

# KNIGHT OF THE SEPULCHER



**OF**  
**(ANTIPALADIN)**  
Antipaladin  
Level - 3 =

Antipaladin  
Level   
Caster  
Level

## DETECT GOOD

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

## UNHOLY RESILIENCE

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

## AURA

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

## PLAGUE BRINGER

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

## CHANNEL NEGATIVE ENERGY

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

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

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

## TOUCH OF THE CRYPT

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

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

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

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

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

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

## WEAPONS OF SIN

Level **14** Weapons evil-aligned for overcoming damage reduction.

## SPELLS

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

Spell Save DC = 10 + CHA + Spell Level

Concentration  = **CHA** +  Caster Level

## SMITE GOOD

**FOES PER DAY**  
 =  $\left( \frac{\text{Antipaladin Level}}{3} \right) + \text{Misc}$   
(Round up)

Foes Today  
☐☐☐  
☐☐☐

**ATTACK BONUS**  
 + **CHA** +  Misc

**DEFLECTION BONUS**  
 + **AC** = **CHA** +  Misc

A successful strike with smite good bypasses damage reduction.

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

**DAMAGE BONUS**  
 =  $\frac{\text{Antipaladin Level}}{2} + \text{Misc}$

**GOOD DAMAGE BONUS**  
 =  $\left( \frac{\text{Antipaladin Level}}{2} \right) \times 2 + \text{Misc}$

## TOUCH OF CORRUPTION

**USES PER DAY**  
 =  $\left( \frac{\text{Antipaladin Level}}{2} \right) + \text{CHA} + \text{Misc}$   
(Round down)

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

Uses Today  
☐☐☐☐☐☐  
☐☐☐☐☐☐

## CRUELITIES

Level **3**

**6**

**9**

**12**

**15**

**18**

## PREPARED SPELLS

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

## UNDYING CHAMPION

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