

# BODHI'S GUIDE TO THE OPTIMAL PALADIN & ANTI-PALADIN

A GUIDE FOR  
USE WITH THE

**PATHFINDER**  
ROLEPLAYING GAME™

## Table of Contents

Foreword.....	3	Ability Scores.....	22
D&D 3.5 and Third-Party Publishers.....	3	Recommended Point Builds.....	22
Gestalt Characters .....	3	Race.....	22
But Wait... You Forgot the Section On.....	3	Feats.....	23
The Guide to the Guide .....	4	Damnation Feats.....	24
Roles to Play .....	5	Archetypes to Consider.....	25
The Eternal Optimist.....	4	Recommended Skills for Paladins and Antipaladins.....	25
The Harmoniser .....	4	Paladin and Antipaladin Spells.....	26
The Holy Pain .....	5	1st Level .....	26
The Paragon of Virtue .....	5	2nd Level.....	29
The Vindicator.....	6	3rd Level.....	32
Ethics and Morality .....	6	4th Level.....	34
Class Features.....	6	Equipment Choices .....	37
The Builds.....	7	Archer Paladin .....	37
The Archer Paladin.....	8	Castigator Paladin.....	37
Ability Scores.....	8	Lancer Paladin .....	37
Recommended Point Builds.....	8	Combat Medic Paladin .....	38
Race.....	8	Devastator Antipaladin.....	38
Feats.....	9	Aegis Antipaladin .....	39
Archetypes to Consider.....	10	Mythic Characters .....	40
The Lancer Paladin.....	10	Base Mythic Abilities.....	40
Ability Scores.....	10	The Champion.....	41
Recommended Point Builds.....	10	1st Tier.....	41
Race.....	10	3rd Tier.....	42
Feats.....	11	6th Tier.....	43
Archetypes to Consider.....	11	A Note on Champion Builds .....	43
The Castigator Paladin.....	12	The Guardian.....	43
Ability Scores.....	12	1st Tier.....	43
Recommended Point Builds.....	12	3rd Tier.....	44
Race.....	12	6th Tier.....	45
Feats.....	12	A Note on Guardian Builds .....	45
Archetypes to Consider.....	13	The Hierophant.....	45
Tieflings as Paladins .....	13	1st Tier.....	45
The Combat Medic Paladin.....	14	3rd Tier.....	47
Ability Scores.....	14	6th Tier.....	47
Recommended Point Builds.....	14	A Note on Hierophant Builds .....	47
Race.....	14	The Marshal.....	48
Variant Channeling.....	15	1st Tier.....	48
Feats.....	15	Dual Paths.....	48
Archetypes to Consider.....	16	3rd Tier.....	49
Aasimars as Paladins .....	16	6th Tier.....	49
The Optimal Antipaladin Guide .....	17	A Note on Marshal Builds .....	49
Roles to Play .....	17	The Universal Path.....	50
The Absolutionist.....	17	1st Tier.....	50
The Demonic Beast.....	18	3rd Tier.....	50
The Dread Lord.....	18	6th Tier.....	51
The Fallen Angel .....	18	Mythic Feats .....	51
The Plague Master.....	19	Mythic Spells .....	52
Playing the Fall.....	18	1st Level.....	52
The Devastator Antipaladin .....	19	2nd Level.....	52
Ability Scores.....	19	3rd Level.....	53
Recommended Point Builds.....	19	4th Level.....	53
Race.....	20		
Feats.....	20		
Archetypes to Consider.....	22		
The Aegis Antipaladin.....	22		

## Foreword

Welcome to Bodhi's Guide to the Optimal Paladin and Antipaladin! Contained within the pages of this guide will be the most effective options for your paladin build, as up-to-date as possible (as of the latest iteration of the guide, which is updated approximately once per year), to give you the best advise possible in how to construct a fun and effective paladin for play at the standard gaming table. Of course, what your GM allows at his or her table will vary, so please consult with your GM if there are any options that may cause conflict at your gaming table.

I started this journey because I felt that other guides that were available at the time that I started writing this one many years ago just didn't offer a comprehensive suite of advise and options for one of my favourite classes. That is not to say that this is the only guide of value available for paladins in Pathfinder, but it is intended to be the most comprehensive and accessible guide that I can provide. I've played many paladins over the years, and it remains one of my favourite classes to play, even after all this time. I'm still discovering new ways to play paladins, and the fact that Paizo (and third-party publishers) keep releasing new content helps to keep this class fresh and enjoyable.

## D&D 3.5 and Third-Party Publishers

There's also a wealth of content that was published by Wizards of the Coast that is compatible with Pathfinder. The Book of Exalted Deeds (2003) is a popular recommendation. However, like other content that is not published by Paizo, to include all of the content would be overbearing for a guide like this, and to cherry-pick content would be a disservice to players that are seeking advise on what options can be put to best effect.

As a writer for third-party publishers, I recognize the value in third-party publisher content as a valuable contribution to enrich the Pathfinder experience at one's gaming table. However, given the amount of third-party publisher content out there (including my own content for paladins), to include it would be to explode the guide to unimaginable proportions. As such, I have chosen to not include third-party publisher content (which is constantly changing anyway), not even content that I have personally created for use with paladins and antipaladins.

## Gestalt Characters

This guide is intended as a pure guide to paladin characters. As such, it will never contain advise for gestalt (multi-class) paladins. To include such advise would lengthen this guide from its already considerable size to hundreds of pages. This guide is already in excess of forty pages, and those describe options for just a single character class. You're not going to see any advice for constructing oradin (oracle/paladin) characters. If that's what you're really looking for, I would recommend doing a google search for "Oradin Mini-Guide, or How to be a Healdot minus the 'bot'". There are also combinations of Paladin/Barbarian, Paladin/Sorcerer, and Paladin/Pretty-much-any-class. My best recommendation to players seeking advise on building gestalt characters is to check out guides for the classes that you're seeking to combine if you're unable to find a guide specifically geared toward the type of gestalt character you're looking to play.

If you're looking for a gestalt guide for playing paladins, I'm afraid

that this will never be the guide for you, and I recommend that you stop your journey here.

## But Wait... You Forgot the Section On...

This is where the disclaimer goes about this being a work in progress. It was last updated on **Monday, November 20th, 2017** and last included materials from **Ultimate Wilderness**. If you feel that something from before that is missing, it might be because it's not optimal for your character, but you're welcome to come over to the Paizo Message Boards and look for *Bodhi's Guide to the Optimal Paladin and Antipaladin* in the Advice forum to discuss it there. There's a thread for it.

Now I'm sure you'll note that I don't talk *much* about archetypes in this guide either, and that's because the archetypes largely trade out the common abilities for new ones, and those aren't always an optimal choice for most games. They may be perfectly suited to unique games or to whatever scenarios that your game master presents to you, but even this guide can't account for *everything* at your tabletop.

If you're a game master and you're looking at this guide, please share the tips you find here with your players who choose to play paladins, and use what you find here to optimise selectively. Fully optimised opponents can frustrate characters who can't keep up, and nothing should ruin your games.

Above all, Pathfinder should be fun, and if the use of this guide isn't helping to make your games fun, please don't use it. If you *are* using this guide, please exercise your best judgment. If your game master doesn't want you to fully optimize your character or feels that you're mini-maxing by using this guide, alter things accordingly or find a workable solution.

Happy gaming!

— Bodhi

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# BODHI'S GUIDE TO THE OPTIMAL PALADIN & ANTIPALADIN

Paladins are holy warriors who represent the absolute best qualities of mortals who honour their gods and embody the most pure values and virtues the races can possess. This is not to say that they are the über-class, the unbeatable warrior or something above and beyond other classes, but they are powerful martial characters that have divine abilities that they can use to supplement their fighting prowess. Their spell selection isn't fantastic, but you're not playing a primary spellcasting class, so your magics are more the icing on the cake rather than the spongy cake-like goodness that makes up the sugary dessert.

In Pathfinder, paladins are *usually* front-line warriors. They're able to take solid hits and deal out a fair amount of punishment, making them ideally suited to charge forward into battle, but they don't *have to be* played that way. This guide is intended to demonstrate a few options for how to play them without being pigeon-holed into one character option.

## The Guide to the Guide

In this guide, we'll be discussing a lot of options for your character because there are so many different combinations that can enhance your character's abilities, but in my view, some options are better than others, so I'm using **Treantmonk's** color-coding. To be brutally honest, this guide is based principally off of Treantmonk's style; I think it's fantastic and has been very useful in my own games. To that end, my advised choices are color-coded for your convenience. Also, I must give credit where credit is due, and **Thalin's** work on his Paladin Optimisation Guide was a huge inspiration and resource for this one.

**Red:** Warning: this is a poor option and should be avoided. It doesn't really enhance your character and can generally be considered a waste to take.

**Orange:** This option is okay, but there are much better options out there. It doesn't hurt your character to pick this, but it doesn't help all that much either.

**Green:** This is a recommended option. It is quite helpful in empowering your character.

**Blue:** This is your best possible option; it is ideal for helping your character to utilise their powers to best effect.

## Roles to Play



There are a number of different ways of playing the paladin apart from the traditional "I uphold the law and fight for good, and if you don't, I'm going to come into conflict with you, and I'm looking at you, Rogue!" attitude. We'll look into just a few that might help shine some light on alternatives to the standard paladin-at-the-table annoyance that seems to be the popular concept.

**The Eternal Optimist:** A more benevolent paladin type, you could quite possibly be the most naive person in the party. You're always cheerful and look on the bright side of everything, and this can either be very soothing to other members of the party, or it can annoy them to no end. You have a tendency to take what people say at face value, at least until they prove you wrong.

This character concept goes along quite well with the idea that Wisdom is a dump-stat for paladins, combined with their high Charisma. You're quite likable to others most of the time, and people generally find you pleasant to be around, not a burden like some of the other paladin-personalities.

**Useful Skills:** Diplomacy; you have a tendency to try to convince others to play nice and fair just like you do.

**The Harmoniser:** This type of paladin does not wish to impose their view of the world upon others, but rather, through examples of good living and strength of faith rather than brutally imposing their view of the world upon others. They encourage rather than force,

and attempt to gently chide those who may stray from the path of goodness and law. They do not tolerate genuine evil, but they prefer to remeinate rather than punish whenever possible; to reform instead of destroy. If the redemption of the paladin's foes is not possible, they will do what is necessary without hesitation, but with remorse for those who cannot be saved.



This type of paladin is best suited to getting the group to *gradually* change their ways into those that are more lawful and goodly in nature. It can be difficult to justify a plan of gradual change with paladins who have low Wisdom scores, but this is a role that most players will be able to get along with.

**Useful Skills:** Diplomacy, for obvious reasons, and a splash of Knowledge (Religion) probably couldn't hurt if you're attempting to convert others to your faith.

**The Holy Pain (i.e. Lawful Stupid):** Unfortunately, most players seem to think that this is the way a paladin *must* be played. This is only one option that is available to players, and while it's a popular option, it causes a lot of conflict with other members of your group. You essentially see every non-good, non-lawful act that your companions commit as a violation of your ethics and you attempt to force your way of acting and thinking upon them, often to disastrous results.

At their worst, the Holy Pain will issue inconvenient challenges that may spoil the element of surprise, insist upon imprisoning foes who will ultimately break free from simple jails manned by careless non-player characters, or you'll argue with your companions over minor actions all the time, particularly those of rogues or barbarians. If you *really* want to play this character concept, there's nothing that stops you, but just be warned... This is going to make your paladin quite unpopular with the other characters and create disharmony in achieving your goals.

**Useful Skills:** Diplomacy, 'cause you're going to need it a lot to get yourself out of trouble, and Sense Motive, because you're going to be judging everyone all the time.

**The Paragon of Virtue:** You're fine with being the front-line hero, but you're also quite comfortable being the inspiration for others' heroism. You're the sort of person who will defend a village from an invading force of goblins, then teach those villagers to defend themselves, thusly giving them control over their own situation and a fair amount of agency. Of course, you're still willing to step in when they need you, *if* they need you, but you're content to let others handle their own problems. You're less concerned with preaching and converting people to the faith of your god then you are with doing good in the world and getting the job done.

The downside to this role is that you can sometimes misjudge the abilities of others; abilities that you have have no control over. This can lead to significant consequences if you're not prepared for the outcome. Leave those villagers to deal with their own problems, sure, but if a bunch of them die because you didn't help them, they're going to revile you for it. Of course, the counter-problem to this is being *too* helpful and not allowing others to take care of anything on their own. It's a delicate balancing act, and walking that fine line can be difficult. You try not to make yourself indispensable to either your party or for those in your care, and you try equally hard to refrain from standing back and leaving others to their fate.

This role can be somewhat challenging to integrate into a party, as you have a defined role, and cannot necessarily step back and let another party member put themselves in danger. Letting the wizard take hits to allow them to "toughen up" can lead to you being on the outs with the rest of your party, but so can doing everything because you don't trust them to be able to take care of themselves.

**Useful Skills:** You'll want Diplomacy to convince others of your friendly intentions and argue your way out of hot water when something goes wrong. You could also use a dash of both Perception and Sense Mo-

tive to read your situation with those that you give aid to, and Intimidate to frighten off would-be aggressors. Heal is also a good skill, as it may help undo some of the damage done if you misjudge the competence of your allies.

**The Vindicator:** There is a purpose in all that you do, and you will pursue your goals with *intensity* that can frighten others, but that's okay... If they can't or won't help you, they can get out of your way. You won't purposefully put others into harm's way, and you'll allow other members of the party to do what they feel is best, so long as your own goals are achieved. You're not Mr. Personality, and you don't care about playing nice, particularly with your enemies. You ask for no quarter, and you give none. You are judge, jury and executioner when it comes to dealing with the forces of evil.

Your hard tack with your enemies can sometimes make others fearful of crossing you, worrying that you may turn your harsh judgments upon them (think Judge Dredd). You'll take the law quite literally, but if you genuinely believe someone to be innocent, then they have nothing to fear from you. Your party members will accept you, but they'll probably believe that you lack compassion.

**Useful Skills:** Intimidate will probably be your principal skill.

## Ethics and Morality

Characters that become paladins are possessed of the moral fortitude to choose to do good and to follow the tenets of their faith. This is not something that should be taken lightly. It is their devotion to their deity's cause that gives their deity a reason to grant a paladin their powers, and as such, it is a blessing that is neither lightly given, nor lightly taken away. Being a paladin isn't an achievement. You didn't gain your status as a paladin and then put your feet up, grab your deity's holy text and just read all day long. It's something that you live and breathe, and you strive to do good in the eyes of your deity, their church, their followers, and generally all around you.

But you're not going to succeed all the time. You're going to be presented with situations that challenge your faith, and sometimes you're going to have to face impossible choices. However, if your deity is a good, righteous, and forgiving being, they are not going to specifically keep track of every good deed and every shady misdeed. They will see that, when presented with an impossible choice, you struggled to do the right thing, and even if a choice that you made did not accomplish the greatest good, or even accomplish good in a way that was pleasing to your deity, they will take note of the fact that you tried your best, and you are genuinely penitent when your actions or decisions don't work out perfectly.

In essence, *your deity isn't looking for you to fall and lose your paladin powers*. If they are, it's only because your GM is looking for you to fall, and perhaps to have you play out this scenario. If you and your GM have agreed upon playing through this option, that's wonderful! However, if you and your GM did not mutually agree upon this, there are some problems that you need to address. Those problems may be that your GM doesn't know how to handle paladins at their gaming table, or that they are purposefully looking for opportunities to strip your paladin of their power. On the other hand, you may need to examine how you've been playing your paladin. If you're playing out the "holy pain" or "vindicator"

roles, you're a lot more likely to bring this sort of misery upon yourself, and you really need to look at how you're approaching your paladin. It may be useful to take a step back and refocus your paladin's commitments to his or her deity's tenets. Get back in touch with your god or goddess and pray for guidance. Provided that your GM is treating your paladin fairly, you should receive good advise.

Paladins who are faithfully serving their deity are always going to make the *attempt* to do right. They are going to *strive* to do better, and they are sometimes going to *struggle* with morality. It's part of the suite of role-play options that you signed up for when choosing to become a paladin. A well-played paladin is going to spend more time questioning their own actions than they will be questioning the actions of their party members, or of non-player characters and monsters that they encounter. They might know that goblins are inherently evil (neutral evil, to be precise), but that doesn't mean that they won't question if they did the right thing by killing the entire goblin horde without even trying to see if any of them could be redeemed (depending on how their deity feels about goblins, of course). Ebenezer Scrooge, at the beginning of *A Christmas Carol*, would arguably detect as evil, but that doesn't mean that the paladin would smite him if he randomly encountered him on the street. Perhaps the most ethical route would be to get those three spirits of Christmas involved (or substitute yourself for one) to redeem old Scrooge's soul.

As a paladin, when you find yourself in a moral dilemma, you're going to think about what it is that you're doing, or in the case of the moral dilemma requiring snap-judgments, you're going to think long and hard about what you've done afterward. If you've done something that goes against the tenets of your faith, you're going to feel guilt for your actions, reflect upon what you may have done wrong, and then attempt to atone (no, not the spell) for your actions *before* your deity decides that you're a fallen paladin because that's the sort of thing that people who become paladins in the first place do. If you lack moral courage, or if you are not a virtuous sort of person, it's highly unlikely that your deity would have granted you their powers in the first place.

It may be useful to look upon a paladin's actions through the lenses of specific virtues, such as honesty, compassion, valour, justice, sacrifice, honour, spirituality, and humility (from Richard Garriott's *Ultima* series of computer games). If the paladin's actions stem from one of those virtues (and you may feel free to find an alternate set of ethics that works better for you), and if they fit with their deity's paladin code, you're playing your paladin correctly, and unless you do something egregiously harmful to others within the context of the game, you're probably not going to fall out of favour with your chosen deity.

## Class Features

The following features are class features and are standard for the class. You'll have these whether you want them or not and they're almost all decent-to-good features.

**Detect Evil (at will):** This is your chance to do an "echolocation" and find the general positions of any nearby foes. This is really good, especially if you can't see them, as if they're behind a door or around a corner. This is *not* a justification to kill things, but you can use it to check to see if you can (generally speaking) trust an NPC. Good NPC's might lie to you, but they'll have a reason for it (like they're being forced to do so), so you

can't trust absolutely everything they'll tell you, but it's a good start. No one knows you're using it, and it takes one round to get information on a direct target, but three to get information about everything within 60 feet.

**Smite Evil:** This is another fantastic ability for paladins. Add your Charisma modifier to hit on your attacks, plus your level in damage, and then you get to double that against the true nasties on the first hit. Add in bypassing Damage Reduction, and this is the bedrock of your holy power, and it works for your archery as well. You also get an AC bonus equal to your Charisma modifier against the target you're smiting, too! Grow in power, get to smite more times per day.

On top of Smite Evil, you also eventually acquire **Holy Champion**, which allows you to banish evil outsiders with a single blow.

**Divine Grace:** Your saves are huge because you get to add your Charisma modifier to them.

**Lay on Hands:** Touch healing as a swift action with additional curative benefits. Use it outside of combat on others, 'cause you'll probably be busy during. If you need it during combat, use it on yourself.

**Aura of Courage/Aura of Resolve/Immune to Disease:** This cluster of abilities gives you free immunities!

**Mercies:** These are the additional curative benefits that you can add in to your Lay on Hands.

- **3rd Level:** **Deceived/Fatigued/Riled/Shaken/Sickened.**

Fatigued and Sickened are good choices to take, but you're going to be able to ignore the shaken conditioned because you'll be immune to fear. Deceived and riled are only going to be situationally useful.

- **6th Level:** **Dazed/Diseased/Enfeebled/Haunted/Staggered/Targeted.**

Staggered comes up less than dazed, but you can't cure the dazed condition off of yourself. Still, it's useful to use on others. Ignore diseased, since you're going to be immune to it. Most of the rest is a situational grab-bag.

- **9th Level:** **Confused/Cursed/Exhausted/Frightened/Injured/Nauseated/Poisoned/Restorative.**

Don't bother with cursed and poisoned. By the time they hit you, it's too late. They've already done their damage. You're immune to the frightened condition, so you don't need that either. Injured grants fast healing, so go for it!

- **12th Level:** **Amputated/Ensorcelled/Paralyzed/Petrified/Stunned/Deafened/Blinded.**

It's unclear as to whether you can cure paralyzed off of yourself, and it comes up about as often as the stunned condition, which is similar. The others, you can operate with them going, but deafened is sort of a waste to cure.

**Channel Positive Energy:** This ability isn't really all that good. Your Lay on Hands is so much better.

**Divine Bond:** You gain the choice of either a decent bonus to your weapon for a few minutes each day or an intelligent, powerful mount that you can summon to your side. Both options are quite good when examined in full, but go with the Divine Weapon if you plan on being an Archer Paladin or a Castigator Paladin. Go with the Divine Mount if you plan on being a Lancer Paladin.

## The Builds

In Pathfinder, paladins are well-suited to a four principal roles. This is not to say that other roles do not exist, and should other roles be evaluated, they can and will be added to this guide. In this guide right now, however, we're going to examine the roles of the **Archer Paladin**, the **Lancer Paladin**, the **Castigator Paladin** and the **Combat Medic Paladin** paths. The Castigator paladin fits well into the role of occupying your enemies with something tough and mean, dishing out punishment and taking a few hits, entertaining your foes while your allies help to pound back, while the Lancer paladin leaps forward on a mount to spearhead the charge against evil and drive it back into the darkness. The Archer paladin stays back and targets their foes from range, raining down justice upon evildoers. Those who follow the path of the Combat Medic paladin are swift and powerful healers.

It should be noted that you're not going to be a high armour-class warrior. You can do it, but for what you need to invest to get there, you're not going to get so much bang-for-your-buck and you're better off leaving the armour-class tanking to the party fighter. There are better picks out there for you, and the same goes true for feats that could enable you to fight with two weapons or to improve your combat maneuvers. You're not going to outmatch some of the other classes in this area, so let's focus on things that you're better suited to.

It is important to note that there is an appeal to playing a **Two-Weapon-on Fighter (the Flurry Paladin)** and a **Sword and Shield (a.k.a. the Sword-and-Board or the Aegis Paladin)** build, but they're challenging to balance and feat-intensive. You're going to be sacrificing a lot to get them to work properly.

The Flurry Paladin can have the highest damage output of any paladin archetype, but they often lose a lot in defense (both in hit points and in armour class), and you depend on full attacks, further leaving you more vulnerable to your opponents than some of the other builds. Your offhand weapon will be significantly weaker than your primary weapon, even with your Smite Evil ability active. If your best defense is a good offense, you're going to be depending on your Lay on Hands and Channel Energy abilities a lot more than some of the other paladin builds might, and when you run out of uses, you're going to need your allies to help keep you alive. If there's anything out there with a shell too tough to crack or too nimble for you to hit, you're sunk.

The Aegis Paladin is also only okay as far as paladins go, but quite good for antipaladins. While you get an increased armour class and do a fair amount of damage, your damage output doesn't match that of the Castigator or even the Flurry paladin, even if you're using an enchanted spiked shield as a secondary weapon. However, your armour class will likely get high enough (which is the point of the shield) to make you a power-turtle; a foe your opponents will attempt to avoid in favour of attacking easier targets until there's no one else left to help you. Then they gang up on you and eventually wear you out. It's decent for solo adventuring, which makes it all right for the antipaladin, but not for group dynamics which is where your paladin needs to be. If you're dead-set on playing an Aegis Paladin, use the materials found in the Aegis Antipaladin section to assist you.

## The Archer Paladin



The Archer Paladin is probably the most powerful of the paladin's options; it's certainly my favourite. You get to stay out of trouble, for the most part, you have high Dexterity, and you can get the highest Armour Class of any of these choices.

Like the ranger, you're going to try to do damage consistently, dropping foes like flies. You can pull it off to great effect, just like that ranger can, with a few smart feat picks and a good weapon. Since you won't have to close in with your opponent, you can concentrate on doing full attacks each round.

## Ability Scores

Your **Dexterity** is going to be your principal stat, as it is for all archer types. It determines your "to hit", your AC bonus and your initiative, which are going to be critical combat ratings for you. The next important stat is your **Charisma**, which is important for your Fortitude and Will saves, as well as some of your primary skills (like Diplomacy) and your available spell picks. **Strength** is also important, as it helps you to deliver damage, which with archery, is very important since damage bonuses are a bit harder to get. **Intelligence** affects your skill points, and you're not going to have all that many of those to begin with, so be careful with your skill rank assignments. You get some pretty good bonuses to key skills, but you're not going to be a skill monkey any time soon. **Constitution** affects your hit points, which are less important since will ideally be avoiding melee fighting most of the time. It's not a dump stat, but not critically

important. **Wisdom** is your only true "dump stat", which sounds counter-intuitive to the paladin, since he is a holy warrior, but remember, he's not the Cleric, so if you have low wisdom, you'll still be okay.

## Recommended Point Builds

**10 Point Buy:** Str 12, Dex 15, Con 10, Int 8, Wis 7, Cha 12

**15 point Buy:** Str 14, Dex 16, Con 10, Int 9, Wis 7, Cha 14

**20 Point Buy:** Str 15, Dex 16, Con 10, Int 10, Wis 7, Cha 15

**25 Point Buy:** Str 14, Dex 16, Con 12, Int 12, Wis 7, Cha 16

## Race

**Note:** I include some of the non-standard races just because some players like variety.

**Aasimar:** Your standard Aasimar does not have all of the right bonuses, but the Charisma is definitely up your alley. Darkvision is quite useful, and the Celestial Resistance doesn't hurt either. Daylight isn't critical for you to have, and you can potentially switch it out for another Ability bonus. However, if you're going to be an Archer Paladin, you'll really want to consider the [Azata-Blooded Aasimar](#). Your bonuses are perfect for the Archer, *glitterdust* is very useful if you don't want another Ability bonus, and although your skill bonuses aren't ideal, it's still a better balance in general.

Be wary of the Aasimar-only racial feats. While they provide a nice suite of lateral abilities and they certainly fit the theme of the "angelic holy warrior", they do not synergise well with Paladin abilities and use up valuable feat slots that you need to use on your individual build.

**Catfolk:** They have bonuses in all the right places, Dexterity and Charisma, and their penalty is in the dump-stat anyway. However, other than that, they don't make a super-strong choice for paladins. Their cat's luck is a fantastic ability, but your reflex score is going to be high, so you probably won't need it most of the time. The low-light vision does help out, though.

**Dhampir:** Be wary; the ability score adjustments are generally in good places (save Constitution), and darkvision and low-light vision are useful, but that light sensitivity hurts a lot! Ouch! Also, your Lay on Hands will not help you due to Negative Energy Affinity, so you'll want to avoid this choice.

**Dwarf:** Dwarves are ill-suited to the role of the Archer. You take a hit in Charisma, and while you get a bonus to Constitution, which isn't that critical for archer paladins, you get a bonus to Wisdom, which is a dump-stat for you. Sure, you can rearrange your stats, but why should you have to? None of their other racial traits are specifically suited to this role, which includes the Stonelord Paladin archetype.

**Elf:** While the stat arrangement isn't horrible, especially that Dexterity bonus, none of the other racial traits lend themselves to this role. Paladins are already proficient in the longbow, so there's nothing to be gained by the racial weapon proficiencies, either.

**Fetchling:** This is an okay choice for paladins, albeit an odd one. The right combination of stat bonuses and penalties, but the rest of the racial traits don't do a ton for your paladin aside from vision increases. Still, it's better than the dhampir.

**Gathlain:** Your stat bonuses are well-placed, though the Constitution penalty hurts. They get low-light vision, a natural armour bonus, and the fly speed is great. It's faster than running, and you can fire from flight.

**Gnome:** While your small size isn't a problem here, that Charisma bonus helps, but none of the rest of the stat changes really do much for you. Don't worry, your time will come, but not for the archer.

**Human:** +2 Dexterity and a free feat make humans an excellent choice for paladins, and the archer paladin is no exception. Their lack of enhanced vision handicaps them a little bit, but they are a very solid choice.

**Half-Elf:** Your skill focus isn't particularly useful here, and having one feat less than a human hurts a bit for this build, since there are so many great options for feats. I'd skip the half-elf.

**Half-Orc:** While Orc Ferocity is a wonderful thing overall, and dark-vision is great to have, too, this race doesn't lend itself to the archer paladin.

**Halfling:** They get bonuses to the two most important stats to the archer paladin, Dexterity and Charisma. The penalty to strength hurts a bit, but they also get a +1 bonus to AC and a +1 to hit with bows. The fact that they have a slower speed than some other races isn't truly a handicap since they're going to try to avoid getting close anyway.

**Ifrit:** Bonuses and penalties in all the right places, but otherwise very "ho-hum". No enhanced vision to speak of. They'd make acceptable Archer antipaladins, too.

**Vishkanya:** They have the right combination of stat bonuses and penalties, and a fair assortment of other useful racial traits, including some skill bonuses, but the poison resistance is quite useful, as is the ability to envenom your own arrows. This is a solid, if unconventional choice.

## Feats

- **Point-Blank Shot (1st):** This is a great pick for first level. You'll need to be willing to enter melee, but it could be useful if melee finds you. That +1 to hit and damage will be essential at low levels.
- **Precise Shot (3rd):** You're going to want this feat, since you're going to be firing into melee a lot, ideally, to help out your party. Negating that -4 penalty to your attack roll is significant.
  - **Clustered Shots (6th):** Consider taking this feat if you're concerned about overcoming your opponent's damage reduction when your Smite Evil won't cover it.
  - **Improved Precise Shot (11th):** Eliminating the cover bonuses that your opponents are relying upon is very handy.
- **Rapid Shot (3rd):** This feat is a big one, since you'll be able to get two shots in for the price of one, doubling your offensive output.
- **Manyshot (6th):** Putting two arrows into your foe with a full-attack, or an extra one on a full attack is quite pow-

erful. I'd pick Deadly Aim before Manyshot, but it's still a great choice if you'd rather take it first.

- **Weapon Focus (1st):** You're better off holding off on this for quite some time, but a +1 to hit can come in handy at any level.
- **Deadly Aim (5th):** This is like taking Power Attack for a melee fighter. Trading a -1 to hit for a +2 to damage is good, and it gets better as your levels go up. You're going to start doing some powerful damage with your arrows by the time you pick this up, and it'll get better further on down the line.
- **Improved Critical (8th):** You're only improving your threat range with this feat.
- **Critical Focus (9th):** Archery criticals are very nice, so being able to confirm them easier is of great benefit. It also opens up some very nice options.
  - **Staggering Critical (13th):** Staggering is a fantastic effect to use upon your enemies and prevents them from charging you.
- **Protector's Strike (5th):** Give your deflection bonus to an ally instead of keeping it for yourself when smiting a foe. There's nothing that says that you make the choice to give it to your ally or not, so be careful about selecting this feat.
- **Vital Strike (6th):** While this feat will only help you on a Standard Attack, and you'll want to be making Full Attacks, if you want to move on your action while making an attack, this feat improves your damage for no penalty to hit. This is a solid tactic for you.

## Other feats you may want to consider:

- **Channeled Revival (11th):** This gives you the ability to expend channeled energy to restore a dead creature to life as if you had cast the breath of life spell. While this is best left to your party healer or cleric, it's not a bad thing to have in a pinch.
- **Combat Reflexes (1st):** This pick only has merit if you plan on pursuing Snap Shot.
- **Cunning (1st):** Paladins are skill poor, so this feat is an excellent addition to any paladin's list!
- **Dodge (1st):** A +1 bonus to your dodge AC is very helpful, but not worth a feat pick. Still, hit allows you to pick up Mobility.
  - **Mobility (3rd):** This allows you to retreat from foes that you're in range of with less danger of getting hit.
- **Extra Lay on Hands (1st):** This is going to do you better than taking Toughness, because you're going to get an additional two Lay on Hands heals per day. That's an additional 2 to 12 hit points per day at 2nd level as opposed to 3 permanent hit points, and it's only getting better from there.
- **Fast Learner (1st; Human):** Get skill ranks and hit points!
- **Fey Foundling (1st only):** Increase the amount of magical healing you receive, including your own.
- **Fleet (1st):** Extra movement is useful in gaining the best position and controlling range.
- **Mounted Combat (1st):** This feat is not particularly useful to you directly, but it can help a mount. It does, however, allow you to take Mounted Archery.
  - **Mounted Archery (1st):** This is good for maneuverability and keeping yourself out of someone else's threat range.
- **Snap Shot (6th):** (*Note: This also requires Weapon Focus and builds off of Rapid Shot*) Threaten 5 feet around you and make AoO.
  - **Improved Snap Shot (9th):** Threaten an additional 10 feet.

**Favoured Class Bonus:** In this case, since you have so few skill ranks, you're probably better off taking the skill points unless you're lacking in hit points from your rolls at each level. Half-Orcs could take an increase in critical hit confirmation rolls, ending the need to take Critical Focus, and several races get bonuses to the number of hit points you heal with their Lay on Hands, but you're still better off taking the skill points, since you get so few of them.

## Archetypes to Consider

- Divine Hunter:** You begin play with Precise Shot, which is like a free feat for you. It'll cost you your Heavy Armour Proficiency, but you're not going to want to wear heavy armour due to the low maximum dexterity bonus caps. You also get some cool abilities to replace some of the rest that you normally get as a paladin, but nothing so awesome that it warrants special notice save the Righteous Hunter ability you pick up at level 14. It's fantastic against creatures with damage reduction that are vulnerable to good-aligned attacks.
- Oathbound - Oath Against Chaos:** This Oath is fantastic for paladins that don't get a lot of use out of their channel positive energy ability. There's not really any downside to this, unless you're really married to detecting evil, or you're encountering far more evil foes than chaotic ones. Your oath spells aren't fantastic, but the fact that you can both smite evil and chaos is stellar!
- Oathbound - Oath of Vengeance:** Trade two Lay on Hands for an extra Smite Evil. Still, it's powerful justice that allows you to

grant

your smite evil damage bonus to your nearby allies that makes this choice truly amazing!

Note: it's incompatible with Divine Hunter.



## The Lancer Paladin

The Lancer Paladin is another powerful choice to play for paladins, but requires a little bit more finesse than perhaps some people are willing to work with. In reality, the best choices for the lancer are smaller races because the lancer paladin is less effective if she can't maneuver in tight spaces. Horses are big, and so they're really only effective outdoors, while smaller mounts for smaller races can function indoors and still take advantage of charging at their opponents.

Full-on high-speed attacks are powerful tactics, as they can leave your opponent prone and bleeding badly. They do plenty of damage and can move opponents about the field of battle so that your allies can take maximum advantage of positioning.

## Ability Scores

Your **Charisma** is your primary stat as a lancer paladin, both for your spellcasting and for handling your mount. Then comes your **Strength**, as it helps you to deliver damage; you'll want to cause as much damage as possible as you move about the field of battle. Next up is your **Constitution**, because you're likely to take heavy hits as you get up close and personal with your enemies. **Intelligence** affects your skill points, and you're not going to have all that many of those to begin with, so be careful with your skill rank assignments. You get some pretty good bonuses to key skills, but you're not going to be a skill monkey any time soon. **Dexterity** isn't quite so important to this type of paladin, since your mount is going to be doing your moving for you, and your reflexive saves are already pretty good. **Wisdom** is your only true "dump stat", which sounds counter-intuitive to the paladin, since he is a holy warrior, but remember, he's not the Cleric,

so if you have low wisdom, you'll still be okay.

## Recommended Point Builds

**10 Point Buy:** Str 15, Dex 8, Con 12, Int 10, Wis 7, Cha 15

**15 point Buy:** Str 15, Dex 10, Con 12, Int 10, Wis 7, Cha 16

**20 Point Buy:** Str 16, Dex 10, Con 13, Int 11, Wis 7, Cha 16

**25 Point Buy:** Str 16, Dex 10, Con 14, Int 11, Wis 7, Cha 17

## Race

### Aasimar

Your standard Aasimar does not have all of the right bonuses, but the Charisma is definitely up your alley. Darkvision is quite useful, and the Celestial Resis-

tance doesn't hurt either. Daylight isn't critical for you to have, and you can potentially switch it out for another Ability bonus. However, if you're going to be an Archer Paladin, you'll really want to consider the **Agathion-Blooded Aasimar** or the **Angel-Blooded Aasimar**. Your bonuses are perfect for the Castigator, *summon nature's ally II* and *alter self* are useful if you don't want another Ability bonus, and although your skill bonuses aren't ideal, it's still a better balance in general.

Be wary of the Aasimar-only racial feats. While they provide a nice suite of lateral abilities and they certainly fit the theme of the "angelic holy warrior", they do not synergise well with Paladin abilities and use up valuable feat slots that you need to use on your individual build.

**Gillman:** Believe it or not, this is a solid choice for the lancer, but only if you're near to water. The Water Dependent trait can be a killer, literally, but if you want to replace it with the Riverfolk alternate racial trait, you can handle it at the expense of being more susceptible to fire. Ultimately, they have their Ability modifiers set perfectly for this type of paladin.

**Gnome:** You gain bonuses to your Charisma and your Constitution, but you take a hit to your Strength, which really hurts, but you'll be able to make up for it. Since you're small, your mount is going to be small as well, so you'll be able to move around in dungeons with ease.

As far as your damage goes, you'll be able to charge in with your lance and triple your damage, which is fantastic! Make sure that all of your stat increases go to Strength to make up for the gnomish racial penalty to it.

**Suli:** This species of jann has a decent stat arrangement, favouring Strength and Charisma, but eschewing Intelligence. This is bad, since they need plenty of skill points to invest in Handle Animal and Ride, but vision enhancements plus bonuses to Sense Motive and Diplomacy sweeten the pot a little. Not being small will make you less useful than the Gnome.

## Feats

- **Power Attack (1st):** Trading off a -1 to hit for either a +2 (or if you're using a lance or other two-handed weapon, a +3) to damage is a fantastic deal, and as you get higher in level, the benefit only grows.
- **Furious Focus (1st):** Ignore the penalty from Power Attack on the first attack. This will make a big difference, since you're only going to strike once per round most times anyway.
- **Improved Overrun (1st):** This feat is all right, since you'll likely be overrunning a number of foes, but it's really just a feat on the way to the next.
  - **Charge Through (1st):** If there's a pesky foe that gets in your way, you can bypass that foe to get to your true target. This helps you get past the cannon-fodder.
- **Mounted Combat (1st):** This feat is only okay, but it does allow you to make a Ride check to have your mount evade a hit. It's more a speed-bump toward better things.
- **Ride-By Attack (1st):** Moving past your foe on a charge and hit is nice too, but not a critical feat to have. However, it's a prerequisite for better feats.
  - **Spirited Charge (1st):** Doubling to tripling damage on a charge attack? Your allies will love you for this!
  - **Mounted Blade (3rd):** Attack one opponent, and get the

bonus opponent for free! The foe has to be nearby, and you're at penalties on the attack.

- **Armoured Rider (3rd):** No armour penalty on Ride checks, and you stay in your saddle. It may not be flashy, but it's definitely solid.
- **Trick Riding (9th):** Protect your mount a bit better. After all, without it, you're not nearly as effective.
- **Mounted Skirmisher (14th):** Make full attack actions while riding. Wonderful!
- **Vital Strike (6th):** While this feat will only help you on a Standard Attack, it improves your damage for no penalty to hit. This is a solid tactic for you.

## Other Feats you may want to consider:

- **Channeled Revival (11th):** This gives you the ability to expend channeled energy to restore a dead creature to life as if you had cast the breath of life spell. While this is best left to your party healer or cleric, it's not a bad thing to have in a pinch.
- **Cunning (1st):** Paladins are skill poor, so this feat is an excellent addition to any paladin's list!
- **Extra Lay on Hands (1st):** This is going to do you better than taking Toughness, because you're going to get an additional two Lay on Hands heals per day. That's an additional 2 to 12 hit points per day at 2nd level as opposed to 3 permanent hit points.
- **Fast Learner (1st; Human):** Get skill ranks *and* hit points!
- **Fey Foundling (1st only):** Increase the amount of magical healing you receive, including your own.
- **Trample (1st):** If you're on a horse (or if your DM is willing to allow for alternate forms of attack), this can be a good feat for your mount to get in a good kick on any foes you overrun.

**Favoured Class Bonus:** In this case, since you have so few skill ranks, you're probably better off taking the skill points unless you're lacking in hit points from your rolls at each level. Half-Orcs could take an increase in critical hit confirmation rolls, ending the need to take Critical Focus, and several races get bonuses to the number of hit points you heal with their Lay on Hands, but you're still better off taking the skill points, since you get so few of them.

## Archetypes to Consider

- **Oathbound - Oath Against Chaos:** This Oath is fantastic for paladins that don't get a lot of use out of their channel positive energy ability. There's not really any downside to this, unless you're really married to detecting evil, or you're encountering far more evil foes than chaotic ones. Your oath spells aren't fantastic, but the fact that you can both smite evil and chaos is stellar!
- **Oathbound - Oath of Vengeance:** The ability to gain extra Smite Evil uses is fantastic, even if it consumes two uses of your Lay on Hands ability. However, it's the powerful justice that allows you to grant your smite evil damage bonus to your nearby allies that makes this choice truly amazing!

## The Castigator Paladin

This third type of paladin is the heavy hitter. You're at the front of the line to trade hits with your foes. You can supplement your powers with an Animal Bond giving you less of a mount and more of a fighting companion. However, you're probably going to want to use your Divine Bond to augment your weapon, hitting even harder.

This is the trickiest of all three builds presented in this guide because the first thought you're likely to have is to boost up your Armour Class as high as you can, grab a shield and go to town. The problem that you'll find is that unless your foes are completely stupid, they're going to realise that you're too tough of a nut to crack and they'll start moving on to easier prey. So, you're *not* going to want to have the best AC, and you're probably going to want to ditch the shield in favour of playing a character who can do as much damage as possible. Additionally, you may want to consider either high damage output weapons like the falchion, or almost as high damage output weapons with reach such as the fauchard or bardiche.

## Ability Scores

**Strength** is the key stat for the castigator paladin since you're going to try to mete out as much punishment as you possibly can. **Charisma** comes next, since it's important for your spellcasting, several prime skills and for handling animals. Then comes your **Constitution**, as it helps you to survive damage that you'll take. **Dexterity** is less important to you, since once you get yourself into the fray, you're not too concerned with moving about. After all, you want your foes to come to you; you don't want to be chasing after them while they're savaging your allies. **Intelligence** affects your skill points, and you're not going to have all that many of those to begin with, so be careful with your skill rank assignments. You get some pretty good bonuses to key skills, but you're not going to be a **skill monkey** any time soon. **Wisdom**—“dump stat”, which *sounds* count-paladin, since he is a holy warrior, he's not the Cleric, so if you have low wisdom, you'll still be okay.

## Recommended Point Builds

**10 Point Buy:** Str 16, Dex 9, Con 12, Int 7, Wis 7, Cha 15

**15 point Buy:** Str 16, Dex 11, Con 13, Int 8, Wis 7, Cha 15

**20 Point Buy:** Str 16, Dex 11, Con 14, Int 8, Wis 7, Cha 16

**25 Point Buy:** Str 16, Dex 12, Con 15, Int 10, Wis 7, Cha 16

## Race

**Aasimar:** Your standard Aasimar does not have all of the right bonuses, but the Charisma is definitely up your alley. Darkvision is quite useful, and the Celestial Resistance doesn't hurt either. Daylight isn't critical for you to have, and you can potentially switch it out for another Ability bonus. However, if you're going to be a Castigator Paladin, you'll really want to consider the **Agathion-Blooded Aasimar** or the **Angel-Blooded Aasimar**. Your bonuses are perfect for the Castigator, *summon nature's ally II* and *alter self* are useful if you don't want another Ability bonus, and although your skill bonuses aren't ideal, it's still a better balance in general.

Be wary of the Aasimar-only racial feats. While they provide a nice suite of lateral abilities and they certainly fit the theme of the “angelic holy warrior”, they do not synergise well with Paladin abilities and use up valuable feat slots that you need to use on your individual build.

**Dwarf:** Really, the only reason to be a dwarven paladin is to take the stonelord archetype. While it's not perfectly suited to the role of the Castigator, it's more effective here than as an Archer or Lancer Paladin. Many of your abilities that depend upon Charisma are replaced with other, more defensive powers. Still, you can make it work if you're attentive to the changes to this class.

**Half-Orc:** Darkvision helps out with this race and your orc ferocity is helpful in a pinch. Your enhancement to your Intimidate skill can also prove useful. If you take this race, you're best off investing in Strength for your stat bonus. This is really a secondary option.

**Human:** Go for a +2 bonus to your Strength and take the free feat that goes along with being a human. It's an excellent choice for the castigator, even though you don't have any vision enhancers.

**Suli:** This species of jann has a decent stat arrangement, favouring Strength and Charisma, but eschewing Intelligence. It's not ideal, since you're going to be quite skill poor, but their vision enhancements and their bonuses to both Diplomacy and Sense Motive make them well suited to the role.

## Feats

**Power Attack (1st):** Trading off a -1 to hit for either a +2 (or if you're using a two-handed weapon, a +3, and you should be using a two-handed weapon) to damage is a fantastic deal, and as you get higher in level, the benefit only grows.



# BODHI'S GUIDE TO THE OPTIMAL PALADIN & ANTIPALADIN

- **Furious Focus (1st):** Ignore the penalty from Power Attack on the first attack. This could make a difference. You have to hit first to do damage.
- **Cleave (1st):** This is a very handy feat if you find yourself surrounded by foes and needing to finish more of them off quicker.
  - **Great Cleave (4th):** Get right into the thick of things, then lay into every foe within reach. You're going to do much better against the single big foe, but this feat can come in handy when that's already handled or there is no single big foe to fight against.
  - **Surprise Follow-Through (1st; Half-Orc):** Deny a Dexterity bonus to your second target on a Cleave or Great Cleave attack.
    - **Improved Surprise Follow-Through (8th; Half-Orc):** Deny Dexterity bonuses to almost all of your targets.
- **Weapon Focus (1st):** This is another solid choice for the castigator, since a +1 bonus to hit is nothing to sneer at. The falchion will get you the most bang for your buck, though a bardiche is a decent reach weapon. You could always go with a fauchard instead.
- **Lunge (6th):** Increase your reach at an armour class penalty, which works just fine for you since you don't want the best Armour Class possible anyway to encourage your foes to try to continue to hit you. If you take a bardiche or fauchard instead of a falchion, you won't need this, but you'll suffer a bit in the damage department.
- **Vital Strike (6th):** While this feat will only help you on a Standard Attack, if you want to move on your action while making an attack, this feat improves your damage for no penalty to hit.
- **Improved Critical (8th):** This doubles your threat range, which is a nice feature for you. Again, you'll probably want to pick falchion.
- **Critical Focus (9th):** Confirming your critical hits easier? Oh yeah, you're going to want this.
- **Combat Reflexes (1st):** It's a really good feat if you have high Dexterity, but high Dexterity is not really important to this build. Still, it can help you get a couple of extra shots in.
- **Step Up (1st):** When your foes try to step away from you, this will help to keep them close.
  - **Following Step (1st):** You increase the distance that you may step up to follow your opponent.
    - **Step Up and Strike (6th):** Your opponent moves away and you get to move up next to them and get a free strike? Yeah, it's a good pick.
- **Strike Back (11th):** Prepare an action to strike back at anyone who strikes you for the round, even if the foe is outside of your reach. This can give you multiple "free attacks" and you don't have to worry about reach at all.

## Other Feats you may want to consider:

- **Channeled Revival (11th):** Expend channeled energy to restore a dead creature to life as if you had cast the breath of life spell.
- **Cunning (1st):** Paladins are skill poor, so this feat is an excellent addition to any paladin's list!
- **Divine Fighting Technique (1st):** You can only take Iomedae's Inspiring Sword, but with it, you can empower nearby allies for a brief time.
- **Extra Lay on Hands (1st):** This is going to do you better than taking Toughness, because you're going to get an additional two Lay on

Hands heals per day. That's an additional 2 to 12 hit points per day at 2nd level as opposed to 3 permanent hit points.

- **Exotic Weapon Proficiency (1st):** Fauchard, just for its reach.
- **Fast Learner (1st; Human):** Get skill ranks *and* hit points!
- **Fearless Aura (8th):** Consider increasing the range and protective ability of your Aura of Courage if you have a spare feat.
- **Fey Foundling (1st only):** Increase the amount of magical healing you receive, including your own.

**Favoured Class Bonus:** Half-Orcs could take an increase in critical hit confirmation rolls, ending the need to take Critical Focus, and several races get bonuses to the number of hit points you heal with their Lay on Hands, but you're still better off taking the skill points, since you get so few of them.

## Archetypes to Consider

- **Oathbound - Oath Against Chaos:** This Oath is fantastic for paladins that don't get a lot of use out of their channel positive energy ability. There's not really any downside to this, unless you're really married to detecting evil, or you're encountering far more evil foes than chaotic ones. Your oath spells aren't fantastic, but the fact that you can both smite evil and chaos is stellar!
- **Oathbound - Oath of Vengeance:** The ability to gain extra Smite Evil uses is fantastic, even if it consumes two uses of your Lay on Hands ability. However, it's the powerful justice that allows you to grant your smite evil damage bonus to your nearby allies that makes this choice truly amazing!

## Tieflings as Paladins

Tieflings may seem an unusual choice to be Paladins, but since they have configurable attribute assignments based upon their type, they can be quite well-suited to the role. I recommend the following kinds for individual builds:

- **Archer Paladin:** **Daemon-Spawn, Div-Spawn, Kyton-Spawn, Rakshasa-Spawn.**
- **Lancer Paladin:** **Daemon-Spawn, Demon-Spawn, Kyton-Spawn, Rakshasa-Spawn.**
- **Castigator Paladin:** **Daemon-Spawn, Demon-Spawn, Kyton-Spawn, Rakshasa-Spawn.**
- **Combat Medic Paladin:** **Daemon-Spawn, Demon-Spawn, Kyton-Spawn, Rakshasa-Spawn.**

## Feats

Combat oriented characters may wish to consider taking the Tiefling racial feats **Armor of the Pit** (if you have taken the **Scaled Skin** alternate racial trait), **Expanded Fiendish Resistance** and **Fiend Sight**.

## The Combat Medic Paladin

Normally, players select martial classes in order to destroy their enemies while being able to shrug off the mighty blows of terrible foes. However, this does not mean that some martial classes are completely unsuited to other roles. In this case, the fourth of the builds presented in this guide shows you how to construct just such a character; a martial-healer that is able to shoulder a heavy burden - the role of both protector and healer.

You're not going to be a front-line fighter, but that doesn't mean that you don't want to stand before your allies and act as a shield unto them. There are a couple of ways that you could go about this build. The first of which is to concentrate on having a very high armour class, which isn't particularly hard to do. The second is to remain behind the front-line warriors and be near to anyone who requires the blessing of your healing touch. Personally, I recommend the latter, for if something manages to crack your shell, you're going to be spending plenty of time healing yourself instead of your allies. This guide will primarily concentrate on the healing efficacy of the build.

## Ability Scores

**Charisma** is the principal stat for the combat medic paladin; your best strength lies in your ability to heal. You'll want it for your lay on hands and channel positive energy abilities. **Constitution** will help you take on any incoming hits, and **Dexterity** will help you to avoid them, so they're the next most important abilities to invest in. **Intelligence** is useful for skill points, which you can use for skills like Heal, and since you're not likely to be a front-line fighter, **Strength** isn't a key skill for you, but it's still not something you should completely ignore. **Wisdom** is your only true "dump stat", which sounds counter-intuitive to the paladin, since he is a holy warrior, but remember, he's not the Cleric, so if you have low wisdom, you'll still be okay.

## Recommended Point Builds

**10 Point Buy:** Str 8, Dex 12, Con 12, Int 10, Wis 7, Cha 15

**15 point Buy:** Str 9, Dex 14, Con 14, Int 10, Wis 7, Cha 16

**20 Point Buy:** Str 10, Dex 15, Con 15, Int 10, Wis 7, Cha 16

**25 Point Buy:** Str 12, Dex 14, Con 16, Int 12, Wis 7, Cha 16

## Race

**Aasimar:** Your standard Aasimar does not have all of the right bonuses, but the Charisma is definitely up your alley. Darkvision is quite useful, and the Celestial Resistance doesn't hurt either. Daylight isn't critical for you to have, and you can potentially switch it out for another Ability bonus. However, if you're going to be an Combat Medic Paladin, you'll really want to consider the **Agathion-Blooded Aasimar** or the **Azata-Blooded Aasimar**. Your bonuses are perfect for the Combat Medic, *summon nature's ally II* and *glitterdust* are useful if you don't want another Ability bonus, and although your skill bonuses aren't ideal, it's still a better balance in general. I'd strongly recommend that you take an additional +2 bonus to Charisma in place of *summon nature's ally II* or *glitterdust*. It will give you yet another use of your Lay on Hands and your Channel Positive Energy.

Be wary of the Aasimar-only racial feats. While they provide a nice



suite of lateral abilities and they certainly fit the theme of the "angelic holy warrior", they do not synergise well with Paladin abilities and use up valuable feat slots that you need to use on your individual build.

### Catfolk:

They have bonuses in all the right places, Dexterity and Charisma, and their penalty is in the dump - stat anyway.

However, other than that, they don't make

a super-strong

choice for paladins. Their cat's luck is a fantastic ability, but your reflex score is going to be high, so you probably won't need it most of the time. The low-light vision does help out, though. Clever Cat gives you some bonuses to useful skills to the Paladin, so it's worth consideration.

**Fetchling:** This is an okay choice for paladins, albeit an odd one. The right combination of stat bonuses and penalties, but the rest of the racial traits don't do a ton for your paladin aside from vision increases.

**Gillman:** Bonuses and penalties in all the right places, but otherwise very "ho-hum". No enhanced vision to speak of.

**Gnome:** While your small size isn't a problem here, that Charisma bonus helps, as does the Constitution bonus, and the Strength penalty doesn't hurt so bad here. The other racial skills aren't a huge plus, but this isn't a bad selection.

**Halfling:** They get bonuses to important stats and they also get a +1 bonus to AC and you can grab Adaptable Luck for some luck bonuses on a variety of checks. The fact that they have a slower speed than some other races isn't truly a handicap since they're going to try to avoid getting close anyway.

**Human:** +2 Charisma and a free feat make humans an excellent choice for combat medic paladins. Their lack of enhanced vision handicaps them a little bit, but that might not matter in your role.

**Ifrit:** Bonuses and penalties in all the right places, but the rest of their racial abilities don't really add much for the combat medic. They

don't even possess any vision-enhancing abilities, though the combat medic may rely upon those a bit less than other builds might.

**Kitsune:** Proper stat arrangement, but rather plain-jane when it comes to other abilities.

**Vishkanya:** They have the right combination of bonuses and penalties, low-light vision and keen senses. However, there's nothing that's really useful to the combat medic paladin beyond the stat bonuses.

## Variant Channeling

If you have access to the Healer's Handbook, you might want to consider these variant channeling options for the combat medic paladin:

- **Agathon Bond:** You get to add more hit points to the amount you heal with spells, lay on hands, and your channel energy ability. It's only a few times per day, but the healing can really add up!
- **Angelic Bond:** A few times a day, you gain a protective halo that grants nearby allies some protections similar to *protection from evil*, but with better bonuses. It's not healing-focused, but preventing harm helps just as much as healing damage.

## Feats

**Note:** As this build is not specifically combat-oriented, the feats here will primarily be geared toward defensive strategies and healing. If you wish to use this as an auxiliary build, I recommend looking into feats from one of the other builds in the Guide.

- **Channeled Revival (11th):** This gives you the ability to expend channeled energy to restore a dead creature to life as if you had cast the breath of life spell. While this is best left to your party healer or cleric, it's not a bad thing to have in a pinch.
- **Combat Casting (1st):** You need to be able to heal in combat, not just after, so you might want to consider this feat in order to maintain your focus so that you can.
- **Endurance (1st):** This feat doesn't really improve any of your abilities as a combat medic, but you do get some boons to some checks and saves.
- **Diehard (1st):** You can use this feat to help you stay up and active, even when you're about to die. This can help you to help your friends, or to keep you alive if your foes target you instead.
  - **Fast Healer (1st):** This is another way to gain a little bit of extra healing when you regain hit points. If you combine this with Reward of Life (see below), you'll gain even more auto-healing when you use your Lay on Hands class feature.
- **Extra Channel (4th):** This will get you four extra Lay on Hands uses per day that you can only use for channeling positive energy (healing). This is a perfect feat for you to acquire.
- **Extra Lay on Hands (2nd):** This is going to do you better than taking Toughness, because you're going to get an additional two Lay on Hands heals per day. That's an additional 2 to 12 hit points per day at 2nd level as opposed to 3 permanent hit points, and it's only getting better from there.
- **Extra Mercy (3rd):** Heal more adverse conditions. Combat Medics aren't just useful for healing hit-point damage.
- **Fey Foundling (1st only):** Increase the amount of magical healing



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- you receive, including your own. You might want this to support yourself while you're supporting others.
- **Greater Mercy (3rd):** Make your Lay on Hands even more effective on patients that do not require your mercies.
  - **Ultimate Mercy (3rd):** Blow ten uses of your Lay on Hands ability to raise a fallen comrade from the dead.
- **Quick Channel (5th):** Use two uses of your channel positive energy to channel as a move action.
- **Reward of Life (2nd):** Heal yourself while you're busy healing others. It's not a lot of healing, but every little bit helps.
- **Selective Channeling (4th):** You can choose to exclude several targets when you channel positive energy, which is excellent, because you don't want to heal living foes alongside your friends.
- **Toughness (1st):** More hit points make you harder to kill, but enhancing your healing abilities is actually a better use of your feats.
- **Word of Healing (2nd):** Long-range Lay on Hands at the expense of some of the healing efficacy of your ability at the increased range. Your mercies still work just fine.

## Other Feats you may want to consider:

- **Combat Expertise (1st):** You can use this to increase your armour class, but only when you're attacking anyway. It might be worthwhile to sacrifice some offense to gain some defense if you're using Quick Channel (see above) to allow yourself to heal while you do it. It just might keep you alive, or allow you to be a meat-shield for an ally.
- **Combat Vigor (1st):** Gain a vigor pool for increased healing, but you're going to suffer from fatigue if you use it. If it weren't for the fatigue you suffer, this would be great, but you can cure it with a mercy if need be. Unfortunately, doing so will cost you both an action and a use of your lay on hands ability. If it wasn't just self-healing, I'd rate it higher.
  - **Fortuitous Vigor (4th):** Increase your vigor pool, and get to spend a bit more vigor when you roll a natural 20.
  - **Restorative Vigor (8th):** Increase your vigor pool, and restore physical ability damage. It's only situationally useful, though.
  - **Take a Breather (4th):** Increase your vigor pool, and sacrifice attacks of opportunity to use more vigor points at once.
  - **Vim and Vigor (3rd):** Increase your vigor pool, and reduce the time that you're fatigued. This also requires the Endurance feat. I wouldn't worry about taking it for the reduced fatigue time. You can already cure it with a mercy.
- **Contingent Spell (1st):** Fantastic feat for preparing healing in advance, but the duration on it isn't great.
- **Curative Mastery (1st):** You have to have the right kind of item available, and the healing benefit you get from it isn't all that strong.
- **Dodge (1st):** An additional +1 to your AC doesn't hurt.
  - **Draconic Defender (1st):** You can fight defensively (or use Combat Expertise) to give an ally within reach a natural armour bonus equal to your dodge bonus. (Requires Toughness)
  - **Osyluth Guile (8th):** You can add your Charisma bonus to your dodge AC when fighting defensively or using the total defense action.
- **Lifebuond (1st):** Get some temporary hit points if you get "overhealed", but they don't last long.
- **Shield Focus (1st):** Get a small bonus to your shield's defensive capability.
  - **Covering Defense (6th):** Shield an adjacent ally with your shield bonus when you take a total defense action. It'll help your allies to not take damage in the first place.

**Favoured Class Bonus:** In this case, since you have so few skill ranks, you're probably better off taking the skill points unless you're lacking in hit points from your rolls at each level. Several races get bonuses to the number of hit points you heal with their Lay on Hands, and that's really the major point of the build, so take those instead if you can.

## Archetypes to Consider

- **Sacred Servant:** (You cannot use this in conjunction with Hospitaller.) You're going to lose your standard Divine Bond, but in the exchange, the new Divine Bond that you get with your holy symbol grants you, among other things, increased healing on a channel use or an additional use of lay on hands (which is what I really recommend you use it for). I would recommend that you take the Restoration domain, though Community, Healing, or Home domains are also useful.
- **Hospitaller:** (You cannot use this in conjunction with Sacred Ser-

## Aasimar as Paladins

You've seen the Aasimar come as a recommendation for every paladin build in the guide so far. Aasimar might have even been written with paladins in mind for a character class, or so it seems. Who wouldn't love the image of the angelic warrior swooping down from above bringing justice in one hand and mercy in the other?

There's an optimisation concern with their racial feats that players should be aware of. Their racial feats, while very cool, do not synergise well with paladin abilities. They provide a suite of lateral abilities that certainly can create viable builds, but they use up somewhere between 40% and 66% of a paladin's total feat selections if you wanted to take them all. That's going to cripple any other build that you wish to create. Players should be aware of this pitfall before grabbing aasimar racial feats. You may think that your angelic hero will be an awesome force for good, but the reality is that you'll be handicapping your build in favour of the flavour.

There's nothing wrong with doing so, but as this guide is an optimisation guide, it certainly does not come recommended, even if it is really freaking cool.

vant.) You're going to be left with fewer uses of Channel Positive Energy, and they will be *slightly* weaker with this Archetype than your standard paladin, *but* they don't consume uses of your Lay on Hands ability! This makes the archetype worth it all on its own. The Aura of Healing is just the cherry on top.

**Invigorator:** (You cannot use this in conjunction with Sacred Servant.) The ability to bestow damage reduction upon your allies, imbue them with fast healing, and even a better version of *breath of life* round out this healing archetype and make it a fantastic choice!





## The Optimal Antipaladin Guide

The antipaladin is the dark reflection of the paladin, but in general, they function very much the same. You're going to want to concentrate on the same sorts of things that the paladin would, gearing toward either an *Archer Antipaladin*, a *Lancer Antipaladin* or a *Castigator Antipaladin*. The Combat Medic is more likely to want to destroy than to build, but that's largely a cosmetic concern, as the build is still fully viable for destructive purposes. They're going to be unholy terrors that only the darkest reflections of ourselves could possibly be.

For more racial options for these first three types of antipaladins, see the race sections for the Devastator and Aegis antipaladins.

Your **Cruelties** will inflict conditions with your **Touch of Corruption** (mirrors of the paladin Mercies and Lay on Hands abilities, respectively), you'll be out there to **Smite Good**, and you get to **Detect Good**, plus you'll have your Auras just like the paladin will, but yours will be evil, despair and sin, amongst other things. Everything that the paladin can do, you'll be able to do as well in order to destroy and corrupt. Go nuts, 'cause that's what you're put on the face of the world to do!

## Roles to Play

Just as there are a number of different ways to approach the playing of a paladin, there are a few ways that you could play your antipaladin. I'm going to highlight some of those roles for you in order to help you come up with ideas for your own villains or player characters.

**The Absolutionist:** You may be chaotic, but that doesn't mean that you have no purpose or higher goal. You wish to absolve those you encounter of their sins (as you see them; they're virtues to everyone else), or perhaps even of the banality of their own existence. You preach vice and death without malice. You see yourself as a prophet of destruction and entropy, a force that is inevitable. You are merely granting your victims a reprieve from the suffering that plagues them with every breath they take; a kindness that no one who follows the ways of goodness and light could possibly understand.

While you take a more serene approach to your duties as an avatar of annihilation, you are not to be trifled with. You will calmly slice the throat of a loyal ally for no other reason than to watch him die; or perhaps to prove that he doesn't mean anything to you or your cause. You are unpre-

dictable in the extreme, since there's no warning rage-cry to signal your swift and final retribution.

**Useful Skills:** Intimidate will probably be your principal skill, but you'll also rely upon Diplomacy to convince others of the rightness of your cause (after all, you truly believe in the chaos you foment), and Bluff. Even though you may say that you mean no harm, you really do intend to kill. A lot.

**The Demonic Beast (i.e. Chaotic Stupid):** Much like the Holy Pain for paladins, most players seem to think that this is the way an antipaladin must be played. This is only one option that is available to players, and while it's a popular option, it causes a lot of problems, as this is a mindless villain bent on nothing more than death and destruction. It's obvious and boring, and you can do so much better. Still, there's merit in pointing out just how playing this role goes.

You're going to rush into danger most, if not all, of the time, heedless of any consequences or whether rushing into battle really is a good idea. You act first and think later (i.e. when every one of your foes, and probably some of your allies, are already dead). This makes you predictable. You're foolhardy and you seek to dominate and intimidate even those who would be your allies; probably to the point where they're just as likely to stab you in the back at an inopportune moment as you are to do it to them.

**Useful Skills:** Intimidate to keep your friends and foes alike in line, Perception to see those hidden blows from your so-called allies as they come in, Bluff to convince everyone of your less chaotic and hate-filled intentions and Sense Motive to ensure that you can at least tell if your pals are lying through their teeth when they deny their plans for your assassination.

**The Dread Lord:** Unlike the Demonic Beast, you do not seek to destroy for the sake of destruction. You seek to bring about a kingdom of the dead that you may rule over, perhaps even eternally. This role is best suited to the Knight of the Sepulcher archetype for antipaladins, since if they grow enough in power, they will become undead, themselves and can rule on forever.

You seek to build an empire to exploit. You don't need the rule of law; the rule of your iron fist will do well enough, for your word and your whim are law. If someone is strong enough to pry your power from your cold, dead grasp, so be it. Your might will make right, and if you are not mighty enough to keep that which you acquire, then you shall serve (and perhaps rise to power again) or be destroyed. It doesn't truly matter, for the world will know the darkness of death and undeath, and you shall be its harbinger.

**Useful Skills:** Bluff, Diplomacy, Intimidate and Linguistics are all good skills for you to have. You will do whatever it is that you must to acquire your kingdom of the damned and keep it. Also, acquiring the spell *Animate Dead* is key to your plans.

**The Fallen Angel:** Much more the tragic figure, the Fallen Angel was once a paladin who lost her way. Maybe the road was too hard for her, or the trials too much. Maybe she saw unspeakable horrors and went mad. Whatever the case may be, she turned away from her god of light and of goodness and plunged herself deep into darkness; and she revels in it. She does not seek redemption, and condescends to anyone who would offer it to her; often leading her rebuttal with the point of her sword.

No one can truly understand good and evil as you do because you've been on the front lines in the battle on both sides. You know that good

## Playing the Fall

Not every antipaladin starts out that way; some are fallen paladins who have become corrupted to the ways of destruction and darkness. While each paladin's journey into madness and cruelty is unique, there are often some similarities. There is often some intense inner struggle that causes the paladin to turn their back on goodness and righteousness; it could be the loss of faith in their gods, the death of a close companion or loved one, or the overwhelming desire to stamp out evil that causes the forces of goodness to turn away from the paladin.

However, this is only one step of the way away from the life of the paladin. This puts your character in a state of limbo that may or may not lead them to becoming an antipaladin. If the former paladin exhibits behaviors more in keeping with the chaotic evil acts of the antipaladin, sure... That's a no brainer, but that's not enough. You're still well within the realm of redemption.

One of the best ways to go about it is to focus on goals and slowly expand your list of allowable options to achieve those goals. You might begin to accept torturing an "evil foe" as a path toward torturing anyone, or you might start turning a blind eye to the excesses of your companions so long as they achieve the end result you're looking for—such as allowing a party member to extort information from beligerent, but ultimately innocent, bystanders. This is all an internal process and a change in what the paladin believes is right and just (according to their code of conduct) in order to achieve a "good" goal. If you can justify the means to the end, then you're well on your path to becoming an antipaladin, and once you justify everything that you do, you're ready to transition to your new dark powers.

Another approach to the paladin's fall is to introduce corruption from external sources. Perhaps the paladin is plagued by demons, or madness is introduced to transition her from the holy warrior of light to fighting imagined wrongs and then finally waking up to the realization that her gods have abandoned her and she's left a years-long trail of death and destruction in her wake. Again, this is only going to take her halfway there, as she's still got to do a lot of soul-searching and embrace what she's become.

Just beware; adventurers who would willingly travel with paladins are not so likely to spend time in the company of antipaladins.

# BODHI'S GUIDE TO THE OPTIMAL PALADIN & ANTIPALADIN

and evil are just masks; a role that you can play and leave behind when the tides turn against you.

You likely openly mock former comrades and paladins of other orders alike, knowing that their ways are just a sham; after all, they didn't work for you! You not only know the truth behind their lies, but you're more than willing to demonstrate that you have found the true enlightenment that they only profess to have found. Your new god is darker and crueler, but has also made you stronger, and one day very soon, you will show the world the real truth about law, order, love, goodness and light. After all, those gods of goodness and light, and their servants, are the genuine villains, and it's your job to expose them for the charlatans they are!

**Useful Skills:** Your principal skills will be Diplomacy and Sense Motive. You want others to join you. You don't care about intimidating them to do it. They need to see the darkness and know that the seeds of corruption have grown deep within them. This is no bluff, and you can afford to be told no lies. You preach the gospel of hate and seek to find your own congregation.

**The Plague Master:** You are the epitome of disease before death, and you enjoy nothing more than the suffering of others as they are helpless before a foe that they cannot even see. The Combat Medic antipaladin is best suited to this role, as they specialise in spreading their plagues far and wide, and often conceal their activities behind the façade of a benevolent healer, when they choose to reveal themselves at all.

You don't seek to build, only to destroy. You may bring the peace of oblivion with you, but before your prey can know peace, they must know suffering. Your plagues are your greatest creations, each infected victim a work of art, but you're still searching for your masterpiece. You may create it some day, but until that day comes, you're eager to perfect your skills.

**Useful Skills:** Bluff, Disguise, Escape Artist and Heal are all good skills for you to possess, as is Craft (Alchemy). You prefer to walk among your victims in order to infect them with your dread powers, so being able to blend in with them is key to your plans.

## The Devastator Antipaladin

(a.k.a. the Unholy Terror)

As an antipaladin, you're probably the sort who does not play well with others, and that's fine. You're chaotic evil, so your allies might be worried that you'd betray them or kill them just as soon as allow them to come within your reach. You're going to want to be able to wade into the enemy and cause as much shock, awe and terror as you possibly can, and you're going to be aces at it!

Unlike the castigator paladin, you're going to want to bump up your armour class to the Nth degree, 'cause chances are, you're holding nothing back and you just don't care one whit about whether your foes move on to easier prey. If their back is turned, so much the better! Just don't be so concerned about increasing your armour class that you sacrifice all of your potential mobility, though. If you can't move, you're a sitting duck.

Since this choice doesn't play well with others (in the sense that they're not concerned overmuch about *group dynamics*), it is **not** recommended for play with a standard paladin, even if you're lone-wolfing it. If you're constructing a devastator antipaladin from a fallen standard paladin, I recommend starting from a castigator paladin, as they are the closest in build.

## Ability Scores

**Strength** is the single most important stat for the devastator antipaladin since you're going to try to mete out as much punishment as you possibly can. **Charisma** comes next, since it's important for your spell-casting, several prime skills and for intimidating your opponents into wetting themselves. Then comes your **Constitution**, as it helps you to survive damage that you'll take. **Dexterity** is less important to you, since your opponents are probably either going to be coming to you, or running away in abject terror. Either way, you're not going to be trying to avoid them. **Intelligence** affects your skill points, and you're not going to have all that many of those to begin with, so be careful with your skill rank assignments. You get some pretty good bonuses to key skills, but you're not going to be a skill monkey any time soon. **Wisdom** is your only true "dump stat", since it's not key to much of anything that you're going to be doing anytime soon.

## Recommended Point Builds

**10 Point Buy:** Str 16, Dex 9, Con 12, Int 7, Wis 7, Cha 15

**15 point Buy:** Str 16, Dex 12, Con 12, Int 8, Wis 7, Cha 15

**20 Point Buy:** Str 16, Dex 11, Con 14, Int 8, Wis 7, Cha 16

**25 Point Buy:** Str 16, Dex 12, Con 15, Int 10, Wis 7, Cha 16



## Race

**Aasimar:** When good angels go bad, it can mean fury and destruction for those that oppose them. This also holds true for the **Angel-Blooded**. Their ability adjustments are perfect for this build, you get darkvision, the resistances are useful, *alter self* is a decent buff to gain a small variety of racial abilities, and if you don't want the spell-like ability, you can always choose another +2 to any ability score. You can also go with the **Agathion-Blooded**, but I'd recommend that you take a +2 to Strength and ditch *summon nature's ally II* to round yourself out.

**Drow:** Members of this subterranean race are thematically perfect for inclusion into the ranks of the antipaladin, but in reality, make only so-so devastators. They're better suited to being Archer antipaladins, given their attribute modifiers. However, they've got great darkvision, they're immune to magical sleep effects and have bonuses to saves against certain magical effects. What really gives them an edge is their spell resistance and spell-like abilities. However, watch out for that light-blindness. If you want to spend a lot of time above ground, you may wish to select the Surface Infiltrator alternate racial trait and give up the darkvision for lowlight vision, negating the light blindness.

Also, drow have some pretty nifty racial feats that could come in quite handy as a lone-wolf warrior. Consider looking into some of them in the **Advanced Race Guide**, pp. 105-106.

**Half-Orc:** Darkvision helps out with this race and your orc ferocity is helpful in a pinch. Your enhancement to your Intimidate skill can also prove useful. If you take this race, you're best off investing in Strength for your stat bonus.

**Human:** Go for a +2 bonus to your Strength and take the free feat that goes along with being a human. It's an excellent choice for the devastator, even though you don't have any vision enhancers. Add in some of the human-only feats like Dauntless Destiny and Fast Learner and you can increase your versatility as an antipaladin.

**Ifrit:** This race has a bonus to Charisma and a penalty to Wisdom, but that bonus to Dexterity isn't doing much for you as a Devastator. Still, you can work with it. However, some of the alternate racial traits like Wildfire Heart, Efreeti Magic, or possibly even Fire in the Blood or Fire-Starter can give you some nasty tricks up your sleeve. That, and you can pile on some damage increasers with your feats, if you have the feats to spare (namely, the Scorching Weapons, Inner Flame and Blazing Aura feats).

**Hobgoblin:** Another choice that is better for the Archer antipaladin than the Devastator, nevertheless, you get darkvision and bonuses to Stealth. Of course, you could always replace the Stealth bonus for a bonus in Intimidate with the Fearsome alternate racial trait. Another plus is that you have no ability score penalties.

**Nagaji:** These reptile-men get a natural armour bonus, get a bonus to Strength and Charisma (while taking a hit in Intelligence) and resist mind-numbing effects and poisons. If you go with the Fiendish Servant instead of the Fiendish Weapon, you could take a reptilian servant and take advantage of the Serpent's Sense as well. Plus, who wouldn't get a kick out of seeing a serpent-man as an antipaladin?

**Suli:** This species of jann has a decent stat arrangement, favouring Strength and Charisma, but eschewing Intelligence. It's not ideal, since you're going to be quite skill poor, but their vision enhancements and their bonuses to Sense Motive makes them well suited to the role.

**Tiefling:** Your demonic appearance aside, there are several breeds of Tiefling that are particularly well suited to the life of the antipaladin, including **Demon-** and **Kyton-Spawn**. You could also give consideration to **Oni-**, **Qlippoth-** and **Rakshasa-Spawn**, though you definitely want to bolster your Charisma and ditch the spell-like abilities on these three choices. Additionally, since fiendish sorcery doesn't grant you anything useful unless you multi-class, I'd replace it with the Prehensile Tail alternate racial trait. There are also a number of interesting racial feats that you may wish to consider (see the sidebar *Tieflings as Paladins* on p. 10).

## Feats

There are plenty of good choices for the Devastator Antipaladin. Some of these work well for the Castigator Paladin (see above), but work better for the scary-high damage output Devastator.

- **Power Attack (1st):** Trading off a -1 to hit for either a +2 (or if you're using a two-handed weapon, a +3, and you *should* be using a two-handed weapon) to damage is a fantastic deal, and as you get higher in level, the benefit only grows.
- **Furious Focus (1st):** Ignore the penalty from Power Attack on the first attack. This could make a difference. You have to hit first to do damage.
  - **Dreadful Carnage (11th):** Make a free intimidate check when you reduce an opponent to 0 or fewer hit points. Solid choice, particularly if you're going for Dazzling Display and the feats that branch off of it, but by itself, it's not critically important.
- **Cleave (1st):** This is a very handy feat if you find yourself surrounded by foes and needing to finish more of them off quicker.
- **Great Cleave (4th):** Get right into the thick of things, then lay into every foe within reach. You're going to do much better against the single big foe, but this feat can come in handy when that's already handled or there is no single big foe to fight against.
- **Hurtful (1st):** Get a swift-action attack after demoralizing a nearby opponent.
- **Pile On (1st):** Extending a shaken, frightened or panicked condition can keep you on top of your foes, even if it costs you half of your damage to do it. They just have to be afraid of you first.
- **Cornugon Smash (6th):** Whenever you get a hit in and do damage with Power Attack, you can make a free-action Intimidate check, which when combined with feats like Shatter Defenses can really make a big difference.
- **Stunning Irruption (5th):** If you know you're about to engage in combat with your foes, or if you even think that's a possibility, this feat can be a devastating one.
- **Weapon Focus (1st):** This is another solid choice for the devestator, since a +1 bonus to hit is nothing to sneer at. Focusing on using the Falchion will likely get you the most bang for your buck.
- **Dazzling Display (1st):** Demoralise all of your foes within 30 feet. As an antipaladin, this is right up your alley.
  - **Dramatic Display (1st):** Spend that swift action to get a

# BODHI'S GUIDE TO THE OPTIMAL PALADIN & ANTIPALADIN

- +2 to attack rolls and combat maneuver checks. It's worthwhile. Couple this with Savage Display to land harder hits.
- **Motivating Display (1st):** Don't just demoralize your foes; motivate your allies at the same time!
- **Savage Display (1st):** +1d6 bonus damage until your next turn when you're going to make a performance combat check anyway (plus the bonus to it)? What's not to like? Couple this with the Dramatic Display feat for greater accuracy.
- **Shatter Defenses (6th):** Making your intimidated opponents flat-footed to your attacks until the next round makes it easier to hit them, so you're going to be doing a lot more damage once you acquire this. All you need to do is hit them once and the rest of your attacks are going to land much, much harder.
- **Violent Display (6th):** Gain a free attempt to demoralize your foes when you land a critical hit.
- **Intimidating Prowess (1st):** Add your Strength modifier to your Charisma modifier to help you intimidate your foes. An antipaladin would love this.
- **Shocking Bellow (1st):** Intimidate your foes right at the beginning of combat for free.
- **Lunge (6th):** Use this feat to increase your reach at an armour class penalty, which works just fine for you since you don't want the best Armour Class possible anyway to encourage your foes to try to continue to hit you. You could take a bardiche, or a fauchard instead, giving you reach, but the fauchard will cost you an Exotic Weapon Proficiency.
- **Vital Strike (6th):** While this feat will only help you on a Standard Attack, and you'll want to be making Full Attacks, if you want to move on your action while making an attack, this feat improves your damage for no penalty to hit.
- **Devastating Strike (9th):** +2 to damage on all Vital Strikes (also +4 on Improved or +6 on Greater iterations), multiplied on critical hits. Your damage output will thank you.
- **Improved Devastating Strike (13th):** +2 bonus to confirm your critical hits (+4 with Improved Vital Strike, +6 with Greater Vital Strike). Can you imagine how often you'd confirm critical hits if you could add +6 to the roll? You're starting to drop your crit confirmation range to 14-20 without any other helpers (like a normal 19-20 range or other crit enhancers). Combine this with Critical Focus and a falchion or fauchard and your range is 8-20!
- **Improved Vital Strike (11th):** Throw on your damage once more for a x3 multiplier (that doesn't multiply on a critical hit). Combine this with Improved Devastating Strike for gruesome critical hit chances.
- **Greater Vital Strike (16th):** Pile on your damage once again for a x4 multiplier (that doesn't multiply on a critical hit). Combine this with Improved Devastating Strike for truly gruesome critical hit chances.
- **Improved Critical (8th):** This doubles your threat range, which is a nice feature for you. Again, you'll probably want to pick Falchion.
- **Critical Focus (9th):** Confirming your critical hits easier? Oh yeah, you're going to want this.
- **Bleeding Critical (11th):** Throw on another 2d6 (stackable) bleed damage every round until healed on top of your normal critical hit damage. Pile on the misery!
- **Combat Reflexes (1st):** It's a really good feat if you have high Dexterity, but high Dexterity is not really important to this build. Still, it can help you get a couple of extra shots in.
- **Step Up (1st):** When your foes try to step away from you, this will help to keep them close.
  - **Following Step (1st):** You increase the distance that you may step up to follow your opponent.
  - **Step Up and Strike (6th):** Get in a free hit when your opponent moves away! This is a great pick!
- **Strike Back (11th):** Prepare an action to strike back at anyone who strikes you for the round, even if the foe is outside of your reach. This can give you multiple "free attacks" and you don't have to worry about reach at all.
- **Deadly Finish (11th):** Normally, I wouldn't recommend this, but for an antipaladin, this could be quite useful. Force an automatic Fortitude check if you reduce your opponent to negative hit points, and if your damage output is high enough (if you couple it with those Vital Strike variants, for example), you severely handicap their chances of surviving the strike. No stabilization for you, fool!
- **Desperate Battler (1st):** For the lone-wolf antipaladin, a +1 bonus on attack and damage would be useful. Just keep any allies away.

## Other Feats you may want to consider:

- **Cunning (1st):** Antipaladins are skill poor, so this feat is an excellent addition to any antipaladin's list!
- **Drow Nobility (1st; Drow):** Getting some spell-like abilities that are usable once per day is okay, provided you know how to set up your battles to make good use of them.
  - **Improved Drow Nobility (1st; Drow):** You get more uses of your spell-like abilities and upgrade darkness into deeper darkness, which is pretty darn spiffy!
  - **Greater Drow Nobility (1st; Drow):** Now you can use all of your spell-like abilities at will! If you lure your foes into the right environment, you can wreak havoc on them with just your innate magical abilities!
  - **Noble Spell Resistance (13th; Drow):** With this feat, you get a huge boost to spell resistance, which can help you to withstand the magical attacks of your puny foes! The only reason this feat doesn't get rated blue is because it requires you to have a much higher Wisdom score than is generally recommended for paladins or antipaladins.
- **Extra Lay on Hands (1st):** You can get an additional two Touch of Corruption harming effects per day. Of course, you can use that to inflict your cruelties more often, too. This is not as good of an option for you as for a paladin.
- **Exotic Weapon Proficiency (1st):** Fauchard, just for its reach.
- **Fast Learner (1st; Human):** Get skill ranks and hit points!
- **Fearless Curiosity (1st; Human):** Get a small bonus on saving throws with emotion descriptors and reduce the effects of fear.
- **Dauntless Destiny (10th; Human):** Get another bonus like you get from Fearless Curiosity, but in addition, once per day when you roll a natural 1 on a saving throw or attack, you get to reroll it and make a free Intimidate check against the target of your attack or the creature that forced you to make a saving throw. Intimidation is your bag, baby!
- **Reap the Infirm (3rd):** Combine this feat with your diseased cruelty

# BODHI'S GUIDE TO THE OPTIMAL PALADIN & ANTIPALADIN

and you get some precision damage and bonuses to combat maneuver checks!

- **Scorching Weapons (1st; Ifrit):** Get a +1 bonus to damage as a swift action as you make up to two hand-held weapons red-hot. Also get a bonus on saving throws against fire attacks and spells with the fire descriptor.
- **Inner Flame (7th; Ifrit):** Increase your damage and saves, plus deal that damage when grappling.
- **Blazing Aura (13th; Ifrit):** Now you deal your damage to any creature that begins its turn adjacent to you! Burn, baby, burn!
- **Spider Step (3rd; Drow):** They say that battlefield control is everything, and if you're in environs where attacking from above are a possibility, this feat can give you a decided advantage. Use in caverns, old ruins, even in jungles and forests. As long as you can go up, you can gain the element of surprise.

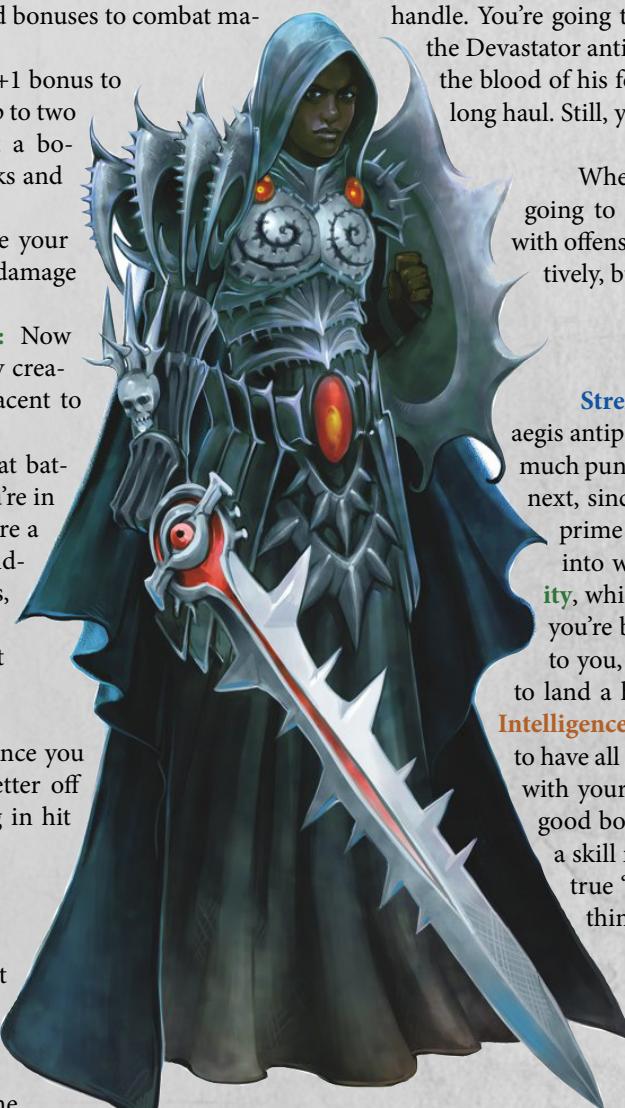
**Favoured Class Bonus:** In this case, since you have so few skill ranks, you're probably better off taking the skill points unless you're lacking in hit points from your rolls at each level.

## Archetypes to Consider

- **Rough Rampager:** This is a somewhat disturbing archetype that has some really cool powers. Your Aura of Putrefaction is so worthwhile, even if you lose your Aura of Despair to get it. The other powers are pretty good, too, especially if you're going up against parties with healers. Shut it down!
- **Seal-Breaker:** This archetype is an interesting one, because you can animate any large corpse to use as your mount, even if it doesn't have any better abilities than a normal mount. The big downside is that thematically, this would synergise so well with the Knight of the Sepulcher archetype, but you can't take them both. If you happen to find yourself in a party with two antipaladins, having them both would be quite entertaining, to be sure.
- **Dread Vanguard:** If you're going to give up all of your spellcasting for something, this would be it. You gain a powerful suite of other benefits that make you a deadlier foe to anyone who stands in your way.

## The Aegis Antipaladin

While the "Sword and Board" warrior doesn't work all that well for paladins, mostly because it's not as sound a choice for group adventuring since your enemies will find your "power-turtle" shell too tough to crack and will concentrate on your more vulnerable allies first, this is a pretty good choice for the antipaladin. You don't have to worry about defending your allies, and you certainly want every enemy running for their lives or attacking your cannon fodder because you're just too tough for them to



handle. You're going to sacrifice a bit in damage in comparison to the Devastator antipaladin, but while he's out to bathe himself in the blood of his foes as quickly as he can, you're in this for the long haul. Still, your damage output is going to be pretty high.

When you construct an Aegis antipaladin, you're going to want to balance your defensive investments with offense choices, and this can be tricky to work effectively, but you can make it work.

## Ability Scores

**Strength** is the single most important stat for the aegis antipaladin since you're going to try to mete out as much punishment as you possibly can. **Charisma** comes next, since it's important for your spellcasting, several prime skills and for intimidating your opponents into wetting themselves. Then comes your **Dexterity**, which will help you to avoid some of the damage you're bound to take. **Constitution** is less important to you, since your opponents will ideally not be able to land a hit, let alone crack your "power-turtle" shell. **Intelligence** affects your skill points, and you're not going to have all that many of those to begin with, so be careful with your skill rank assignments. You get some pretty good bonuses to key skills, but you're not going to be a skill monkey any time soon. **Wisdom** is your only true "dump stat", since it's not key to much of anything that you're going to be doing anytime soon.

## Recommended Point Builds

- 10 Point Buy:** Str 16, Dex 12, Con 10, Int 8, Wis 8, Cha 12  
**15 point Buy:** Str 16, Dex 13, Con 11, Int 8, Wis 8, Cha 14  
**20 Point Buy:** Str 16, Dex 15, Con 10, Int 8, Wis 8, Cha 15  
**25 Point Buy:** Str 16, Dex 15, Con 12, Int 8, Wis 8, Cha 16

## Race

**Aasimar:** When good angels go bad, it can mean fury and destruction for those that oppose them. This also holds true for the **Angel-Blooded**. Their ability adjustments are perfect for this build, you get darkvision, the resistances are useful, *alter self* is a decent buff to gain a small variety of racial abilities, and if you don't want the spell-like ability, you can always choose another +2 to any ability score. You can also go with the **Azata-Blooded**, but I'd recommend that you take a +2 to Strength and ditch *glitterdust* to round yourself out.

**Dhampir:** This race's Negative Energy Affinity is worth its weight in solid platinum. You will be able to use your Touch of Corruption to heal yourself as if it was Lay on Hands. Also, when your foes target you with negative energy spells, they'll heal you instead! You'll take a hit in Constitution, so beef it up in your build numbers, but you make up for it in Dexterity and Charisma.

**Drow:** Members of this subterranean race are thematically perfect

for inclusion into the ranks of the antipaladin, but in reality, make only so-so devastators. They're better suited to being Archer antipaladins, given their attribute modifiers. However, they've got great darkvision, they're immune to magical sleep effects and have bonuses to saves against certain magical effects. What really gives them an edge is their spell resistance and spell-like abilities. However, watch out for that light-blindness. If you want to spend a lot of time above ground, you may wish to select the Surface Infiltrator alternate racial trait and give up the darkvision for low light vision, negating the light blindness.

Also, draw have some pretty nifty racial feats that could come in quite handy as a lone-wolf warrior. Consider looking into some of them in the **Advanced Race Guide**, pp. 105-106. You can find some of them explained later in the Guide.

**Fetchling:** While your bonuses head into Dexterity and Charisma, you can still boost your strength up with your build points. Since antipaladins can favor darkness, your Shadow Blending can provide you with a good defensive boost.

**Half-Orc:** Darkvision helps out with this race and your orc ferocity is helpful in a pinch. Your enhancement to your Intimidate skill can also prove useful. If you take this race, you're best off investing in Strength for your stat bonus.

**Human:** Go for a +2 bonus to your Strength and take the free feat that goes along with being a human. It's an excellent choice for the aegis, even though you don't have any vision enhancers.

**Hobgoblin:** Another choice that is better for the Archer antipaladin than the Aegis, nevertheless, you get darkvision and bonuses to Stealth. Of course, you could always replace the Stealth bonus for a bonus in Intimidate with the Fearsome alternate racial trait.

**Ifrit:** This race has a bonus to Charisma and a penalty to Wisdom, but that bonus to Dexterity does something for you as an Aegis antipaladin. You can work with it. However, some of the alternate racial traits like Wildfire Heart, Efreeti Magic, or possibly even Fire in the Blood or Fire-Starter can give you some nasty tricks up your sleeve. That, and you can pile on some damage increasers with your feats, if you have the feats to spare (namely, the Scorching Weapons, Inner Flame and Blazing Aura feats).

**Orc:** It doesn't have a good stat assignment for an antipaladin, but they have some pretty nifty orc-only antipaladin spells. Consider this choice if you like being strong, though I'd replace light sensitivity with dayrunner any day for this breed. Not having to expend a feat to take falchion makes this race another noteworthy pick.

**Nagaji:** These reptile-men get a natural armour bonus, get a bonus to Strength and Charisma (while taking a hit in Intelligence) and resist mind-numbing effects and poisons. If you go with the Fiendish Servant instead of the Fiendish Weapon, you could take a reptilian servant and take advantage of the Serpent's Sense as well. Plus, who wouldn't get a kick out of seeing a serpent-man as an antipaladin?

**Suli:** This species of jann has a decent stat arrangement, favouring

Strength and Charisma. However, they don't have anything else in their racial abilities that really make them suited to an antipaladin role.

**Tiefling:** Your demonic appearance aside, there are several breeds of Tiefling that are particularly well suited to the life of the antipaladin, including **Demon-** and **Div-Spawn**. You could also give consideration to **Oni-**, **Qliphoth-** and **Rakshasa-Spawn**, though you definitely want to bolster your Charisma or Strength (depending on the deficiency) and ditch the spell-like abilities on these three choices. Additionally, since fiendish sorcery doesn't grant you anything useful unless you multi-class, I'd replace it with the Prehensile Tail alternate racial trait. There are also a number of interesting racial feats that you may wish to consider (see the sidebar *Tieflings as Paladins* on p. 10).

**Vishkanya:** The poison use and toxic abilities are wonderful, as is their Limber ability! Their stat bonuses go toward Dexterity and Charisma, and like the Fetchling, you can always pump up your Strength with your build points. It's a great alternative to Humans.

## Feats

There are many feat choices that can maximise the hurt you can dish out or your defensive capabilities. I have a few recommendations...

- **Power Attack (1st):** Trading off a -1 to hit for either a +2 to damage is a good deal for you, and as you get higher in level, the benefit only grows.
  - **Furious Focus (1st):** Ignore the penalty from Power Attack on the first attack. This could make a difference. You have to hit first to do damage.
  - **Cleave (1st):** This is a very handy feat if you find yourself surrounded by foes and needing to finish more of them off quicker.
    - **Great Cleave (4th):** Get right into the thick of things, then lay into every foe within reach. You're going to do much better against the single big foe, but this feat can come in handy when that's already handled or there is no single big foe to fight against.
  - **Hurtful (1st):** Get a swift-action attack after demoralizing a nearby opponent.
    - **Pile On (1st):** Extending a shaken, frightened or panicked condition can keep you on top of your foes, even if it costs you half of your damage to do it. They just have to be afraid of you first.
  - **Cornugon Smash (6th):** Whenever you get a hit in and do damage with Power Attack, you can make a free-action Intimidate check, which when combined with feats like Shatter Defenses can really make a big difference.
  - **Stunning Irruption (5th):** If you know you're about to engage in combat with your foes, or if you even think that's a possibility, this feat can be a devastating one.
- **Two-Weapon Fighting (1st):** You're going to want the 20-point build or higher for this, since it's going to be tough getting the Dexterity for it, but you'll be able to use this to grant yourself some attacks with your shield. It greatly reduces your penalties to offhand attacks!
  - **Improved Two-Weapon Fighting (6th):** Get another attack in there, but it imposes a hefty penalty to hit.
  - **Greater Two-Weapon Fighting (11th):** Get another attack, but it imposes a crushing penalty to hit.
  - **Two-Weapon Rend (11th):** Hit your opponent with both

# BODHI'S GUIDE TO THE OPTIMAL PALADIN & ANTIPALADIN

weapons and deal much more damage. Even though you can only do it once per round, it's a pretty solid feat.

- **Double Slice (1st):** Add your Strength to your off-hand attacks.
- **Improved Shield Bash (1st):** You'll want to keep your AC bonus when attacking with your shield.
- **Shield Slam (6th):** (Requires Two-Weapon Fighting) If you hit your opponent with your shield, you get a free bull rush attack that doesn't provoke an AoO. Solid.
- **Shield Master (11th):** Negate all penalties on all attack rolls with your shield. Combine this with the Two-Weapon Fighting feat tree to get equivalent attacks with both your primary weapon and your shield!
  - **Bashing Finish (11th):** Score a critical hit with your weapon, then follow up with a free shield bash!
- **Improved Critical (8th):** Open your mind up to the possibilities of the scimitar (or the falcata, if you're willing to use an Exotic Weapon Proficiency feat just to be able to use it).
- **Combat Reflexes (1st):** It's a really good feat if you have high Dexterity, which you will have for this build. It will help you get a couple of extra shots in.

## Other Feats you may want to consider:

- **Bullying Blow (1st; Orc):** Take a penalty, but if you damage your foe, you get a free Intimidate check.
- **Cunning (1st):** Antipaladins are skill poor, so this feat is an excellent addition to any antipaladin's list!
- **Drow Nobility (1st; Drow):** Getting some spell-like abilities that are usable once per day is okay, provided you know how to set up your battles to make good use of them.
  - **Improved Drow Nobility (1st; Drow):** You get more uses of your spell-like abilities and upgrade darkness into deeper darkness, which is pretty darn spiffy!
  - **Greater Drow Nobility (1st; Drow):** Now you can use all of your spell-like abilities at will! If you lure your foes into

## Damnation Feats

This is a special grouping of feats that increase in power and versatility the more that you take. They would work for any antipaladin that you wish to use them for, but they are going to take up valuable feat slots. Choose wisely.

- **Fiendskin:** Gain resistance to energy types, which can upgrade to immunity. By itself, it's all right, but with other damnation feats, it's very powerful.
- **Maleficum:** As an antipaladin, you're not going to be the most powerful of casters. However, the added benefits of lowering a spell slot and treating your caster level as two higher are worth grabbing this if you plan on casting frequently.
- **Mask of Virtue:** This is the ultimate way to hide your true nature. Masquerade as a warrior of goodness or hide your fangs among the unsuspecting sheep.
- **Soulless Gaze:** Become a truly frightening foe. If you're a master of Intimidation, this feat is for you!

the right environment, you can wreak havoc on them with just your innate magical abilities!

- **Noble Spell Resistance (13th; Drow):** With this feat, you get a huge boost to spell resistance, which can help you to withstand the magical attacks of your puny foes! The only reason this feat doesn't get rated blue is because it requires you to have a much higher Wisdom score than is generally recommended for paladins or antipaladins.
- **Exotic Weapon Proficiency (1st):** Take this in falcata, which doesn't have quite as wide a critical confirmation range as the scimitar, but it triples damage output on a critical hit.
- **Eldritch Heritage (3rd):** This feat is okay for the 1st level Bloodline abilities, but are you going to be using your claws in combat (should they be from the bloodline you select) when you have so many other options? It will make those unarmed strikes more effective.
  - **Improved Eldritch Heritage (11th):** If you have two feats to burn, this isn't a bad selection if you want to take the 9th level bloodline powers of either the Abyssal or Orc bloodlines for a +2 to your Strength (bumps up to +6 by 17th level for a +3 to hit and damage). However, you can get strong increases to both hit and damage without burning two feats to get them.
- **Fast Learner (1st; Human):** Get skill ranks and hit points!
- **Fearless Curiosity (1st; Human):** Get a small bonus on saving throws with emotion descriptors and reduce the effects of fear.
- **Dauntless Destiny (10th; Human):** Get another bonus like you get from Fearless Curiosity, but in addition, once per day when you roll a natural 1 on a saving throw or attack, you get to reroll it and make a free Intimidate check against the target of your attack or the creature that forced you to make a saving throw. Not bad at all, especially considering that Intimidation is your bag, baby!
- **Orc Weapon Expertise (1st; Orc):** A variety of benefits that make this feat well worth the taking! I recommend the Bully, Defender, Killer or possibly even Trickster options.
- **Reap the Infirm (3rd):** Combine this feat with your diseased cruelty and you get some precision damage and bonuses to combat maneuver checks!
- **Scorching Weapons (1st; Ifrit):** Get a +1 bonus to damage as a swift action as you make up to two hand-held weapons red-hot. Also get a bonus on saving throws against fire attacks and spells with the fire descriptor.
  - **Inner Flame (7th; Ifrit):** Increase your damage and saves, plus deal that damage when grappling. As an Ifrit, this is an extraordinarily solid feat choice.
    - **Blazing Aura (13th; Ifrit):** Now you deal your damage to any creature that begins its turn adjacent to you! Burn, baby, burn!
- **Spider Step (3rd; Drow):** They say that battlefield control is everything, and if you're in environs where attacking from above are a possibility, this feat can give you a decided advantage. Use in caverns, old ruins, even in jungles and forests. As long as you can go up, you can gain the element of surprise.

**Favoured Class Bonus:** In this case, since you have so few skill ranks, you're probably better off taking the skill points unless you're lacking in hit points from your rolls at each level.

## Archetypes to Consider

- **Rough Rampager:** This is a somewhat disturbing archetype that has some really cool powers. Your Aura of Putrefaction is so worthwhile, even if you lose your Aura of Despair to get it. The other powers are pretty good, too, especially if you're going up against parties with healers. Shut it down!
- **Seal-Breaker:** This archetype is an interesting one, because you can animate any large corpse to use as your mount, even if it doesn't have any better abilities than a normal mount. The big downside is that thematically, this would synergise so well with the Knight of the Sepulcher archetype, but you can't take them both. If you happen to find yourself in a party with two antipaladins, having them both would be quite entertaining, to be sure.
- **Dread Vanguard:** If you're going to give up all of your spellcasting for something, this would be it. You gain a powerful suite of other benefits that make you a deadlier foe to anyone who stands in your way.

## Recommended Skills:

The skills laid out in this portion of the guide are for paladins and antipaladins both.

**Bluff:** Probably not as needed for a paladin given your whole law and good thing, it's a great skill for your antipaladin to invest in.

**Craft:** This really isn't necessary. It's nice if you want to make your own weapons or armour, but do you really want to spend your limited skill points on this?

**Diplomacy:** This is a fantastic trait for helping to convince your par-

ty members of your righteous causes, settle disputes and to be a missionary to non-believers.

**Handle Animal:** This is a necessary skill for the Lancer type, but for others, it's not that useful.

**Heal:** You'll be able to Lay on Hands and cure all kinds of conditions without the Heal skill, but do you want to waste a use of one of your Lay on Hands for the day just because you don't want to invest in this?

**Intimidate:** Many builds use this skill a lot. Think it over.

**Knowledge (Nobility):** As a noble knight, you may be interacting with a lot of nobles, so this is a decent skill to invest in.

**Knowledge (Religion):** Knowing about your god or goddess is good, and useful for preaching to the masses, but only situationally so. Still, a little knowledge never hurt.

**Linguistics:** Knowing lots of languages can make your Litany spells much more useful.

**Perception:** It's the most used skill in the game, so you don't want to be without it, even though you do take a hit since Wisdom is your dump-stat.

**Profession:** You just don't have enough skill points to make this a worthwhile investment.

**Ride:** A necessary skill for Lancer types, and okay for others.

**Sense Motive:** You can detect evil, so if you're looking to figure out who's up to no good, this is not the correct skill for that, but you can still be blinded by both good and evil, so you don't want to be caught without it.

**Spellcraft:** Not critical, but still useful.

**Use Magic Device:** It's Charisma-based, so it's going to be a powerful skill for you. If there are spells that you absolutely must have, but aren't on your spell list, grab them via a wand; don't burn a feat pick on Unsancctioned Knowledge. It's just not worth it.



## Paladin and Antipaladin Spells

In this guide, we're covering both paladin and antipaladin spells, since this is a dual guide. It is recommended that you use your best judgment in your selection and timing of spells. Consult your DM with regard to any material(s) that (s)he is not allowing in their game.

The symbol reflects that the spell allowed for paladins to use, while the symbol indicates that the spell is usable by antipaladins. Spells usable by both paladins and antipaladins carry both symbols.

### 1st Level

**Abadar's Truthtelling:** (Paladins of Abadar only.) It's got a good duration, but it's touch and a Will save will negate. If your Sense Motive is high enough, you might not need this spell at all.

**Alleviate Addiction:** How often do you come across addicted characters that you need to cure?

**Animal Purpose Training:** Temporarily override an animal's purpose. You're better off taking the time to retrain an animal, since you can't use them for combat anyway.

**Aspect of the Nightingale:** (Paladins of Shelyn only.) Good duration, modest bonus to a couple of skills and the potential to resist Charm effects. For its level, it's a decent pick.

**Bane:** This little debuff is great for its level. Give your opponents a -1 penalty on attack rolls and saves versus fear. The fact that it's an area of effect (AoE) buff that lasts a minute per level makes it a great pick. This spell counters and dispels Bless.

**Barbed Chains:** Not a bad little spell. You'll outgrow it, because its effects don't scale, but it's a good choice.

**Bed of Iron:** Sleep in your armour without suffering fatigue. I guess if you're sleep deprived, this might see some utility.

**Bless:** This is a handy little buff. +1 to attack rolls and fear saves. The fact that it's an area-of-effect (AoE) buff that lasts a minute per level makes it just as great a pick as Bane, and counters and dispels it.

**Bless Water:** 2d4 damage against undead, with splash damage to

surrounding creatures is very handy to have, but only situational, and it can be resisted.

**Bless Weapon:** This is another very good utility spell that has a good duration. Bonus to hit, bypasses some damage reduction and automatically confirms critical hits against evil creatures. Not a must-have, but solid.

**Blessed Fist:** Your unarmed strikes now count as real weapons. This is great for when you're disarmed, but it's going to suck for your smite ability.

**Blessing of the Watch:** (Paladins of Abadar only.) Functional only in your home city, and only in certain areas, but otherwise, it's Bless with a longer duration. Consider taking Bless instead.

**Blood Blaze:** (Orc only.) Neat effect, but only situationally effective. Useful when your foes are in close quarters.

**Bloodbath:** Useful for killing off a group of creatures with low Fortitude saves, but I don't see too much value beyond shock value.

**Boneshaker:** This spell can do a moderate amount of damage or help make minor adjustments in position, or alternatively, it can help you to control some undead.

**Bowstaff:** It's useful in a pinch, but if you're using a bow, you want to stay away from combat anyway. I wouldn't recommend it, though, since you should be able to fire at point-blank range anyway if you're an archer paladin.

**Build Trust:** Are you the party face? If so, this spell is for you! Modest bonus, great duration! Too bad about that Will save, though.

**Cause Fear:** By the time you acquire this spell as an antipaladin, your opponents will be greater than 5 hit dice if they're on your level, making this spell a poor choice for you.

**Challenge Evil:** Not everything you face is going to be evil, and it only works on one creature per casting, plus a Will save can negate. Pass on this.

**Charm Person:** (Paladins of Shelyn only.) Awww... You made a friend! A simple Will save negates this, but if you get it to work, it's got a good duration. Since your Charisma is likely to be higher than your opponent's, you should be able to boss your target around a bit. Just don't threaten it, or the spell will break anyway.



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.CreateCommand: (Oath Against Chaos only.) Issuing a fall or halt command would be great, but the fact that a Will save negates this completely makes this spell not very useful at the level at which you acquire it. Your opponents will shrug this one off and laugh at you.

Compel Hostility: If you're the castigator, this is a good way to keep the focus on you, but it takes an action to cast. You're better off keeping your foes focused on you with a good swing of your weapon.

Conditional Favour: Cast this spell (and then another) when you want to be a jackass. It's only worthwhile if you want to piss people off.

Create Water: If you need potable water, this is a good spell for it, but carry a waterskin instead.

Crime of Opportunity: If this spell lasted longer, and it wasn't a save-or-suck spell, it might be worth it as a distraction, or to create a funny moment.

Cure Light Wounds: This spell isn't as good as your Lay on Hands will eventually become (after only a few levels, too), but who couldn't use some extra healing?

Curse Water: If you really want cursed water, buy some unholy water and use that instead of wasting a spell to create it.

Darting Duplicate: A swift action spell that could burn some attacks of opportunity off of some opponents. It's a save-or-suck spell, though.

Deadeye's Arrow: (Paladins of Erastil only.) The effect will look cool, and it'll do better damage than a standard arrow, plus you can use it as a beacon. Still, it only creates a single arrow. There are more efficient uses of your magic.

Death Candle: (Ifrit only.) Similar to Death Knell, but you summon a small fire elemental instead, which remains longer if your subject was stronger. Negated by a Fortitude save, though.

Death Knell: Usable only on dying creatures, you'll gain temporary hit points, a good bonus to Strength and increase your effective caster level for a good amount of time. Don't try this in combat, but use it right before you fight against your paladin foe, critically injure the princess and cast this for an extra boost. Just be careful of that Will save. It can spoil the effects of this spell; kill somebody low-level to get a good benefit from it.

Desperate Weapon: You won't conjure a great weapon, but you'll never be caught off-guard. Swift action to cast, and good duration on it!

Detect Charm: If you really feel the need to find out whether someone's under the influence of the "Imperius Curse" before you run them through, this is the spell for you. But, chances are, it's a wasted spell pick.

Detect Demon: A bit situational, but very useful when you're playing in a game where you're likely to encounter demons frequently. Consult your GM before taking this spell.

Detect Poison: You could neutralise poisons with a Lay on Hands if you're worried about it. It's not worth the spell pick.

Detect the Faithful: Do you really need to know how many more people within 60 feet worship the same god as you do?

Detect Undead: Situationally useful, but since most undead can't hide themselves, you can probably do without it.

Diagnose Disease: You're immune by now and could cure it with a Lay on Hands if you're really worried about it. Don't bother.

Disguise Self: Need to get away and not be noticed, or need to get close and not be noticed? It's a decent spell, but not something that's a must-have.

Divine Favour: Even more powerful for attack and damage modifiers than Bless, but it only works on you.

Doom: You can do this easier with an Intimidate check, especially since a Will save negates this. Don't take it.

Emblazon Crest: Hooray! Your heraldry is always visible!

Empower Holy Water: Make holy water more effective against undead for a time. It's really weak, though.

Endure Elements: Allows you to endure hot or cold climate, but does not provide any energy resistance. Potentially useful in circumstantial circumstances. Good to have on the list, but something you won't want to memorise unless you know you'll need it.

Enhance Water: Turn water into alcohol while purifying it. Neat trick, but not critical to have.

Fabricate Disguise: The poor man's version of a better spell. The only up-side is that your disguise is nonmagical. Better have ranks in the Disguise skill for this to even be useful.

Face of the Devourer: Somewhat gruesome, and useful for giving your allies another means of attack. It's got a good duration on it as well.

Fallback Strategy: (Paladins of Torag only.) It's got a very good duration, and will allow a reroll before the DM lets you know if you succeeded. Be wary, though, for you don't get to pick the higher roll. You're stuck with the new result.

Firebelly: Weak fire resistance and a very weak breath weapon attack.

Fool's Gold: A modest debuff, if you sucker someone into taking your gold, and they fail their Will save.

Funereal Weapon: This makes your weapons pretty effective against the undead.

Ghostbane Dirge: If you really need to hit an immaterial spirit, this can help, but it's short duration and single target doesn't make it a great pick.

Grace: This one is worth considering. It's a swift action cast and can be a fantastic pick for the lancer paladin. It's still pretty good for the castigator, too.

Grasping Corpse: A very limited way to animate undead, but it can be rather effective. If it animated more corpses, it would be fantastic!

Guardian Armour: I suppose if you really need to protect someone immediately, it's good, but why would your allies be so under-prepared? The big upside is that it can be cast immediately.

Haunting Reminder: Kind of a situational debuff that might not ever do anything anyway, and a Will save negates it.

Haze of Dreams: Save-or-suck to cut someone's movement in half for a few rounds.

Hedging Weapons: A great combat spell! It grants small benefits that scale.

Hero's Defiance: Hopefully, you'll never get to the point where you'd need this, but I can see some need for a castigator paladin using it.

Hide Bruises: Hide some wounds and make them more difficult to detect. I suppose it might be useful to hide wounds on a friend, but probably better to hide wounds on someone you've seriously or mortally wounded instead. Will saves can break the spell, though.

Honeyed Tongue: If ministering to the non-believers is your thing, this is a pretty good bonus for your efforts at Diplomacy. Beware, though, because reducing the creature's attitude results in them knowing you're using magic on them.

Horn of Pursuit: You can do with a spell what you can do with a hunting horn. Why bother?

Huntmaster's Spear: Monstrous duration, but a really slow casting time. The base effects are pretty decent, and the optional effects

# BODHI'S GUIDE TO THE OPTIMAL PALADIN & ANTI-PALADIN

are a nice glazing. Use this on a masterwork spear for sure, but be sure to have more than one of them handy!

◆ **Incessant Buzzing:** This spell would be so much better if it was not so easily defeated. It could be a great anti-caster spell. Such wasted potential.

◆ **Inflict Light Wounds:** You're much better at causing damage in other ways that this is more of a backup spell than anything else, unless you want to heal an undead servant or ally. You could stand to skip it.

◆ ◆ **Inner Focus:** Decent duration, but the spell isn't all that impressive on its own.

◆ ◆ **Ironbeard:** (Dwarf only.) Both weapon and protective spell in one with a pretty good duration, but it does affect your spellcasting. However, it stacks with any other armour class bonus!

◆ **Keep Watch:** For those times you need to be on guard duty all night, but still want the benefits of resting.

◆ **Knight's Calling:** It's similar to Challenge Evil, but works on any creature to force it to come to you. That's all it does, though, but you can get in an AoO.

◆ **Know Peage:** Your target gains the benefit of your Knowledge (nobility), and only if it's low and they can't already beat it. Move on!

◆ **Know the Enemy:** Know something about a foe you've recently fought. Could prove useful, but it's not a must-have.

◆ **Liberating Command:** Force an ally to make an Escape Artist check if he can, with a bonus. Useful for helping out a grappled ally, but you're not going to need it all the time. Besides, you can make someone let go with the point of your sword or the tip of an arrow.

◆ ◆ **Linebreaker:** (Half-Orc only.) If you're a bull rush or overrun king, this spell is for you. Otherwise, it's use is only situational. Skip it.

◆ ◆ **Litany of Sloth:** No save, forces your target to not make AoO or cast defensively. That's a pretty useful debuff. Spell resistance negates it, though, and it's language dependent.

◆ **Litany of Weakness:** This spell only causes fatigue for one round. As a litany, this is a very poor one. Skip it, 'cause you can do much better.

◆ ◆ **Longshot:** Ten-foot range bonus to ranged weapons. Skip it.

◆ **Lucky Number:** It's a decent spell, and it has great duration, so I would recommend it if you have nothing better to take.

◆ ◆ **Magic Weapon:** Occasionally handy, but not as good as either Bless or Bless Weapon.

◆ **Murderous Command:** If not for the Will save to negate and the duration, this would be a fantastic spell. Instill in your opponent the urge to kill the nearest ally? You could use it on a really weak-minded opponent, but it only lasts a round, so it's not really worth it.

◆ ◆ **Murderous Crow:** (Orc only.) Gain a battle-ready familiar for a time.

◆ **Night Blindness:** A decent debuff that suffers from the save-or-suck drawback. Excellent duration, though.

◆ **Oath of Anonymity:** You can avoid magical means of divining your identity, for a time. You're probably not going to need this too often.

◆ **Obscure Poison:** Get sneakier about poisoning someone. There is some utility here, but you're better off using a wand for this.

◆ **Pesh Vigour:** Quick bursts of strength at the potential cost of some health. It could definitely come in handy.

◆ **Preserve Grace:** This can help reduce risk of "Paladin falls!" nonsense if your GM plans on putting you in those kinds of situations. Otherwise, you don't really need it.

◆ **Protection from Chaos/Evil:** A decent suite of protections with a good duration.

◆ **Protection from Good/Law:** As with Protection from Chaos, this is a decent suite of protections with a good duration.

◆ **Purify Food and Drink:** (Antipaladins of Urgathoa only.) It's a decent utility spell, but nothing must-have. If you're looking to fool peasants into believing that you work holy miracles, this would do.

◆ **Rally Point:** This is an underrated spell. Bonuses to attacks, saving throws and hit points if you enter the 5-foot square where the spell exists. You should consider using it more often if you're a castigator or an archer who has allies close by.

◆ ◆ **Read Magic:** Paladin scrolls are not be common, but they do exist, and you need this spell to read them. Fortunately, it's on the list, there if you need it. Don't prepare it regularly though.

◆ **Resist Starvation:** I doubt you'll need it often, unless you're passing through inhospitable territory, so keep this one on a wand.

◆ **Resistance:** A +1 bonus to saves is nothing to sneer at, but it only lasts for a minute.

◆ **Restoration, Lesser:** It's a good spell if you need it, but most times, you won't. Don't prepare this regularly.

◆ **Rite of Bodily Purity:** You're immune to diseases, and do quite well against drugs and poisons, so this spell is mostly useless to you.

◆ **Sanctify Corpse:** Protect a corpse from rising as an undead creature for 24 hours... Nah, not worth it.

◆ **Savage Maw:** (Half-Orc only.) Gain either a bite attack for a decent amount of time, or end the spell before its duration with a swift action roar that allows you to intimidate your foes.

◆ **Scarify:** A really crummy form of healing that leaves scars.

◆ **Sense Fear:** It could help you to find your foes, but it's not good for much.

◆ **Sentry Skull:** (Orc only.) Close range sentry; perfect for warning you of meddling home-invaders or as a campsite sentry, since it'll wake you up.

◆ **Serren's Swift Girding:** Help your friends don their armour immediately. Not spectacular, but effective.

◆ **Shadow Claws:** Good duration, but a Fortitude save can decrease the damage. This is best combined with spells or items that enhance natural attacks.

◆ **Shield of Fortification:** This is a decent protective spell, as it grants temporary fortification, just like the armour special ability.

◆ **Shield of Shards:** This is actually a decent spell. While the shards don't do a lot of damage, it can bypass damage reduction and hardness.

◆ **Sign of the Dawnflower:** (Paladins of Sarenrae only.) It's sort of like Message, except that it only lets people know you're a follower of Sarenrae. You can do that without a spell.

◆ **Slave to Sin:** It's a vague debuff that allows multiple Will saves to end it. Pass on this.

◆ **Stalwart Resolve:** This spell is situationally useful, has an okay duration, but doesn't really resolve anything. There are better spells out there.

◆ ◆ **Steady Saddle:** Pretty decent for mounted archers and mounted spellcasters. If you're on your mount, you'll want this spell. Otherwise, skip it.

◆ **Stunning Barrier:** Minor protections and a stun chance that a Will save will negate. Decent if you're fighting creatures with a poor Will save.

◆ **Summon Minor Monster:** Summoning a few tiny animals won't do much, but it might be enough to keep your opponent busy while you get in one good strike.

◆ **Summon Monster I:** At the level you'll be when you get this



spell, it's not great, but all summons are good for cannon fodder or to help make your opponents dead quicker. Still, the monsters on the list you can summon with this spell are pretty weak.

**Sun Metal:** Additional fire damage to your weapon for a short duration. It's a decent buff.

**Suppress Charms and Compulsions:** The title is pretty clear. This spell can help your allies, but you probably won't need it yourself.

**Tactical Acumen:** It would be a fantastic spell to help you take advantage of battlefield tactics, but the range is only 30 feet, so it's incredibly limited.

**Tracking Mark:** (Paladins of Erastil only.) Reduce Survival DCs by a large amount to track a specific target and gain a big bonus to Perception to notice if your target is using Stealth or Disguise. Good duration, but a Will save negates. You won't need to prepare this all the time.

**Unbreakable Heart:** The bonus on this is really good, but limited to specific conditions, so it's not a fantastic spell. Useful when you need it, but unless you can anticipate needing it, it's going to take up a prepared slot.

**Unwelcome Halo:** Surround a non-good target in light, marking them. Could be fun against vampires.

**Veil of Heaven:** Effective against outsiders with the evil subtype that grants both modest protection and an attack when dismissed.

**Veil of Positive Energy:** +2 to AC and saves against the undead; feels more limited than Protection from... However, you can dismiss it as a swift action to damage undead that have you surrounded. Nothing to sneer at.

**Virtue:** Grant a single creature a single hit point as a standard action? No thank you.

**Wartrain Mount:** Change your animal companion's trick set for a few hours? It can be helpful, but it's not something you absolutely have to have. If your a charger, your mount should be wartrained already.

**Weapons Against Evil:** Dimly illuminate your square, making you a target, and ignore weak damage reduction of evil creatures.

**Word of Resolve:** +4 bonus to charm and fear effects for one lucky winner to reroll a single failed save. So limited.

## 2nd Level

**Agonizing Rebuke:** (Hobgoblin only.) If it weren't for the Will save involved, this would be a great spell! Every time your target takes an action to harm you, they take damage, even if it's nonlethal.

**Aquatic Cavalry:** Pretty decent if you're playing around water. Otherwise, it won't really do anything for you.

**Arrow of Law:** This spell does a modest amount of damage, but not when you acquire it. By the time you max it out, you should be able to do more than a maximum of 40 points of damage, and taking the action to cast it is a waste. The daze effect would be nice if it wasn't too easily negated.

**Aura of Greater Courage:** Short range, but giving all of your nearby allies your immunity of fear is useful. Still, it's not necessary, since they get a +4 bonus to saves versus fear when you're nearby anyway.

**Bestow Grace:** Only good if your subject's Charisma score is good. Still, a sacred bonus to all saving throws is very nice.

**Bestow Weapon Proficiency:** This spell is, believe it or not, decent. You could bestow proficiency with any weapon the target is holding. Pick up your enemy's falchion and chop away! The only downside is that they probably won't have any feats to enhance their prowess with that weapon.

**Blade Tutor's Spirit:** A fantastic spell to negate voluntary attack penalties that scales with you!

**Bleed for Your Master:** You can throw your animal companion or fiendish servant into the path of danger for you, but it has to be close by.

# BODHI'S GUIDE TO THE OPTIMAL PALADIN & ANTIPALADIN

(Blueprint) **Blessing of Courage and Life:** It's okay... +2 bonus to some saves for a few minutes that you can auto-cancel for some quick, but minor, healing. Not awful, but you can do better, 'cause you won't want to cast this during combat.

(Blueprint) **Blessing of Luck and Resolve:** (Halfling only.) Give your target a bonus against fear effects, or if they're fearless, make them immune for a good amount of time. Your target can also end the spell early to get a better bonus and reroll a failed save. You won't need it all the time, but it might come in handy once in a while.

(Blueprint) **Blinding Ray:** (Dhampir only.)

Cause some blindness for a brief amount of time if your target fails to save. If they're vulnerable to light in any way, you also cause a small amount of damage to them. However, targets who fail to save shed light like a sunrod for the duration, so you can seriously nerf some light-sensitive foes for a while. It's situationally useful, but not a bad spell to have in a pinch.

(Red) **Blindness/Deafness:**

**Deafness:** While blind and are good debuffs on a foe, a simple Fortitude save negates this spell.

(Red) **Blood Scent:** (Orc only.)

Good duration, decent range, can affect multiple targets. It won't negate penalties from fighting blind, but it can be very helpful, and the bonuses count whether you can see or not. Too bad a Will save nerfs this spell.

(Red) **Borrow Corruption:**

If you're using corruptions, you can gain some cool benefits, depending on the situation. If you're not using corruptions, it's useless.

(Red) **Brittle Portal:**

This spell doesn't have great utility, but for what it does, it's pretty effective.

(Blue) **Bullet Ward:**

Decent protection against incoming bullets if you're playing in a setting with lots of firearms. Otherwise, skip it.

(Blue) **Bull's Strength:**

It's a good buff, and each paladin build could use extra Strength. Better still if someone else casts it upon you.

(Blue) **Calm Emotions:** (Oath Against Chaos only.)

You can use this as a fair debuff, but a Will save negates it.

(Blue) **Carry Companion:**

Lancer Paladins, this spell is for you! Now you can bring your mount with you, but don't unleash them unless there's room. Other paladins probably won't need this.

(Blue) **Contest of Skill:**

This would be a decent debuff, but a Will save negates it.

(Blue) **Corruption Resistance:**

It's similar to Protection From spells in that it's keyed against certain types of alignment-based attacks, but grants some Damage Resistance that partially scales with level instead of granting protective bonuses. It's got a pretty good duration on it, too.

(Red) **Curse of Keeping:**

Decent duration, and an interesting effect, but it's save-or-suck.

(Red) **Darkness:** Creating a 20' radius of supernatural shadow or darkness is a fair spell for battlefield control.

Just make sure you can blind-fight before casting it before combat or make sure that you're firing from range into the darkness at your enemy.

(Green) **Darkvision:**

Need one of those vision enhancers? This will do in a pinch. Better to have it naturally, but if you don't, this will certainly do.

(Red) **Desecrate:**

If you have undead allies or servants, this can provide a much needed boost. Otherwise, you're wasting your time.

(Blue) **Delay Disease:**

(Ratfolk only.) This spell only delays the effects of disease for a day. It's better to cure, but a reprieve is nice, too.

(Blue) **Delay Poison:**

This spell only delays poison's effects, but for a good amount of time. Curing poison is better, but this can grant a reprieve.

(Blue) **Detect Anxieties:**

I suppose you could use it to determine if someone who can experience fear is afraid or feels guilty, but I'd recommend you skip this.

(Blue) **Detect Desires:** Similar to detecting anxieties, this spell can tell you if someone has some sort of burning desire.

(Blue) **Divine Arrow:** If this spell imbued multiple arrows, it would be worth the casting, but I wouldn't waste my time on this spell.

(Blue) **Dwarven Veil (Bolka):** Strange and specific, unless you're a dwarf who worships Torag. Even so, the casting time and the circumstantial benefit makes this spell one you should pass on.

(Blue) **Eagle's Splendor:** A big bonus to Charisma? As a Paladin, yes please! Cast it and Smite Evil! Be wary, though, for once you acquire Charisma-boosting gear, you no longer need this.

(Blue) **Effortless:** The benefit is pretty good, but the duration is too short to make it truly worthwhile.

(Blue) **Endure Elements, Communal:** The original effect is mild and boring, and spreading the wealth doesn't make this spell any better.

(Red) **Enemy's Heart:** (Orc only.) Gain the benefits of the *death knell* spell, but the bonus is stronger. Like *death knell*, I wouldn't use this in combat, but probably right before your foes burst through the door to your inner sanctum would be a good time for it!

(Blue) **Fairness:** Play nice, kiddies, and trade fairly.

(Blue) **Flame Blade:** (Paladins of Sarenrae only.) It's got a good duration and does adequate damage, but your Strength modifier doesn't help you



# BODHI'S GUIDE TO THE OPTIMAL PALADIN & ANTI-PALADIN

out at all. However, your attacks get to hit touch AC, so that's a big plus. That, and who doesn't love to wield a flaming scimitar?

• **Flesh Puppet:** Create a minion that you can empower because it's your undead slave, and it even look like it's still alive! It just has to stay near you.

• **Fire of Entanglement:** A swift-action cast that adds to your Smite Evil ability? This is a handy trick to be able to pull on a foe to add insult to injury. The reflexive save (which is too easy) negates most of the duration, but not all.

• **Ghoul Hunger:** Great for shock value, poor for spell effect or economy.

• **Ghoul Touch:** (Antipaladins of Urgathoa only.) When your victim doesn't pass their Fortitude save, you'll give them and their allies a nasty surprise. Your aura of despair should help a little, but it's still too easily denied.

• **Goodberry:** Good name, poor effect.

• **Healing Token:** Know when allies with the token need healing and heal them, but you can't do so at any greater range than normal.

• **Hold Person:** At the level upon which you acquire it, it's probably not going to hold anyone worth holding, but it works against lesser foes.

• **Holy Javelin:** Moderate damage, but nice side benefits. It's a good debuff, but the duration could be better.

• **Holy Shield:** Lending your shield's protection to another is quite nice, but ideally, you won't be using a shield because it doesn't do you much good. Don't waste your time on this spell, 'cause taking a shield reduces your effectiveness without this spell, and this spell won't let you both share your shield's protective qualities.

• **Improve Trap:** (Kobold only.) You can improve traps that you know are there. Great if you're in a dungeon or working with a trap-maker, very poor if you're not, since antipaladins aren't inherently good at trapmaking. You can't stack improvements, either.

• **Inheritor's Smite:** This spell is fantastic if you're a follower of Iomedae! Get it! +5 bonus to hit, plus an auto Bull Rush maneuver on a successful hit (that you potentially don't even need to move along with). It's a swift-action cast, too!

• **Instant Armour:** I suppose it's good for you if you're a castigator paladin, 'cause you can pop on some force armour when you need it most, but it takes an action to cast and the armour is weak, even against incorporeal creatures. Don't waste your time.

• **Invisibility:** It's a great spell choice, especially when you're looking to catch your opponents by surprise. It's a fantastic buff spell!

• **Ironskin:** Excellent duration, and fantastic protection. This is an exceptionally solid defensive spell.

• **Lance of Light:** A +1 light that can be used as a beacon? At the point where you can cast this, one would hope that you'd already have a +1 lance and a wizard ally who could cast Flare. Short duration plus action cast makes this an undesirable choice. If you're already a lancer paladin, this spell won't do much for you, and if you're not a lancer paladin, you probably don't want it.

• **Life Shield:** Deal automatic backlash damage to undead that attack you in melee combat.

• **Light of Iomedae:** Unlike Inheritor's Smite, this isn't a great spell. Sure, it helps you to detect undead, but you can do that with a lesser spell, but it also helps your allies to spot them. It has a long cast time, not fantastic duration, but limited range.

• **Litany of Defense/Eloquence/Entanglement/Warding:** Swift-action cast, and except for the Litany of Entanglement, there's no save. Defense doubles armour enhancements (you're immune to fear al-

ready), Eloquence fascinates your target, Entangle entangles your target, and Warding rants you more AoO and Armour Class. The only downside is the short duration. Generally speaking, excellent spells. Just be sure to have plenty of languages so you can keep using it on everything!

• **Litany of Righteousness:** Just like your other Litanies, except that it is able to double your damage (and daze the target). This one's not available to the antipaladin, though, unlike the others.

• **Lose the Trail:** If you don't like being tracked, this is the spell for you, but it's probably better kept for a wand for as likely as you're going to need it.

• **Magic Siege Engine:** Are you likely to be standing around near the siege engines or charging forth into battle (or firing your bow)? This spell is very circumstantial and only offers a modest bonus. Only prepare it when you know you're absolutely going to use it.

• **Martyr's Bargain:** Sure, you can put off a devastating magical effect to get in the last blow, but unless you're really heavily injured and want to take time to heal yourself so you won't die, this spell isn't worth the exchange, since the effect becomes maximised when it hits you. Use with extreme caution.

• **Mathematical Curse:** Gambling on a curse could yield great results, or you could roll really low. You might want to give this spell a pass.

• **Miasmal Dread:** (Half-Orc only.) Magically intimidate your foes. It could certainly be useful.

• **Oath of Justice (Kols):** No better or worse than Dwarven Veil (Bolka).

• **Open Book:** It doesn't exactly open someone's mind, but it does make it easier to get information from them.

• **Order's Wrath:** (Oath Against Chaos only.) The damage is moderate, but the dazing is nice. Too bad that a Will save negates the daze, though the damage is only halved. There are stronger spells that you can acquire for your magical arsenal.

• **Outbreak:** If this spell had a decent duration, it would be a plague master's best friend. Unfortunately, it's an instantaneous spell. Not bad at what it does, though.

• **Owl's Wisdom:** This one is not so hot for Paladins, since Wisdom is a dump stat for you. Not useless, but not great, either.

• **Painful Revelation:** This spell makes an illusionist a nasty piece of work!

• **Paladin's Sacrifice:** Infinitely better than Martyr's Bargain, taking on damage and ill effects that another might otherwise suffer as an immediate action cast. You may be much better suited to protect your ally in this way given your (presumably) higher hit-points and resistances.

• **Peerless Integrity:** Another spell defeated by a Will save. You might fool a some people for a while, though, so it does have some use.

• **Pernicious Poison:** You're not actually poisoning your target, just making them weaker to resist poisons. It's a pretty situational use for a spell, so you don't need it taking up space in your limited prepared spell slots.

• **Protection from Chaos/Evil, Communal:** Apply the effects of Protection from Chaos to a group, but split the duration between them.

• **Protection from Good/Law, Communal:** As Protection from Chaos, Communal, but poor for paladins, great for antipaladins.

• **Protection from Outsiders:** If you're in a game where you're facing off against outsiders frequently, this is a good spell to have available. Otherwise, it's not going to see much use at all.

• **Reaper's Coterie:** Use squishy NPCs to fuel the power of this spell and then take on the real foes! Its duration could be better, but if your opponent has a cohort of mooks for you to mow down, rock on!

# BODHI'S GUIDE TO THE OPTIMAL PALADIN & ANTI-PALADIN

• **Remove Paralysis:** You can use this to free your allies from Hold effects and the Staggered condition. Pretty decent for group dynamics, but not spectacular for you since you'll likely succeed in your save anyway. It's a good spell, it's not one you'll need to have prepared often.

• **Resist Energy:** A solid spell choice. Great duration, scales with level and mitigates damage. Grab this if no one else has it.

• **Righteous Blood:** Damage opponents that damage you. It's got a good duration on it, so it can come in quite handy.

• **Righteous Vigour:** If you can prep this right before you charge into battle, it's really good despite its very limited duration. If not, then the casting time makes it less useful. I'd label this a must-have if the duration were better.

• **Rotgut:** I guess if you'd rather use spells to keep your minions in cheap beer, you could take this, but it doesn't have much in the way of practical application.

• **Sacred Bond:** Another great spell. Touch-range healing at a distance either for you or for the other person you share the bond with? Use this on a cleric who hangs back from battle a bit and let him keep you going, especially if you're a castigator, or use it to quick-heal your allies if you're an archer or a lancer with no foes nearby.

• **Sacred Space:** (Aasimar only.) Sanctify an area for hours with this spell so that evil takes modest penalties and can't be summoned into the area, and good gets modest bonuses. The only drawback is that you can't cast it in an area dedicated to someone else's deity.

• **Sadomasochism:** (Antipaladins of Zon-Kuthon only.) It's an interesting spell; if your foe fails their Will save, you can potentially do more damage to them, but it's a gamble, and you're going to take more damage no matter what. Honestly, I don't feel that it's worth the gamble, but you might.

• **Saddle Surge:** Fantastic for a lancer, okay for a mounted castigator or archer due to the damage bonus. Even its short duration doesn't hamper its beneficial effects. A spell so nice you may want to memorise it twice!

• **Scare:** This spell only affects creatures of 6 hit dice or fewer and causes a shaken effect. You don't need a spell for this, and this spell doesn't last all that long anyway.

• **Sea Steed:** Great for a lancer if you're headed for an aquatic adventure. If you're not going to cross water, you won't need this.

• **Sense Madness:** This spell is only useful if you're using madness rules, and it's probably better left to a wand.

• **Shared Suffering:** If your opponent is weaker than you are, this is a particularly nasty surprise. You can coup-de-grace a foe with fewer hit points than you have, but only if you get past their spell resistance first.

• **Shield Companion:** Modest protective effects, but if your goal is to completely protect someone from hit point damage, this is the spell to take. This spell is excellent for a combat medic.

• **Shield Other:** You can use this to protect weaker allies, but its protective effects are modest and you take half the damage instead of the beneficiary of this spell.

• **Shifted Steps:** The Will save to negate this spell plus the mundane means of defeating it makes it next to worthless.

• **Sickening Strikes:** (Ratfolk only.) You can make a melee attack to sicken creatures who fail a Fortitude save for a round per level, so it doesn't last long and a save negates it. Also, it doesn't work on creatures immune to disease.

• **Silence:** Defeated by a simple Will save; otherwise, it would be decent.

• **Slave to Sin:** This is actually a pretty good debuff, even though it doesn't feel like a paladin spell.

• **Spiritual Squire:** A suite of modest benefits with good duration. If the aid another action did more for you, it would be a much better spell.

• **Stave Off Corruption:** You can slow the advance of corruption. If you think that you might become a vampire or lycanthrope, this spell might be worth a look.

• **Summon Monster II:** It's a decent spell, but the monsters you can summon on this list are pretty mediocre, especially at your level.

• **Suppress Charms and Compulsions:** Remove fear on crack. The bonus to saves versus charm and compulsion effects are an added bonus that make this a solid spell to use to protect your allies. Great duration.

• **Touch of Bloodletting:** So situational and easily defeated. Next!

• **Toxic Gift:** You have to already be affected by poison, but you can make someone else share in your pain. Best to avoid being poisoned altogether.

• **Umbral Weapon:** It has effects conditional upon whether you hit your target or not, but it's a pretty useful spell for keeping the pressure up, all things considered.

• **Unadulterated Loathing:** You could use it to keep a target away from you and pick them off from range, but a simple Will save will make this a waste of your time.

• **Undetectable Alignment:** Great for paladins and antipaladins if you don't want someone to know your alignment; especially if you need to hide from your polar opposite.

• **Undetectable Trap:** Do you use traps often? I didn't think so. If you're going to use this spell, get it on a wand.

• **Vestment of the Champion:** Similar to Magic Vestment, but you're able to cast it on your armour and you have a decent duration on it. A very solid defensive buff!

• **Vine Strike:** Root your enemies in place! It's got a good duration, and even the save doesn't completely defeat this spell. The only downside is that you have to be unarmed to use it. It's spectacular if you prefer to fight unarmed, though!

• **Virulent Miasma:** If not for the Fortitude save and the spell resistance, this spell would be a plague master's best friend.

• **Wake of Light:** Would be a decent spell to lose enemies following you while you're mounted, but not allies... Except that its effect range and duration are very limited.

• **Waters of Lamashu:** What a nasty little spell. It'll take some preparation to use it properly, but it's definitely effective.

• **Weapon of Awe:** A modest damage bonus to your weapon, plus a shaken effect on a critical hit, which would be really good, except that a simple Will save can negate the shaken effect. Go for Inheritor's Smite instead.

• **Widen Auras:** Double the range of your auras? Yes, please!

• **Winged Sword:** Good duration, and solid benefit.

• **Zone of Truth:** This spell would be a perfect "tell me-true" spell... Except that you can completely ignore it with a simple Will save and anyone who actually is affected knows it. Don't pick this one.

## 3rd Level

• **Accursed Glare:** This spell is far too easily beaten. It had potential, but when you can make a save to negate the spell, it's a no go in my book.

# BODHI'S GUIDE TO THE OPTIMAL PALADIN & ANTI-PALADIN

Adjustable Disguise: A better version of *disguise self*; one that you can change it really quickly.

Ancestral Regression: (Drow only.) Turn any drow into a surface elf for a day and hide their alignment! Sneaky stuff, and perfect for leading someone into an ambush. Gain a hefty bonus to Disguise checks to pass yourself off as an elf, then get those surface-dwellers!

Animate Dead: Animate up to 4x your HD in skeletons or zombies (with multiple castings). Since this can be prepared ahead of time to quickly generate allies, you can surround yourself with foes for your enemies to fight while you spend your time crushing them yourself.

Archon's Aura: A -2 to AC & saves to all of your foes within 20 feet, with a decent time on it would be wonderful... but it only works until your target either makes a Will save or hits you. It's great for helping you clear up the cannon fodder.

Aura of Inviolable Ownership: Thief insurance. Don't touch my stuff!

Battle Trance: (Half-Orc only.) Aside from the Intelligence damage (which won't bother you much) and not being able to back away from foes, you can use this as a solid buff spell with a good duration. You gain ferocity, bonus hit points and a bonus to save against mind-affecting effects. Take it.

Bestow Auras: Center the effects of your auras on another target, and keep the benefits for yourself! This is an excellent way to gain a tactical advantage or to fool careless opponents into believing that some other target is the paladin/antipaladin!

Bestow Curse: It's a good debuff spell, but a Will save will negate it.

Blade of Bright Victory: (Use only if you have a Bonded Weapon.) Boost your CMD versus disarm and sunder attacks directed at your weapon by half your level, plus add *ghost touch* and be able to change the damage type as a swift action. It's got a good duration on it.

Blade of Dark Triumph: The dark mirror to Blade of Bright Victory.

Blessing of the Mole: One ally per level gains darkvision and a modest bonus to Stealth. It's got a good duration on it, but if you already have darkvision, it's not as useful.

Burst of Speed: A swift action cast to gain +10 to +20 to your speed. Additionally, your movement doesn't provoke AoO and you can move through the spaces of creatures larger than you are. Solid for the Castigator and even for the Archer, but it doesn't benefit the Lancer while mounted.

Contagion: Bestow a disease upon a foe with but a touch, but a Fortitude save negates, and you have to touch to make it work. When it takes effect, it's good, but it probably won't take effect often.

Cure Moderate Wounds: Your Lay on Hands is better than this spell. Only prepare it if your party needs more healing.

Cursed Treasure: It's *bestow curse* for treasure. Your curse is far less effective than the one affecting the Pirates of the Caribbean, but that's due to the restraints of the *bestow curse* spell.

Damnation: This spell is excellent, but it's only situationally useful since you have to use it against characters under the effects of evil magic, or who uses evil magics. If so, then this spell is extraordinary!

Darkvision, Communal: Like Darkvision, but with the duration split up among the recipients.

Daybreak Arrow: Great against the undead and creatures that take penalties from bright light, but it works on a bundle of arrows and lasts for a good amount of time. The kicker, though, is that half your ar-

row's damage (plus any extra damage versus undead) is not subject to damage resistance!

Daylight: Good duration, penalise creatures that are vulnerable to bright light. Not super useful all the time, but still pretty good.

Deadly Juggernaut: This is a fantastic spell! Power up on the little guys and go after the boss! Just make sure that the little guys are not too little, otherwise you'll waste your time.

Deceitful Veneer: It would be a nifty little spell to make a liar out of someone... if they just couldn't make the Will save.

Deeper Darkness: Cast darkness in a 60 foot radius that not even Darkvision can penetrate. Surprise your foes from out of the darkness!

Defile Armour: Boost your AC for a few minutes plus gain damage reduction when you use your Judgment or Smite abilities.

Delay Poison, Communal: Grant a reprieve from poison to several allies.

Detect Anxieties: Like *detect thoughts*, but for intimidated or fearful creatures. It's a save-or-suck spell with a nasty drawback.

Detect Desires: Like *detect anxieties*, but for reading desires.

Detoxify: Great duration, but a Fortitude save negates.

Discern Lies: You're not fooled by deliberate falsehoods as long as you're concentrating. Good for interrogations, but it doesn't last too long.

Dispel Magic: Cancel one magical spell or effect. It's not foolproof, but it's really good.

Divine Transfer: Give up some of your hit points and confer damage reduction. The duration is really short, though.

Fire of Judgment: Empower your Smite Evil (as if it needs it) and keep your foe focused on you for a while. Even the short duration can't devalue this swift action spell.

Firewalker's Meditation: Good protections, lengthy duration, the ability to increase the protection at the cost of the duration. This is a really good personal buff. The only downside is that you can only use it on yourself.

Flesh Puppet Horde: Command multiple flesh puppets. You can make them attack, but then they no longer look alive.

Ghostbane Dirge, Mass: Now you can hit multiple targets with this upgraded version of Ghostbane Dirge. Still, its short duration and casting time keep this from being a great spell.

Good Hope: (Paladins of Iomedae only.) Empower multiple allies with a modest bonus to saving throws, attack rolls, skill checks and weapon damage rolls. Good duration!

Guardian Monument, Lesser: It's kind of a weak benefit, but every little bit helps. Just fall back to the monument.

Heal Mount: This spell is one of the best spells you can get as a Lancer, especially since it's a clone of a higher level cleric spell. You'll love it!

Holy Whisper: Simultaneous buff for your allies and debuff for your foes. Too bad the buff effect is really short and the debuff is negated on a Fortitude save. Not worth casting in combat.

Hunger for Flesh: You can use this against a foe to distract its group or reduce its action economy. Maybe.

Illusion of Treachery: Frame friends and foes alike, provided that your audience fails the Will save.

Inflict Moderate Wounds: You have better things to do with your touch attacks or your weapons.

Isolate: Separate a foe, albeit only temporarily, from their allies. A Will save reduces the duration, but a see invisible spell allows their allies to see them.

# BODHI'S GUIDE TO THE OPTIMAL PALADIN & ANTI-PALADIN

Litany of Escape: Whisk a target out of a grapple and move them 10 feet with no save to resist. It's language dependent like most other Litany spells.

Litany of Sight: See invisible creatures and objects nearby. Again, no save, and not language dependent like most other Litany spells.

Magic Circle Against Chaos/Evil: Mass Protection from Chaos or Evil effect or, alternatively, a planar bind.

Magic Circle Against Good/Law: Mass Protection from Good or Law effect or, alternatively, a planar bind.

Magic Weapon, Greater: Enchant a mass of projectiles for a few hours to grant a +2 to +5 bonus to attack and damage. It's okay when you use it on a single weapon, too.

Mantle of Calm: Take some penalties to *maybe* cancel another's rage. You can do better. A lot better.

Marks of Forbiddance: Use on an ally and an enemy to keep them apart, but a simple Will save can make this effect a waste, and it can be circumvented anyway.

Nondetection: Hide yourself from magically prying eyes.

Planned Assault (Angradd): +2 to +6 bonus on a single planned action. It requires a lot of advance work to make it useful ensuring circumstantial utility. Oh yeah... Pray to Torag!

Prayer: All nearby allies get a small bonus and all nearby foes take a small penalty, all for a short duration. Good, but not great.

Remove Blindness/Deafness: The spell's effect is obvious, but the spell isn't critical. Still, it's better than using a Lay on Hands Mercy to cure these conditions, but you won't need it every day.

Remove Curse: Curses don't come up as often as you might think. It's a good spell, but not one you need to prepare every day.

Resilient Reservoir: (Half-Elf only.) This spell has a lot of utility! Damage reduction, getting insight bonuses or even doing area-of-effect damage! This is a great spell to have prepared!

Resist Energy, Communal: The fact that it splits its duration between those who share its power ensure that this spell isn't as good as the one it's based off of. That doesn't make it a poor choice, though.

Revenant Armour: This spell can make sure that if you drop below 0 hit points, you're not helpless. That is a major boon! Unfortunately, it has no other major utility to it, but it's a fairly good protective spell.

Sanctify Armour: Boost your AC for a few minutes, plus take damage reduction when using a Judgment or your Smite Evil.

Screaming Flames: Inflict some moderate damage and potentially reduce your targets' Will saves for a while.

Shadow Jaunt: Take the spell for the miss chance, not for the travel aspect. If it had a greater range, I'd rate it much higher.

Shared Sacrifice: (Antipaladins of Asmodeus only.) Make your target take half your hit point damage for a short time, but a Will save will negate this. Use this on a weak-willed foe with lots of hit points.

Shield of Fortification, Greater: A better protective spell with a decent duration. It grants temporary fortification, just like the armour special ability, with a better chance to negate critical hits or sneak attacks.

Silverlight: Similar to *daylight*, but geared against creatures vulnerable to alchemical silver.

Sky Steed: Perfect for a lancer, since flying mounts are awesome! Just okay for other paladins.

Stage Fright: Throw down a pretty good debuff, if you can ever get it to work. A simple Will save will spoil your plan.

Stunning Barrier, Greater: Modest protections and a stun chance that a Will save will negate. Works on more targets than the previous iteration. Decent if you're fighting creatures with a poor Will save.

Suggestion: (Oath Against Chaos only.) Works so much better than a Charm spell, but a Will save kills it right after you cast it.

Summon Monster III: This is where summons start to get good. There are some excellent choices to summon on this list, even though they'll be well below you in terms of power.

Tactical Formation (Torag): Another "Pray to Torag" spell requiring a ritual. It imparts a modest bonus if you can keep formation. You probably won't find great use for it.

They Know: A save-or-suck spell for inducing paranoia.

Utter Contempt: Cause your target to hate everyone, unless it makes its Will save.

Vampiric Hunger: (Antipaladins of Urgathoa only.) Cast before grappling, but you better drain some blood or you'll be exhausted once the spell is finished.

Vampiric Touch: This is a much better use of your touch attack than inflict light wounds. Damage done, healing achieved.

Venomous Promise: An interesting spell that can be used to keep NPCs from revealing information. If you're playing a game of subterfuge, this spell can be quite useful. Otherwise, you probably won't ever use it.

Vigilant Rest: Decent protection if you're sleeping alone or you don't trust the other members of your party.

Vile Dog Transformation: Canine minions of doom! If you plan it right, they can be quite handy, but if you want to keep those minions, you're going to need more raw materials.

Wing Thorns: (Gathlair only.) Not bad if you plan on getting in really close with your opponent. Decent duration, but a Fortitude save negates the best part.

Wrathful Mantle: Boost your saves for a few minutes, or cancel early to deal force damage to nearby creatures.

## 4th Level

Absolution: It's like a combination *break enchantment* and toned down *atonement* spell. If you're out to redeem enchanted folk, this spell is very nice indeed! However, watch out! Alignment matters!

Banishing Blade: Use this spell to push your foes around, and banishing extraplanar creatures is just the icing on the cake!

Beacon of Luck: Modest benefit to you on saves, grants a reroll to nearby allies.

Bestow Grace of the Champion: An instant Paladin maker. They won't be as powerful as you are, but adding your abilities to their own can empower your allies to be far more effective. Unfortunately, it doesn't last long, and you can only use it on one person while your Aura of Justice could empower all nearby allies with the ability to Smite Evil at your power level.

Blade of Light: This spell grants a pretty good array of effects against undead. If you're fighting lots of undead, prep this spell.

Blaze of Glory: A multi-effect; weak area of effect heal to your allies, weak area of effect damage against enemies (which can be halved), plus the effect of the *prayer* spell. It's worth the preparation just in case you get reduced below zero hit points.

Blessing of Luck and Resolve, Mass: (Halfling only.) Just like *blessing of luck and resolve*, but affects one creature per level! Talk about an awesome benefit!

Bloatbomb: A gory spell indeed. Too bad a Fortitude save stops this spell in its tracks.

Blood Ties: Attack one creature through a member of its family.

# BODHI'S GUIDE TO THE OPTIMAL PALADIN & ANTI-PALADIN

Useless against murderhobos, who wouldn't have any family anyway, but fantastic against anyone else.

✿ **Bloodsworn Retribution (Dranngvit):** Pray to Torag for an hour before to prep. Take some damage that you can't heal to gain a morale bonus on any action that the GM feels applies to an oath of retribution you take. You can get bonuses in other ways that don't require you to take damage.

✿ **Break Enchantment:** You can break spells that Dispel Magic can't handle to multiple targets within its range. The casting time is killer, though, and despite it being a good spell, it's not one you'll need to have prepared often.

✿ **Burst of Glory:** (Paladins of Iomedae only.) Small bonus on attack rolls and fear saves, plus a few temporary hit points to everyone within its small range for a short duration.

✿ **Burst With Light:** An interesting spell that can light up your foes like Roman candles. Best used against undead, particularly those sensitive to light.

✿ **Cleansing Fire:** You can use this spell to do modest damage, but its real benefit comes out against evil spells. It's a great spell, but so situational!

✿ **Cruel Jaunt:** You could try to skip around the battlefield with opponents who are scared, but you'd likely get maimed if you do that. I'd recommend using this spell to get away from the battlefield by using it to teleport to terrified hostages. Now just get yourself some terrified hostages.

✿ **Cure Serious Wounds:** Let's face it, cure spells are not very good for you. They're backup healing only if you're finding you need a little extra from time to time.

✿ **Darkvision, Greater:** It's like *darkvision*, but with greater range. Consider picking it up if you don't already have darkvision as a racial ability.

✿ **Death Ward:** Get a hefty bonus versus death spells & effects, plus immunity to energy drain and negative energy effects. It's the anti-Antipaladin spell with a decent duration. Cast it on yourself or an ally.

✿ **Decollate:** An interesting sort of buff effect, but it's rather minor and carries some drawbacks.

✿ **Dispel Chaos/Evil:** Gain an AC bonus against chaotic or evil creatures. You can also use it to drive chaotic outsiders back to their home plane if they fail a Will save, or end ab chaotic enchantment. Short duration.

✿ **Dispel Good/Law:** Like *dispel chaos*, but for good or law. This is just icing on the cake for foes you're Smiting.

✿ **Eyes of the Void:** Give yourself some darkvision. It's got a decent duration, and even works in magical darkness.

✿ **Fear:** Cause affected creatures to either become panicked for a few rounds or shaken for a round.

✿ **Fire of Vengeance:** It's a stronger version of Fire of Judgment. Swift cast, prepare well in advance.

✿ **Forced Repentance:** Force an evil creature without the evil subtype to fall prone

and repent their sins if they fail a Will save. Nothing says that they can't attack or defend, though, just loudly repeat.

✿ **Good Hope:** (Paladins of Shelyn only.) Gain a modest bonus to attack & damage rolls, saves and skill checks. It's got a decent duration on it.

✿ **Guardian of Faith:** Grants several benefits, which can be transferred to other targets by touch. Good duration, as well! Too bad deflection bonuses don't stack.

✿ **Healing Flames:** Just blanket an area and let your deity sort it out. It's not that strong, though.

✿ **Holy Sword:** Touch a melee weapon to make it a powerful holy weapon that emits a *magic circle against evil* effect. It doesn't last too long, though.

✿ **Inflict Serious Wounds:** You have much better options than a touch attack. Skip this.

✿ **Inspiring Recovery:** Healing for the recently deceased; that'll give you the very best effect with this spell!

✿ **Invisibility, Greater:** A beefed up version of Invisibility. Watch out, though. It doesn't last as long.

✿ **King's Castle:** Switch places with an ally in close range. This can change the flow of battle by rescuing an ally or putting someone in the perfect position for a spell effect or other action.

✿ **Litany of Madness:** A swift action cast that confuses the target of the spell until it makes a Will save. Language dependent.

✿ **Litany of Thunder:** Swift action cast to deafen your target indefinitely and confuse them for a round. Fortitude save negates, though. Language dependent.

✿ **Litany of Vengeance:** Swift cast, and you make your opponent take +5 damage on every hit. Language dependent, but totally worthwhile!

✿ **Magic Siege Engine, Greater:** Enchant a siege engine for a few hours to increase its damage. Only situationally useful.

✿ **Mark of Justice:** Only works on willing or restrained creatures given its casting time, but it acts like Bestow Curse when the conditions you set are met.

✿ **Mark of the Reptile God:** It can be easily defeated by a Fortitude save, but it's a pretty nasty spell nonetheless. If you take it, it's probably for the amazing flavour.

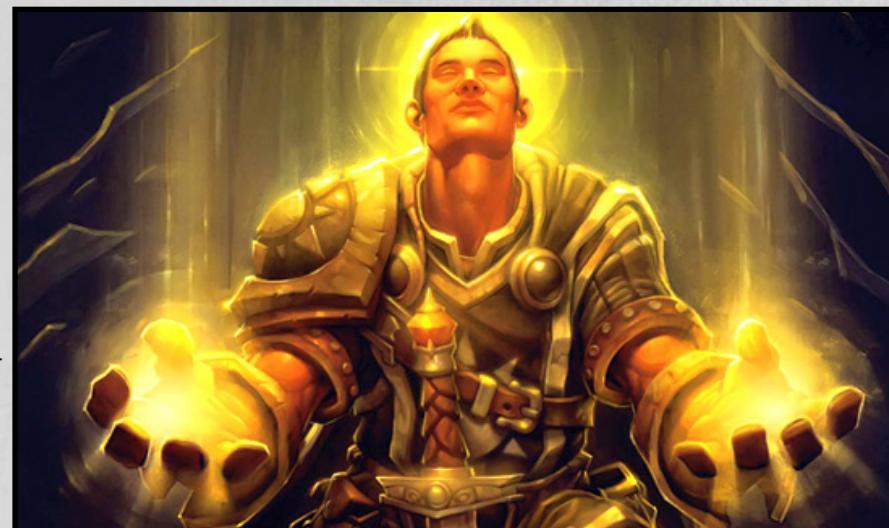
✿ **Mighty Strength (Trudd):** Spend an hour and prepare a ritual to Torag. This spell grants you twice as much of a Strength bonus as *bull's strength*, but it only lasts for a minute per level only making it useful when you have the hour to prepare for imminent battle.

✿ **Neutralise Poison:** Much better than *delay poison*, 'cause it cures it entirely. Prepare it when you need it.

✿ **Night of Blades:** (Antipaladins of Norgorber only.) Summons up a wall of spinning blades for a few minutes. Reflex saves only halve the damage.

✿ **Nondetection, Communal:** Like *nondetection*, except that you split the duration between the targets.

✿ **Oath of Peace:** Prevents you from attacking without breaking the spell, but it grants you a considerable AC



# BODHI'S GUIDE TO THE OPTIMAL PALADIN & ANTIPALADIN

bonus and damage reduction. Short duration makes it less useful, but the non-aggression factor is the killer.

• **Paragon Surge:** (Half-Elf only.) Grab a bonus to Dexterity and Intelligence, plus a free feat! Go, go, go!

• **Planeslayer's Call:** Grant your spells more power against outsiders. This works for your allies as well. Great if you're fighting a lot of outsiders!

• **Poison:** Touch a creature and inflict a poison that does Constitution damage. A Fortitude save will stop this spell dead in its tracks.

• **Purify Body:** Take it for the healing, keep it for the physical ability damage restoration and status condition negation.

• **Raise Animal Companion:** Raise your animal companion from the dead. Great for restoring your bonded mount to life! Good for those without a divine mount, great for those who do.

• **Red Hand of the Killer:** Identify a corpse's killer. This will save you a bundle of time if you investigate murders!

• **Reprobation:** Marks a target as being shunned by your faith. Helpful spells cast by the faithful no longer affect them and can remove their divine spellcasting abilities. Don't misuse it, or it affects you instead, and you never want to irritate your god or goddess.

• **Resounding Blow:** Swift action cast, short duration, and Fortitude can halve the additional status conditions, but it adds damage to your weapon. Still, it's a decent choice.

• **Restoration:** Prepare it only when you need it. Otherwise, it just takes up a spell slot.

• **Sacrificial Oath:** Take another creature's damage and effects for a few minutes. Stay within line of sight, or you're done. You don't have to take on the damage or effects, but if you don't, you get backlash.

• **Sea Stallion:** Aquatic adventures for lancer and mount! If you're not having fun under the sea, you won't need this for anything.

• **Shield of the Dawnflower:** Any creature that damages you takes some damage back unless they have a reach weapon. It's got a short duration, but it's a decent spell.

• **Slay Living:** Touch a creature to inflict significant damage to it, unless it makes a Fortitude save, and then you only deal modest damage.

• **Stay the Hand:** Force your opponent to lose their action or take a significant penalty for a few rounds.

• **Summon Monster IV:** Like *summon monster iii*, but with better monsters to choose from.

• **Sunbeam:** (Paladins of Sarenrae only.) This spell does respectable damage and can blind as well. It works even better against undead, plus a few other types of creatures.

• **Symbol of Healing:** All creatures within 60 feet either take a modest amount of healing or, if they're harmed by positive energy, take a modest amount of damage. A Will save halves this damage. Good duration on this spell.

• **Unholy Sword:** The antipaladin's version of the spell *holy sword*.

• **Word of Recall, Abadar's:** (Paladins of Abadar only.) Teleports you back to your home city's temple of Abadar.

## Author's Note on Traps

While I recognize that not every reader is going to agree with me 100% on every piece of advise in this guide, there are a few things that I feel are worth mentioning as traps for paladins.

**Aegis Paladins** fall into this category. You're going to take hits. You're going to want to take hits, because while you're taking hits, your allies aren't. Looking at this from a "What would a reasonable person do?" perspective, because we assume (by default) that your GM is a reasonable person, if you're fighting against an antagonist that you can't land a hit upon (or your hits don't hurt that opponent), but the antagonist's allies are beating up your party members, the reasonable person is going to switch focus mid-combat and wipe out the "softer targets" so that your party can collectively concentrate on the bigger baddie.

The same holds true for reasonable antagonists. Instead of pounding on you in impotent rage, they're also going to switch to "softer targets" mid-combat. This likely allows you to mop up with gleeful abandon, but you have a limited reach, limited move and limited number of attacks. Your usefulness as a tank doesn't lie in your ability to not take damage. Your usefulness as a tank lies in your ability to remain a *target that your opponents think they can kill*. If the Goblins of the Golden Horde keep bouncing their spears off of your shield and armor, they're going to know they can't hurt you. Continuing to stab away at you while you make use of their conveniently-provided experience-point-smorgasbord is insane, by definition. Enemies would only come after you because your GM ignores this insanity for the sake of your fun, which is not a bad thing, but not every GM is going to do this, especially the ones that prize verisimilitude.

If you've really got a hankering for playing an Aegis Paladin, use the recommendations from the **Aegis Antipaladin** section to assist you. Aegis Antipaladins aren't usually as concerned with whether their allies get mulched, so game on!

Unfortunately, **Flurry Paladins** fall into the trap category as well, but not because of their spectacular defense; it's because of their spectacular offense. It requires your GM to "feed you" opponents, sending them in like lemmings to gleefully skewer themselves upon your blades and sacrifice themselves in the crucible of your aforementioned experience point smorgasbord. That, and Flurry Paladins also suffer from effective two-weapon fighting requiring many feats from a class that is feat-poor. You're going to eat up every feat you have just to catch up in effectiveness. Player beware. You have been warned.

This brings me to a note regarding the **Unsanctioned Knowledge** feat, because this has come up in discussion quite a few times. It's a feat that grants you nothing more than you could gain by acquiring a wand of whatever spell that you want to add to your spell list. In the game of Resource Management for Paladins, feats are precious; fourth-level and lesser spells are not. While I grant that spending skill points on Use Magic Device or gold on wands might not be what you prefer to do with your time and energy, they are still more abundant resources than your feats. Beware of this shiny-looking trap.

## Equipment Choices

The equipment choices here are suggestions, and not all of them can be taken together (especially since I recommend several different types of rings).

### Archer Paladins

Here are some item picks that you might find work very well with your character. It's a wish-list, so build up to it.

- If you're looking for straight-up damage, go for a +4 (Holy/Axiomatic) Merciful Seeking (Fire Burst/Icy Burst/Shocking Burst/Corrosive Burst) composite longbow. Sure, the heavy crossbow does better damage, but doesn't have as high of a crit multiplier. Fire energy is the most common protection enabled, so go with Shocking, Icy or Corrosive Burst instead. Why use Merciful at all? You can get an additional 1d6 (admittedly, non-lethal) damage against any creature. Pay the extra gold to have your bow take advantage of your Strength bonus.
- Celestial Plate Armour. Depending on what your game master allows, you might even be able to buff this armour with bonus enchantments, but I don't bank on that, since each game is different. Still, the basic version of this armour is top notch. You're going to be staying out of the melee as much as possible, but that doesn't mean you shouldn't be protected when fights come looking for you.
- Ring of Protection +5: A solid choice for defensive gear.
- Amulet of Natural Armour +5: It doesn't hurt to have thicker skin.
- Belt of Incredible Dexterity +6: Boost it up some more!
- Headband of Alluring Charisma +6: More Charisma isn't a bad thing to have.
- Cloak of Resistance +5: Your saves are really, really good, but you can make them even better.
- Ring of Splendid Security: Costly, but it gives you a big boost to your armour class, saving throws and spell resistance. Better than the Ring of Protection +5.
- Bracers of Archery, Greater: Because every little bit helps.

#### Combat effectiveness:

All values reflect statistics *without* bonuses or penalties from feats and without the Divine Weapon magical effect, but with bonuses from items.

**Attack Stats:** (Assuming Level 20, Strength 14, Smite Evil inactive) +33/+28/+23/+18 (1d8+7/20/x3)

**Damage Output:** (Assuming Level 20, Strength 14, Smite Evil inactive) Minimum 8 per hit; Maximum 89 nonlethal per hit.

**Total Equipment AC Bonus:** +21 (With 18/24 Dexterity, your Armour Class will be 38.)

### Lancer Paladins

More item picks for your lancer.

- You want to charge as much as possible 'cause that's what you're built to do, so a magical lance is what you need. Try out a +4 (Holy/Axiomatic) (Flame Burst/Icy Burst/Shocking Burst/Corrosive Burst) Wounding Lance out for size. Again, fire protection is the most common, so you may want to choose an alternative damage form.
- Celestial Plate Armour can keep you quite well protected while still allowing you to get to your foes and not overwhelm your mount.

- Ring of Protection +5: A solid choice for defensive gear.
- Amulet of Natural Armour +5: It doesn't hurt to have thicker skin.
- Belt of Giant Strength +6: You can never have enough.
- Headband of Alluring Charisma +6: Always a good thing.
- Cloak of Resistance +5: Better saves for better living.
- Ring of Splendid Security: Costly, but it gives you a big boost to your armour class, saving throws and spell resistance.
- Magical Barding and an Amulet of Natural Armour for the protection of your mount.
- Horseshoes of a Zephyr: Cross non-solid or unstable surfaces on your horse.
- Horseshoes of Speed: Alternatively to the Horseshoes of a Zephyr, increase the base land speed of your mount.

#### Combat effectiveness:

All values reflect statistics *without* bonuses or penalties from feats, but with bonuses from items.

**Attack Stats:** (Assuming Level 20, Strength 18/22, Smite Evil inactive) +31/+26/+21/+16 (1d8+7/20/x3)

**Damage Output:** (Assuming Level 20, Strength 16/22, Smite Evil inactive) Minimum 9 per hit; Maximum 86 per hit, plus 1 point of Constitution damage.

**Total Equipment AC Bonus:** +22 (With 10 Dexterity, your Armour Class will be 32.)

### Castigator Paladins

Still more item picks for your castigator.

- You're going for damage, plain and simple. Grab a +4 (Holy/Axiomatic) (Flame Burst/Icy Burst/Shocking Burst/Corrosive Burst) Wounding Falchion. Again, fire protection is the most common, so you may want to choose an alternative damage form.
- If you're going more for reach than damage, you could substitute a bardiche or a fauchard for the falchion, but if your foes can hit you, they might just come to you anyway.
- Just a reminder here... You do not want the best armour you can find, otherwise you're just going to encourage your opponents to run away from you and go beat the tar out of your allies. So, get yourself some decent protection with Mithral Full Plate of Speed (giving you an additional attack), which with the 25 point buy will net you an armour class of 21.
- If you're concerned with being hit too often, you can add on a Ring of Protection (+1 to +5) and/or an Amulet of Natural Armour (+1 to +5).
- Belt of Giant Strength +6: You can never have enough.
- Headband of Alluring Charisma +6: Always a good thing.
- Cloak of Resistance +5: Better saves for better living.
- Ring of Regeneration: You're going to want to take the hits for your team, so this item will come in handy.
- Ring of Force Shield: Give yourself an additional +2 to your armour class if you prefer.
- Ring of Splendid Security: Costly, but it gives you a big boost to your armour class, saving throws and spell resistance. Better than the Ring of Force Shield or the Ring of Protection +5, so if you're losing your magnetism with the monsters, who are preying on your allies instead, you may want to pocket it.

#### Combat effectiveness:

All values reflect statistics *without* bonuses or penalties from feats



and without the Divine Weapon magical effect, but with bonuses from items.

**Attack Stats:** (Assuming Level 20, Strength 18/24, Falchion, Smite Evil inactive) +32/+32/+27/+22/+17 (2d4+14/18-20/x3)

**Damage Output:** (Assuming Level 20, Strength 18/24, Smite Evil inactive) Minimum 22 per hit; Maximum 104 per hit, plus 1 point of Constitution damage.

**Total Equipment AC Bonus:** +11 (With 12 Dexterity, your Armour Class will be 22, boostable to 32 with rings and amulets.)

## Combat Medic Paladins

The following items focus more on healing effectiveness and, to a lesser degree, defensive qualities for your combat medic.

- Bracers of the Merciful Knight: Enhance your lay on hands ability with these bracers; gain 2 extra uses, +2d6 on your heals, and an occasional use of *lesser restoration*.
- Crystal of Healing Hands: Store one use of your lay on hands for someone else to carry and use.
- Ornament of Healing Light: Use your lay on hands ability up to 15 feet away as a free action.
- Phylactery of the Shepherd: Monitor your allies and use them from up to 30 feet away.
- Phylactery of Positive Channeling: Increase the potency of your channel positive energy to both heal and to harm undead.
- Headband of Alluring Charisma +6: Always a good thing.
- Cloak of Resistance +5: Better saves for better living.
- Ring of Regeneration: You're going to want to take the hits for your team, so this item will come in handy.
- Ring of Force Shield: Give yourself an additional +2 to your armour class.
- Ring of Protection +5: Give yourself an additional +5 to your armour class if you prefer.
- Ring of Splendid Security: Costly, but it gives you a big boost to your armour class, saving throws and spell resistance. Better than the Ring of Force Shield or the Ring of Protection +5, so if you're losing your magnetism with the monsters, who are preying on your allies instead, you may want to pocket it.

### Combat effectiveness:

All values reflect statistics *without* bonuses or penalties from feats, but with bonuses from items.

**Healing Stats:** (Assuming Level 20, Charisma 18/24, Greater Mercy, and Bracers of the Merciful Knight) 12d6 points of healing 19 times per

day from Lay on Hands; 12-72 points of healing per use of Lay on Hands for a total of 228 to 1,368 points of healing per day. This excludes healing from healing spells.

## Devastator Antipaladins

Gearing up for breaking down!

- You're going for damage, plain and simple. Grab a +4 (Unholy/Bane) (Flame Burst/Icy Burst/Shocking Burst/Corrosive Burst) Wounding Falchion. Again, fire protection is the most common, so you may want to choose an alternative damage form. Also, adding the Conductive ability to your weapon (if you have the bonus available) can allow you to expend two uses of your Touch of Corruption and a Cruelty through your weapon to channel its damage into the hit. It's a hefty price to pay, but it's worth considering, even though it won't last long.
- If you're going more for reach than damage, you could substitute a bardiche or a fauchard for the falchion, but if your foes can hit you, they might just come to you anyway.
- Dwarven Plate is decent enough, but so is Mithral Full Plate (of Speed). Basically, turtle up! You want as much AC as you can get, 'cause you're bound to be a target. Another good pick is Demon Armour, if you're not concerned about being slowed down some.
- Ring of Protection +5: Since you want to power-turtle (i.e. seek to become invulnerable), this is a good choice.
- Amulet of Natural Armour +5: Use this to help you become a living juggernaut.
- Belt of Giant Strength +6: You can never have enough.
- Headband of Alluring Charisma +6: Always a good thing.
- Cloak of Resistance +5: Better saves for better living.
- Ring of Regeneration: For all the times that you just love to make yourself bleed.
- Ring of Force Shield: Give yourself an additional +2 to your armour class if you prefer.
- Ring of Splendid Security: Costly, but it gives you a big boost to your armour class, saving throws and spell resistance. Better than the Ring of Force Shield or the Ring of Protection +5.

### Combat effectiveness:

All values reflect statistics without bonuses or penalties from feats and without the Fiendish Weapon magical effect, but with bonuses from items.

**Attack Stats:** (Assuming Level 20, Strength 18/24, Falchion, Smite Good inactive) +30/+25/+20/+15 (2d4+14/18-20/x3)

**Damage Output:** (Assuming Level 20, Strength 18/24, Smite Good inactive) Minimum 22 per hit; Maximum 104 per hit (164 per hit if you're using the Conductive weapon ability and expending two uses of your Touch of Corruption), plus 1 point of Constitution damage and possibly a Cruelty effect (again using the Conductive weapon ability).

**Total Equipment AC Bonus:** +24 (With 12 Dexterity and Demon Armour, your Armour Class will be 35.)

## Aegis Antipaladins

Become an unstoppable juggernaut!

- Go for broke. Gear up with a magical scimitar and make sure it's a +3 Bane, Keen, Unholy, Vicious, Wounding weapon, because you're going to want to use this to strike fear into absolutely everyone you know. You could drop the bonus down to +2 to give you space to add in the Conductive ability to your weapon, which can allow you to expend two uses of your Touch of Corruption and a Cruelty through your weapon to channel its damage into the hit. It's a hefty price to pay, but it's worth considering, even though it won't last long.
- If you're going more critical damage and are willing to expend a feat on an exotic weapon proficiency, take up the falcata instead of the scimitar.
- You need a great shield for your aegis, so I recommend going with a +5 Quickdraw Light Steel Shield, complete with shield spikes. Attack and defense in one!
- Go for +5 Mithral Full Plate. Another good pick is Demon Armour, if you're not concerned about being slowed down some.
- Ring of Protection +5: Since you want to powerturtle (i.e. seek to become invulnerable), this is a good choice.
- Amulet of Natural Armour +5: Use this to help you become a living juggernaut.
- Belt of Giant Strength +6: You can never have enough.
- Headband of Alluring Charisma +6: Always a good thing.
- Cloak of Resistance +5: Better saves for better living.
- Ring of Regeneration: For all the times that you just love to make yourself bleed.
- Ring of Splendid Security: Costly, but it gives you a big boost to your armour class, saving throws and spell resistance. Better than the Ring of Protection +5.

### Combat effectiveness:

All values reflect statistics *without* bonuses or penalties from feats and without the Fiendish Weapon magical effect, but with bonuses from items.

**Attack Stats:** (Assuming Level 20, Strength 18/24, Scimitar wielded one-handed, Smite Good inactive) +30/+25/+20/+15 (1d6+10/15-20/x2)

**Damage Output:** (Assuming Level 20, Strength 18/24, Scimitar wielded one-handed, Smite Good inactive) Minimum 13 per hit; Maximum 68 per hit (increased to 72 on a two-handed strike; potentially increased to 132 using the Conductive weapon ability and two uses of your Touch of Corruption per strike), plus 1 point of Constitution damage, plus a possible Cruelty effect (using the Conductive weapon ability). You also take 1d6 damage per hit.

**Total Equipment AC Bonus:** +30 (With 15 Dexterity, +5 Mithral Full Plate Armour and a +5 Quickdraw Light Steel Shield, your Armour Class will be 42.)



## Mythic Characters

First of all, you must understand that becoming a mythic character is not specifically a player-choice. It is largely up to your GM as to whether or not you are able to manifest mythic powers, and how or when that might come to pass. Before proceeding any further in this portion of the Guide, consult with your GM; you may not be playing in a game where mythic power is an option. Not every game will deal with the types of challenges that are presented to mythic characters.

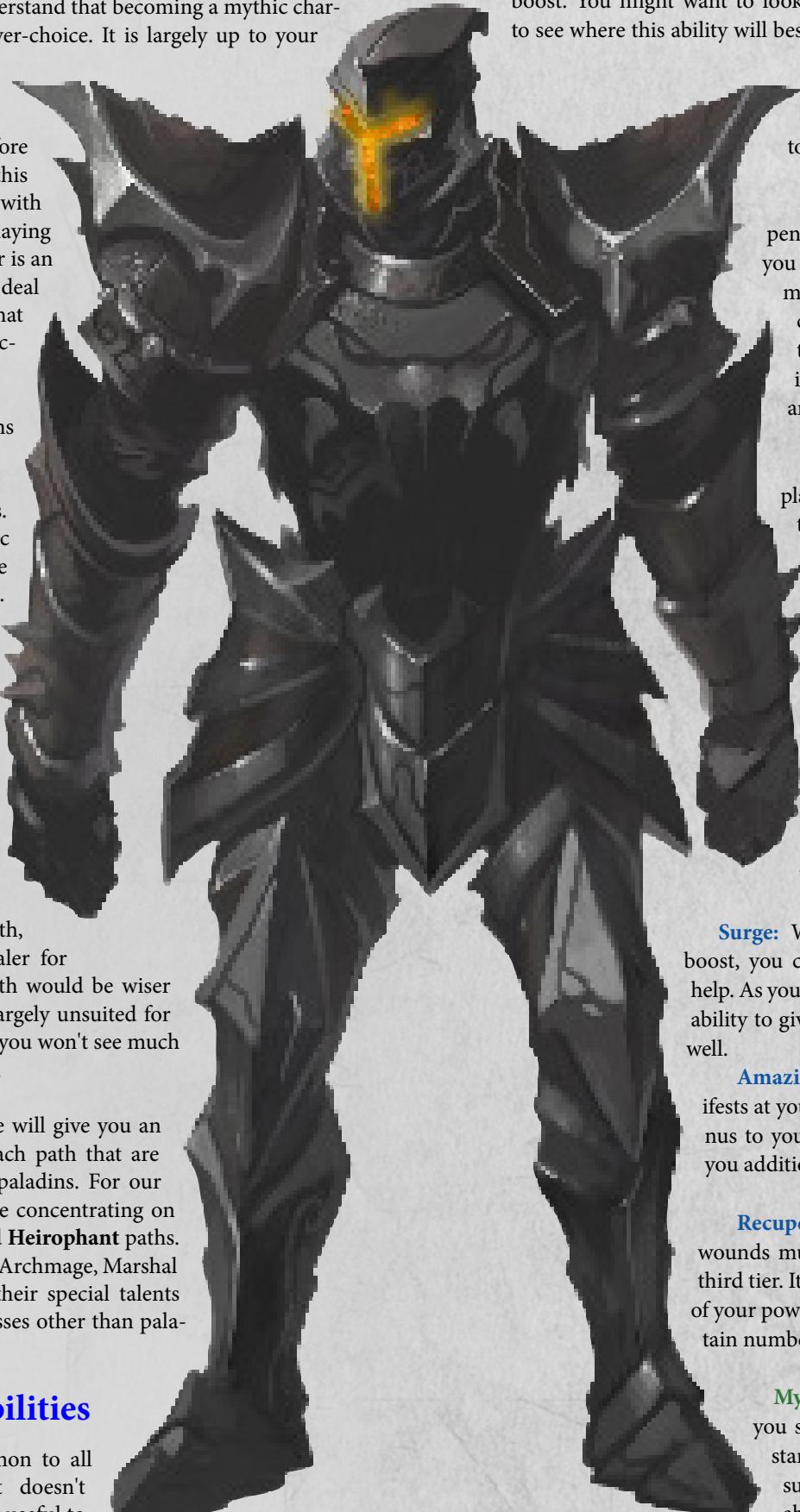
There are many options that are compatible with paladins or antipaladins, including all of the existing mythic paths. However, not every mythic path is an optimal path for the paladin or antipaladin classes. This section of the guide is meant to help you to understand which paths present the best options for your character, depending on what you want your character to be able to do.

For example, if your character is more of a protector of others, you may want to consider the Guardian path, but if you're the damage dealer for your party, the Champion path would be wiser to invest in. Some paths are largely unsuited for your character, and therefore, you won't see much mention of them in the Guide.

This portion of the guide will give you an analysis of the abilities for each path that are relevant to paladins and antipaladins. For our purposes, we will primarily be concentrating on the **Champion**, **Guardian** and **Heirophant** paths. While there are abilities in the Archmage, Marshal and Trickster mythic paths, their special talents are best suited to enhance classes other than paladins or antipaladins.

## Base Mythic Abilities

These abilities are common to all mythic characters, but that doesn't mean that they are all equally useful to you all of the time.



**Ability Score:** You get this power at every even tier. You could use it to enhance your Charisma, which will give most of your key powers a boost. You might want to look back at the individual builds to see where this ability will best benefit your character. While you can use it to shore up your weaknesses in your ability scores, it is best used to boost your most useful ones.

**Mythic Feat:** This really depends on which mythic feats that you select, but since there are so many good choices, it's difficult to go wrong. Don't worry, though. When we get to specific feats, you'll have some guidance in making good choices.

**Hard to Kill:** Pretty self-explanatory. You're going to be able to last much longer as you put yourself into dangerous situations where your ability to be a great hero can manifest itself.

**Mythic Power:** Use of this ability is the primary means by which you "fuel" your new abilities. You really couldn't function properly as a mythic character without uses of your mythic power.

**Surge:** When you need a little extra boost, you can turn toward this ability to help. As you increase in mythic power, your ability to give yourself a boost increases as well.

**Amazing Initiative:** This power manifests at your second tier to give you a bonus to your initiative checks and to give you additional actions.

**Recuperation:** You recover from your wounds much faster, once you reach the third tier. It also allows you to recover uses of your powers that are available only a certain number of times per day.

**Mythic Saving Throws:** When you succeed at your saving throws, starting at your fifth tier, you don't suffer any ill effects from certain abilities, provided that they don't come from mythic sources.

# BODHI'S GUIDE TO THE OPTIMAL PALADIN & ANTI-PALADIN

**Force of Will:** Upon reaching 7th tier, you can use your mythic power to force a reroll on either yourself or a non-mythic creature. That doesn't necessarily mean that you're going to achieve your goals, or to stop your opponents from achieving theirs, but it's an extremely useful ability.

**Unstoppable:** At 8th tier, you can instantly cure a single condition that affects you, even if you couldn't otherwise act. No coup de grace against you just because you're paralysed.

## Immortal:

This 9th tier ability makes it nearly impossible for you to be killed. There are ways around it, to be sure, but it makes it much more difficult than before.

## Legendary Hero:

At 10th tier, you are able to recover your mythic power much faster, and refresh your uses per day of other powers.

## The Champion

This path is quite well suited to a variety of paladin and anti-paladin builds, primarily because of its focus to enhance martial combat prowess. This benefits nearly every build, with the notable exception of the combat medic paladin. The following abilities are basic abilities that come with taking this path; other abilities are sorted by tier. Choose wisely.

**Bonus Hit Points:** Have another five hit points per tier to help you to stay alive, why don't you?

**Champion's Strike:** This ability is your closest friend as a Champion. If you're an archer paladin or anti-paladin, you'll want to select **distant barrage** or **fleet charge**. Other types of paladins or anti-paladins might want to consider **fleet charge** or **sudden attack**.

**Path Ability:** Here is where things get interesting. You're going to want to see the next few sections for more details on what abilities are worth taking.

**Legendary Champion:** When you hit tenth tier, you can reroll attacks that you miss and use this ability to regain uses of mythic power.

## 1st-Tier

- Aerial Assault:** You'll have to consider the environments that you typically fight in before considering taking this path ability. It's best used when you've got the room to move. You can also use it to move around the battlefield or to leap and tackle a target, causing them to suffer damage when you might not otherwise as a part of the fall.

- Always a Chance:** You can't miss.
- Always Armed:** Chances are, you're going to be armed, but it's useful in a pinch.

- Armour Master:** It's best for an aegis build, but you might have to select it multiple times to get the best utility out of it. Otherwise, you might want to grab it just once and use it with a tower shield.

- Backlash:** It provides you

a counterattack, but only under certain conditions.

- Blowback:** Knock your enemies around the field of battle. This helps you to become a battlefield controller, if you were not one already.

# BODHI'S GUIDE TO THE OPTIMAL PALADIN & ANTI-PALADIN

It's not something that you can use with a full attack, but consider it anyway.

- **Burst Through:** This ability can help you to get to targets, even though there may be others in your path.
- **Clean Blade:** Situationally dependent, but a pretty cool effect, especially for an antipaladin.
- **Climbing Master:** This has a number of uses, not just in combat. The addition of a climb speed if you didn't already have one has pretty good utility.
- **Crusader:** Gain followers, and when leading them, give them a limited ability to surge.
- **Devastating Smash:** Become more powerful against objects or constructs. If you fight constructs frequently, this is incredibly powerful, but if not, then you may still use it against objects; smash through a wall much easier. Has to make prison breaks that much more thrilling!
- **Endless Hatred:** You don't have the favoured enemy class feature. This power is useless to you. However, if you were to use the Sacred Servant archetype, you could acquire the favored enemy class feature, making this ability of use.
- **Ever Ready:** This is great for increasing the number of attacks of opportunity that you are able to make.
- **Flash of Rage:** You gain the barbarian's rage ability for a few rounds. You don't suffer from the normal penalties of raging, though. It's situationally activated, so don't rely upon it as a strategy to use whenever you wish.
- **Impossible Speed:** Move much faster than before!
- **Imprinting Hand:** Use this ability to know a single foe. I can see more use for this ability as an antipaladin than as a paladin, though.
- **Juggernaut:** Similar to Burst Through, but you break through objects instead of people. Roughing up your environment has serious tactical uses, though.
- **Lesson Learned:** If you fail a saving throw, you get a bonus to make save against the same thing for a few minutes. Your saving throws are pretty high as-is, so you might not get as much utility out of this ability as you might think.
- **Limitless Range:** Perfect for an archer build, this increases the range of your ranged attacks. You can also use it to throw melee weapons or enhance thrown weapons.
- **Meat Shield:** Love the name, but it's only useful on grappled opponents. I'd imagine that the antipaladin would want this more than the paladin would.
- **Mounted Maniac:** This ability is perfect for a Lancer paladin or antipaladin. It might encourage a little hunting, though.
- **Mule's Strength:** Increase your carrying capacity. You can take this ability multiple times. You're an awesome hero, not a pack animal.
- **Mythic Ki:** You don't have a ki pool, and therefore, this power is useless to you.
- **Mythic Rage:** You don't have the rage class feature, so this power is not of any use to you. However, if you were to use the Sacred Servant archetype, you could acquire the rage class feature, making this ability of use.
- **Mythic Smite:** Regain a use of your smite evil and bypass damage reduction. This ability was written for you.
- **Mythic Weapon Training:** Increase your prowess with entire groups of weapons. You can select it more than once.
- **Punishing Blow:** Situationally useful; your foe has to have either fast healing or regeneration.

- **Sniper's Riposte:** This ability is a prime choice for the archer build. Take this!
- **Sunder Storm:** Sunder the items of foes all around you, plus potentially damage them as well. It's a very powerful ability.
- **Swimming Master:** Similar in nature to climbing master; it has decent utility.
- **Tear Apart:** Tear down the protective abilities of your foes, including their natural armour if you choose.
- **Titan's Bane:** Quite useful against larger opponents. When picking on someone your own size, though, it doesn't do anything for you.
- **Uncanny Grapple:** If you like to grapple, this is the ability for you. It's similar in nature to Blowback, but you can also use your opponent as a weapon.
- **Wall Smasher:** You can use your foes to smash down walls. It's fine for battlefield control, or for breaking up your environment.

## 3rd-Tier

- **Destroyer:** Ignore object hardness. If you're attacking items, this is very useful to you. Otherwise, you can skip it.
- **Disabling Strike:** You can use this ability to cause some serious crippling effects to your opponent, but it isn't usable at all times.
- **Elemental Fury:** Gain some energy immunity and add in some elemental power to all of your attacks. Doesn't last forever, but you can potentially make it last for your entire combat.
- **Fleet Warrior:** This ability is much better than the fleet charge version of Champion Strike, even if it provokes AoOs.
- **Groundshaker:** Knock your foes prone and cause them to be staggered. I'd say that this is worthwhile, if you've got high Strength.
- **Incredible Parry:** Supplement your defense with the parry ability. It's okay, but not great.
- **Maneuver Expert:** If you're up for combat maneuvers, this ability is right up your alley, and being able to enhance your combat maneuvers is very helpful. Consider this feat.
- **Master Grappler:** (Requires Uncanny Grapple) You can use your foes to smash the environment or reposition other opponents. You can also do a heavy amount of damage by simply crushing your foe. This is where combat maneuvers really get interesting.
- **Maximised Critical:** This feat is great for increasing your damage output on a critical hit. Situational, but for most builds, concentrating on damage output is a solid investment.
- **Mighty Hurler:** Become He-Man and hurl gigantic boulders at your



# BODHI'S GUIDE TO THE OPTIMAL PALADIN & ANTIPALADIN

- foes, or catch them if you choose. You can take this repeatedly to increase your range and the size of the boulders that you can handle.
- Penetrating Damage:** You can overcome one type of damage reduction. It's situational, but solid. If your opponent cannot be harmed by your attacks, you may not be able to defeat them on your own. You can never be sure if this is something you'll need or not.
- Precision:** Make your attacks more likely to land on each attack iteration of a full attack.
- Titan's Rage:** Similar to the *enlarge person* spell, but it doesn't last as long. It's a cool ability, but it's not an impressive tier 3 power.
- To the Death:** Keep on fighting when you're very seriously injured. It's very useful in a pinch.
- Unstoppable Shot:** Strike multiple targets in the same line, or possibly even around corners. This is an awesome ability for an archer build.

## 6th-Tier

- Critical Master:** You are far more likely to land a critical hit, and it automatically increases your damage. You have to take it twice to use it against mythic creatures.
- Fistful of Daggers:** This skill is for builds that rely upon ranged attacks. It's a perfect ability, for what it does, but I doubt that you're relying much upon thrown attacks.
- Perfect Strike:** Land that one perfect hit; if it hits, it's going to deal more damage than any of your other attacks. You can even use it in conjunction with your Champion's Strike.
- Seven-League Leap:** Jump for miles upon miles. You're going to need high Athletics to really get the best use out of this ability. This is a really cool travel ability, since you get to "fly" like the Hulk.
- Shatter Spells:** This is a caster's bane, and opponents that are magically buffed up can lose one of their magical buffs. It requires a melee touch attack, and it isn't stacked on top of a normal attack, but it does a small amount of damage. If it were in addition to a normal attack (or better yet, a full attack), it would be aces. As it is, it's okay.
- Sweeping Strike:** This is like Fistful of Daggers, but for a melee specialist. If you have a reach weapon, you can really dole out the punishment.

## A note on Champion Builds

Mythic Adventures recommends some builds and some tier abilities to go along with those builds. They are not specifically congruous with the builds presented in this guide, but they are not incompatible, either.

**Armoured Warrior:** This is similar to the aegis antipaladin build. You may wish to follow the suggested abilities for this build.

**Death Dealer:** These suggestions are fair suggestions for the castigator or devastator builds.

**Furious Fighter:** The abilities suggested by this theme are valid options for the castigator or devastator builds.

**Maneuver Champion:** There aren't any builds presented in this guide that are specifically well-suited to this theme, but you could add in any of these abilities to another build type recommended in this guide as a set of adjunct abilities.

**Nimble Warrior:** This set of abilities can work well with the archer, castigator, devastator or aegis builds, but it's more of an adjunct set of abilities as opposed to anything that I'd specifically recommend as a template.

**Smasher:** You might consider these if you're going the castigator or devastator route. Altering your environs can have a significant impact on battlefield strategies.

## The Guardian

While this is more of a defensive suite of powers than those of the Champion, they are not to be ignored. Aegis antipaladins, in particular, may want to concentrate their mythic power into this path, though the abilities that you gain from being a Guardian could be very useful to other builds of paladin, including the combat medic. The following abilities are basic abilities that come with taking this path; other abilities are sorted by tier. Choose wisely.

**Bonus Hit Points:** Have another five hit points per tier to help you to stay alive, why don't you?

**Guardian's Call:** This is one of your key abilities as a Guardian. The **absorb blow** ability can give you an edge when you're in the thick of combat by ensuring that you live longer. **Beast's fury** is primarily of use to the lancer paladin, particularly if your bonded mount attacks along with you. **Sudden block** is a great help to the combat medic build, but it also works wonderfully for other builds. Consider carefully which ability that you will choose.

**Path Ability:** Here is where things get interesting. You're going to want to see the next few sections for more details on what abilities are worth taking.

**True Defender:** When you hit tenth tier, you halve the damage you take from non-mythic attacks. You can also regain mythic power when you take critical hits. There are many occasions where this ability would provide you with great benefits, and your allies will thank you for your ability to keep them safe from harm.

## 1st-Tier

- Adamantine Mind:** This ability is a great choice, as you can usually make your save, so your opponent will take their chances with being stunned.
- Additional Call:** Pick up one of the other two (or both) guardian's call abilities that you don't have. Solid.
- Affliction Resistance:** You will benefit from this less than you think you might, as you will quickly become immune to diseases, and you're likely to not need to worry overmuch about poisons.
- Armour Master:** It's best for an aegis build, but you might have to select it multiple times to get the best utility out of it. Otherwise, you might want to grab it just once and use it with a tower shield.
- Armoured Might:** This ability helps you to power-turtle, which is great if you're an aegis antipaladin, but not so hot for most other builds, except for the combat medic. Making yourself too difficult to hit usually doesn't play well with your squishier compatriots.
- Avenging Maneuver:** When you take a critical hit, you can attempt

# BODHI'S GUIDE TO THE OPTIMAL PALADIN & ANTI-PALADIN

a specific combat maneuver. It's not something that I'd recommend for you, unless you're heavily invested in combat maneuvering.

- **Borrow Elements:** Gain some energy resistance and add in some elemental power to some of your attacks, or you can expend all of the resistance to fire off a ray of elemental energies. If it was able to be used at will, it would be better, but as it is, it's situational.

- **Burst Through:** This ability can help you to get to targets, even though there may be others in your path.

- **Draw Fire:** You can pull ranged attacks onto yourself. If you're power-turtling, this isn't a bad ability to have, and if you're a combat medic, this is a decent trick to save your allies some damage in the first place.

- **Empathic Healing:** This ability was born for the combat medic, especially if you take the fey foundling feat; taking the damage onto yourself and then healing yourself (which you'd be a bit better at anyway).

- **Ever Ready:** This is great for increasing the number of attacks of opportunity that you are able to make.

- **Fast Healing:** You can heal faster, and you can take this ability multiple times to stack its strength. Combine this with Empathic Healing, and you could be a supremely effective combat medic.

- **Guardian's Shout:** You can help your allies to make Reflexive saves. If you're trying to help them avoid damage in the first place, this is a good choice.

- **Inmovable:** This ability assists in defending against combat maneuvers. It's all right, but there's better out there.

- **Imprinting Hand:** Use this ability to know a single foe. I can see more use for this ability as an antipaladin than as a paladin, though.

- **Indefatigable Traveler:** You're less likely to wear yourself out while traveling; this can help if you're fatigued or exhausted.

- **Irrepressible Soul:** This ability can help you to fight off a variety of effects that control or conceal you, including polymorph effects.

- **Knowledgeable Guardian:** Learn about your foes and communicate that information to your allies. When it comes to identifying weaknesses, this is a handy trick to have.

- **Lesson Learned:** If you fail a saving throw, you get a bonus to make save against the same thing for a few minutes. Your saving throws are pretty high as-is, so you might not get as much utility out of this ability as you might think. Considering that it's only effective when you fail your saving throws, the more powerful you become, the less likely that this ability will do anything for you.

- **Mule's Strength:** Increase your carrying capacity. You can take this ability multiple times. You're an awesome hero, not a pack animal.

- **Mythic Companion:** Use this for your bonded mount to allow it to surge along with you. This can be quite effective, if your mount fights along with you.

- **Mythic Mercy:** An ability built for paladins, you remove curses, diseases and poisons much more easily than before. This ability is obviously better-suited to the combat medic build.

- **Pack Wild Shape:** Do you possess the wild shape ability? Of course not.

- **Partial Transformation:** As a class that doesn't possess the wild shape ability, this choice is not one that is of any use to you.

- **Quick Recovery:** Reduce the duration of certain conditions that you can be afflicted with. Taking it again adds more conditions that are reduced in duration.

- **Raise Animal:** Raise your mount from the dead. As your tier goes up, it becomes more powerful. You very well may wish to have this if you're a lancer build.

- **Ranged Disarm:** Use this to disarm your foes at a distance. I strongly recommend that you use this to help out your allies that are engaged in melee combat.

- **Relentless Healing:** Restoring dead creatures to life just got easier. If you're a combat medic build, you should seriously consider this ability.

- **Retributive Reach:** When performing attacks of opportunity, your reach is greater. You can also gain a bonus on this attack of opportunity if you so choose.

- **Sacrificial Shield:** For an aegis build, this ability can be of great use to you. It can greatly reduce the amount of damage that you can take.

- **Supreme Tracker:** Track your opponents. This could come in quite handy, especially if you're a lone wolf.

- **World's Heart:** (Requires having claimed mythic power from a Star Tower) Enhance your Strength checks when touching the ground. This also can be used to enhance your combat prowess.

## 3rd-Tier

- **Cage Enemy:** If you're relying upon attacks of opportunity to deal with your foes, then this ability has a lot of potential. You can use it to keep enemies close, which can prevent them from going after your allies, but that's only if you're successful, and if they were within one of your threatened squares to begin with.

- **Dimensional Grappler:** This ability is pretty cool. You have the potential to either prevent your opponent from teleporting away, or you can hang on for the ride. The only downside to this ability is that you're probably not going to be hanging on to teleporting foes all too often.

- **Drive Back:** You can bull rush every opponent within reach, but you'll want the Whirlwind Attack feat to get the most use out of it.

- **Earth Protection:** Even if you're not in a protective role, picking up heavy damage reduction for you and your nearby allies is powerful.
- **Impervious Body:** It doesn't grant as much protection as Earth Protection does... Immediately. Later on, you can get more. However, it's only for yourself, even though less gets to bypass it.
- **Impervious Companion:** Grant the same protections to your mount. If you're a lancer build, this is an almost critical feat choice. Sure, you can get a new one, but it takes 30 days. You don't have that kind of time to waste.
- **Incredible Parry:** Supplement your defense with the parry ability. It's okay, but not great.
- **Mighty Hurler:** Become He-Man and hurl gigantic boulders at your foes, or catch them if you choose. You can take this repeatedly to increase your range and the size of the boulders that you can handle.
- **Parry Spell:** You possess the power to parry some types of incoming spells. It's a solid ability.
- **Possess Companion:** As a lancer, you could possess your mount, but I doubt that knowing its memories and sharing in its knowledge are going to be of significant benefit.
- **Shadow's Embrace:** (Requires having claimed mythic power from a Star Tower) You can be corporeal and incorporeal, as you choose to be, for a round. This is a powerful defensive capability.
- **Shrug It Off:** Convert critical hits to normal ones and negate effects that trigger on critical hits. This is a very reasonable choice.
- **To the Death:** Keep on fighting when you're very seriously injured. It's very useful in a pinch.
- **Turn the Tables:** When someone uses a combat maneuver against you, turn it against them and take a bonus when you do it!
- **Uncanny Adaptability:** Protect yourself and your friends from environmental hazards, and it's got a very long duration.

## 6th-Tier

- **Cling to Life:** You can make it easier on yourself to come back to life. After all, what good are you to others when you're dead?
- **Companion Power:** Giving your mount one of your low-tier abilities can make you both much more effective. If you're a lancer build, there couldn't be a more perfect power to select.
- **Impassible:** (Requires Cage Enemy) It's situationally useful, but it can guarantee that your threatened foes can't move away from you.
- **Indomitable:** Gain immunity to a specific condition. Be careful which one you pick; you can cure some with your mercies, but others, you might be susceptible to.
- **Invincible Stand:** Gain extremely powerful damage reduction, as long as you stay put. I could see this being decent for an aegis build, but very good for a combat medic build.
- **Mythic Resolve:** Your saving throws are going to be very high, so this is less important for you than it will be for other classes.
- **Stasis:** Use it on yourself or your allies and "leapfrog through time" like Viktor and his vampiric friends did in the Underworld movies. It's pretty cool, and allows you to lay low for a long, long time.
- **Take the Hit:** If you're a combat medic build, grab this. You can let someone else be the meat shield while you siphon off some of their damage and heal up!
- **Shield of the Martyr:** Expand the range of your ability to siphon off damage and increase the amount of damage siphoned.
- **Unbreakable Resilience:** Recover from ability damage very quickly with a number of selected ability scores. Select it again to capture the rest.

## A note on Guardian Builds

Mythic Adventures recommends some builds and some tier abilities to go along with those builds. They are not specifically congruous with the builds presented in this guide, but they are not incompatible, either.

**Dangerous Duo:** This would work out all right for a lancer build.

**Defender:** Look toward the aegis or combat medic builds to take advantage of the abilities suggested for this route.

**Immovable Warrior:** If you don't like being pushed around, these powers would suit you well. Unfortunately, they don't specifically suit any one recommended build in this guide. Use it as an adjunct suite of powers.

**Invincible Guardian:** These abilities are best suited to an aegis build, since you're looking more to keep yourself alive than others.

**Nature Guardian:** A better set of suggestions for a ranger or a druid than for a paladin. Still, some of the powers are useful.

## The Heirophant

As a divine casting class, the heirophant path is a prime candidate for use with the paladin, particularly if you're playing a combat medic build. This is not to say that there is no further appeal in the heirophant path, but it is less offense-oriented than the champion path, and less defensively oriented than the guardian path, obviously. If you want to enhance your spellcasting effectiveness, this path is the one that you should consider first.

**Bonus Hit Points:** This path only offers an additional four hit points per tier, so it's not as nice of a feature as champions or guardians get, but it's still very good.

**Divine Surge:** As the signature ability for the heirophant path, the divine surge ability manifests in one of three ways. The **beast's fury** feature would work well for a lancer, letting their mount both move *and* attack (the attacks being more powerful in general). Alternatively, you could take the inspired spell version of the **divine surge** ability and enhance your spellcasting directly, or you could take the **recalled blessing** version to cast one of your few prepared spells with a few minor enhancements, but I wouldn't recommend it.

**Path Ability:** Here is where things get interesting. You're going to want to see the next few sections for more details on what abilities are worth taking.

**Divine Vessel:** This is where you can use your lay on hands class feature to best effect, as you automatically heal the maximum amount. You also gain good damage reduction and the ability to regain mythic power when you take damage. This works extremely well, both in solo play and in group dynamics.

## 1st-Tier

- **Alter Channel:** This gives you a purpose in having the ability to channel energy if you don't want to waste uses of lay on hands to use

# BODHI'S GUIDE TO THE OPTIMAL PALADIN & ANTI-PALADIN

it (because you didn't take the Hospitaler archetype). You can switch someone else's channeled energy to a type that is more beneficial to you or your plans.

- **Bleed Holy Power:** This ability also enhances your channels, but you can only use it when you get hit. I don't recommend it if you haven't taken the Hospitaler archetype, because it will eat up uses of your lay on hands ability, but if you have, go for it!
- **Channel Shockwave:** Combat-oriented builds could use this ability to best advantage, but it's still questionable whether it's worth diminishing your daily uses of lay on hands. However, if you're really gung-ho about dealing damage, it's a nice kick.
- **Contingent Channel Energy:** Using this ability can grant you a channel energy use at a time of your own choosing. There are some restrictions, but being able to automatically burst-heal or burst-harm under conditions you set is advantageous.
- **Divine Countenance:** Always on, this power can make you better at either Diplomacy or Intimidation with helpful creatures.
- **Divine Guardian:** Summoning up aid when you're in a pinch or if you need a bit of an edge can be a productive use of your mythic power. It's not as strong as I would hope, but if you can't summon at all, it's a hefty boost.
- **Divine Patron:** (Requires having ascended to mythic power with the Starstone) When you interact with creatures that serve your deity, you can heal them easier (including yourself), and it's easier to deal with them. If you have a party of characters that all follow your god, this is incredibly useful.
- **Eldritch Breach:** Overcome spell resistance, dispel, or make your magic take effect a little easier. I am not sure that it's as powerful as other abilities.
- **Empathic Healing:** This ability was born for the combat medic, especially if you take the fey foundling feat; taking the damage onto yourself and then healing it straightaway with a judiciously applied lay on hands (which you'd be a bit better at anyway). Watch the damage melt away.
- **Endless Bounty:** This is one of those miraculous abilities that has more impact upon the story depending on how your GM sets up the scenario than giving you any specific advantages. It's kind of a staple of divine lore. Too bad you don't have the spells it enhances.
- **Enhance Magic Items:** Increase the efficacy of consumable magical items, or even use certain kinds without expending their uses. If you rely on magical items to help you to do the things that you do, this ability is right up your alley. You'll be able to save quite a bit on replenishing your magical tools.
- **Faith's Reach:** Extend the range of your touch spells. Since you have a fair amount of touch spells on your list, this is beneficial.
- **Flexible Counterspell:** Counter one spell with another. It's not a

poor ability to have, but having to use mythic power to do so is somewhat less attractive.

- **Heathen Slayer:** This is a pretty decent ability if you commonly fight against the followers of a particular faith. I think you can find something a bit more general in its application, but it's good.
- **Impeccable Intuition:** I think this fits better for an inquisitor than a paladin, but the ability has its uses. You can take it multiple times to be able to detect more concealed language. Just don't abuse it; there's a reason that nobody likes the *Holy Pain* (see p. 3).
- **Insightful Interaction:** This ability would make Wisdom a bit less of a dump-stat, but not in the places where it really matters. I'd skip it.
- **Instrument of Faith:** If you've got a really commonly used weapon, this ability is awesome. However, I think it's specific enough that a word of caution is required before selecting it.
- **Inverted Spontaneous Casting:** You're not a spontaneous caster. Skip this.
- **Mighty Summons:** Better for antipaladins than paladins; paladins don't do much summoning in general.
- **Mythic Companion:** Use this for your bonded mount to allow it to surge along with you. This can be quite effective, *if* your mount fights along with you.
- **Mythic Domain:** If you've taken the Sacred Servant archetype, then you'll get some use out of this. Otherwise, it's useless to you. Powerful.
- **Mythic Wild Shape:** You don't wild shape. Skip this.
- **Overflowing Grace:** You'll likely get a lot of utility in this choice. It's too bad that it doesn't stack.
- **Pack Wild Shape:** Do you possess the wild shape ability? Of course not.
- **Plantbringer:** You're not going to get the same kind of utility out of this pick as a druid would, as you're less likely to be as in-tune with nature. It's not useless, though, especially if you are traveling with a druid, but maybe you should let the plant-lover take it.
- **Relentless Healing:** Restoring dead creatures to life just got easier. If you're a combat medic build, you should seriously consider this ability.
- **Sustained by Faith:** It's nice to not need to eat, drink or sleep, but the neighbors might look at you funny. You might think that you can regain your smites and lay on hands (or touches of corruption) with this, but they're a per day thing, not a "recover after you rest" ability.
- **Symbol of the Holy:** Most of your spell components are pretty cheap. I am not confident that this is truly worthwhile.
- **Tongue of the Land:** I doubt you know Druidic. Skip this.
- **Water of Life:** Decent, but there aren't too many spells that I'd use this on. If the potions lasted longer, then I'd feel differently about it.

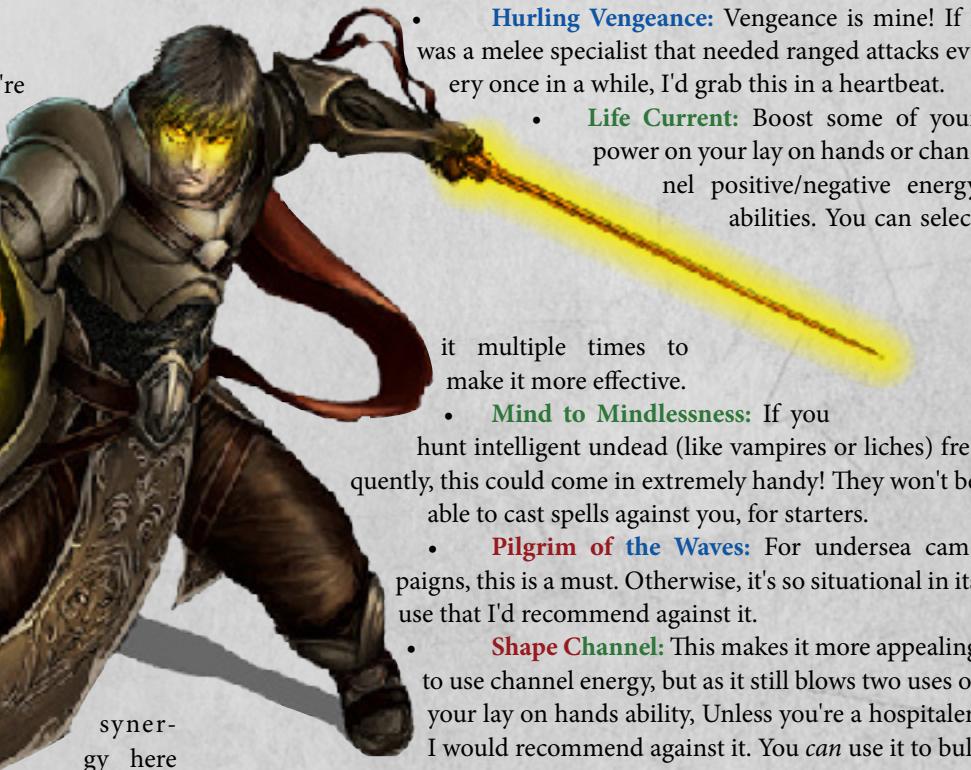
# BODHI'S GUIDE TO THE OPTIMAL PALADIN & ANTI-PALADIN

## 3rd-Tier

- **Abundant Healing:** A grand ability to have if you're a combat medic build; it will help to increase the efficiency of your healing spells. Works well for other builds, too. After all, who couldn't use a bit better healing?

### A l i g n - ment Insight:

There's not a lot of



synergy here  
for you. Better  
for clerics and

inquisitors than for paladins or antipaladins, and I

suggest that you leave them to it.

- **Animal Friend:** You don't have wild empathy, and therefore, you cannot use

this.

- **Blessed Companion:** Give your mount epic damage reduction that you can stack with further picks of this ability. Great for a lancer build!

- **Divine Metamagic:** I don't really recommend metamagic feats for paladins much, mostly because of the limited spellcasting ability; your spell slots don't go very high. However, this ability would make taking such feats a lot more attractive. But, you might feel that you have better things to do than try to keep pace with other casters.

- **Divine Potency:** This ability will give you much greater spellcasting utility, so if you find yourself in need of more magic, this is the way to go. You'd only ever want to take it four times, since that's the number of spell levels you can cast. I see it having the best utility for a combat medic build that wants more healing spells.

- **Domain Immunity:** If you've taken the Sacred Servant archetype, then this might be of use to you. However, most of the time you'd probably make the saves against such spells anyway, so I don't think you'd need it.

- **Enduring Blessing:** It works, but do you really need it? Probably not.

- **Flowers in Your Footsteps:** You could use this to control a battlefield, but it depends on the makeup of your environment.

- **Hand of Mercy:** You already have mercies as a class feature. It's only useful if you somehow lose your mercies.

- **Hear the Word:** Become the Metatron! It's a cool effect, but none of the spells on your list are applicable for its use.

- **Hurling Vengeance:** Vengeance is mine! If I was a melee specialist that needed ranged attacks every once in a while, I'd grab this in a heartbeat.
- **Life Current:** Boost some of your power on your lay on hands or channel positive/negative energy abilities. You can select

it multiple times to make it more effective.

- **Mind to Mindlessness:** If you hunt intelligent undead (like vampires or liches) frequently, this could come in extremely handy! They won't be able to cast spells against you, for starters.

- **Pilgrim of the Waves:** For undersea campaigns, this is a must. Otherwise, it's so situational in its use that I'd recommend against it.

- **Shape Channel:** This makes it more appealing to use channel energy, but as it still blows two uses of your lay on hands ability, Unless you're a hospitaler, I would recommend against it. You *can* use it to bull rush creatures that would be harmed by your channel and you can make it more specific in where it applies.

## 6th-Tier

- **Arcane Knowledge:** You're not a cleric, nor are you a druid, so you can't take this.
- **Conduit of Divine Will:** Use this to get more lay on hands uses per day, more channel energy, or if you can cast spells from domain spell lists (which you usually can't), more domain spells, plus some protective power when you do it. Yeah, I'd take it.
- **Overcome Curse:** You can remove curses with your mercies if you so choose, so this is not a critical choice, but it does allow you to use cursed items that do have some beneficial effects.
- **Pilgrim of the Sky:** Having the ability to air walk is quite useful in a variety of situations, both in combat and not.
- **Puppet Master:** This is an ability that I see an antipaladin using to freak out a party of PCs or a group of NPCs by raising one of their fallen allies or heroes and using it against them. It's freakishly fantastic!
- **Servant of Balance:** Take this, now! You'll be immune to critical hits and effects, including *vorpal* weapon powers! You can't do anyone any good if you're dead.
- **Undying Healer:** If you're a combat medic build, this is a great ability to have. Heal the secondary healer and hope that they heal you in return. Even if you're not a combat medic build, it's incredibly useful.

## A note on Hierophant Builds

Mythic Adventures recommends some builds and some tier abilities to go along with those builds. They are not specifically congruous with the builds presented in this guide, but they are not incompatible, either.

**Healer:** Best for a combat medic, but if you heal a lot in your group,

this would work well for any build, because if you're not busy using it for the benefit of others, you can use it for your own.

**Holy Warrior:** You're less likely to deliver wrath as a heirophant paladin or antipaladin than you are as a champion paladin or antipaladin.

**Nature Servant:** This is better for a druid than a paladin or antipaladin, as you're not really all that in-tune with nature to begin with.

**Sacred Conduit:** This theme has some value if you're looking to enhance your magical abilities.

## The Marshal

The path of the Marshal is the path of the leader, and paladins are capable leaders in the fight against evil. Antipaladins are also capable commanders of the forces of darkness, when they choose to be, and for as long as they can hold it together. The abilities inherent in this path are well-suited to your needs, if you're not running solo. If you are, then perhaps this is not quite the right path for you.

**Bonus Hit Points:** This path only offers an additional four hit points per tier, so it's not as nice of a feature as champions or guardians get, but it's still very good.

**Marshal's Order:** This is a powerful ability that has great utility for one of your particular skill set. **Advance** is quite useful to you and your allies to keep control of the battlefield via your movement. **Decisive Strike** gives you allies an additional attack to battle your foes with that bypasses damage reduction. **Rally** lets you correct a recent mistake via a reroll, but you have to take the second result.

**Path Ability:** Here is where things get interesting. You're going to want to see the next few sections for more details on what abilities are worth taking.

**Visionary Commander:** This is really only useful in the surprise round of combat, but what a useful thing it is. You can give your allies the potential to end combat quickly.

### 1st-Tier

- **Additional Order:** The Marshal's Order abilities are pretty good. Consider taking more of them.
- **Assured Skill:** As a skill-poor class, this is a very helpful ability to have.
- **Clarion Call:** Give your nearby allies the ability to smite like you do... Almost. It's a fantastic trick, nonetheless.
- **Commanding Entrance:** You can be quite the charming person. This ability makes that just a little easier.
- **Deadly Guidance:** You have the power to increase damage for your allies, and you can take this ability multiple times to stack on the damage. Combine this with Distracting Assailant for more power.
- **Directed Assault:** Situational, but powerful.
- **Distracting Assailant:** Combine this with Deadly Guidance, and you have a very powerful strategy, indeed!
- **Focus:** Give your mythic allies more mythic might.
- **Granted Stride:** You lack the class features to put this to use.

### Dual Paths

There are a number of abilities from the Archmage and Trickster paths that are useful. I would recommend, if you take the Dual Path feat, the following abilities:

#### Archmage

**Archmage Arcana:** **Arcane Surge**, **Mage Strike**, **Wild Arcana**.

**1st Tier:** **Abundant Casting**, **Enduring Armour**, **Flexible Counterspell**, **Necromantic Mastery** (for antipaladins), **Resilient Arcana**, **Speedy Summons** (for antipaladins), **Spellbane Counterstrike**.

**3rd Tier:** **Eldritch Flight**, **Infectious Spell**, **Many Forms**, **Mirror Dodge**, **Mythic Spellpower**, **Reverse Scrying**.

**6th Tier:** **Dominion Over Outsiders**, **Eldritch Reciprocation**, **Sanctum**, **Star Walker**.

#### Trickster

**Trickster Attack:** **Deadly Throw**, **Fleet Charge**, **Surprise Strike**.

**1st Tier:** **Additional Trick**, **Assured Drinker**, **Clown**, **Combat Trickery**, **Control the Mindless** (better for antipaladins), **Deadly Dodge**, **Enhance Magic Items**, **Inspire Minions**, **Master Dilettante**, **Nimble Glide**, **No One of Consequence**, **Persuasive Countenance**, **Ricochet**, **Redirect Attention**, **Supreme Stealth**, **This Might Just Work**, **Titan's Bane**, **Unintentional Feint**, **Unwavering Skill**.

**3rd Tier:** **Fickle Attack**, **Mirror Dodge**, **Sardonic Wit**, **Vanishing Move**.

**6th Tier:** **Class Mimic**, **Slayer's Cyclone**, **Steal Power**.

- **Greater Surge:** Mythic might and power is yours beyond that of your contemporaries. If you use your mythic surge frequently, pick this up.
- **Helpful Rebuke:** Rerolling skill checks is quite helpful. Your allies may thank you for it.
- **Heroic Block:** Save your allies. As an aegis or combat medic build, this is exceptionally useful.
- **Inspire Minions:** Best used to enhance your cohort, rather than your friends.
- **Inspired Defense:** You are not a bard, if you hadn't noticed.
- **Inspiring Surge:** This ability gets better the more you take it, and if you're the only mythic character in your group, it's incredibly useful. It doesn't do much of anything for your mythic allies, but that does not mean that it's not worth taking.
- **Lend Power:** If you're more powerful as a mythic character than your allies, this ability is incredibly useful. If you lend your Confidence ability (see below), anyone can benefit.
- **Lightning Performance:** As a non-bard, you don't need this.
- **Loyalty:** If you like to lead, this is the ability for you.
- **Menacing Presence:** If you intimidate others frequently, you'll like this ability a lot. It helps you to do what you do much faster.
- **Mounted Marshal:** If you're a lancer build, you want this, stat!

# BODHI'S GUIDE TO THE OPTIMAL PALADIN & ANTI-PALADIN

- **Mythic Fascination:** This ability is for bards, not for paladins and antipaladins.
- **Painful Gambit:** Foes that make attacks of opportunity against you invite retribution if they're within reach of your allies.
- **Perfect Aid:** Aiding others has never been so effective.
- **Persuasive Countenance:** Let's all get along, shall we? It only works on creatures that are at least neutral toward you.
- **Potent Message:** You have a gift for getting news to travel or the message of your faith to spread. This power makes that happen with ease.
- **Press the Advantage:** Situational, but rather useful in situations where it works.
- **Redirect Attention:** Look, over there! Chances are, you prefer a more direct means of interaction with others, but that doesn't mean that this ability doesn't have its uses.
- **Resurging Words:** Give out hit points and saving throw bonuses to your friends, but beware, it's not something you can do in the middle of combat.
- **Rise Up:** Use it on your non-mythic allies to grant them a mythic surge use.
- **Shout of Defiance:** It's a weak burst-heal that probably guarantees better minimum damage than channeling does. It's a questionable ability.
- **Smiting Aura:** This is the single most awesome marshal path ability for paladins (though I would imagine that it could also work for antipaladins, even though they don't have the smite *evil* ability). Generate an aura of holy power to damage your foes!
- **Stand Tall:** Lend your saving throws to your friends. It'll help them get by.
- **Tactical Genius:** Take on teamwork feats that you can use when allies are near (even if they don't have the feat), and you can swap them out daily. Solid.
- **Unwavering Skill:** Take 10s and 20s on class skills no matter the hardships.
- **Inspire Martyrdom:** (Requires Persuasive Countenance) Get your friends to risk life and limb just to help you out.
- **Master of Mercy:** Throw down all of your mercies at once. Perfect for a combat medic build. Presumably, it would work for an antipaladin throwing down all of their cruelties as well.
- **Mob Ruler:** This does exactly what the name implies. Turn the mob against either the righteous or the sinister, or just get them to chill out.
- **Mythic Bond:** You have no hunter's bond ability.
- **Shared Alertness:** Cool, but you need a few other things to gain the full effect.
- **Shatter Resilience:** Knock down damage resistance, possibly down to nothing!
- **Words of Hope:** Rerolls for all! Have a good time with it, but only once per round for a limited time, in a limited radius, and only if your allies understand you.

## 6th-Tier

- **Beacon of Hope:** You have a better standard aura against fear, but the healing effect is rather nice. Combat medic builds would enjoy this.
- **Castigate:** A powerful demoralization effect that lasts for a good length of time. This would free up all of those Intimidate feats that you might otherwise invest in.
- **Fast Friends:** Convert entire towns into cheering fans!
- **Fight On:** You can keep an ally up and running until you have time to heal them. Combat medic builds could use this.
- **Inspiring Assault:** Group attack tactics can make best use of this ability. Keep your friends close and pile on the hurt.
- **Stones Will Weep:** You can't make use of this, unfortunately.
- **Surge of Inspiration:** Potentially keep your allies from failing in combat.
- **Unswerving Loyalty:** Protect your mind from any mind-affecting effect you choose. You're immune to a lot, but not everything. Become immune to more.
- **Words of Valor:** Make your nearby allies very heroic indeed!

## 3rd-Tier

- **Aura of Perseverance:** Keep your allies going far longer than they should.
- **Caster's Friend:** Keep your spellcasting friends concentrating despite adversity.
- **Commanding Presence:** Use your language-based spells on creatures that don't understand you. That's a powerful boon, in addition to the ability to communicate on a basic level.
- **Concentrated Barrage:** Coordinate an attack made by two allies.
- **Confidence:** Use a few mythic surges without actually using mythic power. You can stack this up to three times.
- **Corner of the Eye:** (Requires having claimed mythic power from the Mordant's Spire) Gain the benefits of *arcane sight*? Yes, please.
- **Demagogue:** Gather crowds to direct, either in times of trouble, or if you just want to cause some mayhem.
- **Dispel Fear:** Fear is much less of a problem for your allies than it was before you selected this power.
- **Don't Cross Me:** Make your thralls obey, Lord Vader. This helps prevent your underlings from getting delusions of rule.
- **Flexible Confidence:** Use your Confidence ability (see above) as mythic power instead. Only works for Marshal abilities, though.
- **Glorious Charge:** Great for a group of lancers, but not quite as good for others.

## A note on Marshal Builds

Mythic Adventures recommends some builds and some tier abilities to go along with those builds. They are not specifically congruous with the builds presented in this guide, but they are not incompatible, either.

**Leader:** This works for any build, really. If you're the commander of your adventuring party or of your own cohort, this could work well for you. Buffing your allies and inspiring them to acts of greatness fits in well with both the role of the paladin and the antipaladin.

**Supporter:** This is exactly what a combat medic was born and bred to do. However, most of the other builds are on the front lines rather than lending support to others. Consider your own role in your party.

**Tactician:** This can work for any paladin or antipaladin build, but as has been mentioned before, you're more likely to be on the front lines than directing the flow of combat. That doesn't mean that you can't do it, but it may not be the best use of your talents.

**Tyrant:** Antipaladins are far more likely to be tyrannical than paladins are, and if you're not being the holy pain, that'll probably hold true in just about every situation. That doesn't mean that you couldn't design

your character around the powers recommended here, but paladins will probably avoid this choice if for no other reason than the name.

**Warmaster:** The warmaster is probably the best for solo work, even though it works well in group play, too. This is likely to be one of two paths that your mythic paladin will take, the other one being "leader". This one will probably work best in most groups, as someone else may wish to lead.

## The Universal Path

You're able to choose from the universal path abilities as you wish, provided that you meet the requirements. As there are many, many abilities in the universal path, you will only see a selection here that might be useful to the paladin or antipaladin classes, or that might be thematically appropriate. Other selections will be omitted because they are not specifically relevant to the powers and abilities that these holy and unholy warriors possess.

### 1st-Tier

- **Barbs of Ecstasy:** These are cool and all, particularly for antipaladins, and they certainly have their uses, especially if you grapple a lot, but there are better abilities out there.
- **Commune with Power:** If you want to talk to your god directly, you can, but gods have a tendency to focus on paladins and antipaladins a bit anyway, so they might decide to talk to *you* first.
- **Dampen Magic:** It's all right. Chances are, you made the save against the magic that would have affected you anyway.
- **Display of Charisma/Constitution/Dexterity/Intelligence/Strength/Wisdom:** You'd be silly to ignore this, unless you want something from a particular path instead. Of course, the utility of the ability (and thus, the color rating) depends upon the build.
- **Extra Mythic Feat:** If you have something you really want or need, you can take it, but I think that the path abilities are more valuable.
- **Extra Mythic Power:** When you need uses of your mythic power, you need them, and this gives you two.
- **Fires of Dawn:** Burst into flames! It jumps out to hit creatures that have reach weapons, too, so this is much better than Barbs of Ecstasy. Fire it up!
- **Gozreh's Grace:** Gain some wind protection. I think you might want to have a wand of this prepared instead of taking the ability.
- **Legendary Item:** The sky is the limit here. Personally, I think it's worth it to get a legendary weapon if you've taken the divine (weapon) bond. Go nuts!
- **Longevity:** If you're in an epically long game, you might want to choose this. However, since most campaigns don't last hundreds of years, you probably won't need it.
- **Mortal Herald:** Do you want to cast all of those awesome domain spells that you salivate at the thought of? Especially if they exceed level 4? Oh yeah, baby!
- **Mythic Spellcasting:** Mythic spells are nifty, and paladin spells are no exception. Grab a handful of mythic spells.
- **Roar of Triumph:** It does much the same as a feat would do, so I wouldn't recommend wasting a choice on it. The only reason I even mention it is because it's a trap.
- **Savored Sting:** As an antipaladin, you might wish to consider this ability. You can already poison, but this does Dexterity and Charisma damage.

- **Seal of the Star Tower:** (Requires having claimed mythic power from a Star Tower) Shut down your spellcasting enemies fast. It doesn't last long, but you *can* make it last a bit longer.
- **Still the Blade:** Enforce the peace if you so desire.
- **Tempered Steel:** Gain some limited-time damage reduction. It's okay, but I think there are better protective powers out there. Still, it wouldn't hurt if you're an aegis build.
- **Voice of the Spire:** (Requires having claimed mythic power from the Mordent's Spire) Act in the surprise round, even to make full-round actions. Many battles are decided quickly, but it's not a critical ability to have.
- **Wanderer's Touch:** Similar to Hurling Vengeance, but a little bit more generic in application. You won't necessarily retain your bonded weapon abilities if you use it with your bonded weapon, but it's not a bad ability to grab.
- **Way of Knowing:** This would grant you an ability that is beyond your power to cast, so it's worthwhile if you don't have an ally that can do it for you.
- **World Breaker:** Break up the terrain, which can force your foes to tread carefully. Be sure that your GM is up to you playing around with their environment before you start smashing it up. There's a lot more to consider than just the area where you're standing.

### 3rd-Tier

- **Beyond Morality:** With no alignment, you could possibly multi-class into areas that you normally wouldn't otherwise be able to. Antipaladins can hide their true nature, as can paladins. You wouldn't be able to be both paladin and antipaladin, as you'd have two conflicting codes that would eventually force you to lose class features and be required to atone to get them back. Not even you can serve two masters.
- **Birth Nightmare:** A dark power, indeed. Since your Charisma should be high, the saves should likely be high enough to work out. Better suited, thematically, to an antipaladin.
- **Blackfingers' Blessing:** An ability that is great for antipaladins, you can make sure that your allies have the poisons that you carry on their weapons instantly. I doubt that paladins are likely to use this.
- **Blade of the Undying:** Visually, it's cool, but it's a rather weak weapon overall. It's more for the scare factor than anything else.
- **Claim the Price:** Limited in its applicability, but it could come in handy against foes from time to time. Thematically, I could see you using this against any of your foes to make them perform certain services to your gods.
- **Divine Source:** Become the god-like source of power for others. As you grow in power, so does this ability.
- **Enhanced Ability:** Take what you need and ignore the rest.
- **Final Rest:** Detecting undead isn't fantastic, but the ability to hit them for a healthy amount of damage with a touch attack is worthwhile, particularly if you hunt the undead.
- **Pure Destiny:** Becoming immune to curses and compulsions deals with some things that you don't normally gain immunity to. It's worth consideration.
- **Shadow of the First Vault:** Make some low-level magical items more powerful. If you rely on potions, scrolls, wands and staves a lot, this is right up your alley.
- **Spellscarred:** (Requires having claimed mythic power from a mana well) You get some pretty hefty spell resistance that only uses myth-

ic power when it *doesn't* work. I'm sure you can think of scenarios where that would come in very handy.

- **Telepathic Mindlink:** Communicate with another creature, either temporarily or permanently. I would guess that a lancer build would love this.
- **Tip the Balance:** Take advantage of whatever alignment meets your needs for the purposes of spells and effects, or for overcoming damage reduction.
- **Ultimate Versatility:** This ability is a great choice, as you can, on a limited basis, use class features that you didn't choose. This works well for every build.
- **Unchanging:** Tired of being turned into a chicken or a sheep, or being turned to stone? Take this ability and you won't have to worry about it any longer! It's situational, but powerful.

## 6th-Tier

- **Champion of Weal:** Not for antipaladins (hence the red rating), but perfect for paladins. Too bad it doesn't permanently redeem the wicked, but you can enlist their aid for a limited time.
- **Farwalker:** Travel the planes and see the cosmos. Maybe take a pilgrimage to your god's domain. Maybe even send someone else there. It's a powerful skill.
- **Mythic Presence:** Fear is a powerful weapon, and perfect for an antipaladin. This ability can frighten nearly anything, and non-mythic creatures are particularly susceptible.
- **Mythic Sight:** Your senses become exceedingly keen, and it becomes very difficult to fool you.
- **Tongues:** Speaking any language is fantastic for your litany spells.
- **Transcendent Self:** Gain a sacred bonus to your ability scores for a decent length of time. You can make it more powerful by spending more uses of mythic power. Even antipaladins can benefit from a sacred bonus, but as one, you'd probably prefer a profane bonus.

## Mythic Feats

In this section, there is no great need to go into detail regarding mythic versions of feats that are recommended in the non-mythic portion of the guide. Suffice it to say, if a feat is a good choice in a non-mythic game, it's generally still a good choice as a mythic feat, and if it's not... Well, that remains to be seen. So, if you are wondering where certain feats are, and why they're not discussed in this portion of the guide, it's because there wasn't a need to do so.

The non-mythic versions of feats in the paladin and antipaladin sections are organized by build. Here in the mythic section, they're organized alphabetically. If you need to know which feats work best for certain builds, please refer to the previous sections of the guide.

- **Augment Summoning:** Normally, I wouldn't recommend this feat because it requires **Spell Focus (Conjuration)**, and to burn 20% (or greater, depending on your level) of your feats just to summon creatures with better Strength and Constitution scores isn't really worth it for your antipaladin (even if it's her fiendish servant boon). However, summoning augmented *mythic* creatures has some merit to it.
- **Bleeding Critical:** If you already have the non-mythic version, you'll like this version even more.
- **Charge Through:** The standard version of this feat is pretty good,

but the mythic version is somewhat lackluster in how it enhances the base feat.

- **Cleave:** Normally, when you make an attack using cleave, your foes are lined up anyway. With this feat, they don't all have to be adjacent to each other.
- **Combat Expertise:** This feat is so much better than the original. If you take the original, I strongly recommend picking up the mythic version, as well, particularly since you can spend mythic power to ignore the only drawback!
- **Combat Reflexes:** Pile on the attacks per round, but only if you've used attacks of opportunity to attack them already.
- **Critical Focus:** Auto-confirm critical hits? Heck yeah! You can even get past *fortification* effects from time to time.
- **Dazzling Display:** Make this work faster, or even frighten your foes rather than shake them up.
- **Deadly Aim:** This makes it better and better.
- **Dodge:** The feat becomes more powerful, and you can get a huge boost on a single attack with use of your mythic power.
- **Dreadful Carnage:** Become an avatar of abject terror!
- **Dual Path:** You can take the first-tier power of another path in addition to your own, and you'll be able to choose abilities from the additional path when you get a new ability. Please see the section on Dual Path (see the sidebar "Dual Paths") for a few suggestions from other paths that have not yet been discussed.
- **Eldritch Heritage:** Here's where Eldritch Heritage actually becomes quite useful. You're not limited in taking only the starter powers, though you'll never be quite as good as the sorcerer is.
- **Extra Mythic Power:** Can you ever really have enough?
- **Extra Path Ability (3rd Tier):** Path powers are varied, and even stronger than feats. Consider this when you think about taking mythic feats.
- **Fleet:** As a mythic feat, it's underwhelming, but that doesn't mean that it's not useful.
- **Furious Focus:** What doesn't kill you makes you stronger... Unless you're the one doing the killing. This makes Power Attack even more effective.
- **Improved Critical (8th Level):** Oh, heck yes! I only wish it stacked, but that would probably make it *too* powerful.
- **Improved Initiative:** I know that I don't really push for Improved Initiative in the non-mythic section of the Guide, mostly because you're going to be a holy or an unholy juggernaut, so it doesn't matter as much exactly *when* you act. However, you could get up to a total (with the non-mythic version) of +14 on your initiative, and expend mythic power to "roll" a natural 20. Sometimes striking first is the best thing you can do.
- **Improved Overrun:** It would be underwhelming, except for the attacks of opportunity.
- **Intimidating Prowess:** It's all right, but nothing grand to write home about unless you have the Persuasive (mythic) feat as well, at which point it becomes pretty darn good.
- **Lunge:** It's decent, but then you use your mythic power to make it better.
- **Manyshot:** Another arrow in your attack? Sure, keep 'em comin'. You can never turn enough foes into pincushions.
- **Maximise Surge:** Mythic power is valuable, but if you have extra or if you *really* need it, use it.
- **Mobility:** Extra armour class and movement is great, but potentially provoking more attacks of opportunity... Not so much.

# BODHI'S GUIDE TO THE OPTIMAL PALADIN & ANTIPALADIN

- **Mounted Archery:** I find this rather uninspired, to be honest.
- **Mounted Combat:** Keeping your mount alive is a good thing.
- **Mythic Paragon:** Make your mythic powers much more potent than they would otherwise be.
- **Mythic Spell Lore:** Mythic spells are pretty awesome. This is something you might want, despite the fact that you're not the most powerful spellcaster out there.
- **Persuasive:** Enhance Intimidating Prowess with this (see above).
- **Point-Blank Shot:** The way it works normally isn't thrilling, but when you expend mythic power, it's pretty cool.
- **Potent Surge:** Get just a little better effect on your surge.
  - **Lucky Surge (3rd Tier):** This is great for when you use your mythic surge abilities!
- **Power Attack:** This is one of the best feats that you could possibly grab for most builds. The mythic version is even better.
- **Rapid Shot:** This feat grants you choices. Choices are good.
- **Ride-By Attack:** It's all right. Again, not a critical choice, but not useless either.
- **Selective Channeling:** Increase your healing or harming potential when you select targets to exclude, and you can exclude more targets with this feat. It's great for a combat medic build.
- **Shatter Defenses:** This is a serious nerf to your foe, particularly using group tactics.
- **Shield Focus:** Greater defensive bonuses are a mixed blessing, and your saves are high as-is.
- **Shield Slam:** Just as solid as the non-mythic version.
- **Spirited Charge:** This can make your charge attacks very powerful, indeed, particularly if you wield a lance.
- **Strike Back:** Movement can change the nature of combat, and this gets you much better movement. Don't overlook it. It could mean the difference between winning and losing.
- **Toughness:** Even though healing helps you a lot more than being tough in the first place, the mythic version of this feat is much more awesome than the original.
- **Trample:** More attacks make you and your mount more deadly. Consider taking this feat.
- **Two-Weapon Fighting:** Ditch those penalties!
- **Two-Weapon Rend:** Much greater damage, especially if you've got a high Strength modifier.
- **Vital Strike:** Still handicapped by the fact that you can't use it on a full-attack action, but it makes your one hit even more devastating.
- **Weapon Focus:** This enhances both weapon focus and great weapon focus.

## Mythic Spells

Mythic versions of spells that you already know are often-times far superior to their non-mythic versions, and while paladins and antipaladins are not the greatest of spellcasters, they are no slouches, either. I don't necessarily recommend every mythic version of every spell, but generally speaking, it's a safe bet that if the spell is good, the mythic version is one you should take if you can.

### 1st Level

- **Bane:** As some mythic spells are awesome and powerful in comparison to their original versions, this one is not quite so.
- **Bless:** This version of the spell is a mediocre enhancement over the original.
- **Command:** This spell got better, as it is no longer a "save-or-suck" spell.
- **Cure Light Wounds:** Healing wounds and ability damage means that you don't need to grab other spells along the way, like the non-mythic version of *cure moderate wounds* or *lesser restoration*, though it's not quite as powerful as that latter spell.
- **Death Knell:** This spell just got even better for you. Slaughter away! When you get to third tier, this spell can be used immediately with some mythic power.
- **Divine Favour:** Still better than Bless, and now you can make it work on others, too.
- **Endure Elements:** Now with energy resistance, and you can use it on multiple targets. There are some other nifty benefits thrown in. The energy resistance isn't all that powerful, but it's there.
- **Inflict Light Wounds:** Like *cure light wounds*, it's no longer "save-or-suck". You're still better at dealing damage, though, and you can inflict sickness with your cruelties.
- **Know the Enemy:** Now, knowing your enemy makes you more effective against them. Take this.
- **Murderous Command:** If not for that pesky Will save, this spell would be awesome. When you get it to work, it is still very powerful.
- **Protection from Chaos/Evil:** This grants you even better protections, especially from possession and mental control.
- **Protection from Good/Law:** This grants you even better protections, especially from possession and mental control.
- **Sun Metal:** Still a decent buff, and it can debuff your foes.

### 2nd Level

- **Blinding Ray:** It's a bit more powerful than the non-mythic version, but not so much that it's a must-have.
- **Blindness/Deafness:** Double the nerfing on a single casting. You're more likely to make this have some effect than the non-mythic version.
- **Darkness:** Your darkness is even more difficult to penetrate than before, and it's easier to cause fear in the dark of your power.
- **Desecrate:** Not as impressive a boost over the regular version, but not useless.
- **Invisibility:** You thought this spell was good before? You haven't seen anything yet, and that's kind of the point. It gets even better when you reach third tier.
- **Pernicious Poison:** You're still just weaker to poisons, rather than actually getting poisoned with this spell. When you get to 6th tier, that's when this spell actually becomes useful, but you have to expend three uses of mythic power to make it worthwhile.
- **Resist Energy:** A great choice before, even better now.
- **Sacred Bond:** The range on this is even better, and it gets augmented at 6th tier. No blurred lines; you know you want it.
- **Shield Other:** This spell is now a more powerful defensive suite with less of its inherent drawback.
- **Silence:** Even though a Will save will throw this off completely, it might, once in a while, block telepathy.

# BODHI'S GUIDE TO THE OPTIMAL PALADIN & ANTI-PALADIN

## 3rd Level

Animate Dead: Animate more undead, and if you're strong enough, make them far more powerful! This spell is well worth your time.

**Battle Trance:** A suite of enhancements with minor drawbacks, and at fifth tier, the augmentation makes this spell fantastic.

**Contagion:** This spell is still "save-or-suck", but the augmented version at seventh tier is perfect for the plague master, as you can spread your disease to a large population that probably won't make the save.

**Cure Moderate Wounds:** Like cure light wounds, the mythic version is enhanced, and this is fairly powerful. If you are a combat medic build, this is right for you.

**Daybreak Arrow:** Your arrows are even more potent than before, and the undead are even weaker than before against them.

**Daylight:** It's still not super-useful at all times, but worthwhile.

**Defile Armour:** Damage reduction, and potentially more armour class bonus at third tier.

**Dispel Magic:** It's more powerful, can dispel two effects and provide some small amount of healing. Very worthwhile.

**Inflict Moderate Wounds:** You still have better things to do with your touch, but this isn't a bad thing.

**Magic Weapon, Greater:** Add in some special weapon abili-

ties on top of the magical enhancements. You probably don't need it, but your allies will thank you for it. It gets more powerful at fifth tier.

**Prayer:** Slightly more powerful, plus healing. It's a theme with some of the mythic spells.

**Sanctify Armour:** Just like *defile armour*, but for paladins.

**Vampiric Touch:** You're much more dangerous now, especially on a critical hit. If you kill your target, so much the better.

## 4th Level

**Break Enchantment:** Non-mythic spells are no match for you. This spell is augmented at 7th tier, and it's well worth it.

**Brightest Light:** Use this spell to brighten up your darkest times, and to impose greater penalties upon creatures that are vulnerable to it.

**Crusader's Edge:** This spell confers some nice added benefits.

**Cure Serious Wounds:** The best of your cure spells, but your lay on hands is still superior for handling everything except healing ability damage.

**Inflict Serious Wounds:** I prefer vampiric touch to this. It's not as good, particularly with that cap.

**Oath of Peace:** The improved version of this is still mediocre. Peace has its price.

**Shield of the Dawnflower:** Gain some better offensive and defensive properties than the standard version of this spell.



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