ADVENTURE PATH PLUG-INS

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Legendary Villains: Antipaladins

Clinton J. Boomer & Jason Nelson



Legendary Villains: Antipaladins

CREDITS

Author: Clinton J. Boomer and Jason Nelson

Art: Jethro Lentle and Rian Trost

Layout and Design: Rick Hershey

Legendary Games Team Members: Clinton J. Boomer, Benjamin Bruck, Matt Goodall, Jim Groves, Tim Hitchcock, Jonathan Keith, Jason Nelson, Tom Phillips, Alistair Rigg, Mark Seifter, Neil Spicer, Todd Stewart, Russ Taylor, Greg Vaughan, Linda Zayas-Palmer, and Clark Peterson

Publisher: Jason Nelson

Executive Partner: Neil Spicer

Founder: Clark Peterson

Business Director: Rachel Ventura

Special Thanks: Erik Mona, Lisa Stevens, James Jacobs and the Paizo staff, and to all the authors of the amazing *Wrath of the Righteous* Adventure Path!

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Legendary Games 3734 SW 99th St. Seattle, WA 98126-4026 makeyourgamelegendary.com

WRAC YOU WILL FIND INSIDE LEGENDARY VILLAINS: ANCIPALADIN

This second volume in the Legendary Villains series takes a deep look at the most malevolent of all character classes, the one class whose entire essence is steeped in vileness: the antipaladin. These villains of the deepest dye have held a dark fascination since the early days of the RPG hobby as an inversion of all that is true, decent, heroic, and righteous. They are the ur-villains, not so much because their villainous plots are so inherently more dastardly than anyone else's, but because they have given themselves so completely to their darker natures, becoming so evil in life that Hell itself might spit them out again as undead knights to revisit their perfidy upon the world. This book is for GMs wanting to concoct truly awful villains to challenge the PCs not just in combat but in a psychological struggle for the soul of the campaign, or for those players engaged in anti-heroic campaigns of their own! Legendary Villains: Antipaladins brings you an examination of their place as the sinister supreme, followed by a quartet of antipaladin archetypes, over 50 incredibly detailed feats, many with designer's notes on implementation and combinations

with other rules elements in this product and beyond, and concluding with five fantastically fatal magic items perfect for your favorite antipaladin.

Legendary Games was founded on the principle of delivering first-class product for your Pathfinder Roleplaying Game experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



WELCOME TO ADVENTURE PATE PLUG-INS

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's Pathfinder Roleplaying Game. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

Πευ, Ψπατ's Ψιτη της Adventure Path Plug-In?

You will see us use phrases such as "Righteous Crusade Adventure Path" instead of the title of the 13th adventure path published by Paizo Publishing, LLC, covering issues #73 to 78. Or, you may see us use names such as the "Demon Lands," the "Crusader Stronghold," the "Goddess of Valor," or the "God of Nature" instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So, enjoy these pregenerated characters for use in your "Righteous Crusade Adventure Path," helping to tame the "Demon Lands." See, that wasn't so hard, was it?

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official <u>Pathfinder Reference Document</u> as well as <u>d20PFSRD</u>. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized. Where appropriate, some links are also marked with a superscript to indicate the hardcover rulebook source for the rules in question, as follows:

APG = Pathfinder Roleplaying Game Advanced Player's Guide UC = Pathfinder Roleplaying Game Ultimate Combat UM = Pathfinder Roleplaying Game Ultimate Magic

Legendary Villains: Antipalalins

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Ancipaladins as Villains

There are great villains of all stripes, of course; fantasy adventure will always need pale necromancers and shifty assassins, rakish thieves and conniving dark priests; adventurers should expect to meet and defeat iron-scaled dragons, massive giants, slavering beasts and unfathomable elder gods, just as they face traps and faeries, unintelligent undead and filth-strewn chambers.

But what of the antipaladin?

The ominous, striking figure of a dark-clad, supernaturally-powered and wicked-hearted death-dealer is a fundamental staple of fantasy fiction, most especially within the classic hero's journey: *Star Wars* famously has both Darth Vader and Darth Maul, just as *Lord of the Rings* features the Witch-King of Angmar, his fellow Ringwraths and even Azog the Defiler.

Other contemporary heroic fiction presents similar such figures: the Harry Potter saga has Bellatrix Lestrange, *Dune* has Feyd-Rautha Harkonnen, *Final Fantasy* 7 has Sephiroth, *Kung Fu Panda* has Tai Lung, and *The Matrix* has Agent Smith; in some ways, the hyenas of *The Lion King*, Khan of *Star Trek II*, Anton Ciguhr of *No Country for Old Men* and the Joker of *The Dark Knight* fit the mold, as well. Compelling and dangerous characters like these stick with us -- even long after they cease to threaten our leads -- in large part because they so perfectly embody a unique mixture of menace, charm, passionate desire, recognizably-human selfishness and a certain mad clarity of purpose.

The Red Skull of *Captain America* deserves special mention as a particularly-appropriate example of such a character: he is not only a terrifying direct physical combatant, ideologicallydriven solider and captivating commander, but he also serves within his text as cruel, intelligent and nigh-unstoppable direct counterpart to a largerthan-life hero, just as Johnny Ringo is the sick mirror to Doc Holliday, Venom acts as the dark refection of Spider-Man, Captain Barbossa shows the worst side of Jack Sparrow and John Sunlight embodies the antithesis of Doc Savage.

Above all, the antipaladin functions as an immediate, physical threat -- somewhere between Jason Voorhees, Roy Batty and General Zod -- presenting a lethal wall of fearsome horror in a way that the insidious Pazuzu of *The Exorcist*, the cunning Mr. Glass of *Unbreakable* or the pathos-driven Magneto of the *X-Men* simply can't match. The antipaladin may be clever, but is also always much more physically dangerous than a Lex Luthor or a Moriarty; she mixes all the clever brutality of John Doe from *Se7en* or Alex from *A Clockwork Orange* with the horrifying, unstoppable might of Leatherface, the Alien Queen, Doomsday, Spike, or even The Thing.

Unlike the shark from *JAWS* or Pennywise from *IT*, the antipaladin is a -- or once was! -- a mere mortal, rather than representing a force of sheer nature; unlike Biff Tannen or the Sherriff of Nottingham, the antipaladin has an agenda or ideology, and is never simply a bully. Like a Hans Landa or a Hans Gruber, the antipaladin has a plan and a goal ... but the antipaladin can go toe-to-toe with the heroes. By giving the antipaladin the levels, Mythic power, followers, tricks, weapons and tools to threaten an entire adventuring party even as she menaces the whole world, you make her memorable. And we're here to help.

FALLEN FROM GRACE US. BORN CO DARKNESS

There are two competing theories of evil. The first is that the scariest thing in the world is a hero who has gone evil. Just for a moment, think of Superman. Or Spider-Man. Maybe think of Wonder Woman, or Jean Grey. The Flash or Professor X. A shining, iconic stalwart of justice, in other words. Captain Marvel. Now, put that character through a tragedy so terrible, so heart-wrenching, so damning, that it breaks their code, shatters their faith, forces them to brutally re-examine and pare-down their core beliefs, then finally strips away all the parts where they "help others" or "care about human life." It's scary because it raises a big question, maybe the biggest: if something could break even the best of us, what does that say about the frailty of the human psyche? But much more immediately ... how would anyone even STOP THEM?

People train hard to be good guys: soldiers, firefighters, police officers, astronauts and secret agents are smart, resourceful, physically capable and tough as the day is long. They've worked tirelessly to be the best they can be. Most 'bad-guys' are pretty lazy, by comparison: a lot of low-level villains turn to petty crime and low-stakes, lowreward hustling out of sheer boredom and lack of character, breaking the law because they either can't hack it playing by the rules or because they just don't want to bother. In a straight-up fight, after all, Batman wins against The Riddler and The Scarecrow and at least half the rest of his rogue's gallery even if they team up; almost none of them have the ninja-training, the physical build or the one-man-army street-honed skills to even slow him down. Now, take all of the competence and dedication and sacrifice that heroism inspires and make it work for the side of selfishness and darkness. What you have now is a monster, in a way that a common cutpurse or petty dabbler into the more vile arcane mysteries simply does not compete with.

Sure, the character of Mr. Potter from *It's a Wonderful Life* is a total jerk, and Patrick Bateman from *American Psycho* is arguably pretty scary, and King Joffrey Baratheon is sure a bad dude ... but there isn't a 3rd-level hero out there who couldn't school all three of those guys six ways from Sunday inside of a few combat rounds. At the same time, even. When good people fall, they get dangerous. Walter White was just a mild-mannered high school chemistry teacher. Imagine how terrifying he would be if he had a few decades of combat experience, along the lines of Jon Snow. If you want to scare your players, show them what remains of a truly admirable character -- one that trained for a lifetime to fight demons alongside gold dragons, as resourceful and brilliant as the best of their party, dedicated to a cause and betrayed by the ones they love -- now corrupted to the mission of eliminating life and hope.

There's your bad-guy.

The other side of the argument is a whole lot simpler. It asserts that the scariest things in the world are born, not made. That is, some people are just born bad: sadists, psychopaths, tormentors, bullies. As scary as it is to realize, there's also no reason why those people can't rise to unimaginable power. As worrying as it would be to imagine Tony Stark, Nick Fury or Wolverine somehow "turning to wickedness," it's much more awful to imagine any of them never having been a goodguy at all. Maybe if one of them was abused as a kid, or were raised by a cult of killers, or maybe if there was just something wrong in the brain that made them want to hurt people even more than they wanted to make money or serve their country or just be left alone to quietly do the right thing.

We like to imagine that children are innocent. But without a little bit of civilization, things go *Lord of the Flies* real fast; if a kid doesn't have anyone to look up to except the biggest and most terrifying monster on the block, that kid is probably not going to grow up to be a kind and gentle nurturer.

It gets worse: If all you know is "might makes right," why would you ever trust compassion? If you're incredibly gifted at psychologically analyzing and outthinking hardened killers, how would you ever be comfortable around naïve innocents? If you had once eaten another sentient creature to survive, could you ever look at a stranger's cheery, joyous holiday feast the same way?

Some villains just want to watch the world burn, after all, and it might be because they can't imagine a world worth living in. Maybe they literally hate the idea of other people being happy. Maybe they've been hurt enough times that the whole world's population now falls into just two categories: (a) people who could have stopped the pain but didn't and (b) people too weak to have ever helped.

Forget everything about safe, happy and healthy homes; imagine a sociopath raised on an unrelenting mixture of loathing, fear and betrayal.

There's your bad-guy, too.

In the end, either kind of origin story works fine for an antipaladin, or any other villain. From the players' perspective, it may not even matter unless the villain's origin leads toward a secret weakness, but as the GM knowing why the villain is the way she is helps you establish and develop the character in a rich, believable, and most importantly *memorable* way for your players; a villain that will haunt them long after the adventure is complete.

Andratadin Andragetess

For many Pathfinder players, prestige classes have become passé, and they would rather focus on archetypes to tailor their specific model of evil. To that end, we present the following archetypes especially designed for the antipaladin class.

BLACK KNIGRT (Antipaladin Archetype)

A black knight is a is a warrior ordained and dedicated to the service of an evil deity. Her relationship with that dark deity is something she views as a personal indwelling and an irresistible calling into the service of darkness. She sees herself as a directly appointed minister of the divine more than an agent of that deity's church orthodoxy. She has a deep and abiding understanding of the martial elements of her faith and forgoes standard antipaladin spellcasting in favor of the domain-based blessings and granted powers of a warpriest. **Alignment:** A black knight can be any evil alignment.

Spellcasting: Black knights do not gain access to antipaladin spells and do not have an antipaladin caster level or spell list. This is not considered a spellcasting class.

Mount (Ex): At 1st level, a black knight gains the service of a loyal and trusty steed to carry him into battle. This mount functions as a druid's animal companion, using the black knight's level as his effective druid level. The creature must be one that he is capable of riding and is suitable as a mount. A Medium black knight can select a camel or a horse. A Small black knight can select a pony or wolf, but can also select a boar or a dog if he is at least 4th level. The GM might approve other animals as suitable mounts.

A black knight does not take an armor check penalty on Ride checks while riding his mount. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. A black knight's mount does not gain the share spells special ability.

A black knight's bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. Should a black knight's mount die, the black knight may find another mount to serve him after 1 week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the black knight gains a level.

At 5th level, a black knight may choose to personally slay her mount as a sacrifice to the dark powers she serves. The mount rises 24 hours later as a fiendish servant and thereafter functions as the fiendish boon class feature, though she can use this ability only to summon a fiendish servant suitable for use as a mount, not to summon a different type of fiendish servant or to enhance a weapon. This ability modifies fiendish boon.

Touch of Corruption (Su): A black knight's touch of corruption can be used to heal her mount as if it were an undead creature. She may also select the effect of any cruelty she knows when healing her mount; the mount gains im-



munity to the condition caused by that cruelty for a number of rounds equal to her antipaladin level. If the mount already has that condition, it is suppressed for the same amount of time; the duration of that effect continues to elapse while it is suppressed. The mount may have only one immunity at a time; if she heals her mount again before the previous immunity has ended, the black knight may select a different condition or may reset the duration of immunity to the same condition. This modifies touch of corruption and cruelty.

Knights' Charge (Ex): At 3rd level, a black knight learns to make more accurate charge attacks while mounted, gaining a +4 bonus on melee attack rolls rather than +2. In addition, a black knight does not take a penalty to AC when making a charge attack while mounted. This ability replaces plague bringer.

Horseflayer (Su): At 4th level, a black knight adds one-half her antipaladin level to melee weapon damage rolls against animals or magical beasts that are being used as mounts. In addition, when she confirms a critical hit against a mount, as a swift action she can channel one use of her touch of corruption through her weapon to affect that mount. This ability replaces channel negative energy.

Dread Banner (Ex): At 5th level, a black knight's banner becomes a symbol of terror to enemies. As long as her banner is clearly visible, the radius affected by area of her aura of cowardice, aura of despair, aura of sin, and aura of depravity is increased to 10 feet plus 5 feet for every 5 antipaladin levels she possesses. In addition, as a move action she may channel one use of her touch of corruption into her dread banner in order to make an Intimidate check to demoralize all enemies within this radius. The banner must be at least Small or larger and must be carried or displayed by the black knight or her mount to function. This ability replaces spells.

Mighty Charge (Ex): At 11th level, a black knight learns to make devastating charge attacks while mounted. Double the threat range of any weapons wielded during a charge while mounted. This increase does not stack with other effects that increase the threat range of the weapon. In addition, a black knight can make a free bull rush, disarm, sunder, or trip combat maneuver if his charge attack is successful. This free combat maneuver does not provoke an attack of opportunity. This ability replaces aura of vengeance.

Supreme Charge (Ex): At 20th level, whenever the black knight makes a charge attack while mounted, she deals double the normal amount of damage (or triple if using a lance). In addition, if she confirms a critical hit on a charge attack while mounted, the target is stunned for 1d4 rounds. A Will save reduces this to staggered for 1d4 rounds. The DC is equal to 10 + the her base attack bonus. This ability replaces unholy champion.

DARK DEACON (Antipaladin Archetype)

A dark deacon is a warrior ordained and dedicated to the service of an evil deity. Her relationship with that dark deity is something she views as a personal indwelling and an irresistible calling into the service of darkness. She sees herself as a directly appointed minister of the divine more than an agent of that deity's church orthodoxy. She has a deep and abiding understanding of the martial elements of her faith and forgoes standard antipaladin spellcasting in favor of the domain-based blessings and granted powers of a warpriest.

Alignment: A dark deacon can be any evil alignment, as long as her alignment matches that of her deity.

Spellcasting: Dark deacons do not gain access to antipaladin spells and do not have an antipaladin caster level or spell list. This is not considered a spellcasting class.

Focus Weapon (Ex): At 3rd level, a dark deacon gains Weapon Focus as a bonus feat with her deity's favored weapon. In addition, at any level when she would normally gain a cruelty she can instead select any combat feat as a bonus feat, including feats that have a minimum number of fighter levels as a prerequisite, treating her antipaladin level as her fighter level. This ability replaces plague bringer and modifies cruelty.

Domain Granted Power: At 4th level, a dark deacon selects one domain granted by her deity (or a domain suitable for her ethos or goals, subject to GM approval). The dark deacon gains the 1st-level granted power of that domain. At 14th level, a dark deacon gains access to the second granted power for that domain. A dark deacon uses her antipaladin level as her cleric level for determining the effects of that granted power, and any Wisdom-based aspects of these granted power instead use the dark deacon's Charisma. The dark deacon does not gain access to that domain's spell list. This ability replaces spellcasting and aura of sin.

Sacred Weapon (Su): At 4th level, a dark deacon can enhance a weapon with which she has the Weapon Focus feat with divine power, as the <u>sacred weapon</u> warpriest class feature, using her antipaladin level as her warpriest level for the purpose of this ability. This ability replaces channel negative energy.

Blessings of Evil (Su): At 5th level, a dark deacon gains the <u>minor blessing</u> (as the <u>warpriest</u> class feature) of the domain she selected at 1st level. She uses her paladin level as her warpriest level for determining the effects of that blessing. Any Wisdom-based aspects of that blessing instead use the temple champion's Charisma. At 11th level, she gains the <u>major blessing</u> of her chosen domain. This ability replaces fiendish boon and aura of vengeance.

FALCONER OF PAZUZU (<u>Antipaladin</u> Archetype)

Some of those who slay in the name of mighty <u>Pazuzu, King of the Wind Demons</u>, gain a special sign of his favor: a raptor born of the abyss, ravenous for the scent of blood and eyes, to act as a companion. **Wind Demon (Su):** At 1st level, the falconer of Pazuzu earns the trust and companionship of a deadly bird of prey with the <u>fiendish</u> template. The bird can be of any type of large hunting or scavenging bird such as a hawk, eagle or vulture. This ability functions like the <u>druid animal companion</u> ability, but the falconer must select the bird animal companion, and that companion has only half the normal <u>hit points</u>. The falconer of Pazuzu cannot teach the bird of prey the work trick, but can teach it either the roam or distract trick (below) for free. Whichever trick the falconer does not pick as a free trick may be picked as a trick later.

Roam (DC 15): The falconer can let his <u>animal</u> <u>companion</u> loose to roam, ruin and forage. He must let it roam for no more than one week. When the falconer lets his companion roam, it returns to the place he let it loose within the time period he designates.

Distract (DC 20; bird only): The <u>animal compan-</u> ion flutters wildly around any enemy it would normally attack with the attack trick. It makes an <u>attack roll</u> against that enemy. On a hit, the enemy is <u>shaken</u> for 1 round.

<u>Pazuzu</u> can scry upon this avian companion as a free action, as per a <u>greater scrying</u> effect with no save allowed. This ability replaces <u>detect good</u>.

Carrion Crow (Ex): At 3rd level, the avian companion gains the <u>plague bringer</u> class feature of its master. If the falconer of Pazuzu has the <u>Stalking Rain of Filth</u> feat, she and her companion possess the same diseases, and the companion may infect any creature struck by its natural attacks.

Bond of Demons (Su): At 5th level, the falconer of Pazuzu's companion gains full <u>hit points</u> and is treated as through the falconer possessed the <u>Hunter's Bond</u> class feature. The falconer of Pazuzu may select the <u>Boon Companion</u> feat, as normal, to enhance this bond.

When a falconer of Pazuzu uses her <u>smite good</u> class feature, her avian companion gains a bonus on attack and to damage rolls equal to one-half the falconer of Pazuzu's class level against that target. The companion additionally gains the ability to deliver touch spells — including spell-like abilities from <u>Sorcerous Damnation</u>, if any, as well as <u>touch of corruption</u> and <u>cruelty</u> — as if the companion were a <u>familiar</u>.

This ability replaces <u>fiendish boon</u>.

Swoop for the Kill (Ex): At 11th level, the falconer of Pazuzu can direct his companion to strike an enemy from high above. His companion gains the following trick as a bonus trick. This ability replaces <u>aura of vengeance</u>.

Thunderbolt Charge (DC 20; bird only): The falconer's bird companion flies up and then swoops down into a <u>charge</u>. To perform this trick, the companion must be able to fly, and it must be outdoors or someplace with enough room in which to fly great distances (a grand cathedral may have enough room, but dungeons usually do not). It spends a <u>full-round action</u> flying to a high vantage point, and on the next round makes a <u>charge</u> attack upon an enemy the falconer designates. If that <u>charge</u> attack hits, the bird deals double base damage with its bite and gains a ×4 critical modifier when making the attack. If the bird hits, the target is additionally <u>staggered</u> for 1 round.

KOFAI OF BLASPFEMY (<u>Antipaladin</u> Archetype)

You are an archivist of atrocities, a scholar of sin, a chronicler of corruption. You have cut and sharpened yourself into a dedicated and eager researcher, delving endlessly into the blackest depths of mortal — and immortal — horror, depravity, obscenity ... and the sick power that blossoms from it.

Alignment: Chaotic Evil or Lawful Evil. A kohai of blasphemy dedicated to the cause of tyranny most likely uses the <u>Lord of Darkness</u> archetype.

Weapons and Armor: the kohai of blasphemy is proficient in all simple weapons, and gains proficiency with one martial weapon of her choice, which must be the same as her deity's favored weapon or otherwise appropriate to her culture and faith. She is proficient with all light and medium armors and with all shields (except tower shields).

Base Attack Bonus: the kohai of blasphemy increases her <u>base attack bonus</u> more slowly than her fellows, progressing at each level-increase as a <u>cleric</u>, <u>monk</u> or <u>rogue</u>, rather than like a standard <u>antipaladin</u>.

Dark Knowledge, Dark Power (Ex): At 1st level, the kohai of blasphemy gains <u>Skill Focus</u> in any one skill of her choice; in addition, that skill is forever considered a class skill for her. At 3rd level, she gain both the <u>Eldritch Heritage</u> and <u>Sorcerous Damnation</u> feats.

Abhorrent Touch (Su): the kohai of blasphemy gains <u>touch of corruption</u> at 1st level, rather than at 2nd; her level is always considered to be one higher for purposes of this ability. In addition, she adds her Charisma modifier to the damage dealt (or healed) by this ability.

Flexible Sanity (Ex): A kohai of blasphemy may choose, if she wishes, to use either her Intelligence or her Wisdom score in place of her Charisma for all antipaladin abilities. This choice is not set in stone, and may be changed at any time without requiring an action: if the kohai of blasphemy is the target of a *feeblemind* effect, for example, she automatically uses her Wisdom score to determine her <u>unholy resilience</u> and to calculate the DC of her <u>cruelty</u> until such time as the effect is removed.

Legacy of Scars (Ex): A kohai of blasphemy, in the course of her dreadful research, endures the most terrible of agonies upon body, mind and soul alike; these revelations leave scores of hideous and lasting wounds, invisible though they may be. At 2nd level, the kohai of blasphemy thus suffers a permanent penalty on saving throws — in some combination — equal to one-half her class level (rounded down), although she may choose where to apply these penalties as she sees fit, and may change them freely upon gaining a new level. Thus, a 7th level kohai of blasphemy might apply a —2 penalty to her Reflex save and



a —1 penalty to her Will save; upon reaching 8th level, she might instead decide to apply a —4 penalty to her Fortitude save.

Bonus Feats: the kohai of blasphemy gains an additional feat at 5th level and every two level after that: 7th, 9th, 11th, 13th, 15th, 17th and 19th. She may choose to take <u>Improved Eldritch</u><u>Heritage</u> at 11th level and <u>Greater Eldritch Heritage</u> at 17th level, but she is not required to do so.

Ancipaladin Reaces

Antipaladins as a class can be tailored in any number of directions based on the type of evil they wish to accentuate, and many of the feats that follow are designed to allow the antipaladin to blend more seamlessly with a wide variety of classes and concepts beyond the stereotypical "black knight." The following feats are all designated as **Cruel** feats. Designating these feats with a type allows the game to interact with them in specific ways and makes it easier to incorporate them into the design of subsequent classes and characters.

OPTIONAL RULE: Any antipaladin can exchange one of the cruelties normally gained every 3 levels for a cruel feat. She must meet the prerequisites for this feat.

ABYSSAL SHINOBI

You deal violent, gruesome death at the whispered behest of demonic masters with smooth and terrifying precision, moving from shadow to shadow like a stroke of oily-black lightning. In the quiet places haunted by your unseen presence, murder moves in the wind; vanishing once more, hushed terror coils in the wake of your merciless deeds.

Prerequisite: <u>Antipaladin</u> and <u>ninja</u> level 1st

Benefit: While in an area of dim or lower lighting, you may spend 1 *ki* point to activate your touch of corruption without expending a daily use of that ability. Alternatively, you may spend one daily use of touch of corruption in lieu of a point of *ki* while activating any <u>ninja trick</u>.

You add half your antipaladin level, rounded down, to your ninja level for purposes of determining sneak attack damage whenever you <u>smite</u> <u>good</u>.

ANSWER TO APOCALYPTIC DESIRES

In response to the spoken supplications of those mortal souls under your sway, you can burn, char and warp the very living fabric of the universe as you choose. Few powers are outside your smoldering jurisdiction, and you command truly terrible might when begged upon bended knee to act. The ripe realms of humanity — and their doom are your gift, your birthright, your scorched and soiled plaything.

Prerequisite: <u>Bright-Burning Tempter</u> feat; <u>an-</u> <u>tipaladin</u> level 2nd, <u>wishcrafter</u> (<u>ifrit</u> sorcerer archetype) level 1st

Benefit: You may spend one daily use of your <u>touch of corruption</u> as a free action or as an immediate action, as you see fit, to activate any one of the following abilities for one round:

- gain the effects of *air walk* or *water walk*
- bypass all fire resistance of one target, or deal half fire damage with an attack to one creature with immunity to fire
- destroy any one unattended, non-magical object touched (up to 10 cubic feet of non-living matter) as per the spell *disintegrate*
- gain the *flaming burst* quality on all attacks
- use the effects of *king's castle*
- take the form of a fire elemental, as per elemental body I or elemental body II

A supplicant must specifically state that he or she wishes for you to use some measure of power in this way, although you are free to interpret the request in a manner pleasing to you. For example, if a supplicant were to say "I wish that we knew what was going on inside this building," you would be within your rights to attempt to scry on the interior using a spell, as normal.

However, you might instead use your *air walk* ability to get on top of the building and then enter through a window, or you might simply destroy the door. Or a wall. You may instead expend two daily uses of your touch of corruption to grant the benefits of this ability to a supplicant within 30 ft. until the end of your next turn; in this way, you could exchange the places of any two allies, grant an ally the *flaming burst* quality on all of her attacks or briefly give one ally the benefits of an*elemental body* spell.

DESIGNER'S NOTE: a wishcrafter who serves <u>As</u>modeus or Moloch typically dual-classes with the Lord of Darkness antipaladin archetype, while a more chaotic fireworshiper might serve <u>Flauros</u>, Socothbenoth, <u>Szuri-</u> el, or even a nameless Outer God. Some might even serve Ia"Affrat the Insatiable, given that creature's farranging influence and deific goals. This feat is available to humans and other non-ifrit by way of the <u>Inhuman</u> Inside feat; the Kohai of Blasphemy archetype is of especial use for a less-martial, casting-heavy antipaladin character.

BALEFUL GENERAL

You command the most unspeakable and hideous of armies, calling up true and terrible power — born of a deeper, more violent reality — at a whim to carve your will in blood.

Prerequisite: <u>Walking Demonlands</u> or <u>Wall of</u> <u>Living Hell</u> feat

Benefit: Your <u>eidolon</u> and all creatures you call forth via your <u>summon monster spell-like class</u> ability gain a bonus to attack and to damage equal to half your own, rounded down, against any target of your <u>smite good</u>. These creatures also gain the ability to deliver touch spells — including spell-like abilities from your <u>Sorcerous Damnation</u>, if any, as well as your <u>touch of corruption</u> and your <u>cruelty</u> — as if they were your <u>familiar</u>. If you ever obtain a servant from <u>Fiendish Boon</u>, it gains all of the bonuses and special abilities of this feat appropriate to your eidolon and your summoned allies.

In addition, when casting a summoner spell, you may expend a number of daily uses of touch of corruption, up to your summoner level, as a free action. You may apply any one <u>metamagic</u> <u>feat</u> you know to the spell as it is cast; the level increase upon the spell is reduced by 1 for every 2 touches of corruption you expend in this way. You must reduce the spell's final level increase to +0 when it is cast.

BLOODY SHADE OF THE UMBRAL WOOD

You have, in the course of your zealotry to the Midnight Lord, several times given yourself over completely to the raw, alien and uncaring brutality of the dark forest, subsisting solely on snow and nettles, spider-webs and moths, and the slick innards of pale, red-eyed rabbits and foxes alike. The long, twisting wounds you have given yourself during your ecstatic twilight pilgrimages seep with a reddish-grey rot that permeates all you touch; a naked and howling survivor of the wild, fierce joy pumps in your veins when you hunt.

Prerequisites: Neutral evil, <u>Shade of the Um-</u> <u>bral Wood</u> feat.

Benefit: All objects you hold gain the <u>broken</u> condition when you use or equip them but regain their actual condition after a number of rounds equal to your druid level if employed by anyone else. If an item you hold is restored to unbroken condition, it becomes broken again the following round. <u>Disable Device</u> becomes a class skill for you and you can make Disable Device checks to destroy nonmagical traps as a move action without the need to use tools or take any action beyond simply touching it.

Whenever you attempt to damage an object, including via spell, reduce its <u>hardness</u> by an amount equal to your druid level before determining the damage you deal with that attack. You may spend a round to touch any object within reach and apply the broken condition to it before attempting to break it.

At 5th level, any attacks you make against <u>con-</u> <u>structs</u> automatically bypass any <u>damage reduc-</u> <u>tion</u> or hardness they may possess except epic.

At 10th level, whenever you are dealt damage by an attack with a manufactured weapon, you can require the weapon's wielder to make a Reflex save (DC 10 + 1/2 your druid level + your Wisdom modifier) to avoid having the weapon collapse into rust, dust and shards of rotten wood immediately after striking you (magical weapons receive an additional saving throw against this effect).

In addition, you gain the ability to rage for a number of rounds per day equal to a barbarian of half your druid level.

BOUND TO BLACKEST WITCHCRAFT

You are sworn to the eternal, devout protection of a single witch-blooded ward, one for whom you would gladly kill, die, or wordlessly commit the most terrible of atrocities with coldest precision. By your grim hand, resolute heart and ceaseless vigilance, this earthly embodiment of your patron's otherworldly power shall overcome all those who would foolishly stand in the way of greatness.

Prerequisites: <u>Antipaladin</u> (or <u>lord of dark-</u> <u>ness</u>, Lawful Evil <u>antipaladin</u> archetype) level 2nd, <u>witchguard</u> (<u>ranger</u> archetype) level 1st

Benefit: Choose one living spellcaster as your ward. You may heal your ward with your <u>touch of</u> <u>corruption</u>, as if your ward were undead. You may spend two daily uses of this ability to additionally remove the effects of disease, exhaustion, fatigue, paralysis, poison, sleep effects and stunning when your touch is used upon your ward, as per a <u>paladin's mercy</u>. If your ward is a <u>dhampir</u>, removing these conditions is instead automatic, and costs only a single use of your touch of corruption. If your chosen spellcaster ever becomes undead, your ranger level and your antipaladin level stack for purposes of determining the damage healed by your touch.

In addition, your antipaladin levels stack with your ranger level for purposes of the Defend Charge witchguard class ability.

Special: If you are also a <u>yokai hunter</u>, add the following types to the list of creatures you may select as a Favored Yokai: <u>outsider</u> (good) and outsider (<u>chaotic</u>). If you have levels in <u>armiger</u>, you may only use <u>Safeguard</u> to protect your chosen

ward, although your ranger and antipaladin levels stack with your armiger levels for determining your uses of this ability per day.

DESIGNER'S NOTE: the <u>excellent</u> horror-&-tyranny-themed supplement <u>To Serve a Prince Undying</u> from Legendary Games includes many more options for stalwart and icy bodyguard characters; it presents spells, vows, class features and plenty of other material to help you build a flavorful and mechanically-robust protector, whether for use as a PC or NPC. All material from that PDF is also collected in the <u>Gothic Campaign</u> <u>Compendium</u>.

BRIGHT-BURNING TEMPTER

You have a rare gift for knowing the darkest desires which crawl, shriek, bubble and boil in the mortal heart; your incredible power comes — in part — from momentarily quenching the deepest and most forbidden of thirsts. With your formidable and potent presence at their side, heroes, rogues and villains alike might triumph over impossible odds ... only to lay the spoils of their victory at your feet, tears of gratitude choking back their quivering adulation of you.

Prerequisites: <u>Antipaladin</u> level 2nd, <u>wish-</u> <u>crafter</u> (<u>ifrit</u> sorcerer archetype</u>) level 1st

Benefit: Once you have used your Wishbound Arcana class ability to grant the wish of a creature, that creature is forever after considered a supplicant for purposes of this feat. You always apply your antipaladin levels to your sorcerer level for purposes of access to the Heart's Desire and Twisted Wish class features when addressing a supplicant.

You may choose to heal a living supplicant with your <u>touch of corruption</u> as if they were undead. You may spend two daily uses of that ability to additionally remove the effects of disease, exhaustion, fatigue, paralysis, poison, sleep effects and stunning when your touch is used upon a supplicant, as per a <u>paladin's mercy</u>, although use of this ability never removes the disease of addiction. A supplicant must verbally request your touch before being healed in this way; if you

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choose to harm your supplicant rather than to heal them, the supplicant receives no save against your <u>cruelty</u>.

In addition, you may warp your touch of corruption to augment your Wishbound Arcana in two ways; when granting a wish to a supplicant, you may expend a number of daily uses of touch of corruption, up to your sorcerer level, as a free action to evoke one or both of the following effects:

— you may apply any one <u>metamagic feat</u> you know to the spell as it is cast; the level increase upon the spell is reduced by 1 for every use of touch of corruption you expend in this way. You must reduce the spell's final level increase to +0 when it is cast.

— a living creature benefited by your spell can become <u>addicted</u> to the power, as per the disease of minor addiction; this costs one use of touch of corruption. For each additional daily use of touch of corruption your spend in this way, the intensity of the addiction increases by one level, from minor to moderate to severe. The DC to resist or overcome this addiction is equal to 10 + 1/2 your character level + your Charisma modifier.

CLARITY OF MAD PURPOSE

Truly, it takes the very strongest of minds, and the boldest of visions, to gaze so firmly into Abyss; it takes far more, beyond, to then endure the crushing weight of Its awful, black and infinitely-mysterious gaze back upon you. But then, you have always had a much stronger mind than most: bolder visions, greater insight, and a vastly more supple sanity. Your revelations have redefined fear, reality and the nature of both flesh the soul itself; how can they still scoff? Yes, truly, you are as a god now ... especially compared to those weak and deluded fools who once so doubted you. Perhaps now, you will show them. Show them all.

Prerequisite: <u>Antipaladin</u> and <u>alchemist</u> level 1st

Benefit: You may always choose to deal typeless damage, identical to the effect of a <u>touch of</u> <u>corruption</u>, instead of fire damage when using a <u>bomb</u>. As a move action, you may apply one daily use of your touch of corruption into a bomb as it is being prepared. Only a creature directly hit by the bomb suffers the additional damage of your touch, although those in the splash area who fail their Reflex save must make an additional Fortitude save or be affected by your chosen <u>cruelty</u> (if any).

In addition, you may select any one <u>discovery</u> in place of any of the following antipaladin class abilities: <u>channel negative energy</u> (4th level), <u>fiendish boon</u> (5th level), <u>aura of despair</u> (8th level), <u>aura of vengeance</u> (11th level), <u>aura of sin</u> (14th level), <u>aura of depravity</u> (17th level). This special discovery replaces the appropriate antipaladin class ability. Your antipaladin level stacks with your alchemist levels for purposes of prerequisites for these special discoveries.

Special: An antipaladin who takes a level of grenadier may select this feat in lieu of the Martial Weapon Proficiency class ability at 1st level.

DESIGNER'S NOTE: Although this feat seems very powerful, and provides multiple benefits, alchemist and paladin class levels do not traditionally complement one another well. Dual-classing between the two leaves a character without a viable dump-stat other than Wisdom, which — while flavorful! — can be difficult to roleplay well. Additionally, these classes have very different areas of focus in combat; an NPC antipaladin/alchemist villain without this feat trying to "do it all" in a fight will find that they are neither a particularly impressive melee combatant nor support caster.

CONDUIT OF THE BLACK BLADE

Though your lethal powers are incredible to behold, you know in your darkest and most secret heart that you are nothing more than a tool, a pawn, a fleshy and fragile vessel for the will of forces both insane and ancient. You are merely wielded, a weapon in the palm of something born — or, rather, forged — of the Abyss to strike the world dead.

Prerequisite: <u>Antipaladin</u> level 2nd (with <u>fiendish boon</u> class ability); <u>bladebound magus</u> level 1st

Benefit: Your antipaladin level is added to your magus level for purposes of determining your <u>black blade's progression</u>, including enhancement bonus, Intelligence, Wisdom, Charisma, Ego and special abilities.

You may spend one point from your black blade's arcane pool to deliver a <u>touch of corrup-</u> <u>tion</u> through a melee weapon attack using your black blade, as per a <u>spellstrike</u>. This requires the expenditure of a daily use of touch of corruption, as normal. Your bladebound magus level is added to your antipaladin level for determining damage dealt by your touch of corruption when used in this way. In addition, you may deliver any spell which has a range of "touch" from your <u>antipaladin spell list</u> via your spellstrike with your black blade, as if it were from your magus spell list.

Special: Although eventual access to the class feature is a prerequisite for this feat, you permanently give up your fiendish boon upon reaching 5th level as an antipaladin, much as you would for an archetype; your deadly might is fueled, in part, by eternally sacrificing that unholy power into the hungry and unseen maw of your black blade.



CRUEL KISS OF THUNDER

You are the violent tempest, the crackling whirlwind, the blistering scream of the storm.

Prerequisite: <u>Antipaladin</u> level 1st; <u>druid</u> or <u>cityskin warlock</u> with the <u>Air</u> or <u>Weather</u> domain; <u>Soul of Bloody Streets</u> or <u>Tidalwave of Rot</u> feat

Benefit: You gain the rare cantrips of <u>breeze</u> and <u>jolt</u> as at-will spell-like abilities. Your character level is the <u>caster level</u> for these abilities; you may use Intelligence, Wisdom or Charisma (your choice) to determine your <u>concentration</u> check bonus. You may include both your antipaladin levels and your druid levels when determining your caster level whenever you cast any divine spell with the [air] or [electricity] descriptor; if you do so, the spell also gains the [evil] descriptor.

When using your <u>touch of corruption</u>, you may choose for half of the damage to be dealt as electricity damage, similar to the effect of a <u>flame</u> <u>strike spell</u>. If you do, a creature that fails a saving throw against your <u>cruelty</u> is also blinded or deafened — your choice, as per the <u>spell blindness/</u> <u>deafness</u> — for 1 round. At 11th level, the duration increases to 1d4 rounds.

All spells from the <u>Djinni</u>, <u>Elemental (Air)</u> and <u>Stormborn</u> bloodlines are considered bloodline spells for purposes of <u>Sorcerous Damnation</u>. You are also considered to have the <u>Wind mystery</u> and the Revelation class feature, and to be an oracle of your class level, for purposes of the <u>Extra revela-</u> <u>tion</u> feat.

Special: If you are a cityskin warlock with this feat, you may choose the <u>Empty Skies Over</u> <u>Bustling Streets</u> feat in place of any of the following antipaladin class abilities: <u>channel negative</u> <u>energy</u> (4th level), <u>fiendish boon</u> (5th level), <u>aura</u> <u>of despair</u> (8th level), <u>aura of vengeance/domination</u> (11th level), <u>aura of sin</u> (14th level), <u>aura of</u> <u>depravity</u> (17th level).

FACE OF TRUE FEAR

Your countenance has been warped and scarred beyond recognition, and the windows of your rotten soul stare from a wrack of self-inflicted ruin most foul; as you desire, you can place true terror into an assailant's heart simply by meeting their gaze at the moment of their attack.

Prerequisite: aura of cowardice class feature **Benefit:** When an opponent targets you with a melee or ranged attack within 30 ft., you can spend an <u>immediate action</u> to make an Intimidate check. You can use the result as your AC or as your touch AC — as you desire — against that attack.

If your final check result is lower than your normal AC, you may default to your normal AC and ignore the roll. You must be aware of the attack in question to use this ability, and may not be flatfooted to that attacker; this is a mind-affecting fear affect and your attacker must be able to see you clearly. Because this is an immediate action, you may only use this ability to defend against a single attack each round.

If you have the <u>Mountain of Iron Terror</u> feat, you add one-half your antipaladin level, rounded down, to this Intimidate check when using the Terrifying Visage class ability, as <u>normal</u>.

FELL PACK

You run with the deadliest of predators, swift and silent and loyal to the death.

Prerequisite: Antipaladin and <u>huntmaster</u> (cavalier archetype) level 1st

Benefit: All of your animal companions have an <u>aura of evil</u>, identical to your own; they additionally gain the <u>evil</u> and <u>extraplanar subtypes</u>. These creatures always gain a bonus to attack and to damage equal to half your own, rounded down, against any target of your <u>smite good</u>.

You may choose to heal any of your living animal companions with your <u>touch of corruption</u> as if they were undead. You may spend two daily uses of that ability to additionally remove the effects of disease, exhaustion, fatigue, paralysis, poison, sleep effects and stunning when your touch is used upon your animal companion, as per a <u>paladin's mercy</u>. All of your animal companions gain the ability to deliver touch spells — including spell-like abilities from your <u>Sorcerous Dam-</u> <u>nation</u>, if any, as well as your touch of corruption and your <u>cruelty</u> — as if they were your <u>familiar</u>.

If you ever obtain a servant from <u>fiendish boon</u>, it gains all the bonuses and special abilities appropriate to your animal companions or members of your hunting pack.

DESIGNER'S NOTE: This feat is of especial use with <u>lord of darkness</u> archetype and the <u>order of the</u> <u>dragon</u>.

FIENDISH ARMORY

You have not sold your soul cheaply. Indeed, you can call upon a far greater variety of dark treasures and enhancements than the majority of your vile brethren.

Prerequisite: <u>Fiendish boon</u> class feature, 9th level

Benefit: Choose any one wondrous item that is not consumable and that is worth no more than 8,000 gold pieces, such as <u>boots of escape</u> or <u>deliquescent gloves</u>. You may freely summon this item to your side as a standard action instead of adding a bonus to your weapon; this is considered to be worn or wielded when it is called, and remains in your possession for one minute per character level or until dismissed. You may enhance your weapon and also call upon this boon simultaneously by expending two daily uses of your fiendish boon ability.

At 13th level, you add another item to your arsenal, which may be an object worth no more than 18,000 gold. At 17th level, you add a final object worth no more than 32,000 gold.

FURY OF A DEMON

The insane, tempestuous passion which flows through you, clouding your mind and warping your mighty limbs, is drawn in part from dark sacrifices performed before ancient and profane altars. Your power comes not only from the seething wrath that churns in your own heart, but also from the unceasing screams of an alien and incoherent void outside of space and time. When madness takes you, demons dance beneath your flesh. **Prerequisite:** <u>Antipaladin</u> level 2nd; <u>wild rager</u> barbarian with the <u>lesser fiend totem rage power</u>

Benefit: While raging, you may expend one additional round of rage to use a <u>touch of cor-</u> <u>ruption</u> as part of a full attack action or at the end of a charge, rather than as a standard action. When making such an attack, you may choose to strike your opponent with a fist, kick or headbutt, rather than simply touch them; if you do so, you strike your opponent's regular AC rather than their touch AC, and your full Strength bonus is applied to the damage. In either instance, you add half your barbarian level, rounded down, to your antipaladin level when determining the base damage from a touch of corruption delivered in this way. Executing this action costs a daily use of your touch of corruption ability, as normal.

GLACIER OF HATE

You burn with slow, chill wrath; you strike with the power of a screaming ice-storm. You breathe with the strength of cold murder in the night; your voice is frozen agony in pitiless winter. Your blood flows with that shattered numbness known only to the doomed and dying as their extremities crackle and fall off one by one — blackened & shriveled.

Prerequisite: Antipaladin level 1st

Benefit: You gain <u>ray of frost</u> as an at-will spelllike ability. Your antipaladin level is the <u>caster</u> <u>level</u> for this and all other spell-like abilities granted by this feat (see below); you use Charisma to determine your <u>concentration</u> check bonus. The <u>saving throw</u> against these special spell-like abilities, if any, is equal to 10 + 1/2 your character level + Charisma bonus.

When using your <u>touch of corruption</u>, you may choose for half of the damage to be dealt as cold damage, similar to that of a <u>flame strike effect</u>. If you do, a creature that fails a saving throw against your <u>cruelty</u> is also slowed (as the <u>slow</u> spell) for 1 round. At 11th level, the duration increases to 1d4 rounds.

You also gain access to the following spell-like abilities, similar to those gained from the <u>Sorcer-</u> <u>ous Damnation</u> feat, which are activated by the

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expenditure of daily uses of touch of corruption: <u>biting wind</u>, <u>endure elements</u>, <u>frigid touch</u>, <u>frostfield</u> — 1 touch

At 6th level, you additionally gain access to the following effects: <u>algid aura</u>, <u>draconic reservoir</u> (may absorb fire, but that energy is released as cold), <u>ice spears</u>, <u>wall of ice</u> — 2 touches

At 12th level, you additionally gain access to the following effects: <u>cone of cold</u>, <u>icy prison</u>, <u>mythic</u> <u>endure elements</u> (self only) — 3 touches

When you take this feat, remove all spells with the [fire] descriptor from all of your spell lists. You cannot cast any spells or use any spell-like ability with the fire descriptor, nor <u>activate</u> them off <u>scrolls</u>, <u>wands</u>, or any other magic devices.

You may never again light a fire, including a torch or candle, nor use a sun rod, alchemist's fire or firearm of any kind. You may not consume cooked meat, nor anything that has been baked or fried, nor drink any liquid that has been warmed by a hearth.

In addition, you gain <u>vulnerability</u> to fire.

You are considered to meet all prerequisites for the <u>Winter Shade of the Umbral Wood</u> feat; your antipaladin level is used in place of a druid level for purposes of that feat, should you select it.

GOD OF SUFFERING'S CHOSEN

You are the mighty, shadowed hand of the Dark Prince, Great The Dark Prince of Pain Himself, a skillful stalker, merciless killer and grim torturer unrivaled at hunting in both the echoing wild & the creaking cities of this haunted world. Through your exquisite agony and unyielding service, you have been ordained by the <u>pale creatures of the Umbral Wood</u>, weird servants of the Midnight Lord's hallowed pleasure-grounds ... and you have been gifted with a touch of their strange, chill abilities.

Prerequisite: <u>Inquisitor</u> level 3rd, <u>Welcome</u> <u>Pain</u> feat, patron deity <u>The Dark Prince of Pain</u>

Benefit: You have a particularly powerful aura of both Evil and Law, as per a cleric of your level (see <u>detect evil</u> for details). You gain <u>trackless</u> step, although it functions in all environments;

you also gain use of <u>wild shape</u> as a <u>druid</u> of your inquisitor level -6.

In addition, you are considered a Neutral Evil druid for purposes of the following feats; you must meet the other prerequisites of these feats, as normal: <u>Ghost of Rooftop & Alleyway</u>, <u>Shade</u> of the Umbral Wood, <u>Shapeless & Primal Terror</u>, <u>Bloody Shade</u>, <u>Frozen Shade</u>, <u>Silent Shade</u>, <u>Iron</u> <u>Shade</u>, <u>Shifting Shade</u>, <u>Unhallowed Shade</u>, <u>Subtle</u> <u>Shade</u>, <u>Thorn-Wreathed Shade</u>, <u>Winter Shade</u>. You may always select one of these feats in place of a <u>teamwork feat</u>, if you choose, subject to the same rules as that inquisitor ability. If any spell would normally be added to your druid spell list because of one of these special feats, it is instead added to the list of your inquisitor spells known at the same level.

Special: You may take this feat up to three times. For each instance you have taken this feat, you are considered to be two levels higher for purposes of the wild shape ability granted by this feat.

HELLISH PANZER [COMBAT]

Longbow in hand, shrouded by thick steel, a dark faith bolsters your defenses even as you drive forward, ever flinging death. The whirl of bolts scream a song of glory as you smash into — and through — the front lines of combat; before your onslaught, the foolish fall, either struck through with a storm of arrows or burned down by the gruesome power you serve.

Prerequisites: <u>Antipaladin</u> or <u>lord of darkness</u>, level 2nd

Benefit: You may spend one daily use of your touch of corruption ability as a free action before making a ranged attack. Until the beginning of your next turn, you gain a shield bonus to your AC equal to half your antipaladin level, rounded down; this bonus may not be greater than your total <u>armor bonus</u> to AC. If you are a <u>hellknight</u> wearing hellknight plate, you also include all levels of that prestige class when using this ability.

Any creature who successfully strikes you with an attack of opportunity while you are using

this ability takes 1 point of damage per point of AC added in this way. This damage is treated as if it were from your touch of corruption: those who strike you also suffer the effects of a chosen <u>cruelty</u>.

HEX-BINDING STRIKE

You have trained diligently — your heart beating in time to the occult might of your bonded master — to complement your ward's vast spell-casting acumen. Your brutal blows serve to weaken the resistance of those fools who would dare face the incredible, otherworldly power which you serve.

Prerequisite: <u>Bound to Blackest Witchcraft</u> feat

Benefit: As a swift action, immediately after striking an opponent, you may apply a -1 penalty to the target's saving throws against all spells, spell-like abilities and supernatural abilities used by your ward for 1 round. This penalty increases by 1 for every four levels you possess, to a maximum of a -5 penalty at 20th level.

You may use this ability a number of times per day equal to your Charisma modifier. If your target has injured your ward in the last minute, you may choose to accept a -2 to your armor class until the beginning of your next turn to instead use this ability for free.

HIDEOUS IMMORTALITY

Older than aeons and stronger than stars, you cannot be slain by even the most dire and world-rending of apocalypses ... for you have endured countless such inconveniences.

Prerequisite: Must be taken at 1st level. Alternatively, this feat may be selected as a <u>mythic feat</u> upon reaching 9th <u>mythic tier</u>.

Benefit: You do not age, and can never truly die. If killed by any means, you remain <u>dead</u> for 1d100 years before returning bodily to the place of your death — or to another site of intense emotional significance, or adjacent to an object once dear to you — fully healed and utterly reconstructed.



No known means can prevent your return; even if reduced to less than strewn ash and your pieces scattered beyond the void, your body and your consciousness eventually reassemble. If you were subject to a <u>disintegrate</u> effect, slain by a <u>coup de</u> <u>grace</u> performed with an artifact, flung into an active volcano on a distant planetoid, pulled into a <u>soul gem</u> or otherwise destroyed in a fashion that would entirely prevent even such spells such as <u>true resurrection</u> or <u>wish</u> from working, you instead permanently lose all class levels and Mythic tiers, reduced to 1st level once again upon your return.

This traumatic experience is also associated with a great deal of memory loss, inducing badlyjumbled visions of your aeons-long past. A 1stlevel character with this feat is assumed to be recuperating from exactly this type of experience.

Special: This feat may be taken multiple times. Each time it is selected, the length of time that you remain dead after being killed is reduced by one decade, to a minimum of one year. In addition, you gain immunity to one of the following effects: disease (as per the <u>plague bringer</u> class feature), poison (as per a <u>devil</u>), extreme temperatures (as per <u>endure elements</u>), suffocation (you function without penalty underwater as well as in vacuum, though you must still be able to breathe to speak or cast spells with verbal components) or starvation and thirst.

HORRIFYING VISAGE

The damage you have done to yourself in the name of dark power is enough to chill the blood of any sane and sentient creature. In fact, you can even drive the sight from the eyes of those who look upon you.

Prerequisite: Face of True Fear feat

Benefit: Your aura of cowardice increases to a 20 ft. radius.

By expending one daily use of your touch of corruption as a standard action, you may attempt to permanently blind one sentient creature within 30 ft. as per the blinding beauty supernatural ability of a <u>nymph</u>. A successful Fortitude save (DC: 10 + 1/2 your antipaladin level + your Charisma modifier) negates this effect. This is a mind-affecting fear affect and your attacker must be able to see you clearly.

Once used, this ability remains in effect until the beginning of your next turn and functions as a <u>gaze</u> attack with a radius of 30 ft.

HUNTER FROM THE FLAMES

None escape your burning gaze, nor your agonizing grasp. At the crackling behest of your fiery master, you seek out and burn down all those who are named by the inferno.

Prerequisite: Antipaladin level 2nd, <u>immolator</u> (<u>ifrit inquisitor</u> archetype) **Benefit:** You may spend one daily use of your touch of corruption to activate your domain power from the <u>Fire domain</u> — or your power from the <u>Arson</u>, <u>Ash</u> or <u>Smoke</u> subdomains, as appropriate. In addition, add the first four spells of your chosen Domain or Subdomain to your <u>antipaladin spell list</u> at the appropriate levels.

When using your touch of corruption, you may choose for half the damage to be dealt as fire damage, as per a *flame strike effect*. If you do, your inquisitor levels are added to your antipaladin level for purposes of determining damage; half your inquisitor level and your Wisdom modifier are also applied to the DC of your <u>cruelty</u>.

INHUMAN INSIDE

The skin you were long-ago born into has always been false; within, you're something much more — and much less — than a normal, living person. There is an idea of you, certainly; some kind of abstraction. Though you can hide your cold gaze, there is a rough and alien beast burning under your smooth and seemingly-mundane flesh ... and its blood-lust cannot be assuaged long. It's growing stronger every night.

Prerequisite: <u>Humanoid</u> or <u>outsider</u> with the <u>native subtype</u>; any evil alignment

Benefit: You add your Intelligence modifier to all <u>Bluff</u> and <u>Diplomacy</u> checks, in addition to your Charisma modifier. Opponents never gain any bonuses against you due to <u>favored enemy</u> or any similar abilities, due to your atypical and aberrant psychology. For purposes of magical effects such as <u>bane weapons</u> or the <u>charm person</u> spell, you are still treated as a creature of your type.

You also add <u>misdirection</u> to all of your spell-lists as a 1st level spell.

In addition, you may freely take racial <u>traits</u>, <u>feats</u> and archetype levels that are exclusive to a race — such as <u>scarred witch doctor</u>, <u>wishcrafter</u> or <u>gulch gunner</u> — no matter your species, so long as the selected advancement does not specifically call for use of a racial ability you do not possess. Thus, a human or <u>aasimar</u> could freely select either the <u>Adaptable Flatterer</u> or the <u>Blood</u>

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<u>Drinker</u> feat, but could not choose <u>Drow Nobility</u> or <u>Fiendish Heritage</u>.

If you have the <u>Additional Traits</u> feat, you may select a second racial trait, although it may not be one from your original race; thus, a <u>tiefling</u> with the <u>blessing of darkness</u> racial trait could not select <u>dark magic affinity</u>, but could freely choose <u>smoke resistant</u>, <u>traumatic shift</u>, or any other non-tiefling racial trait.

LORD OVER UNDEATH

You have tremendous command over the unliving, including the devoted service of a single mindless, eternal champion.

Prerequisite: channel negative energy class feature, fiendish boon class feature

Benefit: Choose any one creature from the summon monster III or summon nature's ally list and either the skeletal template or the zombie template; you may summon that creature -- and apply the appropriate template -- in lieu of summoning a fiendish animal or a creature with the chaotic or evil subtype whenever you use your fiendish boon class ability. Upon reaching 7th level, and every two levels thereafter, the "level" of the undead creature you may call forth increases by one, to a maximum of *summon monster* IX at 17th level. At 11th level, you may apply the bloody skeleton or bleeding skeleton variant to your summoned skeletal creature, or apply the alchemical zombie or relentless zombie variant to your your zombie creature, in lieu of applying the advanced template. Each time you gain a new level, you may select a new undead creature in place of your old choice. You suffer no penalty for the destruction of an undead creature summoned in this way.

Designer's Note: This feat is of great use with the Menagerie of Vileness feat.

MALIGN PUPPETEER

Consorting with the most vile & gruesome of spirits is but a child's game to you; at your merest whisper & the twitch of a finger, corpses dance and the quick fall deathly ill. When you finally stride forward to confront those befuddled fools who would oppose you, fiendish magics augment your hidden lethality.

Prerequisites: <u>Antipaladin</u> or <u>lord of darkness</u> level 2nd, <u>gravewalker</u> (<u>witch</u> archetype) level 1st

Benefit: Add your first four <u>patron spells</u> to your <u>antipaladin spell list</u> at the appropriate levels. Thus, if you possessed a patron of deception, you would add <u>ventriloquism</u> as a 1st level antipaladin spell, <u>blink</u> as a 3rd level antipaladin spell and <u>confusion</u> as a 4th level antipaladin spell. If you also possess <u>Sorcerous Damnation</u>, all of your patron spells are considered to be bloodline spells for purposes of that feat.

Your antipaladin levels are added to your witch level when determining the radius of your aura of desecration, as well as your caster level for purposes of the bonethrall class ability. Once you gain your 3rd level of witch, you may apply a <u>touch of corruption</u> (including your <u>cruelty</u>, if any) — or any antipaladin spell with a range of touch — through your spell poppet as a fullround action, just as if it were a witch spell.

MANTLED IN DARKEST GLORY

Your voice and your actions echo, pulsing with waves of splendid and unholy might, through this world's hollow, feeble illusions ... and beyond, into eternities yet to come. Where you march proud and thundering armies, only shattered stone and strewn ash shall remain, all for the exultation of a name you shake to even whisper. At your shouted command — empowered from on high by the blackest, most magnificent divinity — cities fall, armies burn, and nations kneel: the throats of thousands begging to be slit as one, backs already bent for the lash.

Prerequisites: <u>Antipaladin</u> and <u>singer of praise</u> (<u>bard</u> archetype) level 1st

Benefit: All creatures who benefit from your choir of the faithful class ability gain a bonus to attack and to damage equal to half your own, rounded down, against any target of your <u>smite</u> <u>good</u>. Your antipaladin levels and your singer of praise levels also stack for purposes of all <u>channel</u> <u>negative energy</u> class features, including righteous hymn.



Once you reach 10th level as a singer of praise and gain the soul's crescendo class feature, you are automatically considered to have the <u>Eldritch</u> <u>Heritage</u> feat in your chosen bloodline for purposes of the <u>Sorcerous Damnation</u> feat.

In addition, all <u>antipaladin spells</u> are added to your <u>bard spell list</u>, and vice versa, at one spell level higher than normal. Thus, you might learn <u>sentry skull</u> as a 2nd level bard spell; likewise, you might choose to prepare <u>bladed dash</u>, <u>haunting</u> <u>mists</u> or <u>steal voice</u> as a 3rd-level antipaladin spell during your daily hour of meditation.

MARAUDER OF TOMORROWS

You are a wild and arrogant beast of misspent youth and foolhardy risks, embodying the worst excesses of past, present and darkest future. You sprint blindly into the shuddering unknown with reckless abandon, fueled with the energy of stolen hopes & vile pacts, forever winding and unwinding fundamental properties of reality like a cheap plaything.

Prerequisite: <u>Antipaladin</u> level 3rd; <u>time thief</u> level 1st

Benefit: Whenever you successfully inflict a <u>cruelty</u>, you gain one <u>mote of time</u>, stolen from your target's lifeline; you become one day younger for each mote you reap in this way, although you cannot become younger than the base starting age for your race.

Add half your antipaladin level, rounded down, to your time thief level when determining damage dice for the Entropy <u>Aveum</u>.

MENAGERIE OF VILENESS

Your dark gifts call forth a tide of savage, hideous pets to do your bidding, in far greater numbers than the weak, meager monsters which serve your peers. What do you care that so many of the beasts are slaughtered in carrying our your whims? Pain is momentary.

Prerequisite: <u>Antipaladin</u> level 5th, <u>fiendish</u> <u>boon</u>

Benefit: You are always considered to be two levels higher for purposes of determining your

<u>summon monster</u> effect when calling forth a fiendish servant.

In addition, you may attempt to summon multiple lower level creatures rather than a single servant, if you choose, although you must still select the specific type of creature you intend to call — and in what quantity — upon gaining a new level. Each time you use this ability, you roll anew to determine how many creatures answer your call. You may spend a single daily use of your <u>touch of corruption</u> while performing your summoning to increase the number of creatures called by +50%, rounded down.

You suffer no lasting penalty from the death or banishment of any summoned creature; instead, you take 1 point of damage for every hit dice of the summoned monster.

Designer's Note: this feat is of especial use with the <u>kohai of blasphemy</u> archetype.

MISFORTUNE'S HARBINGER

Though you were doubtless chosen by nameless and terrible forces, selected and tainted since before your birth to be the wielder, herald & foci of something hideous and inhuman ... they chose well. You have been warped into a dark reflection of humanity, and you scar the world in return, bearing with you power that many would sell their souls to possess; where you walk, the Abyss itself echoes.

Prerequisite: <u>Antipaladin</u> level 3rd, <u>oracle</u> level 1st

Benefit: You add the first four bonus spells of your <u>mystery</u> to your <u>antipaladin spell list</u> at the appropriate level; thus, a character with the <u>Dark</u> <u>Tapestry</u> mystery would add <u>entropic shield</u> as a 1st level antipaladin spell, <u>dust of twilight</u> as a 2nd level antipaladin spell, <u>tongues</u> as a 3rd level antipaladin spell and <u>black tentacles</u> as a 4th level antipaladin spell.

You add half your antipaladin level, rounded down, to your oracle caster level whenever you cast an <u>inflict</u> spell or a spell from your mystery.

Whenever you successfully apply a <u>cruelty</u>, the target is also the target of an <u>oracle's burden effect</u> as if cast by you (without spending a spell slot), for which the target receives an additional save as normal.

MONSTER BEHIND A GRINNING MASK

Some killers are more subtle than others. While the dread <u>Mountain of Iron Terror</u> or the brutal <u>Roar of</u> <u>Devourer</u> may carve horror from the land in great and bloody swaths, your are — in truth — the more awful beast: the smiling fiend next door. Hiding in plain sight, you stride the sunlit streets with a practiced nonchalance, a pleasant whistle on your smirking lips and an unassuming, cheerful wave for all those you hunt in your master's name.

Prerequisite: <u>Antipaladin</u> level 2nd, <u>mounte-</u> <u>bank</u> (<u>rogue</u> archetype) level 1st

Benefit: Add your antipaladin level to your rogue level for purposes of determining your access to — and mountebank class level for use of — Beguiling Stare and all dark gift abilities. Thus, if you are a 2nd level antipaladin with one level of mountebank, you are considered to be a 3rd level mountebank for purposes of Beguiling Stare; you would be a 4th level mountebank as soon as you gain your 2nd rogue level. In such an instance, you could choose to take the dark gift of Disguise the Soul's Aspect (for example) as your 2nd level <u>rogue talent</u>; if you instead chose to select the dark gift of Mass Beguile, that ability would function on creatures of 4 HD or lower.

You may freely spend daily uses of <u>touch of</u> <u>corruption</u> in place of daily uses of your dark gift, and vice versa.

Like a <u>Subtle Shade of the Umbral Wood</u>, any physical, bodily marks from your worship — such as scars, wounds, brands, piercings and tattoos fade from your flesh; you may pass as a normal, unmarked and unremarkable living member of your species in polite company, even when viewed with <u>true seeing</u>; only a properly-worded wish or miracle spell can unveil your disguise. You may dismiss, refresh or resume this effect as a free action. Your prayers are likewise innocuous; a Knowledge: Religion check (DC: 20 + your Charisma modifier + your character level) by an direct observer of your daily meditation is required to determine that you are not a benign devotee of some exotic but ultimately harmless faith.

DESIGNER'S NOTE: This feat is of especial use with the Lawful Evil <u>lord of darkness</u> antipaladin archetype and the <u>chameleon</u> rogue archetype.

MOST AGONIZING OF CORRUPTION

Your touch burns with an intensity of vileness that is truly unrivaled.

Benefit: You use d8s to roll your <u>touch of cor-</u> <u>ruption</u> damage, rather than d6s; this alters only damage dealt by an attack, not damage healed to undead. The DC of your <u>cruelty</u>, if any, also increases by +2.

In addition, you may expend a second daily use of your touch of corruption whenever you make an attack with this ability; this causes the wound you create to blister and smoke. An opponent so struck suffers an additional 1d8 points of damage at the beginning of your next turn, and all creatures beyond 5 ft. have 20% concealment to (and from) your target until the beginning of your next turn.

MOUNTAIN OF IRON TERROR

Deadly, horrifying and inexorable as the grave, you are a tower of steel, ruin, black magic and hatred steadily carving a crimson path through those foolish enough not to flee at the echoing shadow of your approach.

Prerequisite: Antipaladin level 2nd, <u>scarred</u> <u>rager</u> (<u>barbarian</u> archetype) level 1st

Benefit: Add half your antipaladin level, rounded down, to all Intimidate checks performed when using the terrifying visage class ability, including use of the <u>intimidating glare</u> rage power, if you gain it. Your antipaladin levels also stack with your barbarian levels for purposes of unique scarred rager abilities, including tolerance, scarification and improved tolerance.

While raging, you may freely choose to apply the <u>shaken cruelty</u> in addition to any other single cruelty you possess whenever you deliver a <u>touch</u> <u>of corruption</u>; once you reach 10th level, you may instead apply the <u>frightened</u> cruelty in this way. Your barbarian levels stack with your antipaladin levels (along with your terrifying visage) for purposes of determining the DC of saves from these two cruelties.

If you possess the <u>Sorcerous Damnation</u> feat, you may use any spell-like ability gained from that feat while in a rage.

NEFARIOUS MASTERMIND

You are the consulting criminal, the shadowy spark of wicked genius; you are the designer of deepest iniquities, the sharp and stone-cold brilliance behind the most unseen blade. For you, perhaps, there has never been either right or wrong, neither virtue nor sin: there is only the thrill of the game. Within this glorious game exist such wonders as the chase, the reveal, the turn and the prestige, in all their infinitely clever permutations ... and always the great ladder, ever reaching upward from the smoke.

Prerequisite: <u>Antipaladin</u> level 2nd, <u>Ferocious</u> <u>Deductive Intellect</u> feat

Benefit: You may freely spend any number of Deduction Points, at any time as an immediate action, to gain one additional daily use of your <u>touch of corruption</u> ability for each two Points that you spend in this way. Alternatively, you may freely spend any number of daily uses of your touch of corruption class ability; you immediately place two Deduction Points into your pool for each use you spend.

The *contingency* spell is always considered to be a 4th-level spell of your bloodline for purposes of the <u>Sorcerous Damnation</u> feat. When using that ability, you do not need to be the original caster of the contingent spell; you may designate the effect to be any spell which affects your person (of a spell level no higher than one-third your caster level, rounded down, maximum 6th level) to which you have access via scrolls, wands, allies, minions or any other source. **DESIGNER'S NOTE:** This feat is of especial use with the Lawful Evil, control-focused <u>lord of darkness</u> archetype; it is intended to be used in combination with high Intelligence-, Wisdom- and Charisma-focused builds — such as those utilizing <u>Black Magic Gumshoe</u>, Clarity of Mad Purpose, <u>Conduit of the Black Blade</u>, <u>Malign Puppeteer</u>, <u>Monster Behind a Grinning Mask</u>, <u>Piercing Corruption</u>, <u>Scholar of Tainted Blood</u>, <u>Sculptor of Sensation</u>, <u>Student of True Pain</u> or <u>Unholy Shot</u>, for example — when creating complex, subtle, mysterious and dangerously-intelligent high-level foes.

PIERCING CORRUPTION

You know how to truly reach out a touch someone. Whether they want to be touched or not, of course, matters little.

Prerequisite: Lord of Darkness level 2nd, <u>zen</u> archer level 1st

Benefit: You may spend a standard action to infuse a single arrow you hold with your <u>touch of</u> <u>corruption</u>. If used against an opponent within your first range increment in the following round, this arrow deals damage to the creature struck as if they had suffered your touch of corruption including the application of your chosen <u>cruelty</u> — in addition to any normal damage or effect.

You may spend one *ki* point, while infusing the arrow, to add your monk level to your antipaladin level for purposes of determining damage from this use of touch of corruption. If you do so, your Wisdom modifier is also added to the DC to save against your cruelty.

RAVAGER OF A BLEEDING REALITY

Your savage devotion to the arts of inflicting madness, disorder and sorrow upon the weak is beyond that of even the most degraded and inhuman of beasts, for your gore-slick hands tear at the very foundations of time, space, dimension, cause, effect and even sanity itself with bloody, addle-minded, suicidal glee. In the disarrayed depths of your wildest abandon, you have absorbed — and tainted — the magics of an ancient and alien species, making an

obscene mockery even of their primeval and unknowable power.

Prerequisite: <u>Antipaladin</u>, Chaotic Evil alignment, worshiper of a chaotic god or adherent to a chaotic ideology.

Benefit: As a standard action, you may spend a daily use of <u>touch of corruption</u> to target an opponent within 60 ft. with a <u>warpwave</u> (Fort negates, DC = 10 + 1/2 your antipaladin level + your Charisma modifier); your caster level for this effect equals your antipaladin level.

If you choose, you may use this ability as a swift action, but you are likewise targeted by the warpwave and must save or be affected as well; you must choose whether to use this ability as a swift action before the random warpwave effect is known.

You may use this special warpwave ability an additional number of times per day equal to one half your antipaladin level, without spending daily uses of touch of corruption; each time you do so, you suffer a cumulative -2 penalty on all Wisdombased skill checks and all saves vs. mind-affecting effects until the next time you rest.

You may cast <u>detect law</u> at will, if you choose, in addition to <u>detect good</u>.

The following spells are added to your antipaladin <u>spell list</u>:

1st — *lesser confusion*

- 2nd <u>touch of idiocy</u>, <u>shatter</u>
- 3rd *blur*, *displacement*, *rage*
- 4th chaos hammer, confusion

Your devotion to mastering insane magics comes at a cost in both your training and the upkeep of your skills: much like a barbarian or cleric, you have do not have proficiency with heavy armor. You may take <u>Heavy Armor Proficiency</u> to regain use of that class ability, however, if you desire.

In addition, you exude an aura of chaos as well as an <u>aura of evil</u>. You gain a <u>vulnerability</u> to any spell effect with the lawful descriptor, and are considered to be an outsider for purposes of spells such as <u>dictum</u> and <u>order's wrath</u>. If you are on your home plane and would be banished by any such effect, you are instead thrust outside of reality for 24 hours.

If you ever gain a <u>fiendish servant</u>, it must have the chaotic subtype.

REAPER OF SHINING MOMENTS

You feast on the bright future of your prey: stealing with utmost precision the choicest bits of a victim's good fortune for your own, leaving only broken husks in your wake. Immortality stretches before you; with fascinated delight, you brutally twist all possible timelines to your own benefit — and thus into your own image.

Prerequisite: <u>Marauder of Tomorrows</u>, Steal Time <u>temporal talent</u>

Benefit: Add your antipaladin levels to your time thief level for purposes of determining your DC when using Steal Time; you may always spend a daily use of <u>touch of corruption</u> (rather than a <u>mote of time</u>) to activate this ability, if you so choose.

In addition, you may choose to spend a standard action to carefully observe any creature within 30 ft; in doing so, you glimpse the totality of their lifetime in a hazy, multi-branching blur. If you examine a target in this way, add your time thief levels to your antipaladin level for purposes of determining damage from your touch of corruption — as well as to the DC to save against your <u>cruelty</u> — if you successfully touch that creature within one minute. If your target fails their save against your cruelty, you become younger by a number of days equal to amount of hit point damage dealt in this way. You cannot become younger than the base starting age for your race by use of this ability.

Special: If you also possess <u>Sorcerous Damna-</u> <u>tion</u>, all spells from the <u>Time mystery</u> are considered bloodline spells for purposes of that feat, and you are considered to have the Revelation class feature for purposes of <u>Extra Revelation</u> for that Mystery only.

SCHOLAR OF TAINTED BLOOD

You are eternally a creature caught between worlds: half living and half dead, half warrior and half spellcaster, half mage and half priest; your power is drawn from intense study, blistering practice, dark lineage and blasphemous worship in equal measure. You walk your own pale and twisted road, for all too few can comprehend what it is you wield ... or for what you yearn.

Prerequisites: <u>Antipaladin</u> level 2nd, <u>cruoro-</u> <u>mancer</u> (<u>dhampir wizard</u> archetype) level 1st

Benefit: Add your full antipaladin level to your wizard level for purposes of determining your access to the special and supernatural abilities granted by cruoromancer class features. You may choose to apply any ability from that class to a divine necromancy spell of your <u>antipaladin spell</u> <u>list</u> as that spell is cast.

You add your wizard level to your antipaladin level when determining the final hit point effect of your <u>touch of corruption</u> when used upon <u>undead</u> or upon <u>humanoids</u> with either the <u>human</u> or <u>dhampir</u> subtype. In addition, your touch of corruption removes the effects of disease, exhaustion, fatigue, paralysis, poison, sleep effects and stunning when used upon a dhampir, as per a <u>paladin's mercy</u>.

When casting an arcane spell of the necromancy school, you may expend a number of daily uses of touch of corruption, up to your wizard level, as a free action. You may apply any one <u>metamagic</u> <u>feat</u> you know to the spell as it is cast; the level increase upon the spell is reduced by 1 for every 2 touches of corruption you expend in this way. You must reduce the spell's final level increase to +0 when it is cast.

SCULPTOR OF SENSATION

Your dark, ecstatic supplication to multiform Abyssal Masters no longer draws weak, simplistic, human distinctions between such small-minded concepts as "pain" or "pleasure," "horror" or "lust," "beauty" or "monstrosity" ... for you, there are only degrees of intensity. Whether as artist, muse, medium, instru-

ment or subject, you ride out waves of the most obscene agonies with shuddering, worshipful delight. Those who see or hear you forever become unwilling participants in your mind-rending art as you craft a tattered, shrieking canvas from all reality.

Prerequisites: <u>Antipaladin</u> level 2nd, <u>bard</u> level 1st

Benefit: While using a <u>bardic performance</u>, add your bard level to your antipaladin level for purposes of determining damage from your <u>touch of</u> <u>corruption</u>. You may always choose to deal nonlethal damage with your touch of corruption; once damage is determined, you may lower the final damage dealt by any amount you see fit.

While using bardic performance, you may choose to spend daily uses of your touch of corruption in any one of the following ways:

Addictive Touch: a living creature affected by your touch of corruption can become <u>addicted</u> to the stinging caress, as per the disease of minor addiction. For each additional daily use of touch of corruption your spend (as a free action) when making the attack, the intensity of the addiction increases by one level, from minor to moderate to severe. The DC to resist or overcome this addiction is equal to 10 + 1/2 your character level + your Charisma modifier.

Displace Suffering: you may grant a wounded, living creature touched a number of temporary hit points, similar to those gained from a *false life* spell, equal to the damage that would otherwise have been dealt by your use of touch of corruption; the creature touched in this way may not gain more temporary hit points than their total current hit point damage. These temporary hit points last for one round per character level, or until discharged, as normal. As a free action after applying these temporary hit points, you may perform a ranged touch attack, targeting any living creature within 5 ft. per character level; if this special attack hits, you deal nonlethal damage to the target equal to the total number of temporary hit points applied to the original subject touched. Storm of Shards: you may spend one daily use of touch of corruption to execute a <u>chord of shards</u>

as a spell-like ability. At 11th level, you may spend 3 daily uses of touch of corruption to perform this as a quickened spell-like ability or to create a *mythic chord of shards*, instead. Your caster level for this effect is equal to your character level, and the Reflex save to negate is 10 + 1/2 your character level + your Charisma modifier.

SHARP TEETH IN THE DARK

Your eager fangs sink deep into the warm flesh of those unwilling — or unable — to defend themselves from your hunger.

Prerequisite: <u>Dhampir</u>, fangs alternate racial trait

Benefit: You use d8s to roll <u>sneak attack</u> damage — instead of d6s — when using your bite to make the sneak attack.

Special: This feat may be taken in place of any rogue talent or <u>ninja trick</u> as long as you otherwise meet the prerequisites.

SENSES OF THE SHRIKE

You have an unnerving power, much like your dark patron, to seek out certain vile utterances upon the wind; you know who speaks your title in vain or dares to whisper the blasphemous name of your master.

Prerequisite: Divine caster with <u>Pazuzu</u> as a patron; this includes clerics, druids, warpriests and other classes such as the <u>falconer of Pazuzu</u>, <u>mountebank</u>, <u>singer of praise</u> or even a <u>Roar</u> <u>of Devourer</u> devoted to the King of Wind Demons

Benefit: Choose a specific name and a specific title for yourself. You gain the <u>scent</u> ability, but only with respect to sentient creatures who have spoken this name, title or the name of Pazuzu aloud within the last 24 hours. For each additional time a creature has spoken one of those specific words aloud within the past 24 hours, their scent is increased by one step: if your name, title or the name of Pazuzu is spoken a second time, they have a strong scent; if it is uttered a third time, they possess an overpowering scent. If you have line of effect to a creature who possesses an overwhelming scent because of this feat and are

within 30 ft. of them, you are also considered to have <u>blindsight</u> for that creature.

Special: You may choose to alter this feat for a specific setting, substituting a different evil deity or major background villain for Pazuzu.

SORCEROUS DAMNATION

Your inherent magical abilities, drawn from a mysterious legacy, are enhanced greatly by the pacts and sacrifices you have made to the darkest of powers.

Prerequisite: <u>Antipaladin</u> level 2nd, <u>Eldritch</u> <u>Heritage</u>

Benefit: Add the first four bonus spells from your chosen <u>bloodline</u> to your <u>antipaladin spell</u><u>list</u> at the appropriate spell levels.

Thus, if you had the <u>Shadow bloodline</u>, you would add <u>ray of enfeeblement</u> as a 1st level antipaladin spell and <u>shadow conjuration</u> as a 4th level antipaladin spell; if you instead had the <u>Efreeti</u> <u>bloodline</u>, you would add <u>enlarge person</u> as a 1st level antipaladin spell, <u>scorching ray</u> as a 2nd level antipaladin spell, <u>fireball</u> as a 3rd level antipaladin spell and <u>wall of fire</u> as a 4th level antipaladin spell.

In addition, you may select a special sorcerous damnation ability — see below — in place of any of the following antipaladin class abilities: <u>channel negative energy</u> (4th level), <u>fiendish boon</u> (5th level), <u>aura of despair</u> (8th level), <u>aura of ven-</u> <u>geance</u> (11th level), <u>aura of sin</u> (14th level), <u>aura of depravity</u> (17th level). This special sorcerous damnation replaces the appropriate antipaladin class ability.

Sorcerous damnation abilities draw on the power of an antipaladin's <u>touch of corruption</u>. These abilities always duplicate the effects of a single specific spell, chosen when the sorcerous damnation is selected, and are <u>spell-like abilities</u>. An antipaladin's class level is the <u>caster level</u> for these spell-like abilities, and she uses Charisma to determine her <u>concentration</u> check bonus.

All sorcerous damnation abilities have a minimum level requirement to select them; an antipaladin who does not meet this requirement cannot select that sorcerous damnation ability. All sorcerous damnation abilities require the antipaladin to expend daily uses of her touch of corruption to activate the spell-like ability; the exact amount is listed after the sorcerous damnation ability. The <u>saving throw</u> against an antipaladin's sorcerous damnation spell-like ability, if any, is equal to 10 + 1/2 the antipaladin's class level + the antipaladin's Charisma bonus.

Whenever you gain a new level of antipaladin, you may chose to keep your normal antipaladin class ability or to gain an appropriate sorcerous damnation of that level. For example, upon reaching 5th level, you might choose to keep your fiendish boon or to select a spell such as *scorching ray* or *blur* as your sorcerous damnation ability; using this spell-like ability would cost two uses of touch of corruption. If you had the Efreeti bloodline, as noted above, you could instead select *fireball* as your sorcerous damnation.

You may always select a lower level spell than the spell level listed for your sorcerous damnation, if you desire; in addition, you may always select a sorcerous damnation of a lower level. Once a specific spell is chosen as a sorcerous damnation ability, it cannot be changed from that slot.

4th level Sorcerous Damnation

- 1st level spell from your bloodline (1 touch)
- any 1st-level sorcerer/wizard spell (2 touches)
- 2nd level spell from your bloodline (2 touches)

5th level Sorcerous Damnation

- any 2nd level sorcerer/wizard spell (2 touches)- 3rd level spell from your bloodline (2 touches)

8th level Sorcerous Damnation

- any 3rd level sorcerer/wizard spell (2 touches)
- 4th level spell from your bloodline (2 touches)
- any spell from any class of 2rd level or lower (3 touches)

11th level Sorcerous Damnation

- any 4th level sorcerer/wizard spell (2 touches)
- 4th level spell from your bloodline (1 touch)

14th level Sorcerous Damnation

- any 5th level sorcerer/wizard spell (2 touches)
- 5th level spell from your bloodline (1 touch)

- 6th level spell from your bloodline (3 touches)
- any spell from any class of 3rd level or lower (2 touches)

17th level Sorcerous Damnation

- any 6th level sorcerer/wizard spell (3 touches)
- 7th level spell from your bloodline (3 touches)

STALKING RAIN OF FILTH

Where your reeking arrows fall, death and pestilence spread in sickening waves. Those whom you strike may not know that they are dead, just yet ... but you track them with ease nonetheless, quietly following the doomed and the infected like the long shadow of the grave.

Prerequisite: <u>Plague bringer</u> class feature **Benefit:** You gain the <u>scent</u> ability, but only with respect to <u>humanoids</u> and <u>animals</u> who have contracted or are under the effects of a <u>disease</u>.

Whenever you load a non-firearm ranged weapon, you may choose to first befoul your round — as a move action which provokes attacks of opportunity — with spit, blood, mucus and other infected ichor, soaking the end of your bolt with living horror. A befouled bolt has only half the normal range increment for a ranged weapon of its type; if you expend one daily use of <u>touch of</u> <u>corruption</u> to stiffen and reinforce the blight as a free action when loading, this range penalty is obviated.

A creature injured by your befouled bolt must make Fortitude saves — as per the listed <u>disease</u> — or become ill with all contact- and injurytransmitted diseases you carry. You are always assumed to have one of the following diseases (your choice) in addition to any others you may have been exposed to at the GM's discretion.

blister phage, bog rot, bonecrusher fever, demon fever, devil chills, dysentery, rabies, scarlet leprosy, tetanus, typhoid fever, zombie rot (DC 11)

In addition, you may attempt to instantaneously afflict a creature injured by your befouled ranged attack with a much more terrible, magical disease, requiring the expenditure of greater unholy power as you load the shot. You must have a total character level equal to the listed level in order to use the spell-like ability, and spend the requisite number of daily uses of touch of corruption as a free action as you load. The DC for the initial <u>saving throw</u> against this spell-like ability is equal to 10 + 1/2 your character level + your Charisma bonus; after that, apply the normal DC for the chosen disease.

- 5th level: <u>contagion</u> (one additional use)
- 11th level: greater contagion (two additional uses)
- 17th level: <u>mythic contagion</u> (three additional uses)

Special: This feat may be taken up to three times. Each time, the strength of your scent ability is increased by one step: disease becomes a strong scent, and then an overpowering scent. Your speed of action while befouling a bolt is also reduced by one step: from a move action to a swift action to a free action. In addition, you gain one additional permanent disease from the list above. For each instance you have taken this feat, you are also considered to be two levels higher for purposes of gaining the spell-like abilities granted by this feat.

Special: If you are a <u>gulch gunner</u> (<u>ratfolk gun-</u><u>slinger</u> archetype), you may freely use this feat with firearms. A befouled firearm round has only half the the normal range increment for a firearm of its type, and the misfire chance is doubled; as above, if you expend one daily use of <u>touch of cor-</u><u>ruption</u> to reinforce the befouled firearm round as a free action when loading, this range penalty is obviated.

STORM OF DAMNATION'S STEEL

You are a cyclone of burning powder, twisted lead, shocking speed and strange, grievous wounds.

Prerequisite: <u>Antipaladin</u> level 2nd; <u>gunslinger</u> level 1st or <u>Amateur Gunslinger</u> feat; <u>Unholy Shot</u>

Benefit: You may use the special ranged version of your <u>touch of corruption</u> multiple times per round, as part of any attack action, rather than as a single standard action. In addition, any bonus to damage which would normally be ap-

plied for your chosen firearm or ammunition is likewise applied to this special attack.

Special: If you are a <u>cityskin warlock</u> with the feat of <u>Soul of Bloody Streets</u>, you gain one additional point of grit. In addition, you add your Intelligence or Charisma modifier (your choice) to the maximum amount of grit you may gain throughout a single day.

Designer's NOTE: this feat is of especial use with the <u>mysterious stranger</u> archetype, due to its use of Charisma; for a chaotic character, it fits well with the <u>roar of the devourer</u> archetype; alternatively, for a lawful worshiper of a tyrannical god it is perfect for use with the <u>lord of darkness</u> archetype.

STUDENT OF TRUE PAIN

Seeking out the secrets of eternal victory, you have overcome much ... and sacrificed more. Against those who cower from fear and defeat, you are like the brutal reaping of the whirlwind, a swift tsunami of shock and suffering. Through your roaring blood runs the fiercest and most hard-won of wisdom; through your bone-splitting strikes flows the power of agony itself.

Prerequisites: <u>Antipaladin</u> and <u>martial artist</u> level 1st

Benefit: Add your Charisma modifier (in addition to your Wisdom modifier and any benefit of Pain Points) when determining the DC of the Fortitude save for your <u>Stunning Fist</u>; your antipaladin levels are treated as full monk levels for purposes of determining your daily uses of Stunning Fist.

You may spend a daily use of Stunning Fist when using <u>touch of corruption</u> against any opponent you have already injured in melee combat; if you do so, your full monk level is added to your antipaladin level for purposes of determining damage, and your Wisdom modifier (in addition to your Charisma modifier) is added to the DC to resist your <u>cruelty</u>.

You add your antipaladin level and your Charisma modifier (in addition to your monk level and Wisdom modifier, as normal) to all checks when you use the Exploit Weakness martial artist class ability offensively.

Special: If you have a level in antipaladin, this becomes a <u>monk bonus feat</u>, as does <u>Eldritch</u>. <u>Heritage</u>. If you have both of those feats, <u>Sorcerous Damnation</u> becomes a monk bonus feat.

DESIGNER'S NOTE: Although this feat seems very powerful, and provides multiple benefits, monk and paladin class levels do not complement one another well. Dual-classing between the two leaves a character without a viable dump-stat other than Intelligence, which can be difficult or un-fun to roleplay, and the loss of armor & weapon use is detrimental to the antipaladin: a class primarily designed around that role in melee combat.

THIRSTY, RELENTLESS DAMNED

You are the wendigo, the upir, the conqueror leech: a living beast hungrily supping upon warm blood, made whole and strong by that power of stolen life. Your cravings are insatiable, your appetite boundless, and your methods terrible in the extreme. The crimson ichor taken from weeping victims tainted by your foul touch, of course, is the very sweetest of all.

Prerequisite: Antipaladin level 1st

Benefit: You gain all the benefits of the <u>Blood</u> <u>Drinker</u> feat, even if you are not a <u>dhampir</u>. You may drink fresh blood — and gain the standard benefits of doing so — from any living, nonsummoned creature which is currently suffering from your <u>cruelty</u>, no matter your victim's normal type or subtype. In addition, you cannot gain the <u>staggered</u> or <u>dying</u> condition as long as you have the special +1 bonus on checks and saves based on <u>Constitution</u> from using this feat; however, you still die as normal if reduced to a sufficient number of negative hit points.

You are highly susceptible to the draw of your thirst, and must consume one gallon of blood each day to avoid dehydration; this blood need not be fresh, nor taken from a humanoid. If you ever become dehydrated, you lose all benefits of this feat until the condition is removed.

Special: Any creature you bite is automatically exposed to any diseases you are carrying, and must save against each. If you have the <u>Stalk-ing Rain of Filth</u> feat, this may give you several benefits.

UMBRAL LEGIONS

You command the darkness, a general in shadow, and tenebrous forces of the outer void bow to your iron will. At your silent order, unliving armies crawl into a horrified world; through you, the powers of chill and inhuman masters carve their desires into pale and icy flesh.

Prerequisite: <u>Touch of corruption</u> class feature; 3rd character level

Benefit: You may expend a daily use of your touch of corruption as a full-round action to summon 1d3 <u>lesser shadows</u> or 1 <u>shadow</u> as if using <u>summon monster II</u>. Your antipaladin level is the <u>caster level</u> for this and all other spell-like abilities granted by this feat (see below); you use Charisma to determine your <u>concentration</u> check bonus. The <u>saving throw</u> against these special spell-like abilities, if any, is equal to 10 + 1/2 your character level + Charisma bonus.

At 7th level, you may spend two daily uses of your touch of corruption as a full round action to use *black tentacles* or *summon monster IV* as a spell-like ability; you may use this special spelllike summons ability only to summon an <u>umbral</u> <u>shepherd</u> or 1d4+1 shadows.

At 11th level, you may spend one daily use of your touch of corruption as a standard action to use <u>dimension door</u>. This magical transportation must begin and end in an area with either dim (or lower) lighting or in an area that includes tentacles summoned via this ability. In addition, you may expend one daily use of your touch of corruption to use <u>shadow projection</u>.

At 14th level, you may expend three daily uses of your touch of corruption as a swift action to use *black tentacles* or to summon 1d3 <u>lesser shad-</u><u>ows</u> or 1 <u>shadow</u>.

At 19th level, any tentacles you summon with this ability deal an additional 2d6 points of cold damage with a successful grapple. In addition, you can create a special aura around you as a <u>swift</u> <u>action</u> at the cost of at least 2 daily uses of your touch of corruption; the aura emanates out to a 20-foot radius. You and all allies within the aura (including all tentacles summoned via this ability) may roll two dice — rather than one — when making an <u>attack roll</u> or a <u>saving throw</u>; you always take the better result. This aura lasts for 1 round, plus one additional round for every 2 daily uses of touch of corruption you expended upon creating the aura. You may dismiss the aura at any time as a <u>free action</u>, but all daily uses of touch of corruption spent to activate the effect are lost.

DESIGNER'S NOTE: This feat is of exceptional use with the <u>Glacier of Hate</u>, <u>Iron Shade of the Usk-</u> <u>wood</u> and<u>Tidalwave of Rot</u> feats, along with the <u>Lord</u> <u>of Darkness</u> archetype, perfect for a cold and shadowcloaked knight obedient to <u>Zon-Kuthon</u> such as <u>Mykos</u> <u>Roarik</u>, his living heirs or another member of the <u>Ada-</u> <u>mant Company</u>. This feat is also appropriate for use with the <u>Falconer of Pazuzu</u> and <u>Kohai of Blasphe-</u> <u>myarchetypes</u>, as well as for races such as <u>dham-</u> <u>pir</u> and <u>wayangs</u>. For a character with <u>Dust</u>, this feat is of particular use with the <u>Majesty of of Bad Place</u> feat.

UNFLINCHING CONDUIT OF MISERY

You have pared away mercilessly at the weak, mewling flesh that once held you back, sacrificing the meat and marrow of your aching body to build something so much more: something hard and strong, wrought of burning iron and black magic. Bolted and bound, seared and soldered into a chassis of ringing steel, dark power flows through your scars and seeping wounds with quick and wicked ease. Your armor is your only skin, now ... and your weapons a living extension of the soul.

Prerequisites: <u>Plague bringer</u> class feature, <u>Endurance</u> and <u>Welcome Pain</u> feats

Benefit: You may sleep in any armor without becoming fatigued. It takes you ten times as long to <u>don or remove armor</u> — excluding shields — as normal characters.

All melee weapons you wield automatically gain the <u>conductive</u> special property in addition to any others they normally possess.

UNHOLY SHOT [GRIT]

You wield a truly dreadful ammunition, much more terrible than mere black powder and burning lead.

Prerequisite: <u>Antipaladin</u> level 2nd; <u>gunslinger</u> level 1st or <u>Amateur Gunslinger</u> feat

Benefit: Whenever you have a loaded firearm in-hand, you may take a standard action and spend 1 point of <u>grit</u> to use your <u>touch of corruption</u> as a ranged touch attack, with a bonus to hit equal to your chosen firearm's attack bonus. The maximum range of this ability is 5 ft. per character level or the weapon's first range increment, whichever is lower. This special shot destroys any ammunition loaded into the weapon when it is used, as if the gun were fired normally.

VILE, ACHING CARESS

You have learned to channel your dark magics into the most agonizing and lethal of weapons, killing flesh with the merest brush of your hand.

Prerequisite: Melee touch <u>domain</u> or <u>mystery</u> ability that affects a single target or the <u>touch of</u> <u>corruption</u> class feature; worshiper of an evil god

Benefit: Whenever you successfully touch an opponent while using your special ability, you may choose to expend one divine spell-slot as a free action to deal an amount of negative energy damage equal to your Wisdom modifier, plus 1d8 per level of the spell, in addition to any other effect. Thus, if you had the <u>Darkness domain</u> or the <u>Winter mystery</u> and a Wisdom score of 16, you could choose to expend a 0th level spell when using the touch of darkness or the wintery touch ability to deal +3 points of damage, or expend a 3rd level spell to additionally deal 3d8+3 points of damage to your target. This additional damage is not subject to a save, and affects only living creatures; it cannot be used to heal undead.

WALKING DEMONLANDS

You are a living — or unliving — tear in reality itself, a blasphemous vent directly from this dimension into the dark, frothing heart of the Abyss.

Prerequisites: <u>Antipaladin</u> and <u>summoner</u> level 1st, Chaotic Evil.

Benefit: You may freely use your <u>touch of</u> <u>corruption</u> ability (and any <u>negative energy you</u> <u>channel</u>) to heal your <u>eidolon</u>. These abilities also heal any creatures you call forth via your <u>summon</u> <u>monster spell-like class ability</u>, as if those creatures were likewise undead. If your eidolon also has the Undead Appearance evolution, your touch of corruption removes the effects of disease, exhaustion, fatigue, paralysis, poison, sleep effects and stunning when used upon your eidolon, as per a <u>paladin's mercy</u>.

You may never summon any creature that is Lawful- or Good-aligned; doing so is a violation of your twisted Code of Conduct.

In addition, all <u>antipaladin spells</u> are added to your <u>summoner spell list</u>, and vice versa, at one spell level higher than normal; thus, you may learn <u>sentry skull</u> as a 2nd level summoner spell, or prepare <u>summon eidolon</u> as a 3rd-level antipaladin spell during your daily hour of meditation.

WALL OF LIVING HELL

You may call upon a regiment of truly terrible forces to aid you.

Prerequisites: <u>Antipaladin</u> (<u>lord of darkness</u> archetype) and <u>summoner</u> level 1st, Lawful Evil.

Benefit: You may freely use your <u>touch of</u> <u>corruption</u> ability (and any <u>negative energy you</u> <u>channel</u>) to heal your <u>eidolon</u>. These abilities also heal any creatures you call forth via your <u>summon</u> <u>monster spell-like class ability</u>, as if those creatures were likewise undead. If your eidolon also has the undead appearance evolution, your touch of corruption also removes the effects of disease, exhaustion, fatigue, paralysis, poison, sleep effects and stunning when used upon your eidolon, as per a <u>paladin's mercy</u>. You may never summon any creature that is Chaotic- or Good-aligned; doing so is a violation of your twisted Code of Conduct.

In addition, all <u>antipaladin spells</u> are added to your <u>summoner spell list</u>, and vice versa, at one spell level higher than normal; thus, you may learn <u>litany of weakness</u> as a 2nd level summoner spell, or prepare <u>summon eidolon</u> as a 3rd-level antipaladin spell during your daily hour of meditation.

WEAPON OF FEROCIOUS SPIRIT

Faith moves through you, stronger than any steel. When you call upon those spirits which serve your master, they answer in abundance and with the most potent of zeal.

Prerequisite: <u>Paladin</u> or <u>antipaladin</u>; character level 5th

Benefit: You are considered to be three class levels higher for purposes of determining your access to the <u>divine bond</u> or <u>fiendish boon</u> ability — as appropriate to your class — when enhancing your weapon via that special ability. Thus, if you were an 8th level paladin with this feat, you would add a +3 total enhancement to your weapon (just as if you were an 11th level paladin) when using your divine bond; alternatively, if you were a 3rd level antipaladin and 4th level <u>mountebank</u> with this feat, you could add a +1 enhancement to your weapon with Fiendish Boon just as if you were a 6th level antipaladin.

You may freely add the <u>conductive</u> special quality to your weapon, which consumes a +2 cost to the weapon's enchantment, if you choose. When you reach 20th level, the <u>conductive</u> special quality instead consumes only +1.

WEAPON OF UNENDING DEMONIC TIDES

Your power over those creatures which writhe and cackle in the depths of the Abyss is unmatched; your blade, hammer or bow -- as you see fit -- becomes at your cold command a true conduit to the infected hole in the bottom of the universe. When you call upon the might of fell spirits to serve you, they answer in screaming, overwhelming legions. With only a few strikes, you can set a town to madness or bring low the most stalwart of souls.

Prerequisite: Chaotic evil alignment, fiendish boon class feature, antipaladin level 11th or higher; alternatively, a gunslinger or swashbuckler of 12th level or higher with a chaotic evil alignment and an appropriate demonic patron (see below).

Benefit: When you enhance your weapon with the Fiendish Boon class ability, you may choose to give your weapon the following magical quality in place of a +2 bonus such as *anarchic*, *flam*ing burst, unholy or wounding. You may freely choose to deal lethal or nonlethal damage with weapon, as you see fit. If your weapon strikes a foe so that it would deal any type of damage -- either lethal or non-lethal -- the target is exposed to a possession attempt by a non-corporeal <u>dretch</u> which instantly leaps from the weapon; the demon immediately attempts to possess the target before vanishing, evaporating back to the Abyss. A living, non-mindless corporeal creature wounded by the weapon must make a successful DC 11 Will save or gain the demon-possessed creature (dretch) template for 1 minute, immediately losing 2 points of Intelligence (minimum 1) and changing alignment to chaotic evil, pushed by the fiend now coiled within them to the most grotesque of acts. If the demon is expelled from the target in any way, by any means, that fiend is immediately dismissed as per a summoned creature's vanishing at the end of a summoning spell's duration. Each additional strike by the same weapon within one hour increases the base difficulty of this save by +1; if a creature successfully possessed by a dretch in this way is possessed by another dretch, the duration increases by 1 minute.

Special: This feat may be taken by a Chaotic Evil gunslinger or swashbuckler in service to a demonic patron; she may expend 2 points of grit -- or 2 points of panache, as appropriate -- as a standard action to add the above quality to a magical weapon she is wielding for one minute per level. The weapon must have at least a +1 enhancement before this special quality may be added; the weapon sheds unholy light like a torch during this time, and the gunslinger or swashbuckler gains an aura of both chaos and evil like that of an antipaladin of her level.

WEAVER OF TWILIGHT FLESH

The creatures you call forth from phantasm, shade and mist can be made especially powerful when conjured in proper fashion, yet they are also terribly vulnerable to the harsh sting of daylight.

Benefit: If you summon your <u>eidolon</u> while in an area of dim or lower lighting — either through your normal one-minute ritual or via the <u>summon</u> <u>eidolon</u> spell — your eidolon gains one additional evolution point. You apply one additional evolution point to this bonus every five levels; thus, at 10th level, your eidolon would have 3 additional evolution points if summoned while in an area of dim or lower lighting.

As long as your eidolon has any of these bonus evolution points, it gains the extraordinary weakness of <u>light blindness</u> and is treated as an undead with a particular vulnerability to sunlight for purposes of spells such as <u>searing light</u>.

You may choose to add half again the bonus evolution points from this feat (rounded up) while performing your summoning action in an area of dim or lower lighting. If you do so, your eidolon is instantly dismissed (no save) if either you or your eidolon are ever within an area of <u>bright light</u> or direct daylight at the end of your round.

DESIGNER'S NOTE: This feat is of exceptional use with the <u>synthesist</u> archetype and the <u>Shadow Caller</u> (<u>Fetchling Summoner</u> archetype). This feat lists no prerequisites, though it is obviously of little or no use to a character who does not have an eidolon.

WELL OF SACRIFICIAL POWER

You are emboldened by trauma, readily accepting the gifts of great suffering upon yourself in order to fuel your mystic potency. Your enchanted touch, in exchange, becomes much more versatile.

Prerequisite: <u>Antipaladin</u> or <u>paladin</u> level 2nd **Benefit:** Before attempting any saving throw, you may choose to endure and harness the agony of the effect to fuel your power, as per the spe-

cial rules below. You may attempt this special technique a number of times per day equal to your Charisma modifier; if you fail the save, this attempt is wasted.

If you succeed at the saving throw, you voluntarily suffer the full damage and all conditions of the attack or effect, just as if you had failed the save. If this attack deals an amount of damage greater than or equal to twice your level, you immediately gain one additional use of <u>touch of</u> <u>corruption</u> or <u>lay on hands</u>, as appropriate.

If you are an antipaladin, you may heal yourself with your touch of corruption as if you were undead. You may spend two daily uses of this ability to additionally remove the effects of disease, exhaustion, fatigue, paralysis, poison, sleep effects and stunning when your touch is used upon yourself, as per a <u>paladin's mercy</u>. If you are a <u>dhampir</u>, removing these conditions is instead automatic, and costs only a single use of your touch of corruption.

If you are a paladin, you may use your lay on hands ability to deal damage to outsiders with the evil subtype and to evil-aligned dragons just as if they were undead. You may spend two daily uses of that ability to instead deal this damage to any creature with an evil alignment, and a living creature touched must succeed at a Fortitude save (DC: 10 + 1/2 you paladin level + your <u>Charisma</u> modifier) or become <u>shaken</u> for 1 round per class level, as per an <u>antipaladin's cruelty</u>.

Special: This feat may be taken a second time. When you succeed on a saving throw and voluntarily fail, you gain a number of uses of <u>touch of</u> <u>corruption</u> (or <u>lay on hands</u>) equal to one-tenth (10%) of the damage dealt, rounded down. Thus, if you were struck by a *fireball* that dealt 32 points of damage, you would suffer the full 32 points of damage — rather than 16 — and additionally gain three daily uses of touch of corruption (or lay on hands). As normal, you may only attempt this special technique a number of times per day equal to your Charisma modifier; if you fail the save, this attempt is wasted.

DESIGNER'S NOTE: Because the antipaladin is an alternate class of the paladin, a paladin may take any of the <u>special feats</u> for antipaladins as long as she otherwise meets the prerequisites. Many of these feats will obviously be of limited use to a good-aligned character without access to the cruelty class feature, but they may be taken nonetheless. This feat, which allows a paladin to deal damage to a greater variety of evil creatures (including humanoids) with her lay on hands ability, as well as to evoke an effect that functions as a cruelty, is intended to make such a character more viable.

WHIRLWIND OF MURDER

At the behest of your glorious master, you have become acquainted and well-versed with untold instruments of devastating lethality; truly, every inch of your body has been honed into a living, terrifying weapon, and you wield with practiced ease any number of tools suited to the task of bloody assassination, humiliation or subjugation. With the deadly icon of your grim faith gripped firmly in hand and your eyes focused upon the foolish nonbelievers arrayed upon your path, you are a truly unwavering and unstoppable force.

Prerequisite: Lord of darkness (antipaladin archetype) level 2nd and <u>weapon adept</u> (monk archetype) level 1st; <u>Exotic Weapon Proficiency</u> with one melee weapon appropriate to your cult, heritage or dark patron, such as the <u>bastard</u> <u>sword</u>, <u>bladed scarf</u>, <u>dire flail</u>, <u>elven curve blade</u>, <u>flying blade</u>, <u>sawtooth sabre</u>, <u>scorpion whip</u>, <u>spiked chain</u> or <u>totem spear</u>

Benefit: Add your full antipaladin level to your monk level for use of <u>Perfect Strike</u>.

You may spend one <u>point of ki</u>, as a free action, to treat any exotic melee weapon you wield as a <u>special monk weapon</u> for purposes of <u>flurry of</u> <u>blows</u> (and all other class abilities) until the beginning of your next round. You may also use that weapon as part of a Perfect Strike.

You may spend one *ki* point, while making a single attack as a standard action with an unarmed strike or with a monk weapon, to deliver a <u>touch of corruption</u> to the opponent struck. You must declare that you are using this ability before you make your attack roll; thus, a failed attack roll ruins the attempt. Add half your monk level, rounded down, to your antipaladin level when determining damage from your touch of corruption in this way. This costs one daily use of your touch of corruption ability, as normal.

Against a target of your <u>smite good</u> ability, you may spend one point of *ki* to deliver a touch of corruption in this way as part of a flurry of blows, at the end of a charge, or as part of an attack of opportunity.

WICKED SERVANT

You have a true gift for summoning the most potent and terrible of vile, hell-born creatures to serve you. The beasts you call forth from the nether realms are fearsome, surely ... but their obedience to your whim far outstrips your own bond to their souls.

Prerequisite: Antipaladin level 5th, <u>fiendish</u> <u>boon</u> class feature

Benefit: You are always considered to be two levels higher for purposes of determining your *summon monster* effect when calling forth a fiend-ish servant. This specific bonus does not stack with level bonus from the <u>Menagerie of Vileness</u> feat.

In addition, as long as you have only one creature summoned, that creature gains a +4 enhancement bonus to both <u>Strength</u> and to <u>Constitution</u> for the duration of the spell or spell-like ability that summoned it, and it gains a bonus to attack and to damage equal to half your own, rounded down, against any target of your <u>smite</u> <u>good</u>.

You may also choose to heal your fiendish servant with your <u>touch of corruption</u> as if it were undead. You may spend two daily uses of that ability to additionally remove the effects of dis-

ease, exhaustion, fatigue, paralysis, poison, sleep effects and stunning when your touch is used upon your fiendish servant, as per a <u>paladin's</u> <u>mercy</u>. Your fiendish servant also gains the ability to deliver touch spells — including spell-like abilities from your <u>Sorcerous Damnation</u>, if any, as well as your touch of corruption and your <u>cruelty</u> — as if it was your <u>familiar</u>.

You suffer no lasting penalty from the death or banishment of any summoned creature; instead, you take 1 point of damage for every hit dice of the summoned monster.

WRITHING UMBRA WITHIN

You cradle a malleable, insane and alien power, locked deep beneath your flesh. Without a word, it spills forth to kill in your name.

Prerequisite: <u>Antipaladin</u> level 2nd, <u>summon-</u> <u>er</u> level 1st

Benefit: You may spend two daily uses of your touch of corruption to instantly call forth your eidolon, as per <u>summon eidolon</u>, or to enhance your eidolon as with a <u>lesser evolution surge</u>. This is a <u>spell-like ability</u>; your character level is the <u>caster level</u> for this effect, and you use Charisma to determine your <u>concentration</u> check bonus.

At your 7th character level, you may instead spend 3 of your daily touches to produce an *evolution surge*; at 10th level, you may spend 4 touches to instead activate a *greater evolution surge* or <u>transmogrify</u>.

DESIGNER'S NOTE: This feat is of exceptional use with the <u>synthesist</u> archetype, especially coupled with the <u>kohai of blasphemy</u>, but it may be taken by any summoner. In addition, it works well with either the <u>Walking Demonlands</u> or the <u>Wall of Living Hell</u> feat, along with <u>Baleful General</u>.

Ancipaladin Magic Icens

Antipaladins can use a wide variety of magic items, from cruel and unholy weapons to sinister spellcasting aids and spell-trigger or spell-completion items, in addition to the commonplace magical items of universal utility for all. The following items are specially designed to work with an antipaladin's class abilities to magnify their malevolence.

BANNER OF BLEAKNESS

PRICE 9,000 GP

Slot head; **CL** 7th; **Weight** — **Aura** moderate enchantment

This bloodstained banner saps the will and verve of creatures that behold it. Enemies of the bearer within 30 feet with line of sight to the banner of bleakness take a 2 penalty on saving throws against fear and harmful emotion effects. When carried by an antipaladin, the banner of bleakness doubles the radius of the antipaladin's auras. In addition, the antipaladin can expend one use of his touch of corruption as a standard action to suspend a banner of bleakness in midair, similar to an *immovable rod*, though it can support only 100 pounds and only a DC 20 Strength check is required to move it. An antipaladin can expend one additional use of his touch of corruption to infuse the banner with profane resilience, granting it a bonus on all saving throws equal to the antipaladin's Charisma modifier and temporary hit points equal to the damage normally dealt by his touch of corruption.

An antipaladin can imbue one of his auras into a *banner of bleakness* when suspending it in this way, causing it to emanate (with double its normal radius, as noted above) from the banner instead of the antipaladin. An antipaladin can transfer multiple auras into the *banner of bleakness* by expending one use of his touch of corruption for each aura. In addition, if the antipaladin expends two uses of his touch of corruption per aura, he can increase the radius of the emanation from the banner to triple normal, or he can cause the aura to emanate simultaneously from the banner and himself, with its normal area of effect. The antipaladin who suspended the *banner of bleakness* can take it down as a move action, at which point any auras imbued in the banner return to the antipaladin. The imbued auras otherwise persist within the *banner of bleakness* for 24 hours before returning to the antipaladin. If a *banner of bleakness* is destroyed, imbued auras return to the antipaladin 24 hours later.

CONSTRUCTION REQUIREMENTS

Cost 4,500 gp Craft Wondrous Item, *crushing despair, levitate*

Helm of Death's Proclaimer Price 18,000 GP

Slot head; CL 7th; Weight —

Aura moderate necromancy This great horned helm of black metal and horn is crafted to resemble a monstrous face whose jaws encircle the wearer's face. The wearer gains the continuous benefit similar to *deathwatch*, and any melee weapon she wields is treated as though it had the *heartseeker* property. If the wearer is an antipaladin and reduces a target below 0 hit points with a melee attack, she can expend one use of her touch of corruption ability as a swift action targeting that creature. If the target is killed by this attack, the target is treated as killed by a death effect and the wearer of the helm gains the benefit of *death knell*, with a caster level equal to her antipaladin level. If the wearer kills an opponent with this ability and then makes an Intimidate check before the end of his turn, he gains a +10 profane bonus on that Intimidate check. **CONSTRUCTION REQUIREMENTS**

Cost 9,000 gp

Craft Wondrous Item, *death knell*, *deathwatch*

IRONSKULL SHIELD

PRICE 14,180 GP

Slot shield; **CL** 8th; **Weight** —

Aura moderate evocation and transmutation This +1 bashing spiked heavy steel shield is worked in the likeness of a howling fiendish skull, crowned with spikes and jagged flanges. When used to make shield bash attacks, the *ironskull* shield is considered an evil weapon for the purpose of overcoming damage reduction.

The eyes of the skull glow red, shedding light as a torch, though the wielder can suppress or reactivate this light as a standard action. Once per day while the eyes are alight, the wielder can unleash a pair of *scorching rays*; one-half of this damage is considered profane damage that is not subject to fire resistance or immunity. The *scorching rays* may target one opponent or separate opponents. Using these *scorching rays* extinguishes the light of the *ironskull shield* for 1 minute.

An antipaladin using his fiendish boon class feature can channel a portion of the fiendish spirit into the *ironskull shield* adding some or all of the enhancement bonus he is allowed into the shield to increase either its enhancement bonus as a shield or its enhancement bonus as a weapon. The enhancement bonus (and any special abilities used in place of the enhancement bonus) from the fiendish spirit stacks with the enhancement bonus and special abilities of the *ironskull shield* itself.

An *ironskull shield* bestows one permanent negative level on any good creature attempting to wield it. The negative level remains as long as the shield is in hand and disappears when the shield is no longer wielded. This negative level cannot be overcome in any way (including *restoration* spells) while the shield is wielded.

CONSTRUCTION REQUIREMENTS

Cost 7,180 gp

Craft Magic Arms and Armor, align weapon, bull's strength, scorching ray

MASK OF THE BLOOD-DRINKER

Slot face; CL 5th; Weight —

Aura faint necromancy and transmutation An antipaladin can use this ability to stave off the ravages of time. The wearer does not age so long as he damages a sentient creature with his touch of corruption and consumes at least one gallon of blood every 24 hours. If the wearer harms multiple sentient victims with his touch of corruption during a 24-hour period, he becomes younger by a number of days equal to the number of sentient victims afflicted by his touch. The wearer cannot become younger than the base starting age for his race by use of this ability. A wearer killed while wearing a mask of the blood-drinker rises as a nonmindless undead whose CR is no greater than one-half the wearer's Hit Dice (GM's discretion as to type of undead) as long as he has harmed at least one sentient creature and consumed at least one gallon of blood in the preceding 24 hours. This destroys the mask.

PRICE 8,000 GP

An undead antipaladin can maintain the appearance of life and health by using its touch of corruption and consuming blood in the same fashion. An undead creature destroyed while wearing a *mask of the blood-drinker* rises again 2d4 days after being destroyed—much like the rejuvenation ability of a <u>ghost</u>—so long as at least one sentient creature has suffered the effects of your touch of corruption and you have consumed at least one gallon of blood in the preceding 24 hours. This also destroys the mask.

CONSTRUCTION REQUIREMENTS

Cost 4,000 gp Craft Wondrous Item, *false life, lesser age resistance*

UNHOLY REAVER

PRICE 102,935 GP

Slot none; CL 18th; Weight 6 lbs.

Aura strong necromancy

This +2 bastard sword becomes a +5 unholy bastard sword in the hands of an antipaladin. An antipaladin may also choose to exchange some of the unholy reaver's enhancement bonus to grant the weapon the *conductive* (+1), *cruel* (+1), or *wounding* (+2) properties. Changing the weapon's properties requires an antipaladin to expend one use of his touch of corruption ability; the change is permanent unless changed again. This profane blade provides spell resistance of 5 + the antipaladin's class level to the wielder and to any adjacent creature with the evil subtype or an aura of evil (including antipaladins and some evil clerics). This spell resistance applies only against effects with the good descriptor or effects created by goodaligned creatures. Whenever an antipaladin slays a good-aligned creature with an *unholy reaver*, he may expend one use of his touch of corruption as a swift action to affect the target as *rest eternal*.

CONSTRUCTION REQUIREMENTS

Cost 51,635 gp

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Craft Magic Arms and Armor, bleed, cause fear, death knell, spectral hand, unholy aura

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