OF	HORE	SMITE GOOD
OF  Antipaladin  Level  (ANTIPALADIN)	FOES Antipaladin PER DAY Level	Misc Foes Today
Antipaladin _ 2 _ Caster	(Round up)	)
Level DETECT GOOD	ATTACK (Round up)	DEFLECTION
As a move action, detect good in one creature or item within	BONUS Mi	isc BONUS Misc
Does not detect any other good auras nearby.	(+ )= CHA +	+ AC = CHA +
UNHOLY RESILIANCE		
2 CHA Bonus to all saving throws	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.
AURA	DAMAGE Antipaladin	GOOD DAMAGE Antipaladin
Level AURA OF COWARDICE  3 Enemies within 10ft take -4 to saves against fear et		lisc BONUS Level Mis
PLAGUE BRINGER	+ = +	+ = ( × 2 ) +
Level Immune to the effects of all diseases including made		TOUCH OF CORRUPTION
3 Can still contract diseases and spread them to other	rs. <b>USES</b> Antipala	
CHANNEL NEGATIVE ENERGY  Level Channelling negative energy uses up two of today's	PER DAY Level	* 2 ) + CHA +
4 uses of Touch of Corruption.	,	nd down)
ENERGY Antipaladin ROLL Level Misc	2 HEALING Antipala HIT POINTS Level	
d6 = ( ÷ 2 ) +		el Misc
(Rou	d6 = (	<del>- 2 ) +</del>
WILL Antipaladin GAVE DC Level	(Roun	nd down)
= 10 + ( ÷ 2 ) + 0	CRUELTIES HA Level	
	3	
SPELLS	6	
Spell Spells = Base + Bonus Sp. Save DC per day = Spells + CHA		
1 000		
2	12	
3 000	15	
4	18	
Spell Save DC = 10 + CHA + Spell Level		PREPARED SPELLS
TOUCH OF THE CRYPT		
Saving Critical and Throw Sneak		<b>1</b> □□□
Level Bonus Evasion 5 2 25% Bonus to saving throws a		
10 50% mind-affecting effects,	gainst	
death effects and poisons	s. <u> </u>	2
15 75%		
Level TOUCH OF THE CRYPT		
Harmed by positive energy and healed by negative e (but still vulnerable to energy drain and enervation)		
FORMITTINE OF MILE CRYPT		3
Immune to poison.		
Darkvision 60ft.		
Level CLOAK OF THE CRYPT		<b>4</b>
CLOMICOL THE CIVIL I	y	
10 Immune to energy drain and harmful negative energy		UNDYING CHAMPION
10 Immune to energy drain and harmful negative energ	d	
10 Immune to energy drain and harmful negative energy  CRYPT LORD	Increase damage reduction to 1	undead traits. No longer has a Constitution score; use Charisma score fo
10 Immune to energy drain and harmful negative energy  CRYPT LORD  Level Immune to death effects, sleep effects, paralysis and stunning.  No longer sleeps.	Increase damage reduction to 1 Level Becomes undead, acquires all u	undead traits. No longer has a Constitution score; use Charisma score for eave and other abilities.
10 Immune to energy drain and harmful negative energy  CRYPT LORD  Immune to death effects, sleep effects, paralysis and stunning.  No longer sleeps.  Immune to becoming fatigued or exhausted.  Level SOUL OF THE CRYPT	Increase damage reduction to 1 Level Becomes undead, acquires all u 20 calculating hit points, fortitude	undead traits. No longer has a Constitution score; use Charisma score for eave and other abilities.