

**DEATHBRINGER****CR 10****XP 9,600**

Male human skeletal champion antipaladin 9

CE Medium undead (human)

**Init** +6; **Senses** darkvision 60 ft.; Perception +5**Aura** cowardice (10 ft.), despair (10 ft.)

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**DEFENSE**

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**AC** 28, touch 12, flat-footed 26 (+10 armor, +2 Dex, +2 natural, +4 shield)**hp** 133 (11 HD; 2d8+9d10+75)**Fort** +16, **Ref** +10, **Will** +14; channel resistance +4**Defensive Abilities** plague bringer, unholy resilience (+5); **DR**5/bludgeoning; **Immune** cold, undead traits

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**OFFENSE**

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**Speed** 30 ft.**Melee** +2 *longsword* +18/+13/+8 (1d8+7/19–20)**Special Attacks** channel negative energy (5d6, DC 19), cruelty (nauseated, sickened, staggered), smite good 3/day, touch of corruption (4d6, 9/day)**Spell-Like Abilities** (CL 9th; concentration +14)At will—*detect good***Spells Prepared** (CL 6th; concentration +11)2nd—*invisibility*, *silence*1st—*death knell* (2) (DC 16), *inflict light wounds* (DC 16), *protection from good*

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**STATISTICS**

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**Str** 21, **Dex** 15, **Con** —, **Int** 10, **Wis** 10, **Cha** 20**Base Atk** +10; **CMB** +16; **CMD** 28**Feats** Channel Smite, Cleave, Great Cleave, Improved Initiative<sup>B</sup>, Power Attack, Shield Focus, Toughness, Weapon Focus (longsword)**Skills** Climb +5, Intimidate +19, Knowledge (religion) +14, Perception +5, Stealth +11**SQ** aura of evil, fiendish servant**Languages** Common**Gear** +1 *full plate*, +1 *heavy steel shield*, +2 *longsword*, *belt of giant strength* +4, *headband of alluring charisma* +2