CANTIPLE   Care   Car	KNIGHT OF THE SEPULCHER	SMITE GOOD	-
CANTENLADIN  Level 2 CHA 2 Core to test on any temp out our content or item within (other level 2) and content or item within (other level 2) CHA 3 more acting good are not content or item within (other level 2) CHA 3 course to all contents are of the contents and the contents of the contents and the contents of the	7	- 1062	
ATTACK   DEFECT GOOD	co Maria	Touay	
As a more action, detert good man are received or them within 601.  UNHOLY RESILIANCE  UNHOLY RESILIANCE  AURA  Level AURA OF COWARDICE  3 teneme within 100 that × to avere against fear effects.  FACUE BININGER  Level Immune to the effects of all diseases including many of the state against fear effects.  CHANNEL NEGATIVE ENERGY  Level Immune to the effects of all diseases including many of the state against fear effects.  CHANNEL NEGATIVE ENERGY  Level Councillar magnitive energy uses up two of fuclary target and the state against fear effects.  CHANNEL NEGATIVE ENERGY  Level Councillar magnitive energy uses up two of fuclary target and the state against fear effects.  Level Immune to the effects of all diseases including many of the state against fear effects.  CHANNEL NEGATIVE ENERGY  Level Councillar magnitive energy uses up two of fuclary target are diseased.  Level Councillar magnitive energy makes against fear effects.  Level Councillar magnitive energy makes against fear effects.  Level Councillar magnitive energy makes and the state and parameters.  CHANNEL NEGATIVE ENERGY  Level Mino USOS  Amingulation  Level Mino Councillar Mino Councill	(ANTIPALADIN)		
At an one section, effected good in one centure or items within SOT.  Does not detect any other good aura reactive or items within SOT.  Does not detect any other good aura reactive or items within SOT.  Level AURA  Level AURA OF COWARDINGE  AURA  Level AURA OF COWARDINGE  PLACUE BRINGER  CHANNEL NEGATIVE ENDRGY  Level Immune to the effects of all diseases including major.  3 Can still central cideases and spread them to others.  CHANNEL NEGATIVE ENDRGY  Level Channel By propulse energy uses up two of fodory's defended and the state of the sease and spread them to others.  CHANNEL NEGATIVE ENDRGY  Level Channel By propulse energy uses up two of fodory's defended and the state of the sease and seas	Level - 3 = Caster Level	(Round up)	
As a more action, defect good on one centure or item within 601.    Common to detect any deep cond cause nearly with the property of the common plants of th	DETECT GOOD	DOMING	
UNIONY RESILANCE   Automotive and present   Automotive and production   Automotive and patients   Automotive and patient	As a move action, detect good in one creature or item within 60ft.	WISC	
Level AURA OF COWARDICS  AURA OF COWARDICS  PLACUE PRINCER  PLACUE PRINCER  PLACUE PRINCER  PLACUE PRINCER  PLACUE PRINCER  Company of the co	Does not detect any other good auras nearby.	+ = CHA + + AC = CHA +	
Spell   Spel	unholy resiliance		_
Level   Immune to the effects of all diseases including magic.	Donas to an	bypasses damage reduction. first successful strike against good-aligned	
Level   Minc   BONUS   Level   Minc   BONUS   Level   Minc   Wilson   Minc   Wilson   Minc   Wilson	AURA	Manuage Antinaladin GOOD DAMAGE Antinaladin	
PLAGUE BRINGER   TOUCH OF CORRUPTION			;
TOUGH OF THE CRYPT  Throw Sneak Level Bonus Evasion Official and Evasion office	3 Enemies within 10ft take -4 to saves against fear effects.	+	
CHANNEL NEGATIVE ENERGY  4. uses of fouch of Corruption.  BERBIA ROLLAGEM  Antipaladin Clevel  Misc  d5 = (		TOUGH OF CORPUTATION	
CHANNEL NEGATIVE ENERGY  Level  Annipaladin CD DE RESISTENCIA  TOUCH OF THE CRYPT  Saving  Saving Critical and Level  Level  Level  Antipaladin CD DE RESISTENCIA  CRUELTIES Level  Soving Critical and Level  Level  CRUELTIES Level  Soving Critical and Level  Level  CRUELTIES Level  TOUCH OF THE CRYPT  Harmed by postive energy and headed by negative energy (but still vulnerable to energy) drian and enervation)  Darkvision 60ft.  Level  CRUELTIES  Level  TOUCH OF THE CRYPT  Harmed by postive energy and headed by negative energy.  CRYPT LORD OF THE CRYPT  Harmed by postive energy and headed by negative energy.  CRYPT LORD OF THE CRYPT  Harmed by postive energy drian and harmful negative energy.  CRYPT LORD OF THE CRYPT  To Immune to death effects, aleep effects, paralysis and stuming.  The posting fatgued or exhausted.  Immune to becoming fatgued or exhausted.  Immune to desth effects, aleep effects, paralysis and stuming.  SPELIS  SP			,
Level   Channelling negative energy uses up two of today's described for corruption.   Channelling negative energy uses up two of today's described for corruption.   Channelling negative energy uses up two of today's described for corruption.   Channelling negative energy uses up two of today's described for corruption.   Channelling negative energy and headed by negative energy.   Corruption.   Channelling negative energy uses up two of today's death of the corruption.		PER DAY Level Misc Uses Today	
A use of Touch of Comption.  BNERGIA  Antipaladin Level    \$\frac{1}{2}\$ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	Lovol	= ( ÷2)+CHA+	
ENERGIA ROLAGIEM  Glob = ( + 2 ) +  WONTADE Level   TOUCH OF THE CRYPT    SPELLS  SOULT OB FILE CRYPT    Touch of THE CRYPT    For Throw Sneak cannot be coming fatigued or exhausted.    Level   TOUCH OF THE CRYPT    Touc	Channelling negative energy uses up two of today's		
ROLAGEM  Level		2	
VONTADE CD DE RESISTENCIA Level  = 10 + (		Antipaladin	
VONTADE CD DE RESISTÊNCIA Level CD DE RESISTÊNCIA Level CD DE RESISTÊNCIA Level CD DE RESISTÊNCIA Level CD DE RESISTÊNCIA  TOUCH OF THE CRYPT Saving Critical and Throw Secak Level CD DE RESISTÊNCIA Saving Critical and Throw Secak Level CD DE RESISTÊNCIA Saving Critical and Throw Secak Level CD DE RESISTÊNCIA  Saving Critical and Throw Secak Level CD DE RESISTÊNCIA  Saving Critical and Throw Secak Level CD DE RESISTÊNCIA  Saving Critical and Throw Secak CD DE Secak CD DE RESISTÊNCIA  CRUELTIES Level Saving Critical and Throw Secak CD DE S	d6 = ( ÷ 2 ) +		
CRUELTIES Level  Saving Critical and Infrom Sneak Level Bonus Evasion  5 2 25% Bonus to saving throws against mind-affecting effects, death effects and poisons.  10 50% mind-affecting effects, death effects and poisons.  11 4 Throw Sneak Level TOUCH OF THE CRYPT  Harmed by positive energy and healed by negative energy; (but still vulnerable to energy drain and enervation)  Level TOUCH OF THE CRYPT Inmune to poison.  Dardvision 60ft.  Level CLOAK OF THE CRYPT Immune to death effects, sleep effects, paralysis and stuming.  CRYPT LORD  Level Immune to death effects, sleep effects, paralysis and stuming.  No longer sleeps. Immune to becoming fatigued or exhausted.  Level SOUL OF THE CRYPT  To Damage reduction is foliadgeoning and good.  WEAPONS OF SIN  Level Spells Base Bonus Spells Save Dc per day Spells Spells Per day Spells  Save Dc per day Spells Base Bonus Spells Save Dc per day Spells Spells Save Dc per day Spells Spells Save Dc per day Spells Spells Save Dc per day Spells Spells Save Dc per day Spells Save Dc per day Spells Spells Spells Save Dc per day Spells Spells Spells Save Dc per day Spells Spells Spells	(Round up)	)	
TOUCH OF THE CRYPT    Saving   Critical and Throw   Sneath   Free   Source   Sneath   Sneath			_
TOUCH OF THE CRYPT			
TOUCH OF THE CRYPT Saving Tritical and Throw Sneak Bonus Evasion 5 2 25% Bonus to saving throws against mind-affecting effects, death effects and poisons. 11 4 15 75%  Level TOUCH OF THE CRYPT Harmed by positive energy and healed by negative energy (but still vulnerable to energy drain and enervation)  Level FORTITUDE OF THE CRYPT Humber to pieson.  Level CLOAK OF THE CRYPT 10 Immune to energy drain and harmful negative energy.  Level Immune to death effects, sleep effects, paralysis and stunning.  CRYPT LORD  CRYPT LORD  Level Immune to beach effects, sleep effects, paralysis and stunning.  No longer sleeps. Immune to beach for the CRYPT 17 Damage reduction 5/bludgeoning and good.  VEAPONS OF SIN  Level SOUL OF THE CRYPT 17 Damage reduction 5/bludgeoning damage reduction.  SPELLS  Spell Spells Spells Spells CHA  Weapons evil-aligned for overcoming damage reduction.  Level Spells Spells Spells CHA  No longer sleeps. Immune to death effects, sleep effects, paralysis and stunning.  TO SPELLS  Spell Spells Spells CHA  No longer sleeps. Immune to death effects, sleep effects, paralysis and stunning.  TO SPELLS  Spell Spells Spells Spells CHA  No longer sleeps. Immune to death effects, sleep effects, paralysis and stunning.  TO SPELLS  Spell Spells Spells Spells CHA  No longer sleeps. Immune to death effects, sleep effects, paralysis and stunning.  TO SPELLS  Spell Spells Spells Spells CHA  No longer sleeps. Immune to death effects, sleep effects, paralysis and stunning.  TO SPELLS  Spell Spells Spells Spells CHA  Increase damage reduction to 10/bludgeoning and good.  Level Specomes undead, acquires all undead traits. No longer has a Constitution score; use Charisma score for Calculating hip points, fortitude save and other abilities.  Immune to disease, but can still act as plague carrier.		. 2	
Saving   Critical and Throw   Sneak   Speak			
Throw Evasion Evasion Solution		6	
5 2 25% Bonus to saving throws against mind-affecting effects, death effects and poisons.  11 4 15 75%   Level TOUCH OF THE CRYPT	Throw Sneak	9	
10 50% death effects, death effects, death effects, death effects and poisons.  15 18  Level TOUCH OF THE CRYPT  Harmed by positive energy and healed by negative energy (but still vulnerable to energy drain and enervation)  Evel FORTITUDE OF THE CRYPT  Darkvision 60ft.  Level CLOAK OF THE CRYPT  Inmune to every drain and harmful negative energy.  CRYPT LORD  Level Immune to death effects, sleep effects, paralysis and stunning.  No longer sleeps. Immune to becoming fatigued or exhausted.  Level SOUL OF THE CRYPT  17 Damage reduction 5/bludgeoning and good.  WEAPONS OF SIN  Level Weapons evil-aligned for overcoming damage reduction.t  SPELLS  Spell Spells Base Bonus Spells Save DC per day Spells OHA  1 UNDYING CHAMPION  Increase damage reduction to 10/bludgeoning and good.  Level 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.			
15 16 17 18 18 18 18 18 18 19 19 19 19 19 19 19 19 19 19 19 19 19	10 50% mind-affecting effects,	12	
Level TOUCH OF THE CRYPT 5 (but still vulnerable to energy drain and neervation)  Level FORTITUDE OF THE CRYPT	death effects and poisons.	15	
Level TOUCH OF THE CRYPT  5 (but still vulnerable to energy drain and enervation)  Level FORTITUDE OF THE CRYPT	15 75%	40	
Harmed by positive energy and healed by negative energy (but still vulnerable to energy drain and enervation)	Level TOUCH OF THE CRYPT		
FORTITUDE OF THE CRYPT	Harmed by positive energy and healed by negative energy		#
Immune to poison.   Darkvision 60ft.	EODITITIDE OF THE COURT		
Level Loak of THE CRYPT Immune to energy drain and harmful negative energy.  CRYPT LORD	Level	<u> </u>	
Immune to energy drain and harmful negative energy.  CRYPT LORD  Level Immune to death effects, sleep effects, paralysis and stunning. No longer sleeps. Immune to becoming fatigued or exhausted.  Level SOUL OF THE CRYPT TO Damage reduction 5/bludgeoning and good.  WEAPONS OF SIN  Level Weapons evil-aligned for overcoming damage reduction.t  SPELLS  Spell Save DC Spells Base Bonus Spells CHA  Save DC Spells Spells CHA  Sell Save DC Spells Spells CHA  Level Source Admage reduction to 10/bludgeoning and good.  Level Secomes 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.	Darkvision 60ft.		
CRYPT LORD Immune to death effects, sleep effects, paralysis and stunning. No longer sleeps. Immune to becoming fatigued or exhausted.  Level SOUL OF THE CRYPT 17 Damage reduction 5/bludgeoning and good.  WEAPONS OF SIN  Level 14 Weapons evil-aligned for overcoming damage reduction.t  SPELLS  Spell Save DC Spells Sp	ODDING OF THE OWILL		
Level stunning. No longer sleeps. Immune to becoming fatigued or exhausted.  Level SOUL OF THE CRYPT 17 Damage reduction 5/bludgeoning and good.  Level Veapons evil-aligned for overcoming damage reduction.t  Spell Save DC Spells Spells Spells CHA  1 UNDYING CHAMPION  Increase damage reduction to 10/bludgeoning and good.  Level Soul Spells Spells Spells Spells CHA  Level Soul Spell Spells Spells Spells Spells CHA  Level Soul Spells Save DC Spells Spells Spells CHA  Increase damage reduction to 10/bludgeoning and good.  Level Soul Spells Spells Spells Spells CHA  Increase damage reduction to 10/bludgeoning and good.  Level Soul Spells Spells Spells Spells CHA  Increase damage reduction to 10/bludgeoning and good.  Level Soul Spells Spells Spells Spells CHA  Increase damage reduction to 10/bludgeoning and good.  Level Soul Spells Spells Spells Spells CHA  Increase damage reduction to 10/bludgeoning and good.  Level Spell Spells Spells Spells Spells CHA  Increase damage reduction to 10/bludgeoning and good.  Level Soul Spells Save DC Spells		<u> </u>	
stunning. No longer sleeps. Immune to becoming fatigued or exhausted.  Level SOUL OF THE CRYPT 17 Damage reduction 5/bludgeoning and good.  WEAPONS OF SIN  Level 14 Weapons evil-aligned for overcoming damage reduction.t  SPELLS  Spell Spells Base Bonus Spells CHA  Spell Spells Per day Spells CHA  Increase damage reduction to 10/bludgeoning and good.  Level 20 L	larance to death effects along effects and		
Immune to becoming fatigued or exhausted.  Level SOUL OF THE CRYPT 17 Damage reduction 5/bludgeoning and good.  WEAPONS OF SIN  Level 14 Weapons evil-aligned for overcoming damage reduction.t  SPELLS  Spell Spells Base Port Agert Ager	stunning.		
SOUL OF THE CRYPT Damage reduction 5/bludgeoning and good.  WEAPONS OF SIN  Level 14 Weapons evil-aligned for overcoming damage reduction.t  SPELLS  Spell Spells Per day  Spells Save DC  1 UNDYING CHAMPION  Increase damage reduction to 10/bludgeoning and good.  Level 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.	No longer siceps.		
Weapons evil-aligned for overcoming damage reduction.t  SPELLS  Spell Save DC  Spells Per day  Spells Spells CHA  Increase damage reduction to 10/bludgeoning and good.  Level 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.	Level SOUL OF THE CRYPT	- <u> </u>	
Level  SPELLS  Spell Save DC  Spells Sp	<b>17</b> Damage reduction 5/bludgeoning and good.		
SPELLS  Spell Save DC  Spells per day  Spells Spells + Bonus Spells CHA  Increase damage reduction to 10/bludgeoning and good.  Level 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.			
Spell Save DC Spells per day Spells CHA  1 UNDYING CHAMPION Increase damage reduction to 10/bludgeoning and good. Level 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.	Wasanan sail alianad fan arranasian danaan as ardustian t	4 000	
Spell Save DC Spells per day Spells Spells + Bonus Spells CHA  1			
Save DC  per day  Spells  CHA  Increase damage reduction to 10/bludgeoning and good.  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.	Spell Spells Base Bonus Spells		1
2 Calculating hit points, fortitude save and other abilities.  Immune to disease, but can still act as plague carrier.	Save DC per day Spells CHA		
Immune to disease, but can still act as plague carrier.	1	becomes undead, acquires an undead traits. No longer has a constitution score, use charisma score to	)r
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4	3 0000	and to diodeot, but our dot do plugde outrier.	_
	4		
Spell Save DC = 10 + CHA + Spell Level	Spell Save DC = 10 + CHA + Spell Level	_	
Concentration = CHA + Caster Level	Concentration		