life and the next, opening a portal to the afterlife that annihilates undead and banishes extraplanar creatures. This portal must be summoned in an empty space large enough to fit it, after which the mists of the grave spill forth and the portal opens for the spell's duration. Any undead that enters one of the portal's squares is instantly destroyed, its spirit crossed over into the afterlife. Any extraplanar creature that enters is instead sent back to

its home plane as if by a *dismissal* spell. Any other creature can walk through the portal harmlessly. If a creature is forced into the portal, such as by a bull rush combat maneuver, it receives a Reflex save to instead fall prone in a square adjacent to the portal, staggered for 1 round.

Each round on your turn, the portal performs a pull combat maneuver on all incorporeal and ethereal creatures within 100 feet of the portal, using a bonus equal to your caster level + your key ability score bonus (Charisma for sorcerers, Intelligence for wizards, and so on). A creature pulled into the portal by this combat maneuver does not receive a Reflex save to avoid the effects. The portal's pull can even affect haunts—treat the haunt's CMD as equal to 10 + twice its CR, and if the pull combat maneuver is ever successful against a haunt in the portal's range, the haunt is instantly destroyed.

An undead creature that stores part of its soul elsewhere in order to reform itself, such as a lich, is not permanently destroyed by this spell, though it takes twice as long as usual for such a creature to reconstitute itself if its body is sucked into a *portal of the beyond*.

STEAL LIFE

School necromancy [evil]; **Level** cleric/oracle 8, sorcerer/wizard 8

Casting Time 1 hour

Components V, S, M (1,000 gp black sapphire; 10,000 gp of black opals; sentient infant)

Range touch

Duration instantaneous (see text)

Saving Throw Will negates; **Spell Resistance** no

You touch a corporeal undead creature, granting it new life. The undead instantly returns to life, regaining the physical body of its early adulthood, though the new body has a Constitution score of 10. An undead creature granted a new life in this way loses the undead type and regains whatever type it possessed before becoming undead. It also loses all extraordinary and supernatural abilities it gained by becoming undead, though it keeps any ability score adjustments and spell-like abilities gained in its undeath. The now-living creature is considered to be alive for all purposes, including the effects of positive and negative energy, though if the creature has negative energy affinity from a source other than being undead, such as from being a dhampir, it retains this ability. The newly-living creature eats, drinks, sleeps, and ages as normal. If the target dies, it instantly rises as its undead self, exactly as it was before the casting of this spell, with full hit points. Only magic that completely destroys a body, such as *disintegrate*, can prevent the instant revival.

WORD OF EXPULSION

School abjuration; **Level** inquisitor 2, paladin 2

Casting Time 1 standard action

Components V, DF

Range close (25 ft. + 5 ft. / 2 levels)

Area 10-ft. radius burst

Duration instantaneous and 1 minute / level; see text

Saving Throw Will negates; **Spell Resistance** yes

You utter a word with pure conviction, expelling possessing creatures and sending undead and evil outsiders away from

the area. An undead or evil outsider that fails its saving throw must spend its next turn running away as fast as possible. If the undead or outsider is possessing a creature, it must first end the possession, costing no action on its part, before withdrawing. A creature expelled in this way cannot use any possession abilities for 1 minute.

New Magic Items

The following magic items are made by reaper spellcasters.

MASK OF HIDDEN TRUTHS

Aura moderate illusion; **CL** 5th
Slot —; **Price** 3,000 gp; **Weight** 4 lbs.

DESCRIPTION

This elegant funeral mask is made of dark black leather and obscures the wearer's face in shadows. The wearer receives a +5 competence bonus to all Bluff checks made to hide the truth, both when lying and simply concealing her true feelings. Additionally, the mask of hidden truths grants its wearer a +4 insight bonus on all saves against spells that attempt to reveal the truth or force the wearer to speak truthfully, such as *discern lies* and *zone of truth*. If the wearer successfully saves against any such spell, she is immediately aware of the spell's parameters, and she can make it seem as if she had failed her save, even though she is still free to lie as she wishes without consequence.

CONSTRUCTION

Requirements Craft Wondrous Item, *glibness*, *innocence* ^{APG}; **Cost** 1,500 gp

MASK OF THE UNSEEN

Aura moderate illusion; **CL** 10th
Slot —; **Price** 30,000 gp; **Weight** 3 lbs.

DESCRIPTION

This simple white mask is completely unadorned. Upon command, its wearer may cause her body and all clothing and equipment except the mask to disappear, though the mask remains visible. While under this effect, the mask may not be made invisible by any means. Due to the fact that the mask is much smaller than its wearer, this condition causes the wearer to gain a +8 size bonus to all Stealth checks while active (a Diminutive wearer only receives a +4 size bonus and a Fine wearer receives no bonus). The wearer is not considered to have concealment for the purposes of enemies attacking the wearer, since the position of her body is evident, but she is considered to be invisible for

the purposes of her own attacks, since the motions of her weapons cannot be seen. This grants a +2 to attack rolls and makes the defender lose their Dexterity bonus to AC as normal. Attacking does not end this effect, though the wearer can end it by repeating the command word, and the effect ends after 1 hour has passed in any case. Once the mask's effect has ended, the mask becomes inactive for a period in time equal in length to the length of its use.

CONSTRUCTION

Requirements Craft Wondrous Item, *greater invisibility*; **Cost** 15,000 gp

MIRROR OF THE DEAD

Aura moderate necromancy; **CL** 7th
Slot —; **Price** 10,000 gp; **Weight** 2 lbs.

DESCRIPTION

This simple hand mirror allows the user to glimpse the last few moments of a dead creature's life. As a standard action, once per day, the mirror's holder can command the mirror to replay the final moments of any dead creature whose face is reflected in the mirror. The mirror's image swirls and shifts to the perspective of the creature, six seconds before its death. Over the course of the next round, the mirror replays all that the creature saw, using the senses of the creature, not the viewer. Only visual images are replayed; if the creature saw the world using a sense other than vision, such as echolocation or lifestense, no image appears. A dead creature whose head has been removed or whose face has been completely destroyed cannot be subject to the mirror's effect.

CONSTRUCTION

Requirements Craft Wondrous Item, *blood biography* ^{APG}, *call spirit*; **Cost** 5,000 gp

Artifacts

SPEAR OF THE FIRST

Cost — **Weight** 3 lbs.

DESCRIPTION

This shining silvery spear features a prominent pair of white wings extending from the shaft and is covered in flowing blue runic script. Also called the "maiden's spear" or the "guide's arm" by some, the *spear of the first* is the name given to the weapon by reaper scholars who believe it to be the weapon gifted to Hrista when she became the first psychopomp, forged from her lost innocence by Persene,

the Lady Judge. The *spear of the first* is a +5 *mithral ghost touch returning shocking undead bane spear*, and all of its attacks automatically bypass the damage reduction of any undead struck. Undead struck by the spear must succeed at a Will saving throw (DC 25) or be instantly destroyed.

If the spear kills a living creature or if the wielder makes a successful attack against the corpse of a creature that has been dead for no more than one minute, she can absorb the dead creature's soul into the spear as a free action, causing the runes to glow brighter. The *spear of the first* can only hold one soul in this way at any given time. While trapped within the spear, treat the soul as if it had been subjected to *soul bind*. The wielder of the spear can release the stored soul at any time as a standard action, allowing it to pass on normally. If she chooses to release the soul while located in an outer plane other than Purgatory, the soul remains in this plane and the soul cannot be raised from the dead without assistance from the denizens of the plane in question except by a *wish* or *miracle*. Instead of releasing the soul to pass on, once per day, by performing a ritual taking 1 full minute, the wielder can plant the spear in the ground and call forth the trapped soul to be reborn. This functions as a *true resurrection* without any material component cost but only for the soul trapped within the spear.

DESTRUCTION

If a lich uses the spear of the first to deliver the killing blow to a living creature during a solar eclipse, the *spear of the first* releases all the magic contained within, destroying both the *spear of the first* and the lich wielding it.

RACIAL DETAILS

Communities

By default, reapers are extremely rare. However, that does not stop them from trying to find others like them and gather together. Depending on the role of reapers in your campaign, you can choose to include any or all of the following groups of reapers in your world. Some organizations, like the Memoriam, are primarily reapers but accept non-reapers, and others, like Threnody are small enough to be believable even in a world with extremely few reapers.

The Cabal of the Unborn

"The whore of Purgatory watches you from birth to death, her mewling dog scribbling your every act upon his pages. The unborn are beyond her sight. And what she cannot see will unmake her"

The Cabal of the Unborn is a group of reaper and dhampir necromancers and allied evil spellcasters who seek to overturn the rules governing life, death, and the afterlife. Favored of the Corpse Queen, the Cabal of the Unborn seeks to destroy that which the Lady Judge has built.

The lowest ranking cabal members are initiates, insane undead-loving reapers and occasional dhampirs who undergo the Rite of the Unborn, which allows initiation into the cabal. The Rite of the Unborn relies on the fact that the Lady Judge presides over the fate of all living things, from birth to death, after which time they are brought to Purgatory by a psychopomp to be judged. Due to the

unusual circumstances of reaper and dhampir births, the Rite of the Unborn allows members of those two races to count as dead from the moment they were born, forsaking their names forever to become "unborn." Blank pages in the Tome of All Souls, the unborn cannot be taken to Purgatory to be judged and thus always become undead after their death. Even those whose bodies have been prevented from rising as undead, such as by *sanctify corpse*, will have their restless spirits drift through the ethereal plane as ghosts or lost souls.

Initiates are allowed considerable freedom in developing their dark magics, granted support and succor by the cabal in exchange for assisting the Grandmaster and his inner circle with various complex dark rituals they do not understand. As far as initiates are concerned, the cabal seems like a gathering of undead-loving spellcasters who happen to be reapers and dhampirs.

Those initiates who prove particular resourceful or powerful gain the rank of adept and are informed of the cabal's true purpose—the Rite of the Unborn is meant to keep the eyes of the Lady Judge and her psychopomps away from the cabal's inner workings, as all of the unborn exist outside of her sight. In fact, the dark rituals use the psychopomp blood of the reaper initiates in order to breach the veil between this world and the next in order to weaken the fabric of Purgatory itself, potentially breaking free countless spirits yet to be judged.

The mightiest of the adepts form the inner circle, where the Grandmaster perfects his plans for even greater upheaval in Purgatory, up to and including the end of Persene's judgment and the death of fate.

All members of the cabal are reapers and dhampirs, though reapers are preferred due to their connection to psychopomps and Purgatory. All members share a common interest in the undead and dark magics. So while necromancers and clerics of Helsif are the most common, the cabal counts oracles, necromantically-inclined sorcerers, dirge bards, and even some dusk druids among their ranks. Few in number but great in power are the cabal's antipaladins, many of whom are knights of the sepulcher. The cabal is also happy to include martial enforcers who share its dark desires, though they rarely rise higher than an initiate.

The Grandmaster (NE male reaper lich necromancer 18 [undead subschool]) is the leader of the Cabal of the Unborn, an evil genius in the field of necromantic magic and the inventor of over a dozen spells unique to the cabal, including the magics involved in the Rite of the Unborn, as well as a reverse version of *portal of the beyond* that spits forth souls from Purgatory rather than pulling in souls from the Material Plane to the afterlife. One of his darkest creations, *steal life*, allows him to live again and again in the body of his youth, allowing him to pose effectively as the living reaper he once was. Not even the inner circle know that the Grandmaster is a lich, for if no one could possibly think to look for a phylactery, it is even safer than it could be otherwise.

The Grandmaster's lichdom is known only to Makaria, but his true name is known to none. To assuage Makaria's curiosity, he told her a story, warning her that parts of it might be intentionally inaccurate. In this story, the Grandmaster was ancient beyond mortal reckoning, from the time the first humans lived upon the world. In the tale, he was human once, neither reaper nor lich, and a lover of Hrista when she had first become the Guide of the Lost, still possessing many of her exuberant and innocent qualities and chafing at her new

duties. Wanting to have more time with her paramour, Hrista granted him an extension past his natural lifespan, which made him into one of the rare reapers that gains their nature without psychopomp blood in them. Slowly, he grew more and more resentful of the Lady Judge for what he felt she had done to his beloved goddess, and he hatched a scheme to unseat her and restore Hrista to a carefree existence. He took this plan to Hrista but the goddess refused, warning him that it was evil and that he should never consider it again. When he went ahead with his plan anyway, his half-baked first attempt was an utter failure, and Hrista banished him from her heart, though she could not bring herself to hurt him. He swore to one day free her from her shackles, even if it meant an end to the Afterlife as mortalkind knew it.

However much, if any, of this story is true, the Grandmaster is extremely powerful and potentially dangerous to the entire multiverse if left unchecked, though his plans tend to run on the course of millennia, covered in layer after layer of misdirection, so perhaps the entire cabal is but a distraction from his true machinations.

Makaria (CE female dhampir vampire anti-paladin 13) is deeply in love with the Grandmaster, and she is his only confidante within the cabal. Obsessed with her vampire heritage at a young age, Makaria eventually managed to track down a vampire and become one in full. She adores the name Makaria, particularly since the Grandmaster gave it to her personally after her old name was stripped away by the Rite of the Unborn. Her devotion to the Grandmaster, rather than any deity, powers the darkness within her, and she does not care that the Grandmaster told her that he loved the goddess Hrista—even if true, it is Makaria who has him now. The Grandmaster has gifted Makaria with a casting of his *steal life* spell to appear as a normal dhampir. One side effect that he was testing in doing so is that Makaria's children are always potential new members of the cabal. Since she retains a trace of her power as a vampire, her children are always dhampir if the father is a humanoid, though they are occasionally reapers when Makaria and the Grandmaster lie together.

The Memoriam

"The measure of one's life is in the legacy they leave behind. Each legacy, then, is a priceless treasure, its loss irreplaceable."

The Memoriam is an organization dedicated to preserving unique memories and knowledge from being lost forever with the death of their final keepers. Members of the Memoriam travel across the lands gathering such lore, using every technique available to save this precious knowledge, including contacting the spirits of the dead.

The Memoriam is composed of tiered ranks of scholars, surveyors, and adventurers, beginning at trainee and working up to the highest rank of amanuensis. Among the amanuenses, those with the greatest academic clout become members of the Council of Seven until death or retirement. The Council of Seven select a Grand Provost from outside their number, though it is not unheard of for a promising member of the council to renounce her position in favor of being named Grand Provost. The Grand Provost makes important decisions about the Memoriam's path but may be removed at any time by a vote of no confidence from the Council of Seven, requiring the vote of five council members.

The Memoriam's membership contains a noticeably high percentage of reapers, particularly in the highest ranks. The majority of lower ranking members are human, with a smattering of other races represented as well. The Memoriam has an impressively high number of worshippers of Aeacan given the relative obscurity of the Scribe of the Underworld. Memoriam members tend toward scholarly pursuits, and thus most members are wizards, oracles of lore, bards, alchemists, or clerics with the knowledge domain, though others gravitate to the Memoriam as well, particularly those who were frustrated by secrets taken to the grave.

The Memoriam bears a particular enmity for a mysterious sect known as the Sisters of Silence. These cowed women worship an extremely secretive entity, and they consider it their sacred duty to permanently silence targets who hold dangerous secrets. The sisters' bodies dissolve into shadow when slain, and they somehow render their victims' spirits unreachable by *call spirit* and other similar abilities.

Grand Provost Fiora the Uncanny (N female reaper crossblooded empyreal/psychopomp sorcerer 11) is the unlikely daughter of a reaper and an aasimar. Fiora was considered an extremely unusual choice by the Council of Seven for numerous reasons, not least of which her youth and relative lack of scholarly credentials. However, her level-headed leadership and great personal power have been a major boon to the Memoriam since the growth in activity from the Sisters of Silence. With Fiora in command, the Memoriam has gone from being stymied by the Sisters at every turn to being able to occasionally snipe one of the sisterhood's targets out from their shadowy grasp. In truth, the current Grand Provost shares a secret only with her old mentor, Theophrastus Caliban: Fiora told her mentor that she managed to infiltrate the lowest ranks of the Sisters of Silence and learn much about their basic day-to-day operations, though of course the secretive sect refused to reveal any information of true value to her before she had to flee, fearing her life was in danger. Believing this secret to be a trump card for the Memoriam and never doubting his pupil's true loyalties, Caliban championed Fiora into becoming the current Grand Provost. So far, his trust in Fiora seems to have paid large dividends, but who knows what secrets are held within the mind of the woman who managed to infiltrate the paranoid Sisters of Silence?

Theophrastus Caliban (CN male middle-aged reaper vivisectionist surgeon alchemist 8) is a respected member of the Council of Seven and an enthusiastic teacher of young trainees. He is the Headmaster of a two-year training program for entry-level members of the Memoriam, and he teaches most of the students personally. Known for being a bit eccentric and occasionally cryptic or agitated, Caliban is nonetheless beloved by his favored pupils as a kind and patient teacher. In times of strife, he has been known to drink a strange elixir brewed with pale glowing psychopomp blood in order to gain a bestial form reminiscent of his forebears, entering battle with a ferocity that belies his age.

Inriza Lastborn (LN cleric of Aeacan 7) is considered the high priestess of the branch of Aeacan's church among the Memoriam members, though she always warns new members that they should still give equal respect to their local community authority within the church wherever they travel. Inriza works to help organize the faithful in prayer, promote public relations for Aeacan through the Memoriam's good works, and ensure that all of the Memoriam's notable findings be sent to their lord to be placed in the Tome of All Souls.

After her twin sister Gloria, was lost during an altercation with an agent of the Sisters of Silence, the otherwise calm and bureaucratic Inriza's sermons have turned toward the path of aggression toward the sect, as she claims that the sisters are a direct affront and obstacle to Aeacan's purpose. Recently, an acolyte noticed that Gloria's pendant, lost with her body, was lying on a table in the high priestess's private chambers. Inriza swore the girl to secrecy, but somehow the word began to spread, giving birth to all sorts of rumors. They range from the plausible, such as the possibility that the Sisters of Silence are sending Inriza a warning, to the unlikely—that Gloria never died but instead defected to the other side. And yet others fear that the high priestess may have had more contact with the secretive cult than anyone knows, either that she secretly hunted down the agent responsible for her sister's death or else made some sort of terrible bargain with them.

The Watchers

"It is human nature to fear the dark. The dark is the unknown. There are things in the dark—terrible things. And those things fear the Watchers."

The Watchers are a council of reapers that operate in the shadows, ridding the common folk of undead and other supernatural threats without bluster or fanfare.

The Watchers are led by a High Council of eight members. The High Council is elected every decade by secret ballot among all members of the organization who choose to attend the election. The results of the vote are never made public, and indeed, only the eldest elected member, called the Speaker, reveals his identity—the votes are counted by the previous Speaker, who is often the new Speaker as well. The Speaker reveals the results of all High Council decisions, and the identities of the other members are shrouded in secrecy from all but the other members of the High Council.

The decisions of the High Council are final, and in theory, they can demand that certain agents address a particular threat, deploying them as they see fit. In practice, however, they rarely do so unless a threat is dire, preferring to allow individual agents to take care of problems as they find them. Even if the High Council does make a demand, an agent can always choose to leave the Watchers if she does not wish to perform the task. The Watchers do not typically dismiss agents directly, as other reapers are rare enough that they consider their agents precious, but in extreme circumstances, previous High Councils have sometimes used repeated undesirable demands as a way to convince a particularly unruly member to resign.

Most of the organization's members are drawn from the ranks of Hrista and Persene's faithful, with inquisitor agents on hand who have expertise in defeating a variety of occult threats. The main body of the Watchers is composed of clerics, dusk druids, inquisitors, rangers, fighter, rogues, and even the occasional paladin, though members of almost every class are represented in the organization's numbers.

Due to the rarity of reapers, the Watchers take all they can find who are willing to enlist in the cause; a combination of this open recruitment and the relative degree of autonomy provided to agents has led to a branch of the organization diverging from the stated goals of the Watchers as a whole. Called the Black Watchers by some among their fellows, these rogue Watchers call themselves the Order of Memitim, and they believe they are serving the divine call of the Lady

Judge in seeking out and exterminating all those who have eluded their proper time of death, including both undead and ordinary mortals who have received one too many *resurrections*.

The High Council is worried that the Black Watchers may be perverting the organization's purpose into a glorified assassin's guild, but due to their zeal against undead, which make up the majority of their victims, the Speaker has had difficulty moving against them. There is fear among the general members of the Watchers that the Black Watchers' popularity might allow them to place one or more members in next year's High Council election.

Speaker Endrin Astraeus (N male venerable reaper dusk druid 11) is not only the eldest among the High Council but likely the eldest reaper among the Watchers, as he is known to have lived for over 200 years and been a Watcher for well over a century. Exceptionally gaunt, even for a reaper, with wispy silvery hair, the Speaker is known for his traditionalism in the pursuit of hunting the darkness, but he tempers his decisions with wisdom and a willingness to adapt to new circumstances by granting individuals the freedom to make their own decisions. In his youth, Astraeus was himself a field agent, nicknamed "Endrin the Ender" for his ability to get the job done, so he understands the position of Watcher agents keenly.

Belle Veran (NG female reaper inquisitor 9) is a rising star among the Watchers, often held up as the golden example of the quintessential Watcher agent by all her instructors. Like many Watcher agents, she works alone, though she has raised some eyebrows by refusing numerous requests to mentor less-experienced Watchers or work with a group on occasion. In truth, Belle is hiding her guilty pleasure from the rest of the Watchers—instead of keeping to the shadows, she enters towns and other settlements openly in hopes of luring her favored quarry, vampires, directly to her. In order to do this without tipping her hand or disturbing the villagers, she almost never wears her mask when she is on the job, eschewing her bond for the ability to masquerade among humans seamlessly. Her blonde hair, highly unusual for a reaper, completes the disguise. If they found out, she fears the other Watchers would treat her disregard for her bonded mask with disgust and contempt, and she may be correct. However, it is hard to argue with her track record in hunting vampires.

Martin Cole (NE male reaper monk5/assassin3) is the founder of the so-called Order of Memitim, also known as the Black Watchers. Cole has developed a technique that allows him and his students to temporarily disable an undead based on the same principles behind an assassin's death attack, since undead are ordinarily immune to its effect. Although he has mostly targeted undead up to this point, Cole's rhetoric presents an equal outcry against others who have cheated death, in keeping with the abilities of the memitim psychopomp to track such individuals. Cole's "list of beings abominable in the sight of the Lady Judge" includes many powerful adventurers who have benefited from *resurrection* magic, as well as extraordinarily powerful wizards and alchemists who have developed paths to eternal youth. Thus far, however, the Black Watchers have been utterly unable to act against any such powerful non-evil entity, and so they are respected by many of the other Watchers for their actions against undead. It is clear that Cole is angling at a spot on the High Council at next year's election, but only time will tell if the future holds more in store for the Black Watchers.

Threnody

"Betrayed in the dark, I am helpless and alone

I start to cry, I close my eye, my tears the weight of stone

I feel the hollow echoes of you I cannot shake

Threnody of loss, love's final wake.

You told me to wait and my heart clung to your lies

But as time passed and I held fast the hope dulled in my eyes

Was it Hrista's or another's lips that tempted you from me?

I fear one, and then the other, equally"

Threnody is a popular three woman band that specializes in mournful songs, ranging from emotional laments of love lost to contemplative pieces on the philosophy of death. Many of their songs have a signature style, with a haunting leitmotif explored in the song's first few stanzas, only to transform into a subtler guise and flow in the background throughout the rest of the song, reaching a fully-voiced triumphant incarnation at the piece's end.

The three members are Katrina Darkmoon, Aliande Blackrose, and Renna Lastwhisper, though the surnames are stage names.

Katrina Darkmoon (CN female reaper celebrity bard 5) is the band's public face and the showiest and flashiest of the three. She has long dark hair and a regal mask of dark purple shaped like a stylized double scythe blade and thus showing off much of her face. Katrina is extremely stubborn and hates to lose, so when she felt herself having trouble connecting with others throughout her childhood, she made it a contest with herself and redoubled her efforts on training social skills. As a result, she can sometimes come off as too forceful or a bit affected, but her training has otherwise produced results, allowing her to hobnob among ordinary humans with few difficulties. Katrina sees herself as the obvious lead singer of the three and generally demands the biggest and flashiest parts for herself. Aliande and Renna know they could not have made it as far as they have without Katrina's persistence, but sometimes they wish she would work on her ego. When they try to gingerly bring up anything approaching the issue, Katrina typically accuses the other two more timid women of ganging up on her and acts hurt, thus tabling the inevitable conflict for at least a time. For her own part, Katrina is blind to the fact that she might be hurting or upsetting the other members of Threnody. She remembers the stares growing up and hopes to be both a role model to any other rare reaper girls out there and a force toward a positive change in public perception of reapers, making reapers themselves popular by association with herself and

her two friends.

Aliande Blackrose (NG reaper dirge bard 5) is usually Threnody's backup singer, though in truth she is a more talented singer than Katrina, and Aliande's haunting refrains are the cornerstones of Threnody's most popular pieces. Renna, who writes the music for Threnody, is aware of this fact, and so she simply writes pieces with a complex leitmotif delivered via beautiful and technically demanding harmonies. Aliande has chestnut brown hair, quite light for a reaper, and she wears an elegant green half mask that covers only her upper face, complementing her eyes and keeping it easy to breathe and sing without restriction. Aliande has had numerous short and disastrous attempts at relationships with human men, but she recently officially revealed that she has entered a relationship with Renna, fulfilling the shy writer and accompanist's long-time crush.

Renna Lastwhisper (CG human bard 4) is the group's shyest member. She has curly dark hair and pale skin, typical of a reaper, and she wears a simple white mask reminiscent of a nosoi's. However, Renna has a big secret—she is not actually a reaper, just a young woman wearing a white funeral mask.

Since the members of Threnody do not fight evil spirits, Renna has never been discovered to lack the fundamental powers of a true reaper. Renna was always strangely

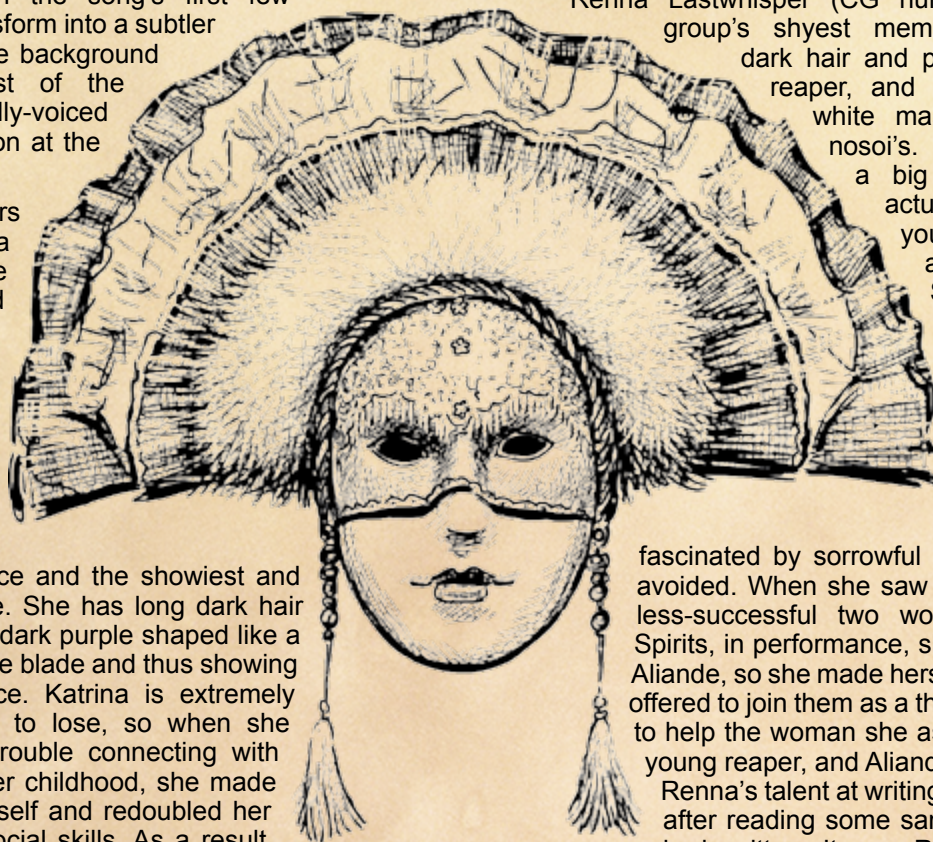
fascinated by sorrowful topics that other girls avoided. When she saw Katrina and Aliande's less-successful two woman group, Kindred Spirits, in performance, she immediately fell for Aliande, so she made herself a reaper mask and offered to join them as a third. Katrina was eager to help the woman she assumed to be another young reaper, and Aliande was impressed with Renna's talent at writing both music and lyrics after reading some samples the faux reaper had written. It was Renna who suggested the name, Threnody, for its meaning as a

sorrowful song as well as for the fact that it sounds similar to both the words 'three' and 'trinity', indicating the group's three women. Recently Renna and Aliande entered into a relationship, at which point Renna revealed everything to her longtime crush. Aliande still is not sure how to take it, but she has decided to forgive Renna for her deception and to continue hiding it from Katrina, who Aliande is sure would not be so forgiving.

In Your Campaign

Reapers and the GM

As the GM, it is up to you to what extent you will integrate reapers into your world. By default, they are extremely rare, but you can adjust their rarity to suit your needs. Assuming you decide to insert all the material from this book into your



campaign, there are numerous ways to use it.

- **Reapers as otherworldly oddities**—You can insert an individual reaper into an ongoing adventure or campaign at a time that calls for a glimpse of something dark. When using reapers for their otherness, you can build the creep factor, even with experienced players, if they have no idea you bought this book and have never heard of reapers before. Perhaps the players meet a young reaper girl who they think is a human and who screams of cold, darkness, and death as incorporeal undead the party cannot see draw close within the walls. For the strongest effect in this situation, use storytelling elements to reveal the reaper's power, rather than announcing the mechanics. For instance, rather than announcing that the girl has granted her weapons the ability to strike incorporeal creatures, you can describe how in her terror, she grabs a kitchen knife and tosses it into one the shadows, somehow cutting the thing and pinning it to the wall for an instant so the group can escape.
- **Reapers as allies or rivals**—In a campaign that focuses around strange creatures, death, and the undead, the party might find themselves as allies, rivals, friends, lovers, or business partners of a lone reaper NPC who investigates many of the same cases but practices a different methodology or serves a different master. If the PCs are bastions of virtue, perhaps a true neutral reaper inquisitor in the area gets the job done, even if she has to get her hands dirty, making her an ally at first but with building tension when the party disagrees with her methods. Rather than a single reaper, you can use members of organizations like the Watchers for this role.
- **Reapers as enemies**—Whether a lone unhinged reaper or an organization like the Cabal of the Unborn, reapers can make for terrifying enemies, particular if you use some of the advice from the first section and keep the existence and abilities of reapers close to the chest. The Cabal of the Unborn is a worthy opposition force for an entire campaign, with multiple layers of danger. The players could start by thwarting a reaper necromancer who was backed by the cabal only to later go deeper into the rabbit hole as they discover just how dangerous the cabal's goals really are. With the *steal life* spell, the PCs might encounter undead members of the cabal in their mortal guises without realizing it, and the spell's end conditions can be a potent escape mechanism for a recurring villain.
- **The Reaper Campaign**—This is where you jump headfirst into the reaper material and make a campaign centering around reapers. Players would be encouraged to play reapers, and they would probably be members of a heavily-reaper organization like the Memoriam or the Watchers. Possible focuses for a Reaper Campaign are Watchers vs Cabal of the Unborn (focus on plenty of battles with necromancers and dark creatures), Memoriam vs Sisters of Silence (focus on paranoia, the control of information, and wondering who to trust), Spirit Guides (with episodic psychopomp duties: each session can have a mission in a new location, requiring the team to help a restless spirit move on), or even Paranormal Investigators (an urban campaign with occult mysteries and dark secrets for the group to solve).

Reapers and Players

As a player, you are not responsible for worldbuilding as much as your GM, but chances are she will love to hear it if you have any ideas for building the game world. Reaper can make excellent attachments to your character's backstory, for instance. A reaper coming of age, particularly in a paranoid and superstitious town that thinks her possessed, can lead to tragedy and loss that launch others into an adventuring career.

However, chances are that if you have bought this book as a player, you are looking to play a reaper. First thing's first: This is a 3rd-party product, so unless you have a particularly lenient group with an "anything goes" attitude, you need to go to your GM, show her this book, and ask permission to play a reaper. Explain to her the themes of life and death, of duty and loss, of heroism and loneliness that are common to heroic reapers and make sure that this is the right campaign for a reaper. For instance, a gothic horror adventure path would be a great time to play a reaper whereas a chivalrous campaign about paladin knights might not.

Once you get permission, you have to decide how to progress with your character. Although it can be great fun to play off-type, if this is the group's first introduction to the reaper race, I recommend that you choose something with a strong thematic link. Stereotypes exist for several important psychological reasons, and one of the important things that playing to the theme does for you is that it makes it easier for your fellow players and the GM to build a sense of what the reaper is and make it an organic part of their experience in a way that is already easy with stock fantasy races like elves and dwarves. To that end, something like a dusk druid or a spirit guide provides you with a powerful thematic link to help your group integrate the reaper into your collective imaginations. Another way to do that is to build off of what the other players are trying to do with their characters. Perhaps one of your friends is playing a prankster gnome sorcerer just itching for a serious straight man type character, an easy role for your reaper to play.

NPCs

Young Reaper CR 1/2

XP 200

Reaper ranger 1

NG Medium outsider (native)

Init +3; **Senses** darkvision 60 ft., soul sense 5 ft.; Perception +6

DEFENSE

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)

hp 13 (1d10+3)

Fort +4, **Ref** +5, **Will** +2; +1 vs death effects, level drain, negative energy

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee shortsword +2 (1d6+1/19-20)

Ranged longbow +4 (1d8/x3)

Special Attacks favored enemy (undead +2), reaper's scythe (1 round/day)

STATISTICS

Str 13, Dex 17, Con 14, Int 8, Wis 14, Cha 8

Base Atk +1; CMB +2; CMD 15

Feats Point Blank Shot

Skills Heal +6, Knowledge (nature) +3, Perception +6 (+8 vs. undead), Stealth +3, Survival +6 (+8 vs. undead, +7 to track); **Racial Modifiers** +2 Bluff vs psychopomps, +2 Diplomacy vs psychopomps, +2 Intimidate vs psychopomps

Languages Celestial, Common

SQ grave's mercy, track, wild empathy +0

Gear arrows (20), breastplate, funeral mask, longbow, shortsword, 10 gp

REAPER SPIRIT GUIDE

CR 6

XP 2,400

Reaper fighter 5 spirit guide 2

LG Medium outsider (native)

Init +6; **Senses** darkvision 60 ft., sense spirits 60 ft., soul sense 5 ft.; Perception +2

DEFENSES

AC 21, touch 12, flat-footed 19 (8 armor, +2 Dex, +1 natural)

hp 62 (5d10 + 2d8 +21)

Fort +7, **Ref** +4, **Will** +4; +1 vs fear, +3 vs death effects, level drain, negative energy

Defensive Abilities bravery +1; **DR** 2/adamantine

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee +1 spear +12 (1d8+9/x3)

Special Attacks reaper's scythe, weapon training (spears +2)

STATISTICS

Str 16, Dex 15, Con 14, Int 10, Wis 14, Cha 6

Base Atk +6; **CMB** +9 (+11 sunder); **CMD** 21 (23 vs sunder)

Feats Bonded Mask, Impregnable Mask, Improved Initiative, Improved Sunder, Power Attack, Toughness, Weapon Focus (spear), Weapon Specialization (spear)

Skills Climb +13, Heal +7, Knowledge (religion) +10, Ride +7, Sense Motive +7, Survival +12; **Racial Modifiers** +2 Bluff vs psychopomps, +2 Diplomacy vs psychopomps, +2 Intimidate vs psychopomps

Languages Common, Abyssal

SQ armor training 1, grave's mercy, spirit empathy +0, spirit's voice (spirit pool 6, *blood biography*), the call

Gear +1 banded mail, +1 spear, amulet of natural armor +1, *potion of cure moderate wounds*

REAPER PRIEST

CR 11

XP 12,800

Reaper cleric of Aeacan 12

LE Medium outsider (native)

Init +0; **Senses** darkvision 60 ft., soul sense 5 ft.; Perception +4

Aura law

DEFENSES

AC 23, touch 10, flat-footed 23 (+10 armor, +3 shield)

hp 93 (12d8+36)

Fort +11, **Ref** +6, **Will** +12; +1 vs death effects, level drain, negative energy

OFFENSE

Speed 20 ft (30 ft. without armor)

Melee +1 frost morningstar +12 (1d8+2 plus 1d6 cold)

Special Attacks channel negative energy (5/day, 6d6, DC 18), staff of order, weapon of life

Spell Like Abilities (CL 12th, concentration +16)

7/day—*gentle rest*, *touch of law*

Cleric Spells (CL 12th, concentration +16)

6th—*greater dispel magic*, *heal*, *hold monster* ^D (DC 20)

5th—*disrupting weapon* ^D, *flame strike*, *plane shift* (DC 19), *righteous might*

4th—*cure critical wounds*, *lesser planar ally*, *order's wrath* ^D (DC 18), *poison* (DC 18), *summon monster iv*

3rd—*bestow curse* (DC 17), *blindness/deafness* (DC 17), *cure serious wounds x2*, *speak with dead* (DC 17), *word of expulsion* ^D (DC 17)

2nd—*bull's strength*, *gentle repose* ^D, *hold person* (DC 16), *lesser restoration*, *owl's wisdom*, *resist energy*

1st—*cause fear* (DC 15), *deathwatch* ^D, *divine favor*, *doom* (DC 15), *sanctuary* (DC 15), *shield of faith*

0 (at will)—*bleed* (DC 14), *detect magic*, *guidance*, *stabilize*

D Domain Spells; **Domains** Law, Repose (Oblivion)

STATISTICS

Str 14, Dex 10, Con 16, Int 10, Wis 19, Cha 10

Base Atk +9; **CMB** +10; **CMD** 20

Feats Extra Channel, Heavy Armor Proficiency, Improved Channel, Improved Lightning Reflexes, Lightning Reflexes, Spell Penetration

Skills Heal +19, Knowledge (religion) +15, Spellcraft +15; **Racial Modifiers** +2 Bluff vs psychopomps, +2 Diplomacy vs psychopomps, +2 Intimidate vs psychopomps

Languages Common, Infernal

SQ grave's mercy

Gear +1 blinding heavy steel shield, +1 frost morningstar, +1 full plate, *bead of force*, *belt of mighty constitution* +2

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