

# KNIGHT OF THE SEPULCHER



OF  
(ANTIPALADIN)  
Antipaladin  
Level - 3 =

Antipaladin  
Level  
Caster  
Level

## DETECT GOOD

As a move action, detect good in one creature or item within 60ft.  
Does not detect any other good auras nearby.

## UNHOLY RESILIENCE

Level 2 **CHA** Bonus to all saving throws

## AURA

Level 3 **AURA OF COWARDICE**  
Enemies within 10ft take -4 to saves against fear effects.

## PLAGUE BRINGER

Level 3 Immune to the effects of all diseases including magic.  
Can still contract diseases and spread them to others.

## CHANNEL NEGATIVE ENERGY

Level 4 Channelling negative energy uses up two of today's uses of Touch of Corruption.

**ENERGY ROLL**  
Antipaladin Level Misc  
 $\boxed{\phantom{00}} \text{ d6} = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \phantom{00}$   
(Round up)

**WILL SAVE DC**  
Antipaladin Level  
 $\boxed{\phantom{00}} = 10 + \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \text{CHA}$   
(Round down)

## SPELLS

Spell Save DC	Spells per day	Base Spells	+ Bonus Spells CHA
1			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

## TOUCH OF THE CRYPT

Level	Saving Throw Bonus	Critical and Sneak Evasion	
5	2	25%	Bonus to saving throws against mind-affecting effects, death effects and poisons.
10		50%	
11	4		
15		75%	

Level 5 **TOUCH OF THE CRYPT**  
Harmed by positive energy and healed by negative energy (but still vulnerable to energy drain and enervation)

Level 8 **FORTITUDE OF THE CRYPT**  
Immune to poison.  
Darkvision 60ft.

Level 10 **CLOAK OF THE CRYPT**  
Immune to energy drain and harmful negative energy.

Level 15 **CRYPT LORD**  
Immune to death effects, sleep effects, paralysis and stunning.  
No longer sleeps.  
Immune to becoming fatigued or exhausted.

Level 17 **SOUL OF THE CRYPT**  
Damage reduction 5/bludgeoning and good.

## WEAPONS OF SIN

Level 14 Weapons evil-aligned for overcoming damage reduction.

## SMITE GOOD

**FOES PER DAY**  
Antipaladin Level Misc Foes Today  
 $\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{\phantom{00}} \div 3 \right) + \phantom{00}$   
(Round up)

**ATTACK BONUS**  
Misc  
 $+ \boxed{\phantom{00}} = \text{CHA} + \phantom{00}$

**DEFLECTION BONUS**  
Misc  
 $+ \text{AC} = \text{CHA} + \phantom{00}$

A successful strike with smite good bypasses damage reduction.

Smiting damage bonus applies double for the first successful strike against good-aligned outsiders, dragons, clerics and paladins.

**DAMAGE BONUS**  
Antipaladin Level Misc  
 $+ \boxed{\phantom{00}} = \phantom{00} + \phantom{00}$

**GOOD DAMAGE BONUS**  
Antipaladin Level Misc  
 $+ \boxed{\phantom{00}} = \left( \phantom{00} \times 2 \right) + \phantom{00}$

## TOUCH OF CORRUPTION

**USES PER DAY**  
Antipaladin Level Misc Uses Today  
 $\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \text{CHA} + \phantom{00}$   
(Round down)

Level 2 **HEALING HIT POINTS**  
Antipaladin Level Misc  
 $\boxed{\phantom{00}} \text{ d6} = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \phantom{00}$   
(Round down)

## CRUELITIES

Level 3

6

9

12

15

18

## PREPARED SPELLS

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## UNDYING CHAMPION

Level 20 Increase damage reduction to 10/bludgeoning and good.  
Becomes undead, acquires all undead traits. No longer has a Constitution score; use Charisma score for calculating hit points, fortitude save and other abilities.  
Immune to disease, but can still act as plague carrier.