



Paladins of Porphyra

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When one considers that the various orders of paladins are sworn to the protection of the innocent, and have dedicated their lives to fighting evil, it is shocking how much they are derided by the public, and even more so by the 'caste' of mercenary adventurers. It is likely the rambunctious, inherently chaotic nature of adventurers, sell-swords and -spells looking to profit and get a newer, shinier sword that rubs so wrongly against the paladin. To see the base nature of one's own self compared to these typically pure models of sanctity would make anyone jealous and prone to scorn. It may be that the paladin that joins with an adventuring party has somewhat of a chip on her shoulder, and it is their task to make peace with the conflicting nature of that messy life. In any case, it is paladins that work within a certain categorized Order that achieve the most, rather than paladins-errant, fighting evil willy-nilly. The adventuring public doubtless feels better when paladins are 'branded', so to speak, and all involved knows where everyone stands, and what they stand for- what their defined 'mission' is. Not that being completely predictable ever lead to a long life for a paladin of any strength...

Paladins on Porphyra are exclusively (so far) from the Landed tradition, servants of the New Gods that came with the thousand-year-old Calling. The majority serve the three Lawful Good gods; Gerana, the True Arbitress, Aleria, the Love of Life, and Toma Thule, the King of Lions. There is a small number of paladins that serve Neutral Good and Lawful Neutral gods in various capacities- they do not get along well with 'true' paladins and have distinctly individual approaches to the profession of paladin! Ithreia's ranger-like paladins, and Veiloaria's Road-wardens are just some of the odd combinations that have come about since The Calling. And then there's the dark curse of the antipaladin...

Antipaladins of the Elemental Lords existed before The Calling and the New Gods, a caste of favorites that had a great deal of power, now greatly diminished in the modern age of a thousand years hence. Elementally oriented, these dark favorites were the go-to beings of that era, muscle and high-priest of dark rites rolled into one, taskmasters and troubleshooters in the shifting loyalties of power in the days of the Zendiq Order- when order needed to be circumvented. In modern times, fanatical devotees of dark gods of chaos and evil are in ascendance- the Deathdancers, Malborn, and those who swear oaths to Vortain's dark poisons, rising in dark power where the light has failed to shine. Darker yet are those that have fallen from the paladin orders of law and good-

these Fallen Paladins are said to be the truest form of antipaladin, and rarely speak oaths to dark gods, preferring to serve the purer idea of chaotic evil- bound by no loyalty whatsoever, just the call of destruction.

At either ends of the spectrum of dark and light—no shadow dares show in the depths in between.

Archetypes

Below are a number of archetypes for paladins and antipaladins organized by their patron deity.

Aleria - Peace Gardener

The devoted elite of Aleria, the Love of Life patrol her Land, the Gardens of Meynon, and administer her soft justice to the people there, and protect it from incursions from abroad. These Peace Gardeners, as their order is known, wear green armor dressed with flowers, and a plain brown cape. Their favored weapon is a type of heavy quarterstaff, with which most Gardeners are extremely proficient. Nearly all use weapons of wood, another badge of their order. They maintain cool but professional relationships with druids in their territory, and have a great amount of forest and countryside lore. Peace Gardeners outside of Meynon are often on missions of mercy, to rescue an innocent or prevent some catastrophe to an ecosystem or helpless group of small folk.

Class Skills: Peace Gardener paladins replace the Knowledge (nobility) class skill with Knowledge (nature).

Voice of the Garden (Su) At 2nd level, peace gardeners possess treespeech, able to talk with any plant or plant-type monster. They can also *speak with animals* at will. This replaces divine grace.

Merciful Warrior (Ex) At 3rd level, a peace gardener suffers no penalty to making melee attacks dealing non-lethal damage. This replaces divine health.

Forest Steed (Sp) At 5th level, a peace gardener gains the service of an unusually intelligent, strong, and loyal steed to serve her in her crusade against evil. This mount can be a horse (for a Medium paladin) or a pony (for a Small paladin) but can include such forest creatures as boar, deer, elk, moose, wolf (and dire wolf) or any others that are similar, as the GM deems suitable. This mount gains the ability to constantly use *pass without trace*, as the spell, at the paladin's caster level. This ability otherwise works exactly like divine bond, with regards to the

service of a steed, though it replaces and modifies the divine bond class ability.

Aura of Peace (Su) At 11th level, a peace gardener can expend one use of her smite evil ability to force all melee attacks within 10 feet of her to suffer a penalty to damage equal to her paladin level; this includes her own melee attacks, but not incoming or outgoing ranged attacks, magical or supernatural attacks or effects. This effect lasts for 1 minute. This replaces aura of justice.

Gerana - Codionic Knight

The Codionic Knights are the personal bodyguard and extended arm of the High Codion, head of the Church of Gerana in The Middle Kingdoms. A typically hereditary order, many generations of Kingdomers have served the Lady Arbitress and the Codion well. They are a close order, holding many secrets of the NewGod War within, and rarely truly trust those of other races, alignments, or even other orders. They enjoy carrying paperwork to identify their ecclesiastic and secular power when abroad, and take full advantage of diplomatic chains of command. Codionic Knights wear full helms resembling conical scrolls covered with script, and have a reputation for haughtiness and a demand for civilian obedience, backed up by the power of the Church of the Lady Justice.

Make way for the Codion! (Ex) A Codionic Knight loses Diplomacy as a class skill, and gains Intimidate as a class skill. They may use Intimidate to influence behavior in 2 rounds, instead of 1 minute. This does not possess the aura of good.

Protect the Codion! (Su) A Codionic Knight may use *shield other* as a spell-like ability once per day at 3rd level, and once more per day for every three paladin levels. This replaces divine health.

Smash the Heretics! (Su) A Codionic Knight gains Power Attack as a bonus feat at 3rd level, and Cleave at 6th level. This replaces the mercies granted at those levels. When she reaches 9th level, she selects a 3rd level mercy, another at 12th level, adding 9th level mercies at 15th and 18th level.

Aura of Authority (Su) At 14th level, A Codionic Knight radiates a 30 ft. aura of menace that causes enemies to suffer a -2 penalty to AC, attack rolls, and saves for as long as they are in the aura. This replaces aura of

faith.

Ithreia - Order of the Gyrfalcon

Paladins of the Order of the Gyrfalcon are one of the three classed worshippers of The Blinding Wind, along with the Order of the Singing Whale and the Order of the Snowy Owl. Gyrfalcon paladins roam the snowy wastes and seashore wildernesses acting on the will of Ithreia, though they often take part in conventional campaigns to combat evil that will devastate the natural world. They keep in close touch with the other two orders, and use that network and the church of Ithreia efficiently. Harpoons and longbows are the preferred weapons of gyrfalcon paladins.

Patron: Ithreia

Class Skills: Gyrfalcon paladins replace the Knowledge (nobility) class skill with the Knowledge (nature) class skill.

Bird-Friend (Sp) At 1st level, a gyrfalcon paladin can use either *animal messenger* or *charm animal* (normal birds only) as a spell-like ability three times per day, using her paladin level as her caster level. This replaces *detect evil*.

Agent of the Test (Ex) At 2nd level gyrfalcon paladins possess cold resistance equal to their 1/2 their paladin level, a constant *endure elements* effect, and gain a bonus to Perception checks equal to the penalty normally incurred from inclement weather conditions. This replaces divine grace.

Seasinger Aura (Su) At 3rd level, a gyrfalcon paladin is immune to fear (magical or otherwise). Additionally each animal with the aquatic subtype within 10 ft. of the paladin treat the paladin as friendly as if subjected to a *charm animal* spell (no save). This replaces aura of courage.

Instrument of Ithreia's Displeasure (Su) At 8th level, a gyrfalcon paladin can consume two uses of her lay on hands ability to deal 1d6 points of cold damage per two paladin levels as a touch attack. This replaces aura of resolve.

Mâl - Mâlborn

Though the catastrophic, apocalyptic god Mâl prefers his minions to be totally converted to shapes that please

him, there is a significant contingent of relatively unchanged humanoids to exercise his will. The mâlbörn are the military arm of these, often tasked with protecting the druids that are most close to The Forgotten One. Some of these are paladins corrupted by the inexorable will of Mâl, others from the ranks of hobgoblins captured and set to his will. By the time they are given a command of mâlites to invade other regions, many lose all resemblance of mortality.

Patron: Mâl

Class Skills: Mâlbörn antipaladins have Climb as a class skill.

Flesh of Mâl (Ex) Starting at 1st level, a mâlbörn antipaladin develops a subtly resinous skin that grants him a +1 natural armor bonus. This bonus increases by +1 for every five levels thereafter. This replaces detect good.

Aura of Disruption (Su) At 2nd level, a mâlbörn antipaladin projects a field of unnatural energy in a 15 foot radius that is disruptive to magic. Any creature other than the antipaladin attempting to cast an arcane spell within this radius must make a concentration check (DC 15 plus spell level). This replaces unholy resilience.

Sickening Weapon (Su) At 4th level, the weapons of a mâlbörn antipaladin are suffused with his perverted energy. Any being not immune to disease that is struck by a mâlbörn antipaladin or his weapons will be sickened for 1d3 rounds if they fail a Will save (DC 10 + ½ antipaladin's level + his Charisma modifier). This replaces the channel negative energy class ability.

Corrupt All Life (Ex) At 11th level, the mâlbörn antipaladin can communicate with all thinking beings within 60 ft. via *telepathy*, and can *speak with plants* at will. This replaces aura of vengeance.

Neria - Dreamcatcher

Certain exceptional devotees of Neria the Dreamspeaker go forth to battle daemons, animate dreams, and other aberrant horrors that slip through the Veils of Dream to attack her beloved sleepers and dreamers. Two traditions of dreamcatchers exist, one among the isolated elven folk of the hidden land of Illuriel, and another in Hesteria, the odd land bisected by the Wall of Sleep. Though both orders likely know nothing of the existence of each other, both are well-equipped to face challenges from beyond,

and to follow the precepts of their oracular mistress.

Patron: Neria

Class Skills: Dreamcatcher paladins have Knowledge (planes) as a class skill.

Solid Within the Dream (Su) At 2nd level, a dreamcatcher paladin is immune to illusions. This ability can be suppressed, as a swift action, if the paladin wishes to receive a beneficial spell effect, but leaves the dreamcatcher paladin vulnerable to illusions while under the spell effect. This replaces divine grace.

Dream-vision (Sp) At 3rd level, a dreamcatcher paladin can spend a full-round action to enter a daydream state and consider the actions of the future, identical to an *augury* spell cast at the paladin's spell level. This can be done three times per day, plus the dreamcatcher paladin's Charisma modifier. This replaces the mercy gained at 3rd level.

Aura of Prophecy (Su) At 11th level, the dreamcatcher paladin has the ability to see a split-second into the future, gaining uncanny dodge, evasion and +2 bonus to Reflex saves; each ally within 10 feet gains +1 bonus to Reflex saves. This replaces aura of justice.

Rajuk Amon-Gore - Deathdancer

Dancing madly to the tune of the approaching End Times, deathdancers are rarely mistaken for the typical antipaladin, often eschewing heavy armor and the massive weapons associate with other armored brutes. That they often surround themselves with various undead servants may be one reason for this, but in fact they are aesthetes in their own way, dispatchers and 'muscle' for the Rajuki Dancer assassins that are given holy missions to kill by the Black Bishops and Mordant Vicars. Overlooked would-be celebrities, and even paladins shamed by a romantic misstep have filled the ranks of the deadly deathdancers.

Patron: Rajuk Amon-Gore

Class Skills: Deathdancer antipaladins add Perform (dance) to their list of class skills.

Dance of Death (Ex) At 3rd level, deathdancer antipaladins gains one of Acrobatic Maneuvers, Combat Reflexes, Dodge, Fleet, Lightning Reflexes, or Nimble Moves

as a bonus feat. At 4th level, they gain another one of the listed feats. This replaces aura of cowardice.

Followers of the Dance (Ex) At 6th level, deathdancer antipaladins gain Command Undead as a bonus feat. This replaces the second cruelty gained at 6th level.

Dance of Blood (Sp) At 14th level, the deathdancer antipaladin can, as a swift action, cast *dance of a hundred cuts* as a spell-like ability, once per day, using his own caster level. This replaces aura of sin.

Toma Thule - Darksieger

The “soft” cities of the east, though they did suffer attack and privation during the NewGod War, cannot compare their centuries-old experiences to life in the Celestial Fortress, Digirn. Brought down by the King of Kings, the Lion-God Toma Thule as an embodied piece of Heaven itself, amid the blasted plains of the Empire of the Dead, it is a city that knows the word ‘siege’ more intimately than any in existence. His line-and-column paladins are somewhat different than those in other lands, and while He still has elite commanders of the traditional type, the more soldierly, more easily replaced darksiege archetype serves Toma Thule well in the never-ending campaign against the crawling forces of evil and death that surround Digirn. The order wears heavy armor of blackened steel, in a rippled pattern, with capes of grey. Outside of Digirn they are on constant alert, always suspicious of the ‘normal’ lands (or Lands) of Porphyra, as being far too quiet...

Class Skills: Darksiege paladins gain Knowledge (planes) as a class skill.

Assumption of Evil: Darksiege paladins do not have *detect evil* as a class ability.

The Constant War (Su) At 1st level, darksiege paladins get a bonus of +1 to hit and +1 to damage against any evil target. This increases to +2/+2 at 7th level, and +3/+3 at 14th level. This replaces the smite evil class ability.

Lion Commander (Ex) Starting at 9th level, a darksiege paladin may take a bonus combat feat whenever he would normally receive a new mercy. This replaces traditional mercy benefit.

Into the Breach (Ex) At 11th level, a darksiege paladin can fight defensively more effectively, suffering only a -3 penalty to attacks, while receiving a +3 bonus to armor class; this otherwise acts like fighting defensively; he gains a +6 AC bonus when using full defense. This replaces aura of justice.

Oaths for Darksiege Paladins: Darksiege paladins, especially those of Digirn, often make oaths against undead and against fiends, if they are recruited and trained with enough time to do so. The two oath orders have named themselves the Skullbreakers (Oath Against Undead) and the Tailshakers (Oath Against Fiends)

Unorthodox Paladins

A few paladins serve deities that do not completely follow Law, or are not particularly Good, but are only one step away, alignment-wise; that is, Neutral Good and Lawful Neutral. These paladins are inspired by those deities in a broader fashion, and focus on the moral or ethic that does match those required by paladinhood—they must at all times follow law and goodness, in any case.

Below are the preferred archetypes and oaths that paladins of non-lawful good deities often select. New material is indicated.

Ithreia (LN) – Order of the Gyr Falcon, Divine Calling*

Linium (LN) – Holy Gun, Oath Against Undead

Neria (NG) – Dreamcatcher, Oath Against Corruption

Paletius (NG) – Warrior of the Holy Light, Oath Against Darkness

Shankhil (LN) – Sacred Servant, Oath of Charity

Veiloaria (NG) – Sacred Shield, Oath of Loyalty

*From *Strategists and Tacticians*; 4WG

Oaths

While all paladins have their own codes of conduct, either taught by an order, handed down from the gods, or inspired by personal conviction, an oathbound paladin devotes herself to a singular cause, which grants her additional powers but also gives further edicts she must follow. Some paladin swears an oath to eradicate a certain kind of evil. This powerful oath gives her access to new spells and adds to or alters typical paladin abilities.

An oathbound paladin can take multiple oaths, but none of the other oaths can replace or alter the same

class feature from the paladin class as another alternate class feature. For example, a paladin cannot take the Oath against Corruption and the Oath against the Wyrms because they both replace the aura of courage class feature.

Paladins who take up an oath may make a sacred promise to their god or temple to perform some specific and grand action associated with the oath. For example, an oathbound paladin who takes the Oath of Vengeance may be tasked with killing the orc warlord who razed her home city, while a paladin with the Oath against the Wyrms may be asked to secure a nonaggression pact with a family of dragons. When a paladin completes the sacred promise, the oath is fulfilled, and she may abandon the oath if she so chooses; she may then select another oath or become a standard paladin or a different paladin archetype.

If a paladin violates the code of her oath, she loses the class abilities associated with that oath until she atones. If she violates her paladin's code, she loses her oath abilities as well as her other paladin abilities.

Oath to Addiction

The bizarre and dangerous land known as The Pynian Coast brought from whatever cesspool world Vortain, the Corrupt One, found it, is rife with a myriad of recreational poisons, literally the lifeblood of that blighted territory. Antipaladins of the Candyman are the directors and 'pushers' supreme, existing in a haze of pharmacological stupor, but fulfilling their duties adequately. Seeing these dazed daemoniacs in battle is a truly disgusting sight to behold, as they follow their oath to experience no moment in sobriety.

Patron: Vortain

Class Skills: An addiction oathbound antipaladin replaces the Heal skill with the Handle Animal skill.

Tolerance for Abuse (Ex) At 3rd level, addiction oathbound antipaladins have developed a tolerance for the substances they constantly use. They may ignore the first point of ability damage they are dealt in a round, or as a result of an affect. This replaces plague bringer.

Persistent Cruelty (Su) At 5th level, cruelties inflicted by an addiction oathbound antipaladin are more severe. The saving throw DC to resist the cruelty effect is increased by 1 for every three antipaladin levels the oathbound antipaladin has, and the duration of the effect, if

there is one, is increased by the antipaladin's Charisma modifier in rounds. This replaces divine bond.

Aura of Poison (Su) At 7th level, any potions on the person of an enemy that comes within 10 ft. of an addiction oathbound antipaladin requires its owner to make a Will save ($10 + \frac{1}{2}$ antipaladin's level + his Charisma modifier) or be converted to a foul fluid, the equivalent of unholy water. This replaces the third use of smite good gained at 7th level, which is then gained at 10th, moving each subsequent additional use to the next three levels.

Drug of Choice (Ex) At 14th level, the addiction oathbound antipaladin is no longer affected negatively by one particular drug each day, gaining only its beneficial properties. The drug of choice is chosen when the antipaladin selects his spells for the day. This replaces aura of sin.

Code of Ethics

Avoid sobriety whenever possible—only when intoxicated are you in control of your own reality. Spread the mind-opening substances of Vortain at every opportunity, but be sure to create a profitable system that can maintain itself.

Oath Spells: 1st—*beguiling gift*; 2nd—*feast of ashes*; 3rd—*imbue with addiction*; 4th—*absorb toxicity*

Oath against Anarchy

When mortal humans are allowed to gather in large numbers, they need to be controlled. It is a flaw of human nature that they will resist being controlled, and want, against their best interests, to do whatever they want. This leads to crime, thievery, disobedience, abuse, and a myriad other sins detrimental to order and prosperity. Those paladins oathbound against anarchy—the absence of law—are sworn to prevent this, and put the lawless in their place, for the good of all.

Patrons: Any lawful

Class Skills: A paladin who is oathbound against anarchy gains Perception as a class skill.

Aura of Supervision (Su) At 5th level, the oathbound paladin constantly radiates an aura with a radius of 30 feet that confounds attempts at thievery, deception and subterfuge. All within the aura's radius suffers a penalty

equal to ½ the paladin's level to Disable Device, Stealth and Sleight of Hand checks, and the paladin gets an automatic Perception check to notice the attempt within the aura's radius. This replaces divine bond.

Code of Conduct

Protect the law-abiding from those who would oppose the rule of order. Shield the innocent from thieves, looters and rioters, and root out anarchists and scoundrels.

Oath Spells: 1st—*alarm*; 2nd—*arcane lock*; 3rd—*seek thoughts*; 4th—*order's wrath*

Oath of Conflagration

The favored servants of the awesome Firelord Mal'Eket fervently sought to emulate their master, in habits, appearance, and attitude. Swaggering, smoldering braggarts, they were (and some say still are) domineering personalities that nonetheless attracted scores of weaker personalities, eager to follow their dark beacon. Called 'brimstone masters', an enclave of these oathbound antipaladins was typically not hard to locate, and they made a point of calling out any would be 'heroes', often to their downfall. In latter days, brimstone masters do their bullying and recruiting in remote, often volcanic or desert regions, where they may be forever 'moving forward' without risking direct confrontation with the irresistible powers of good.

Patron: Firelord Mal'Eket

Fireproof (Ex) At 2nd level, you have proven that you deserve to be able to ignore the harmful effects of the element of your master. Conflagration oathbound antipaladins gain resistance fire 5, increasing to 10 at level 9, and 15 at level 15. This replaces unholy resilience, and the cruelties gained at 9th and 15th levels.

Aura of Heat (Su) At 4th level, as a standard action, you can radiate heat capable of damaging those who come too close. This aura deals 1d6 damage to those adjacent to the brimstone master antipaladin, and those that attack and are attacked by the antipaladin; they may make a Reflex save DC (10 + ½ the antipaladin's level + his Charisma bonus) for half damage. This aura can be maintained for 1 minute per antipaladin level, per day, and may be used in 1 minute increments. This replaces the channel negative energy class ability.

Demonic Beckoning (Sp) At 7th level, a conflagration oathbound antipaladin can use *charm person* three times per day, as a spell-like power, using his antipaladin level as his caster level. This spell-like ability does not allow the target a +5 bonus given for being attacked or threatened by the caster and his allies. This replaces the additional smite evil per day granted at 7th level.

Code of Conduct

Never threaten when you can deliver, be direct and overpowering, so you will not be challenged. Do not plot too long, or your passion will dim like an ember. Let all know that resisting you will be costly, and joining you will bring power, if they are obedient.

Oath Spells: 1st—*produce flame*; 2nd—*unnatural lust*; 3rd—*firestream*; 4th—*fire shield*

Oath Against Darkness

So many terrors that plague peaceful humanoids come from the darkness, and it is the most primal fear that a sun-born being can possess. The life-giving sun, for paladins that revere Paletius, is the avatar of Paletius himself, and their dedication to that orb and that god shines like light itself upon their faces. Thought they can be somewhat overzealous against goodly subterranean races such as dwarves, their well-meaning is infectious, and they travel far and wide in missionary expeditions to expound on their preachings, expunge light-hating humanoid raiders, and to set up continual flame towers in each small town they visit.

Patron: Paletius

Lightbearer (Sp) At 1st level, paladins who have taken an oath against darkness can cast *light* at will, as a move action, and cast all spells with the light descriptor at +1 caster level. This replaces the *detect evil*.

Aura of Light (Su) At 3rd level, the oathbound paladin can radiate a nimbus of light equivalent to a *daylight* spell. Activating and deactivating this aura is a swift action. This replaces aura of courage.

Aura of Revelation (Su) At 11th level, the oathbound paladin and all allies within 10 ft. are immune to illusion and visual-based magic, even forcing beings that are invisible to make a Will saving throw DC (10 + ½ the paladin's level + his Charisma modifier) or become visible. This replaces aura of justice.

Code of Ethics

Do not suffer darkness to lurk wherever light is desired. Creatures of the dark are as creatures of evil, no pure being lives in the darkness. Bring light to all who wish it, and spread the word of the benefits of living in the light.

Oath Spells: 1st—*faerie fire*; 2nd—*continual flame*; 3rd—*searing light*; 4th—*wandering star motes*

Oath against Deforestation

From her time as a human girl in the fields and forests, Aleria has grown to love the silent members of life's family. Wanton destruction of plants, especially forests, saddens the Love of Life as much as the deaths of her worshippers. Some of her faithful warriors follow this devotion to a greater extent, seeking to exert her will to preserve nature's beauty, against the ravaging axe.

Patrons: Aleria, Ithreia

Aura of Bluntness (Su) At 3rd level, all living things area able to resist the destructive blade of the wanton forester or ravager. All allies of the oathbound paladin within 10 ft gain DR 1/bludgeoning or piercing, and plants add 2 to their hardness. This increases to DR 2/bludgeoning and piercing and adding 4 to hardness at 13th level. This replaces aura of courage.

Guardian Against Fire (Sp) At 5th level, the oathbound paladin can use *quench* as a spell-like ability, using his paladin level as his caster level. He can use this ability once per day at 5th level, and an additional time per day for every 5 paladin levels he possesses. This replaces divine bond.

Code of Conduct

Consider the lives of trees and the multitude of plants within the forest as you would sentient beings. Protect the ecosystem from the depredation of destructive beings.

Oath Spells: 1st—*keen senses*; 2nd—*summon nature's ally II*; 3rd—*plant growth*; 4th—*thorn body*

Oath of Submersion

Some antipaladin servants of the terrible Ice Tyrant serve that ice-loving elemental lord's interests in the watery oceans and the sea, which is part of His elemental interest- though He rarely enters that unfrozen domain. The first fierce half-undine to challenge the war-priests of the

ice and use the sea as his hunting ground was Kaliban, who taught The Ice Tyrant's enemies to fear the open water; The Ice Tyrant's order of sea-antipaladins are named in dark honor of him, called the Sons of Kaliban. These oathbound antipaladins have greater autonomy than other orders, at the cost of direct support from the faithful of The Ice Tyrant. Sons of Kaliban have a dominant relationship with the ice giants, the seafaring cousins of the arctic frost giants, and high-level antipaladins bound to the oath of submersion often command fell ships of these reavers.

Patron: The Ice Tyrant

Reef Fiend (Ex) At 2nd level, a Son of Kaliban antipaladin gains the characteristics of his patron. He gains a swim speed equal to his normal speed. At 11th level the antipaladin can breathe underwater as well as on land. This replaces touch of corruption.

Briny Servant (Sp) At 5th level, if the oathbound antipaladin gains the service of a fiendish servant, the creature gains the aquatic subtype and amphibious special quality.

Submarine Lord (Su) At 8th level the oathbound antipaladin can communicate telepathically with amphibious and aquatic animals and magical beasts to a distance of 150 ft. With unintelligent creatures this communication is limited to simple concepts, such as "come here," "defend me," or "attack this target." Unintelligent creatures follow the antipaladin's commands to the best of their ability and understanding. This replaces aura of despair.

Smite Land Dweller (Su) At 11th level the Son of Kaliban oathbound antipaladin can smite any creature without the amphibious special quality or aquatic subtype as if smiting good. This replaces aura of vengeance.

Code of Conduct

Let the arrogant and the weak not rest when near the sea. Use all the tools of the ocean to their best advantage, and use your own abilities in the appropriate environment to cause the most havoc.

Oath Spells: 1st—*speak with animals* (aquatic creatures only); 2nd—*hold animal* (aquatic creatures only); 3rd—*water breathing*; 4th—*freedom of movement*.

Oath of Subterfuge

That the evil chaos of the Elemental Lords could be subtle is not a phenomenon that the Deist forces counted on, and the incursions of antipaladins sworn to Kurofu the Shadow ended the noble plans of many an invading force, especially on the Dry Peninsula. Always striking from the shadows, these oathbound antipaladins, known as blackwind warriors, always hold that “live to fight another day”, while letting superior forces know that something is coming for them, was the most effective strategy. Even their apparel is atypical for antipaladins, eschewing the massive armor and huge weapons that are favored by most- that stooped peasant playing his flute in a midden could just as likely be a feared paladin, as the swaggering steel colossus. After the NewGod Wars, the blackwind warriors just melted back into the populace of their isolated lands, waiting for the perfect moment to strike for their dark lord.

Patron: Kurofu the Shadow

Class Skills: Subterfuge oathbound antipaladins gain Perform (wind instrument) as a class skill.

Dark Deception (Sp) At 2nd level, a blackwind warrior oathbound antipaladin can use *misdirection* as a spell-like power a number of times per day equal to 3 + your Charisma modifier. This replaces unholy resistance.

Aura of Fear (Su) Once per day at 5th level, and an additional time per day for every four antipaladin levels, a blackwind paladin can, as a standard action, activate an aura of fear in a 10 ft. radius, lasting one minute per antipaladin level, taken in one minute increments. Those who fail a save equal to 10 plus half the oathbound antipaladin's level, plus his Charisma modifier are frightened for the duration of the aura. This replaces the fiendish boon class ability.

Living Shadow (Su) At 11th level, a subterfuge oathbound antipaladin is constantly under a *blur* effect, exactly as the 2nd level spell. This replaces aura of vengeance.

Code of Conduct

Keep the complacent off guard with subterfuge and deception. Avoid attacking directly unless you can wipe the enemy out completely, to add mystery to their destruction. Use fear and apprehension skillfully as a weapon. The night is your ally.

Oath Spells: 1st—*obscuring mist*; 2nd—*shadow anchor*; 3rd—*cloak of winds*; 4th—*crushing despair*

Detect the Faithful

School divination; **Level** cleric 1, druid 1, paladin 1, ranger 1

Casting Time 1 standard action

Components V, S, DF

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

You can detect other worshipers of your deity (mortal worshipers, outsider servants, and so on). The amount of information revealed depends on how long you focus on a particular area or subject.

Dirge of the Hands of Doom (Chant of the antipaladins)

I am the one, the claw of Doom
The outstretched grasping hand,
The rictus face of agony
The shadow 'cross the land...
Fall to my callous arrogance,
Bow down before my will-

For my power is clandestine
and I will reward you well.

I twist the truth for my own gain,
it is Chaos I revere,
the unformed passion of the planes
it is Evil I hold dear...
Corruption, cruelty are my rules,
I'll rule you with my sword-
the sheep of goodness all are fools,
law-mumblers and their 'Word'.

I march to purge with Fire and Wind,
with Water, and with Stone,

I love all those who seek to sin,
but I always stand alone...
stand alone, heart of stone...
Heart of fire, love the liar...
Hair of wind, I have sinned...
Come to the slaughter, unholy water...

(improvise more lines as needed)

Song of the Righteous Warrior (The Paladin's Hymn)

Eternal Mother, strong and wise,
Whose voice rings through the endless skies,
Who bidd'st the mighty oceans be
as still and calm as inland sea—
Oh, hear us when we sing to thee,
when battling evil, tirelessly.

Oh Law! The order of the world,
a calm when dev'lish pipers skirl,
Your hand stays mountains, shaking down,
the earth is still when you but frown—
Oh, help us when we call to thee,
when saving poor ones, selflessly.

Oh Goodness! Mercy, hands of weal,
Your touch, through mine, makes others feel
no pain when fire burns from below,
and quenches flame with goodness' snow—
Oh, save us when we'll join with thee—
Our last reward, eternally.

1st Round: Presence or absence of the faithful.

2nd Round: Number of individual faithful in the area.

3rd Round: The exact location of each worshiper. If a fellow worshiper is outside your line of sight, then you discern his direction but not his exact location.

Each round you can rotate to detect worshipers in a new area.

The spell can penetrate barriers, but a sheet of lead, 1 foot of stone, 1 inch of common metal, or 3 feet of wood or dirt blocks it.

The GM decides if worshipers are present. A creature's personal interpretation of its beliefs determines whether or not it is of the same faith as you—hence heretics and splinter cultists of your deity still count as worshipers of that deity. The elemental lords counts as deities for the purpose of this spell.

Imbue With Addiction

School transmutation; **Level** alchemist 2, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a dose of an addictive drug or substance)

Range touch

Target one living creature

Duration instantaneous

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

The target immediately becomes addicted to the drug used during the casting of the spell (see *Pathfinder RPG GameMastery Guide* for rules on drugs and addiction). If the target was ever addicted to the drug at any point in the past, it takes a –4 penalty on its saving throw.

Daemon Seed (Drug)

Type ingested or inhaled; **Addiction** major, F-DC 20 (non-daemons only)

Price 1,000 gp

Effect 1 hour; +1d4 profane bonus to saves and skill checks, +1d6 profane bonus to one skill

Damage 15% chance of blindness and deafness for 1 hour and 1 negative level (W-DC 20)

DESCRIPTION

Most often used by other daemons, daemon seed has found a ready market across the planes. Daemon seed is derived from the viscous, sometimes iridescent fluid tapped from a daemon's spinal column, and those who imbibe it experience delusional euphoria, and a storm of memories digested by the daemon. The one skill that gains a heightened effect is random and varies from dose to dose, and there is no way to tell which skill a particular dose affects.

Usually the drug has no side effects, but when it does, they are debilitating. Rumor has it that a creature who has recently used daemon seed is especially noticeable to daemons (though how “recent” and to what extent the creature is more noticeable varies from rumor to rumor).

Information on drugs and addiction is presented in the *GameMastery Guide*.

Sample Paladin and Antipaladin

Below is a sample paladin and antipaladin created with options in this book.

SCATHA COPPERHEAD

Male dragonblood codionic knight paladin 9

LG medium humanoid (dragonblood)

Init +4; **Senses** darkvision 60 ft.; Perception +9

Aura courage (10 ft.), resolve (10 ft.), supervision (30 ft.)

DEFENSE

AC 24, touch 10, flat-footed 24

(+9 armor, +3 shield, +2 natural)

hp 81 (9d10+27)

Fort +13, **Ref** +7, **Will** +7; +9 vs. poison

Immune fear, charm

OFFENSE

Speed 20 ft. (in armor)

Melee +2 *called longsword* +15/+10 (1d8+5/19-20), cold iron dagger +12/+7 (1d4+3/19-20/x2)

Ranged +1 *returning hand axe* +13 (1d6+4/x2), cold iron dagger +12 (1d4+3/19-20/x2)

Special Attacks channel positive energy (W-DC 17, 5d6), smite evil 3/day (+3 attack and AC, +9 damage)

Spell-like Abilities (CL 9th; concentration +12)

At will—*detect evil*

3/day—*detect magic, shield other*

Spells Prepared (CL 6th, concentration +9)

2nd—*arcane lock, arrow of law*

1st—*alarm, divine favor, knight's calling*

Oath against Anarchy

STATISTICS

Str 16, **Dex** 10, **Con** 16, **Int** 8, **Wis** 10, **Cha** 16

Base Atk +9; **CMB** +12; **CMD** 22

Feats Alertness, Cleave, Dragonhide, Eyes of the Dragon, Improved Initiative, Power Attack, Skill Focus (Sense Motive), Weapon Focus (longsword)

Skills Intimidate +6, Knowledge (nobility) +4, Knowledge (religion) +4, Perception +9, Sense Motive +9

Languages Common, Draconic

SQ aura, code of conduct, dragon-guile, gatecrasher, lay on hands (4d6, 7/day), mercy (shaken)

Gear +1 *champion full plate*, +1 *arrow-catching steel heavy shield*, +2 *called longsword*, +1 *returning hand axe*, *steelhand circle*, *cloak of resistance* +1, *wand of detect the faithful*, *potions of bull's strength*, *lesser restoration*, *shield of faith* +2, cold iron dagger, 35 gp

Scatha, a captain among the Codionic Knights, has climbed his way through the notoriously rigid ranks of those staid warriors to become one of their most trusted servants. Though he has not yet been given the privilege of guarding the Codion himself, Scatha hopes that his thief-finding skills and fervor in fighting lawlessness among the masses will get him recognized- so much so that he risks the temptation of recklessness, doubtless a side-effect of his draconic heritage. As it stands, his loyalty cannot be questioned, and it would be hard for Scatha to believe that it ever would. He is eagerly waiting for a big criminal case in which to prove himself, and thus rise through the ranks again.

Y'GOTHAADINE, THE ALIEN PESTILENCE

Male erkunae malborn antipaladin 8,

CE medium humanoid (erkunae)

Init +2; **Senses** Perception +0

Aura disruption (15 ft.), cowardice (10 ft.), despair 10 ft.), poison (10 ft.)

DEFENSE

AC 21, touch 13, flat-footed 18

(+7 armor, +2 Dex, +1 deflection, +1 natural)

hp 64 (8d10+16)

Fort +7, **Ref** +4, **Will** +6

Defensive Abilities tolerance for abuse

OFFENSE

Speed 20 ft.

Melee +2 *cruel guisarme* +16/+11 (2d4+8/x3)

Ranged javelins +10/+5 (1d6+4/x2)

Special Attacks sickening weapon (F-DC 16), smite good 2/day (+2 attack and AC, +8 damage)

Spell-Like Abilities (CL 8th; concentration +10)

1/day—*augury*

Spells Prepared (CL 5th; concentration +7)

2nd—*scare* (W-DC12), *feast of ashes* (F-DC 14)

1st—*beguiling gift* (W-DC 13), *cause fear* (W-DC 13)

Oath to Addiction

STATISTICS

Str 18, **Dex** 14, **Con** 12, **Int** 10, **Wis** 10, **Cha** 14

Base Atk +8; **CMB** +12; **CMD** 24

Feats Deceitful, Power Attack, Toughness, Weapon Focus (guisarme)

Skills Bluff +11, Climb +7, Disguise +2, Heal +7, Ride +9; **ACP** -4

Languages Common, Abyssal, Protean

SQ dragonrider caste, hermit-seer, weapon familiarity

Gear +2 *cruel guisarme*, +1 *dastard chainmail*, *plague rat belt*, *ring of protection* +1, 3 unholy water, 2 *potions of cure light wounds*, *potions of cure moderate wounds* and *lesser restoration*, 4 javelins, 3 doses daemon seed*

Y'gothaadine was an alien child even to his alien culture of Erkusaa, and only his high birth kept him from being abandoned as a mistake of nature. He stowed away on a ship bound for the Pynnian Coast, which was subsequently captured by the horrific malites of Gateway. He somehow convinced the foul aliens to allow the mission to continue to Dravi Ankor, and they conducted a legendary raid on the pestilential drug den. This melding of malite alienness and Pynnian drug use has lead to a horrifying new demi-cult, and Y'gothaadine as its high priest and enforcer. From his island base, he attracts malcontents to his cult, to some sinister, unknown end.

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