

ANTIPALADINS

A Pathfinder Roleplaying Game Compatible GM's RESOURCE by Creighton Broadhurst and Martin Tideswell



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Champion of evil and dark nemesis of the paladin, the antipaladin stands as a bulwark against the forces of light and weal. Worshipping corrupt gods or foul demons, antipaladins work to spread darkness and chaos throughout the world. Antipaladins often stand at the centre of the blackest, vilest plots besetting the world. Whether as the leader of a foul horde, a lone harbinger of doom or the strong arm of a vile, depraved cult, an antipaladin brings fear, death and destruction wherever he goes.

Antipaladins presents seven scions of evil. Each antipaladin benefits from an extensive write-up including notes on their background, personality, mannerisms and distinguishing marks as well as a fully detailed stat block. *Antipaladins* contains all the information required to run these foul, depraved opponents, However, to learn more about antipaladins, a GM should check out the *Advanced Player's Guide* by Paizo Publishing.



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BONUS MATERIAL

Thank you for purchasing *Antipaladins*; we hope you enjoy it and that you check out our other fine print and PDF products. We at Raging Swan are committed to providing first class web enhancements for our products. Visit ragingswan.com to download bonus materials including maps, reorganised stat block listings, additional encounters and more!

ERRATA

We would like to think *Antipaladins* is completely error free and that absolutely no mistakes have crept in during design or editing. However, we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

CONTACT US

Email gatekeeper@ragingswan.com with questions and comments about this adventure.

ABOUT THE DESIGNERS

Creighton is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he releases through Raging Swan Press.

Creighton has worked with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at raging-swan.livejournal.com.

Martin has a vivid imagination honed by years of playing with toy soldiers and an unhealthy interest in vampires. He discovered Dungeons & Dragons at the age of 11 and the rest, as they say, is history...

Martin is now 38 and has been a full-time newspaper journalist for two decades. Through high school, college, house moves, job changes, marriage and the arrival of children, fantasy roleplaying has been his one constant. Martin lives with his wife Denise and his two adorable daughters – Lois and Mina – in a quiet avenue in Wirral, Merseyside. In the box room, he burns the midnight oil scripting adventures and plotting world domination and/or immortality by nefarious means.

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CONTENTS

Credits.....	2
Bonus Material	2
Contact Us	2
Errata	2
About the Designer.....	2
Reading Stat Blocks.....	4

ANTIPALADINS

Demonic Patrons	3
Aelire Maiaral	6
Petrok Uren	8
Steren Wearne.....	10
Duerrin Thramek.....	12
Eseld Cass	14
Tharon Zaspaspar	16
Vaerosk Ixuzygax.....	18
Antipaladin Class Abilities.....	20

Champion of evil and dark nemesis of the paladin, the antipaladin stands as a bulwark against the forces of light and weal. Worshipping corrupt gods or foul demons, antipaladins work to spread darkness and chaos throughout the world.

Perfect opponents for good-aligned adventuring parties (particularly those with paladins and lawful good clerics among their ranks), antipaladins often stand at the centre of the blackest, vilest plots besetting the world. Whether as the leader of a foul horde, a lone harbinger of doom or the strong arm of a vile, depraved cult, the antipaladin brings fear, death and destruction wherever he goes.

The antipaladins herein are designed to be easy to insert into a home campaign. Specific details on their patrons, place of origin, exact mission and so on remain deliberately vague so a GM can easily customise them.

DEMONIC PATRONS

Many antipaladins venerate degenerate, otherworldly demons bent on the destruction of all that is good and pure. Such creatures often conspire to tear down the gleaming lights of civilisation and despatch their blackest, most merciless servants to bring their dark schemes to fruition. Brief notes on a trio of such demons appear here.

ARACHNE

Once a servant of good in the dim pre-history of the world, Arachne was transformed into a monstrous demonic spider after besting her divine patron in a contest. Driven by her boundless thirst for revenge, her minions now work to destroy the works of her former master. Arachne spins many plots across the world. Due to their affinity with spiders, drow often worship Arachne.

LAMASHTU

The female demon Lamashtu is a horrifying hybrid creature that dines on the living flesh of stolen children. She is known to slay children, torture women (especially those with child), drink the blood of men and as a bringer of disease, sickness, death and terrible nightmares. She has a great affinity for snakes and appears as a nauseating creature with a bloated, hairy body, a lioness' head with a donkey's teeth and ears and the talons of a bird. Lamashtu is a rival of Pazuzu.

PAZUZU

Pazuzu has the winged body of a man, the head of a lion, eagle-like taloned feet and a scorpion's tail. He is the bringer of storms, droughts and famines and the rival of Lamashtu. Although evil, he often drives away other demons.

ANTIPALADINS BY CR

CR	NAME	DETAILS
3	Aelire Maiaral	CE female half-elf antipaladin 4
5	Petrok Uren	CE male human antipaladin 6
7	Steren Wearne	CE female half-elf antipaladin 4/bard 4
9	Duerrin Thramek	CE male duergar antipaladin 6/fighter 4
11	Eseld Cass	CE female human barbarian 5/antipaladin 7
13	Tharon Zaspaspar	CE male drow antipaladin 8/rogue 3/shadowdancer 2
15	Vaerosk Ixuzygax	CE female aasimar half-fiend antipaladin 13

READING STAT BLOCKS

Antipaladins includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number

of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect the creature's attacks. Subsequent listings describe all but the most basic abilities in more depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its barred schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

ANTIPALADIN CLASS FEATURES

Each antipaladin listing contains all information needed to run the NPC in battle, but page 20 contains additional information not generally required in combat. Paizo's *Advanced Player's Guide* presents a complete description of antipaladins, but a GM does not require that resource to use the NPCs herein.

ANTIPALADINS

AELIRE MAIARAL

It was unrequited love which drove the adventurer Aelire Maiaral into utter despair, insanity and corruption.

Aelire Maiaral was chosen for greatness by the half-elf ranger Kemzin Dryrnach and joined him and his companions in the adventuring party The Black Swans, a band of semi-successful treasure hunters and tomb looters who had gained a small amount of fame after discovering and comprehensively sacking the Lost Shrine of the Crimson Guardian.

Young, lacking intelligence and emotionally immature, Aelire quickly fell in love with Dryrnach and – after storing up her feelings for more than two years – finally found the courage to confront the handsome and charming leader of the group one moonlit night as they shared a watch together. The ranger's brutal rejection, coupled with his confession that he was secretly betrothed to the party's elven wizard Aluora Reemartas, was simply too much for Aelire to bear.

As Dryrnach attempted to console her, Aelire drew the ranger's dagger from its sheath and slashed his throat. As the ranger fell to the ground, his lifeblood drenching the grass and his vision dimming, the last thing he saw was Aelire approaching the slumbering wizard with his bloody knife clutched in her hands.

Without a shred of remorse Aelire slew her remaining

companions as they slept quenching what little humanity she had in a night of murder and madness. Aelire then peeled the skin off the face of her love-rival, taking it as a macabre trophy of her victory before looting anything of value. Taking Dryrnach's black steed, she rode away from the slaughter – leaving the stark bodies of her erstwhile companions to the crows.

One of the items she stole was an ancient tome belonging to the group's tiefling sorcerer and she paid good money to have the book translated – before, of course, killing the scribe. The tome, containing the mad scribbling of a disciple of the demon Arachne, fascinated Aelire. She now lives her life by the "code" of Arachne and considers herself a devotee of the monstrous demonic spider.

Background: The youngest daughter of simple farm folk, Aelire's early life was bereft of affection. Her parents – hard-working folk who lived a hand-to-mouth existence – did not have enough time to lavish the attention their daughter so desperately craved. She resented her siblings, who all found love in the community and started their own families, but her sour demeanour and caustic tongue kept potential suitors at bay.

Poorly educated, she seemed destined for a life of back-breaking drudgery until the leader of a fledgling adventuring party spotted her athleticism and tenacity. What she lacked in intelligence and social skills, however, Aelire more than made up

AELIRE MAIARAL

CR 3 (XP 800)

Tall and statuesque, this imposing woman's facial features are set in a sneer. Her shoulder length black hair hangs lankly.

Female half-elf antipaladin 4

CE Medium humanoid (elf, human)

Init +0; **Senses** low-light vision; Perception +7, Sense Motive +2
Speed 20 ft., base speed 30 ft.

ACP -6; Acrobatics -6 (-10 jumping), Ride -1

AC 20, touch 10, flat-footed 20; **CMD** 17

(+8 armour [+1 banded mail], +2 shield [mwk heavy steel])

Immune disease, *sleep*; **Weakness** smite evil

Smite Evil (Su) A paladin using smite evil on Aelire deals bonus damage equal to 2 points per paladin level on the first successful hit.

Fort +7, **Ref** +3, **Will** +8; +2 vs. enchantments

hp 34 (4 HD)

Space 5 ft. (aura of cowardice 10 ft.); **Base Atk** +4; **CMB** +7

Aura of Cowardice (Su) While conscious, Aelire radiates an aura of dread that causes enemies within 10 ft. to take a -4 penalty on saving throws against fear effects. Creatures immune to fear lose their immunity within the aura.

Melee mwk longsword +9 (1d8+2/19-20) or

Melee Touch touch of corruption +7 (2d6 plus sickened for 4 rounds [DC 14 negates condition])

Ranged javelin (range 30 ft.) +4 (1d6+2)

Atk Options smite good 1/day (+2 attack, +4 damage, +2 AC)

Special Actions touch of corruption 6/day (channel negative energy [2d6 damage; DC 14 halves])

Touch of Corruption (Su) see above; Aelire can also touch an undead creature to restore 2d6 hp or can spend 2 uses to channel negative energy.

Antipaladin Spells Prepared (CL 1st; concentration +3)

1st—*protection from good*

Spell-Like Abilities (CL 4th; concentration +6)

At-Will—*detect good*

Combat Gear *potion of cure moderate wounds*

Abilities Str 16, Dex 10, Con 12, Int 8, Wis 14, Cha 15

SQ aura of evil (moderate), cruelty (sickened), plague bringer, unholy resilience

Feats Extra Lay on Hands, Skill Focus (Perception)^B, Weapon Focus (longsword)

Skills as above plus Bluff +6, Knowledge (religion) +4

Languages Common, Elven

Gear as above plus unholy symbol, spell component pouch, 200 gp in mixed coins

If unprepared for battle, Aelire has the following statistics:

Speed 30 ft.

ACP -1; Acrobatics -1, Ride +4

AC 13, touch 10, flat-footed 13; **CMD** 17
(+3 armour [studded leather])

for with her courage and stamina and this made her a useful, if never popular, addition to The Black Swans.

Personality: Aelire is cold and utterly devoid of emotion. Her every move is now driven by the hope that Arachne will note her actions and that she will be further blessed by the demon.

She is disdainful of peasants (“scum” as she refers to them), seeing their pathetic lives as mockeries of her own, difficult upbringing. In particular, obviously happy peasant families drive her into a near homicidal rage, followed quickly by a deep depression that can last for weeks. Often, she only surfaces from her depression when she has caused the family in question great grief and suffering.

Aelire reserves special hatred for men of all races. If a man so much as looks at her wrong in the wrong way she flies into a rage. She also loathes elven women for they remind her of her dead love rival. To other women and children she is, at best, disinterested and, at worst, downright condescending and/or violent.

Mannerisms: Aelire is aloof and rude; her large brown eyes have a permanent far-away look. She speaks slowly, almost begrudging every word, and her face is set in what appears to be a constant expression of contempt for everyone and everything.

She has taken to keeping a dozen or more spiders in a small, leather box which hangs from her swordbelt and, on occasion, tips them on to the bar or table of an inn in order to play with her “little pets” and for the amusement value of watching the reaction of other patrons. Anyone harming her pets gains her immediate and everlasting ire.

Distinguishing Features: Aelire would be considered pretty were it not for her slightly hooked nose and the cruel set of her mouth. Her black hair is also greasy and lifeless – much like its owner.

She favours wearing a long, dark-hued cloak because she believes it gives her a dramatic appearance when first accosting her victims.

Signature Weapon: Aelire wields a thick-edged masterwork longsword in battle. The weapon’s blade is jet black and it has a large, ornate hilt, which is chipped in many places. The weapon’s haft is of darkwood wrapped with faded and sweat-stained leather while the pommel depicts a stylized clenched fist.

ADVENTURE SEEDS

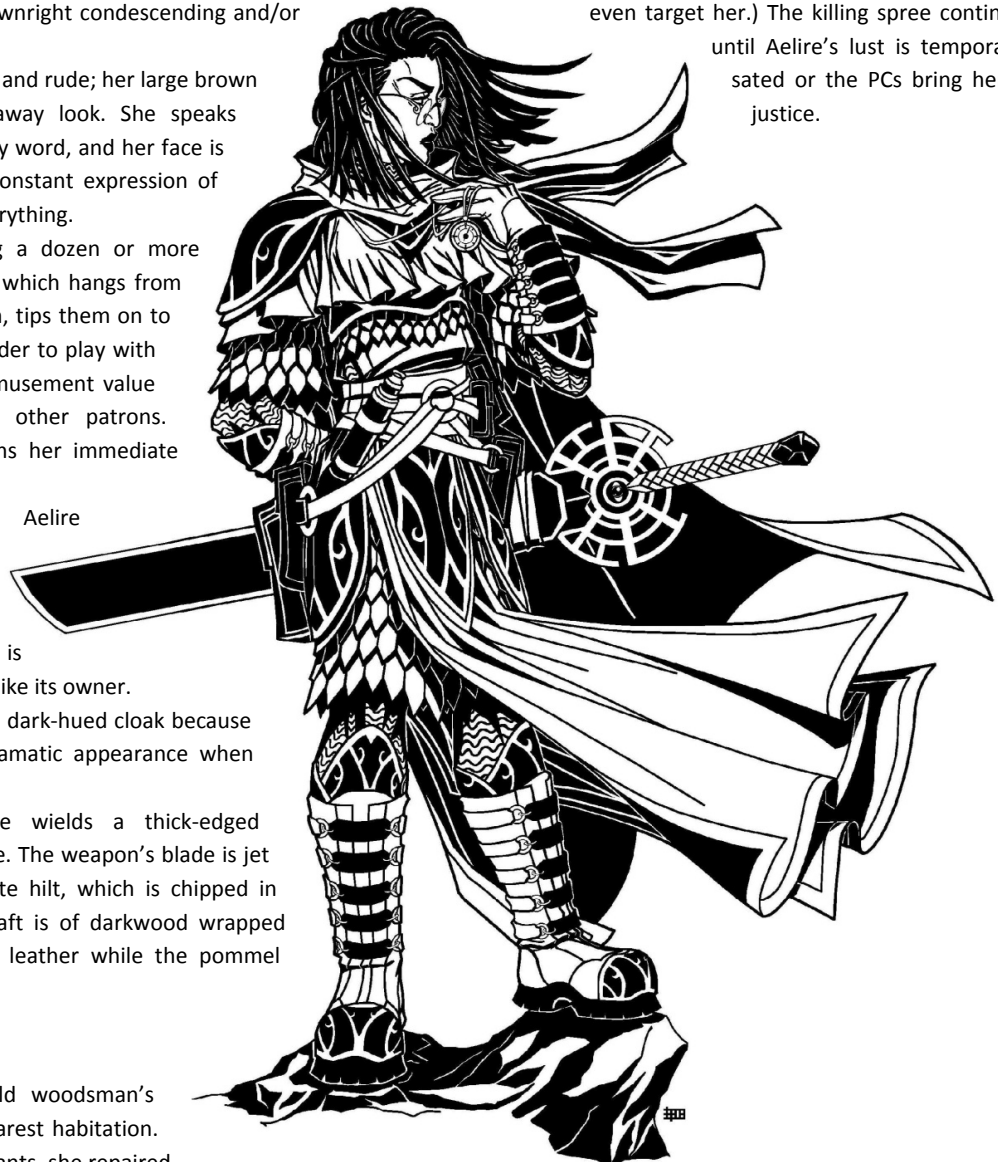
Aelire bases herself in an old woodsman’s cottage five miles from the nearest habitation. After killing the previous occupants, she repaired

the place and is now virtually self-sufficient. Dwelling there alone, the only folk who see the inside of the ramshackle cottage are those destined to die within.

Over the last 12 months, Aelire has taken to highway robbery, riding Kemzin Dryrnach’s horse and wearing a horrific mask made from the skin of her dead love rival. She targets only men and favours wandering priests who follow good-aligned deities or lone adventurers. As her victims lie dying, she pours her pet spiders into their mouths and holds them shut – suffocating her wretched victim in the name of Arachne.

Alternatively, the PCs could be investigating a spate of murders involving horribly mutilated elven and half-elven women (they may even know one of the victims). The culprit is, of course, Aelire who yet sates her lust for revenge against her long-dead love rival by slaying any who even vaguely resemble her. (If a PC is an elven or half-elven female, Aelire could even target her.) The killing spree continues

until Aelire’s lust is temporarily sated or the PCs bring her to justice.



PETROK UREN

Once a champion of good, Petrok Uren is now an exarch of evil and a prime example of how vanity, jealousy and greed can corrupt even the most virtuous.

Born the second son of a wealthy noble family, Petrok could simply never accept the hand that fate had dealt him. As he was not the first in line to inherit his father's estates, the young nobleman was earmarked for a career in the priesthood.

Today, with a death warrant hanging over him, Petrok Uren remains a fugitive. His actions have left him somewhat unhinged and he now lives in a crumbling tower house on a lonely moor where few would ever care to look. The self-styled lord of this little manor, Petrok has recruited a score of goblin followers whom he treats as his personal retinue. He can often be found standing on the battlements as the rain lashes down or lightning crackles in the sky above. His followers live in fear of this brooding madman and the winged terror he worships.

Background: Petrok lived a life of luxury at the Uren estate (becoming an accomplished horseman and learning the etiquette and manners befitting a member of the nobility) until the day of his 13th birthday when his father, who died soon

after, sent him away to become a priest.

At first, Petrok blossomed under the strict discipline and the regimented life of an acolyte. However, he soon came to bitterly resent his brothers and sisters. For he, born with a silver spoon in his mouth, now had to endure the same austere conditions as those from poorer backgrounds and study with those whom he considered to be intellectually inferior to him.

All the while, his elder brother Gaspar enjoyed a life of utter comfort and contentment. Petrok grew to despise his teachers who sensed the growing anger in the young clergyman and passed him over for advancement on several occasions. Petrok sought solace in the church's great library and became fascinated by the 'hidden texts' – scrolls and tomes rumoured to be locked away from the acolytes. One night, Petrok broke into a vault containing some of the most dangerous and blasphemous writings known to his church. It was there he discovered an eldritch heavy mace engraved with a figure with the winged body of a man, the head of a lion, taloned feet and a scorpion's tail. Soon realising the origins of the grim weapon, Petrok became obsessed with the teachings of Pazuzu and quickly gave himself over to the demon's service.

PETROK UREN

CR 5 (XP 1,600)

Bearded and long-haired this swarthy, muscular warrior has an intense, brooding presence.

Male human antipaladin 6

CE Medium humanoid (human)

Init -1; **Senses** Perception +1, Sense Motive +5

Speed 20 ft., base speed 30 ft.

ACP -7; **Acrobatics** -8 (-12 jumping), **Ride** +1, **Stealth** -4

AC 21, touch 9, flat-footed 21; **CMD** 18

(-1 Dex, +9 armour [+1 *half-plate*], +3 shield [mwk heavy steel])

Immune disease; **Weakness** smite evil

Smite Evil (Su) A paladin using smite evil on Petrok deals bonus damage equal to 2 points per paladin level on the first successful hit.

Fort +9, **Ref** +3, **Will** +8

hp 55 (6 HD)

Space 5 ft. (aura of cowardice 10 ft.); **Base Atk** +6; **CMB** +9

Aura of Cowardice (Su) While conscious, Petrok radiates an aura of dread that causes enemies within 10 ft. to take a -4 penalty on saving throws against fear effects. Creatures immune to fear lose their immunity within the aura.

Melee +1 *heavy mace* +11/+6 (1d8+4) or

Melee Touch touch of corruption +9 (3d6 plus fatigued or staggered for 6 rounds [DC 15 negates condition])

Ranged dagger (range 10 ft.) +5 (1d4+3/19-20)

Atk Options fiendish boon (weapon) 1/day, smite good 2/day (+2 attack, +6 damage, +2 AC)

Fiendish Boon (Sp) Petrok can enhance his weapon for 6 minutes by increasing its enhancement bonus by +1 or by

adding the *flaming*, *keen* or *vicious* weapon properties.

Special Actions Dazzling Display (+8), touch of corruption 5/day (channel negative energy [3d6 damage; DC 15 halves])

Touch of Corruption (Su) see above; Petrok can also touch an undead creature to restore 3d6 hp or can spend 2 uses to channel negative energy.

Antipaladin Spells Prepared (CL 3rd; concentration +5)

1st—*cause fear* (DC 13), *protection from good*

Spell-Like Abilities (CL 6th)

At-Will—*detect good*

Combat Gear *potion of cure moderate wounds*, *scroll of disguise self* (2)

Abilities Str 16, Dex 8, Con 14, Int 10, Wis 12, Cha 15

SQ aura of evil (strong), cruelty (fatigued or staggered), plague bringer, unholy resilience

Feats Dazzling Display, Deceitful, Shield Focus, Weapon Focus (heavy mace)^B

Skills as above plus Bluff +9, Disguise +12, Intimidate +8, Knowledge (religion) +5

Languages Common

Gear as above plus unholy symbol, spell component pouch, masterwork disguise kit, 20 gp, 20 sp, family signet ring (worth 200 gp)

If unprepared for battle, Petrok has the following statistics:

Speed 30 ft.

ACP -1; **Acrobatics** -2, **Ride** +7, **Stealth** +2

AC 13, touch 9, flat-footed 13; **CMD** 18

(-1 Dex, +4 armour [mwk chain shirt])

A month or so later, as a show of fealty to Pazuzu, Petrok murdered the church elders with his fell weapon as they dined one evening and made good his escape into a raging blizzard. He arrived back at the Uren estate a few days later where he was welcomed home with open arms by his brother who was as yet unaware of Petrok's terrible sin. He repaid that affection by later strangling his slumbering sibling. Having looted his family demesne, he set the ancestral home ablaze and once again fled.

Personality: Petrok is a contradiction. At times he can appear to be an insightful and even benevolent leader as he slips into the role he wished that he could have had in his former life. But the goblins who serve him know only too well that their liege is only ever seconds away from exploding into a deadly rage that spells death to those within striking distance.

Petrok is now driven by the mad quest to recreate the Uren dynasty in the isolated, windswept ruin he now calls home – with the aid of his goblin servants and his otherworldly master.

Mannerisms: Petrok considers himself to be a true representative of Pazuzu and, as such, addresses strangers with haughty arrogance. He often refers to himself in the third person – which is somewhat confusing for his goblin servants – and has begun composing songs to honour his deity which he forces his followers to learn. Suffice to say, music was never Petrok Uren's strong-point.

Distinguishing features: At six foot three inches tall and with piercing blue eyes, long jet black hair, and a neatly-trimmed goatee beard, Petrok cuts an imposing figure. Irrespective of his surroundings, he is always immaculately turned out; he can't pass a mirror without admiring himself.

Signature Weapon: Petrok yet wields the heavy mace he used to slay his teachers and elders. The mace's head is strangely elongated and slightly reflective while its haft is engraved with a figure with the winged body of a man, the head of a lion, taloned feet and a scorpion's tail.

ADVENTURE SEEDS

Petrok Uren is nothing if not ambitious. He plans to restore the remote, crumbling ruins he now inhabits with the help of his growing goblin army and to establish a new dynasty in the Uren name. The PCs could encounter some of his minions as they attempt – ineptly – to steal various pieces of antique furniture and art objects for their master from outlying villages and noble's estates. Alternatively, Petrok could unleash his army against a borderland village or small town with the aim extending his rule over the unfortunates dwelling there.

Petrok's goblin army numbers roughly 200 warriors (CE goblins warrior 2) led by a small cadre of rabid berserks (CE male goblins barbarians 3). Living in the cellars below Petrok's ruined home, and led by the goblin shaman Knopek-Tah (CE male goblin adept 8), the goblins are vociferous in their veneration of Pazuzu. Along with the warriors, almost 400 females and young

cram themselves into the tunnels and nightly work restoring the ruins to their former glory.

While Petrok obsessively works on restoring the manor to a state fit for a nobleman of his station, Knopek-Tah is scouring the lands looking for artefacts of power and texts relating to his demonic lord. A party could come into possession of such an item or stumble across Petrok's hideout – leading to a showdown with the renegade and his fanatical goblins followers.

Alternatively, the PCs could be hired by one of Petrok's misguided surviving relatives to save the antipaladin from the dark path he has chosen. The distant cousin (Kello Uren [NG female human aristocrat 3]), is hopelessly romantic and believes an impassioned plea will shake Petrok from his dark beliefs. She is sorely mistaken. If the PCs capture Petrok, his savage denial of her affection sends Kello into a deep depression from which

madness is her final escape.



STEREN WEARNE

Incredibly beautiful and elegant, this half-elf witnessed her parents' suicides and has a warped view of the world seeing nothing but darkness, death and despair.

Steren Wearne longed to be a bard, but not because she admired the tales she heard from passing poets of brave and victorious adventurers. Steren was often left disappointed with the way these odes normally turned out to have a happy ending.

From an early age she believed life was cruel and love was a trick. In her mind, happy endings were a fallacy. Steren longed to be a bard who told the bleak truth of the world through stories and music. And the truth for Steren was that the world was a very dark place. There was no hope, no chance of redemption or of being saved by a benevolent higher power.

Steren's disappointment turned into simmering resentment and she found herself drawn deeper and deeper into dark stories of elder gods and ferocious demons. If no-one could see the world for the dark, ugly and cruel place it was then she resolved to be the one to put them right. She longed for the day

STEREN WEARNE

CR 7 (XP 3,200)

Beautiful and slender, this half-elf woman dresses in black, tight-fitting clothes that accent her figure.

Female half-elf bard 4/antipaladin 4

CE Medium humanoid (elf, human)

Init +6; **Senses** low-light vision; Perception +13, Sense Motive +0

Speed 30 ft.

ACP 0; Acrobatics +10, Ride +6, Stealth +11

AC 21, touch 14, flat-footed 19; **CMD** 22; Dodge (+2 Dex, +5 armour [+1 mithral shirt], +2 shield [+1 buckler], +1 deflection [ring of deflection +1], +1 dodge)

Immune disease, *sleep*; **Weakness** smite evil

Smite Evil (Su) A paladin using smite evil on Steren deals bonus damage equal to 2 points per paladin level on the first successful hit.

Fort +8, **Ref** +10, **Will** +12; +2 vs. enchantments, +4 vs. bardic performance, sonic and language-dependant effects

hp 52 (8 HD)

Space 5 ft. (aura of cowardice 10 ft.); **Base Atk** +7; **CMB** +8

Aura of Cowardice (Su) While conscious, Steren radiates an aura of dread that causes enemies within 10 ft. to take a -4 penalty on saving throws against fear effects. Creatures immune to fear lose their immunity within the aura.

Melee +1 bastard sword +9/+4 (1d10+2/19-20) or

Melee Touch touch of corruption +8 (2d6 plus shaken for 4 rounds [DC 15 negates condition])

Atk Options smite good 2/day (+3 attack, +4 damage, +3 AC)

Special Actions bardic performance (19 rounds; countersong, distraction, fascinate [DC 15], inspire courage [+1], inspire competence [+2]), touch of corruption 7/day (channel negative energy [2d6 damage; DC 15 halves])

Touch of Corruption (Su) see above; Steren can also touch an

that great songs would be sung of the dark triumphing over the light. For Steren, the darkness always won in the end.

With the focus of a zealot she began cataloguing what she called "true history." Her version of history showed that there was no all-conquering light, no ultimate goodness and no salvation. It was a slippery path to follow and the half-elf quickly became obsessed with texts relating to the demon Lamashtu.

For years now she has sought the company of warlocks, wizards and necromancers – anyone who practises the darker arts – seeking comfort in chaos and darkness. Steren is a follower of Lamashtu but, in truth, her views of the world and its history shock even her fellow worshippers.

Background: Steren's mother, Maerwen, was an elf of great beauty who fell in love with the human woodsman, Bjarne. Ignoring the advice of both families the couple married and had one daughter, Steren. The family made a life in the forest, among the elves and thus as Steren grew she watched her father suffer the complications of age and her mother remain timelessly beautiful. However, the couple remained firmly

undead creature to restore 2d6 hp or can spend 2 uses to channel negative energy.

Antipaladin Spells Prepared (CL 4th; concentration +7)

1st—*bane* (DC 14)

Bard Spells Known (CL 4th; concentration +7)

2nd (2/day)—*cat's grace*, *invisibility*

1st (4/day)—*cure light wounds*, *disguise self*, *expeditious retreat*, *undetected alignment*

0—*detect magic*, *ghost sound* (DC 13), *lullaby* (DC 13), *message*, *prestidigitation*, *read magic*

Spell-Like Abilities (CL 8th)

At-Will—*detect good*

Abilities Str 13, Dex 14, Con 10, Int 12, Wis 10, Cha 17

SQ aura of evil (moderate), bardic knowledge (+2), bardic performance (act), cruelty (shaken), plague bringer

Feats Dodge, Extra Performance, Extra Lay on Hands, Improved Initiative, Skill Focus (Perform [act])^B

Skills as above plus Bluff +17, Diplomacy +7, Disguise +17, Knowledge (arcana) +7, Knowledge (dungeoneering) +7, Knowledge (engineering) +7, Knowledge (geography) +7, Knowledge (history) +7, Knowledge (local) +7, Knowledge (nature) +7, Knowledge (nobility) +7, Knowledge (planes) +7, Knowledge (religion) +7, Perform (act) +17, Sleight of Hand +6

Languages Abyssal, Common, Elven

Gear as above plus disguise kit, spell component pouch, 10 gp, 15 gp, 23 sp

If unprepared for battle, Steren has the following statistics:

AC 19, touch 14, flat-footed 18; **CMD** 22; Dodge

(+2 Dex, +5 armour [+1 mithral shirt], +1 deflection [ring of deflection +1], +1 dodge)

devoted to each other. As Bjarne approached his 50th year he developed a debilitating illness that left him utterly reliant on his wife. He saw then that his life would end sooner than he'd hoped, leaving his love behind. The couple decided they did not want death to separate them. On the last day of summer, when Steren was ten-years-old, Bjarne and Maerwen took their own lives. Bjarne stabbed his wife through the heart as they embraced. He then fell on the weapon stained with the blood of his soulmate. Steren found a scribbled note through which her parents apologised for their weakness. Steren was placed with her mother's parents after the deaths but left the forest for good just a few years later - irretrievably scarred.

Personality: Steren has a chameleon-like personality – adapting it to suit her mood and the situation at hand. A talented performer she treats her life as a role – swapping it to suit her needs. When she deigns to be, she can be witty, charming and occasionally, if it serves her interests, servile. Steren has been playing her varying roles for so long now it is difficult to remember her natural self. However, her one constant weakness is her temper. She is quick to anger and often lashes out without thinking.

Mannerisms: Steren is constantly at work composing a new ballad or story. She carries a heavy notebook of her work, the cover crafted from the dyed skin of a human cleric. Seeking perfection, she only adds completed stories to the book, which she carries underneath her cloak and close to her heart. The only element lacking perfection is a blood-stained cloth that Steren uses as a bookmark. She marks her place in the journal with the same strip of blood-stained cloth she used to clean the blade which took her parents' lives.

Distinguishing Features: In contrast to her belief that life is ugly and chaotic, Steren is a great beauty. She takes enormous pride in her appearance. The beautiful half-elf dresses in black, tight-fitting clothes cut from the finest cloth to accentuate her slender figure. She wears a circlet headdress made of tiny black half-moons.

Signature Weapon: Steren's bastard sword is a long, finely balanced weapon that is strangely thin for such a weapon. It has no pommel, but symbols sacred to Lamashtu decorate its hilt. She keeps her sword in a sheath of ancient worn leather decorated with two faded and dirty white feathers (which she asserts were torn from the bloodied, broken body of a fallen planetar).

ADVENTURE SEEDS

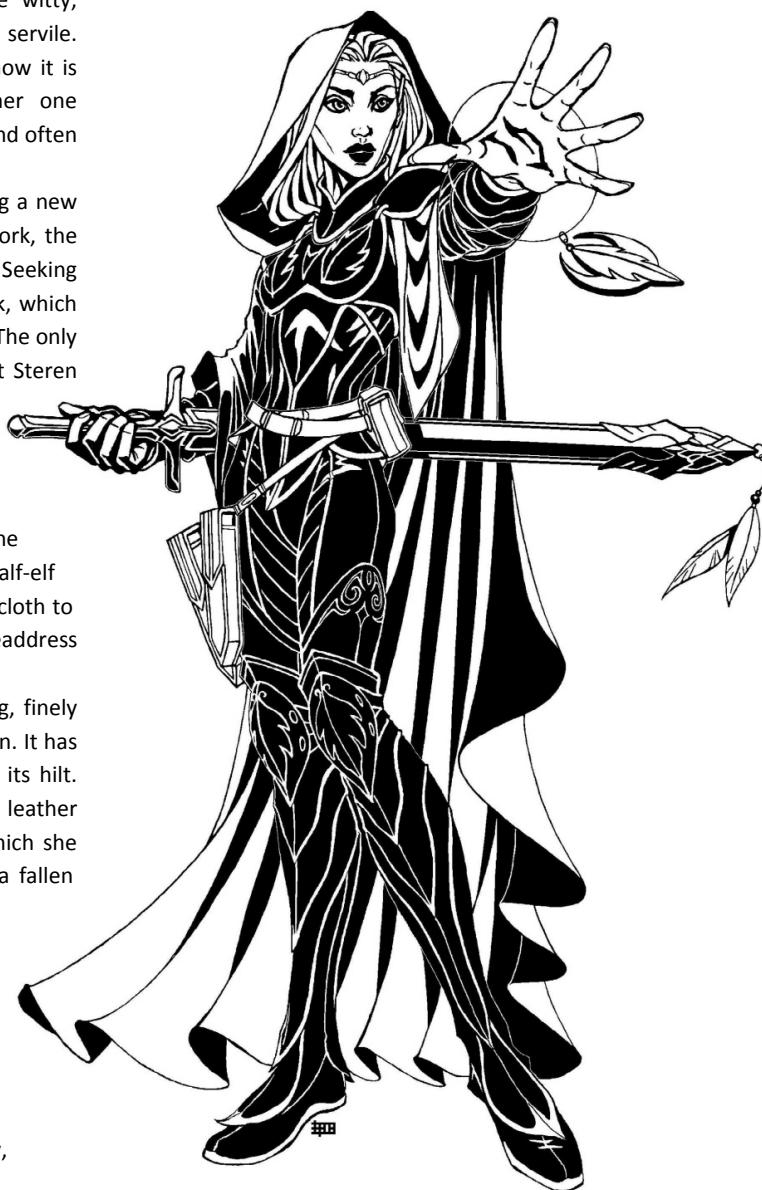
Steren can be encountered in any reasonable-sized town, plying her trade in taverns and inns.

The PCs may hear one of her dark tales about a lost artefact of ill-omen and determine to recover it, intent on ridding the world of a great evil. Alternatively,

she may pay them to track down a lost bardic work or to uncover the truth of an old legend.

Steren could even join the party – ostensibly to record their heroics – but with the ultimate aim of chronicling its demise (and surreptitiously doing her best to hasten the PCs' fall) so that she may record their suffering in her journal.

Finally, the PCs could encounter Steren as she gives one of her dour recitals. Her performances attract a strange crowd of deranged heretics, would-be suicides and gullible fools who both unnerve regular folk and spend little coin. The establishment's regular customers no doubt object to the miserable tone of Steren's performance and a vicious, deadly brawl may ensue. Many of those gathering to hear her performance genuinely do not care if they live or die. Thus, in the brawl they take risks no sane person would contemplate.



DUERRIN THRAMEK

This scarred duergar is an outcast from his own kind and a ferocious, merciless combatant.

Even among the twisted dwarves of the Durgyth clan, Duerrin Thramek was renowned for his cunning and cruelty. Several of his family, many of his brethren and countless foes have fallen to the pounding of his warhammer. Due to a serious injury sustained while raiding a human settlement, Duerrin carries a burning hatred for all humans and the most overt displays of his innate cruelty are reserved for human captives.

DUERRIN THRAMEK

CR 9 (XP 6,400)

With dull gray skin and a thick beard this wide-shouldered dwarf's face is twisted into a perpetual sneer.

Male duergar antipaladin 6/fighter 4

CE Medium humanoid (dwarf)

Init +1; **Senses** darkvision 120 ft.; Perception +1, Sense Motive +1

Speed 20 ft.

ACP -5; **Acrobatics** -4 (-8 jumping)

AC 26, touch 12, flat-footed 25; **CMD** 24 (28 vs. bull rush and trip)

(+1 Dex, +11 armour [+2 full plate], +2 shield [mwk heavy steel], +1 deflection [ring of protection +1], +1 natural [amulet of natural armour +1])

Immune disease, paralysis, phantasms, poison; **Weakness** light sensitivity, smite evil

Light Sensitivity (Ex) When in an area of bright light or daylight spell, Duerrin is dazzled (-1 on attack rolls and sight-based perception checks).

Smite Evil (Su) A paladin using smite evil on Duerrin deals bonus damage equal to 2 points per paladin level on the first successful hit.

Fort +13, **Ref** +5, **Will** +10; +1 vs. fear, +2 vs. spells and spell-like abilities

hp 105 (10 HD)

Space 5 ft. (aura of cowardice 10 ft.); **Base Atk** +10; **CMB** +12 (+14 bull rush)

Aura of Cowardice (Su) While conscious, Duerrin radiates an aura of dread that causes enemies within 10 ft. to take a -4 penalty on saving throws against fear effects. Creatures immune to fear lose their immunity within the aura.

Melee +1 warhammer +14/+9 (1d8+5/19-20 x3) or

Melee Touch touch of corruption +12 (3d6 plus sickened for 6 rounds or staggered for 3 rounds [DC 14 negates condition])

Ranged mwk heavy crossbow (range 120 ft.) +12 (1d10/19-20)

Atk Options Cleave, Improved Bull Rush, Power Attack (-3 attack, +6 damage), fiendish boon (weapon) 1/day, smite good 2/day (+1 attack, +6 damage, +1 AC)

Fiendish Boon (Sp) Duerrin can enhance his weapon for 6 minutes by increasing its enhancement bonus by +1 or by adding the *flaming*, *keen* or *vicious* weapon properties.

Special Actions touch of corruption 4/day (channel negative energy [3d6 damage; DC 14 halves])

Cast out of clan Durgyth's stronghold for eschewing the traditional duergar gods in favour of venerating Lamashtu Duerrin has since sought out other like-minded individuals. He currently leads "The Anvil" – a motley collection of derro, troglodytes and outcast drow who, from their subterranean lair wrested from a now extinct goblin tribe, creep forth to prey upon nearby settlements both above and below ground. Duerrin has amassed a small fortune in loot and is particularly fond of gemstones. He rules his band with an iron fist and, while his followers are terrified of him, they appreciate that they are

Touch of Corruption (Su) see above; Duerrin can also touch an undead creature to restore 3d6 hp or can spend 2 uses to channel negative energy.

Antipaladin Spells Prepared (CL 3rd; concentration +4)

1st—*protection from good*, *protection from law*

Spell-Like Abilities (CL 10th; concentration +11)

At-Will—*detect good*

1/day—*enlarge person*, *invisibility*

Combat Gear *elemental gem (stone)*, *potion of cure serious wounds*

Abilities Str 14, Dex 12, Con 16, Int 8, Wis 12, Cha 12

SQ armour training (1), aura of evil (strong), cruelty (sickened, staggered), plague bringer, unholy resilience

Feats Cleave, Improved Bull Rush, Improved Critical, Iron Will, Power Attack, Toughness, Weapon Focus (warhammer), Weapon Specialisation (warhammer)

Skills as above plus Intimidate +9, Knowledge (dungeoneering) +4, Knowledge (engineering) +3, Knowledge (religion) +5

Languages Common, Dwarven, Undercommon

Gear as above plus 10 bolts, spell component pouch, unholy symbol, 15 gp

While enlarged, Duerrin has the following statistics:

ACP -5; **Acrobatics** -5 (-9 jumping)

AC 24, touch 10, flat-footed 24; **CMD** 25 (29 vs. bull rush and trip)

(-1 size, +11 armour [+2 full plate], +2 shield [mwk heavy steel], +1 deflection [ring of protection +1], +1 natural [amulet of natural armour +1])

Ref +4, **Space** 10 ft. (aura of cowardice 10 ft.); **CMB** +14 (+16 bull rush)

Melee +1 warhammer (reach 10 ft.) +14/+9 (2d6+6/19-20 x3) or

Abilities Str 16, Dex 10

If unprepared for battle, Duerrin has the following statistics:

ACP 0; **Acrobatics** +1 (-3 jumping)

AC 13, touch 12, flat-footed 22; **CMD** 24 (28 vs. bull rush and trip)

(+1 Dex, +1 deflection [ring of protection +1], +1 natural [amulet of natural armour +1])

becoming wealthy and feared under his leadership.

Duerrin venerates the female demon Lamashtu. As part of his worship, he drinks the warm blood of slain combatants after every battle and keeps the skull of each such victim at a makeshift shrine hidden in his quarters. There are currently 149 skulls in the pile – including those of members of his family and former companions.

Background: Born the runt of the litter, Duerrin survived countless beatings from his elder siblings which possibly go some way to explaining the dark dwarf's remarkable toughness and fortitude. He was trained in the ways of war from an early age and is a peerless fighter. Only two of his five elder siblings survive – one brother and one sister – and both are senior clerics of the clan Durgyth. It is a widely-known among his fellows that Duerrin killed his other brothers in single combat and strangled one of his sisters when she made a disparaging comment about his facial scar.

Personality: Duerrin is large for one of his race – tall, broad-shouldered and powerful. A dark, brooding figure Duerrin spends much of his time alone and never engages in the usual bacchanalian drinking which accompanies feasts or post-battle celebrations.

Duerrin is short-tempered and does not suffer fools or any perceived challenges to his authority or wisdom.

He is cold, calculating and ruthless in the extreme. He never jokes or laughs and is obsessed with personal power and glory.

Mannerisms: Duerrin favours black clothing and is rarely seen out of his platemail armour.

While talking, he often unconsciously holds up his hand in an attempt to hide the livid scar which runs from just beneath his left eye to his jawline. Being in Duerrin's presence is a nerve-wracking experience as he is prone to inexplicable fits of rage.

Distinguishing Features: During a raid, Duerrin's face was badly scarred by a savage spear thrust. The redoubtable duergar disarmed the human warrior responsible before caving the poor soul's head in with his eldritch hammer. The facial scar is Duerrin's most distinguishing feature. Inherently vain, Duerrin is acutely embarrassed by the scar and any mention of it leads to an explosion of violence.

Despite his vanity, Duerrin's teeth are broken and yellowed and he suffers from repulsive bad breath.

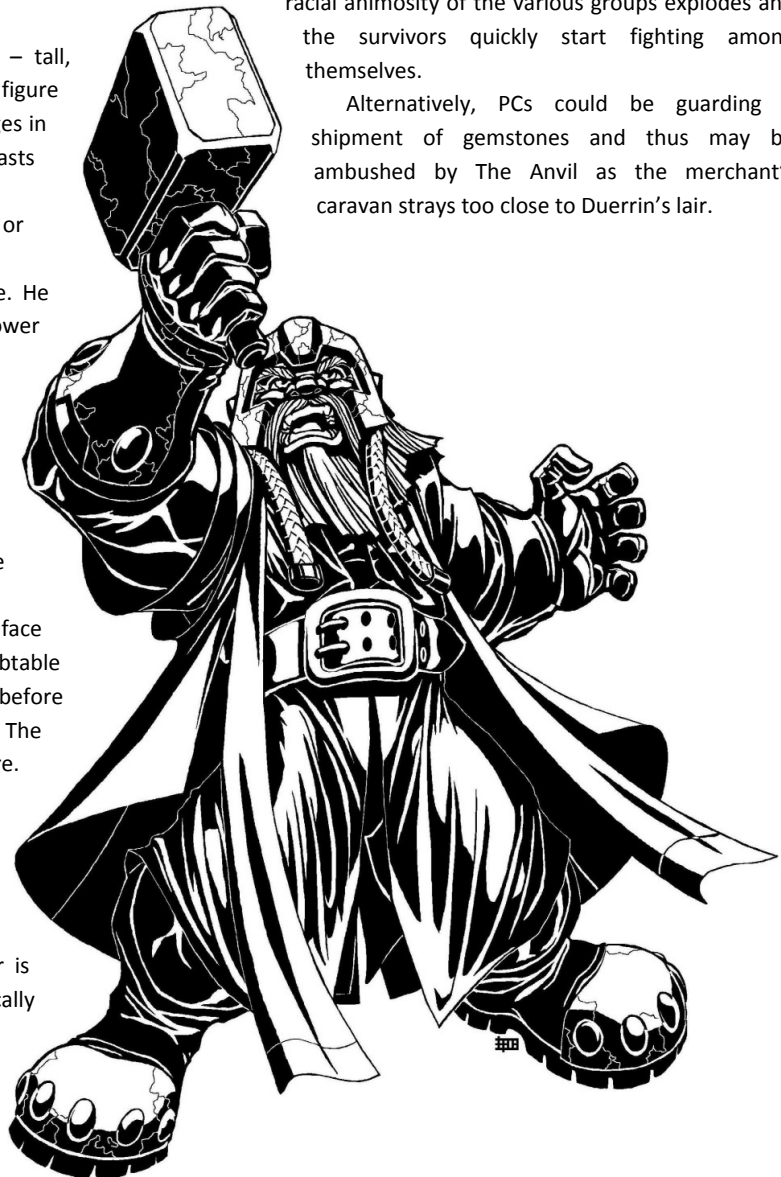
Signature Weapon: Duerrin's massive warhammer is seemingly crafted from a rectangular chunk of magically hardened granite shot through with red flecks. A multitude of tiny cracks run across its surface but the weapon is yet solid. Its short haft is of black iron.

ADVENTURE SEEDS

Adventurers could come across the aftermath of a raid by The Anvil. A lone survivor tells of savage raiders led by a ferocious warrior wielding a mighty warhammer. Clad all in black, the leader slew all in his path, including men, women and children, and drank the blood of the slain in a grisly ceremony that seemed to unnerve even his followers.

Tracking The Anvil could lead the party to Duerrin's subterranean lair where the antipaladin is at his most deadly. The Anvil comprises a core of a 20 or so troglodytes (each warrior 5), a trio of mad derro scouts (ranger 2/rogue 7) and two sadistic noble drow wizards (male wizard [evoker] 9 and female wizard [conjurer 8]). All are exiles or outcasts from their own kind and fight ferociously to defend the wealth they have garnered under Duerrin. If Duerrin falls, however, the simmering racial animosity of the various groups explodes and the survivors quickly start fighting among themselves.

Alternatively, PCs could be guarding a shipment of gemstones and thus may be ambushed by The Anvil as the merchant's caravan strays too close to Duerrin's lair.



ESELD CASS

Fiercely proud, slightly deranged and obsessed with the destruction of her tribe's enemies, Eseld Cass is a very dangerous woman.

Eseld Cass is the self-styled war leader of the Thunder Sky tribe – a small, proud and fiercely independent group of barbarians living in the shadow of a great mountain. Never before has the tribe been led by someone who was not high-born, let alone a woman.

Eseld firmly believes it is her destiny to lead her tribe to

ESELD CASS

CR 11 (XP 12,800)

Short, stocky and muscular this human woman wears her heavy plate armour with ease. Her long hair is ornately plaited and hangs down to her waist.

Female human barbarian 5/antipaladin 7

CE Medium humanoid (human)

Init +5; **Senses** Perception +9, Sense Motive +1

Speed 20 ft., base speed 40 ft.

ACP -6; **Acrobatics** -1 (-5 jumping), **Ride** +6

AC 23, touch 10, flat-footed 23; **CMD** 26; +1 vs. traps, improved uncanny dodge, uncanny dodge

(+10 armour [+1 full plate], +3 shield [+1 heavy steel])

Immune disease; **Weakness** smite evil

Smite Evil (Su) A paladin using smite evil on Eseld deals bonus damage equal to 2 points per paladin level on the first successful hit.

Fort +15, **Ref** +8 (+9 vs. traps), **Will** +11

hp 105 (12 HD)

Space 5 ft. (aura of cowardice 10 ft.); **Base Atk** +12; **CMB** +15

Aura of Cowardice (Su) While conscious, Eseld radiates an aura of dread that causes enemies within 10 ft. to take a -4 penalty on saving throws against fear effects. Creatures immune to fear lose their immunity within the aura.

Melee +1 shock warhammer +17/+12 (1d8+4 plus 1d6 electricity/19-20 x3)

Melee Touch touch of corruption +15 (3d6 plus sickened for 7 rounds or staggered for 3 rounds [DC 16 negates condition])

Ranged light hammer (range 20 ft.) +14 (1d4+3)

Atk Options Power Attack (-4 attack, +8 damage), Sickening Critical, fiendish boon (weapon) 1/day, rage (14 rounds), smite good 3/day (+3 attack, +7 damage, +3 AC)

Fiendish Boon (Sp) Eseld can enhance her weapon for 7 minutes by increasing its enhancement bonus by +1 or by adding the *flaming*, *keen* or *vicious* weapon properties.

Special Actions touch of corruption 6/day (channel negative energy [3d6 damage; DC 16 halves])

Touch of Corruption (Su) see above; Eseld can also touch an undead creature to restore 3d6 hp or can spend 2 uses to channel negative energy.

Antipaladin Spells Prepared (CL 4th; concentration +7)

2nd—*bull's strength*

1st—*bane* (DC 12), *protection from good*

Spell-Like Abilities (CL 12th; concentration +15)

greatness. Together with the shaman Dzeko Tsam, she has begun the process of subverting her folk to the worship of Pazuzu. At present the tribe numbers less than 200 and, although only 70 of those are battle-tested males, Eseld has insisted that every able-bodied man, woman and child be trained to handle weapons in readiness for the final confrontation with their rivals the Blood Spears.

Increasingly ambitious, Eseld is currently considering attacking a nearby elven settlement with a view to seizing it as a new home for her folk.

At-Will—detect good

Combat Gear *potion of cure serious wounds (2), potion of fly*

Abilities Str 17, Dex 12, Con 14, Int 8, Wis 12, Cha 16

SQ aura of evil (strong), cruelty (sickened, staggered), fast movement, plague bringer, rage powers (powerful blow, strength surge), unholy resilience

Feats Improved Critical (warhammer), Improved Initiative, Power Attack, Sickening Critical, Skill Focus (Ride), Weapon Focus (warhammer)

Skills as above plus Handle Animal +7, Intimidate +13, Knowledge (nature) +3, Knowledge (religion) +3, Survival +5

Languages Common

Gear as above plus *belt of incredible dexterity +2, cloak of resistance +1*, 3 light hammers, spell component pouch, unholy symbol

When raging, Eseld had the following statistics:

AC 21, touch 8, flat-footed 21; **CMD** 28; +1 vs. traps, improved uncanny dodge, uncanny dodge

(-2 class, +10 armour [+1 full plate], +3 shield [+1 heavy steel])

Fort +17, **Will** +13

hp 129 (12 HD)

CMB +17

Melee +1 shock warhammer +19/+14 (1d8+6 plus 1d6 electricity/19-20 x3)

Melee Touch touch of corruption +17 (3d6 plus sickened for 7 rounds or staggered for 3 rounds [DC 16 negates condition])

Ranged light hammer (range 20 ft.) +14 (1d4+3)

Atk Options Power Attack (-4 attack, +8 damage), Sickening Critical, fiendish boon (weapon) 1/day, rage (14 rounds; powerful blow [+3 damage], strength surge [+5]), smite good 3/day (+3 attack, +7 damage, +3 AC)

Abilities Str 21, Con 18

If unprepared for battle, Eseld has the following statistics:

Speed 40 ft.

ACP -1; **Acrobatics** -4 (+8 jumping), **Ride** +11

AC 13, touch 10, flat-footed 13; **CMD** 26; +1 vs. traps, improved uncanny dodge, uncanny dodge (+3 shield [+1 heavy steel])

The death of her lover and her pact with Pazuzu has purged Eseld Cass of any goodness she once possessed. She now lives for battle and glory. When the tribe goes to war she is always in the vanguard, crunching a bloody swathe through her enemies with Skard's warhammer.

Background: An only child and the daughter of a blacksmith, Eseld was taught by her father to handle a hammer from an early age. One of the tribe's foremost warriors, he also schooled his daughter in the ways of battle – teaching her to fight dirty and without honour. Eseld eschewed female friends, instead seeking the company of the tribe's warriors and taking several of them as lovers.

Eseld's rise to power was sudden and dramatic. Her lover, the chieftain Skard, was cut down when warriors from the rival Blood Spear tribe raided the tribe's settlement one autumn night. Overcome with grief and rage, it was Eseld – wielding her dead lover's warhammer – who drove away the intruders. Skard's untimely death left a power vacuum and while the tribe's warriors quarrelled and bargained it was Eseld who seized for herself the position of ultimate power. She struck a bargain with the tribe's shaman – the loathsome and aged Dzeko Tsam. Eseld sacrificed part of her soul to the demon Pazuzu in order to receive Tsam's blessing. Even with the shaman's support, however, she still faced a battle for control. No less than three experienced warriors challenged her in single combat. She slew them all in a matter of minutes.

Personality: Eseld has an intense, unsettling stare. She may be small of stature but, like her father, she is powerfully-built and wields her weapons with great skill and force. Brusque and condescending to men, Eseld is somewhat ostracised by the women of the tribe who view her as an aberration. Thus, she is strangely subdued around females or the young.

Mannerisms: Since the death of Skard, Eseld Cass has become obsessed with leading her tribe to greatness and spends most of her waking hours planning, plotting and training. Her only affection is saved for an extremely fierce and loyal large wolf hound that once belonged to her lover.

Distinguishing Features: Her long plaits and ample curves are Eseld Cass's most

distinguishing features. She is extremely proud of her figure and even attempts to appear alluring when garbed for battle.

She talks unusually loudly and has a remarkably deep voice.

Signature Weapon: Skald's warhammer crackles with electrical energy providing illumination as a candle. The faint odour of ozone hangs in the air around the weapon. Graven with eldritch sigils venerating evil air spirits the weapon has a long, thin haft decorated with spirals of yet more symbols.

ADVENTURE SEEDS

Eseld's unbridled ambition could easily bring her into conflict with a group of adventurers. Perhaps they stumble across a skirmish between Thunder Sky warriors and the Blood Spears. A surviving Blood Spear warrior could seek the party's help in ending the feud between the tribes. Or perhaps a refugee from either tribe, terrified by the Thunder Sky's corruption to the worship of Pazuzu, pleads with the PCs to end Eseld's reign.



THARON ZASPAR

A stillborn, this mentally-unbalanced drow is a superb killer-for-hire and one of the most skilled of the Derenz-Akh Ussh – a society of drow assassins dedicated to the demoness Arachne.

Tharon Zaspar was pronounced dead when his mother birthed him. He was so small, unmoving and silent that the attending cleric believed him to be stillborn and ordered the construction of a sacrificial funeral pyre. Just as the baby was to be hurled into the flames for the glory of Arachne, he cried out and thus was spared. Literally translated, Tharon is Elven for “the silent one” or “the unnoticed”.

During his early decades, Tharon was a weak and sickly child who needed near constant treatments of medicines and herbs to

stave off illness. However, this exposure to philtres and poultices sparked an interest in poisons that lingers to this day.

Tharon is blessed with preternatural stealth and is able to slip in and out of places others find impossible to reach. His slight frame, uncanny agility and superbly-honed senses make him a deadly adversary.

Tharon is a follower of the demon Arachne – whom he credits for his unusual abilities. He dwells below the ruins of an old drow outpost overlooking one of the main approaches to his city. Long since abandoned after being severely damaged by a troglodyte host attempting to sack the city, it is the perfect hiding place for one such as him. Tharon makes his home in the very bowels of the ruin in a former chapel. A cunning network of

THARON ZASPAR

CR 13 (XP 25,600)

Slim and lithe, this elf's skin is jet black. Clad in voluminous black robes, he moves with preternatural stealth.

Male drow noble antipaladin 8/rogue 3/ shadowdancer 2
CE Medium humanoid (elf)

Init +9; **Senses** darkvision 150 ft.; Perception +18 (trapfinding), Sense Motive +1

Speed 40 ft., base speed 30 ft.; Spring Attack, Wind Stance

ACP -1; Acrobatics +25 (+29 jumping), Stealth +25 (fast stealth, hide in plain sight)

Hide in Plain Sight (Su) As long as Tharon is within 10 ft. of an area of dim light, he can hide in the open without anything to hide behind.

AC 27, touch 17, flat-footed 27; **CMD** 30; Dodge, Mobility, +1 vs. traps, uncanny dodge

(+5 Dex, +7 armour [+1 mithral breastplate], +3 shield [+1 heavy mithral], +1 deflection [ring of deflection +1], +1 dodge)

Immune disease, sleep; **Weakness** light blindness, smite evil

Light Blindness (Ex) if exposed to bright light (such as sunlight or daylight), Tharon is blinded for 1 round and dazed as long as he remains in the area of bright light.

Smite Evil (Su) A paladin using smite evil on Tharon deals bonus damage equal to 2 points per paladin level on the first successful hit.

Fort +11, **Ref** +13 (evasion; +14 vs. traps), **Will** +11; +2 vs. enchantments; **SR** 24

hp 92 (13 HD)

Space 5 ft. (aura of cowardice and despair 10 ft.); **Base Atk** +11; **CMB** +13

Aura of Despair and Cowardice (Su) While conscious, Tharon radiates an aura of dread and despair that causes enemies within 10 ft. to take a -2 penalty on all saving throws or a -4 penalty on saving throws against fear effects. Creatures immune to fear lose their immunity within the aura.

Melee +2 heavy mace +15/+10 (1d8+4)

Melee Touch touch of corruption +13 (4d6 plus shaken for 8 rounds or staggered for 4 rounds [DC 16 negates condition])

Ranged mwk hand crossbow (range 30 ft.) +17 (1d4/19-20)

Atk Options Combat Reflexes, Vital Strike, fiendish boon

(weapon) 1/day, poison use, sneak attack +2d6, smite good 3/day (+2 attack, +8 damage, +2 AC)

Fiendish Boon (Sp) Tharon can enhance his weapon for 8 minutes by increasing its enhancement bonus by up to +2 or by spending one or more of these enhancement bonuses to add the *anarchic*, *flaming*, *flaming burst*, *keen*, *unholy vicious* or *wounding* weapon properties.

Special Actions touch of corruption 6/day (channel negative energy [4d6 damage; DC 16 halves])

Touch of Corruption (Su) see above; Tharon can also touch an undead creature to restore 4d6 hp or can spend 2 uses to channel negative energy.

Antipaladin Spells Prepared (CL 8th; concentration +10)

2nd—*bull's strength*

1st—*disguise self* (2)

Spell-Like Abilities (CL 13th; concentration +15)

At-Will—*dancing lights*, *deeper darkness*, *detect good*, *faerie fire*, *feather fall*, *levitate*

1/day—*dispel magic*, *divine favour*, *suggestion* (DC 15)

Combat Gear drow sleep poison (2), *potion of cure serious wounds* (2), *potion of fly*

Abilities Str 14, Dex 21, Con 12, Int 10, Wis 12, Cha 14

SQ aura of evil (strong), cruelty (shaken, staggered), plague bringer, rogue talent (fast stealth), trap sense, weapon familiarity, unholy resilience

Feats Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Vital Strike, Wind Stance

Skills as above plus Knowledge (dungeoneering) +5, Knowledge (religion) +4, Perform (dance) +7

Languages Elven, Undercommon

Gear as above plus *boots of striding and springing*, *cloak of elvenkind*, 20 bolts, spell component pouch, unholy symbol, 30 gp, 5 pp

Unprepared for battle, Tharon has the following statistics:

AC 24, touch 17, flat-footed 24; **CMD** 30; Dodge, Mobility, +1 vs. traps, uncanny dodge

(+5 Dex, +7 armour [+1 mithral breastplate], +1 deflection [ring of deflection +1], +1 dodge)

secret doors hides his store of looted artefacts and tools of his trade – innumerable weapons and thieves’ tools as well as a great store of phials, potions, ointments and poisons.

Tharon’s talents are increasingly in demand (and not just by his own folk; Arachne’s priesthood is seeking to increase their influence in the world above by offering the Derenz-Akh Ussh’s services for sale). He seeks to become the most feared of killers and as his reputation continues to grow; his name is now spoken only in whispers - even among his own kin.

Background: Drow society has little use for the weak and so it is testament to Tharon Zaspaspar’s unique talents that he survived in this harshest of environments. He was a withdrawn child who preferred his own company to that of others and his only play-things were his numerous pet spiders whom he would maim and kill in all manner of cruel ways.

Having been spared from the fire, seemingly by Arachne herself, Tharon was chosen to join the Derenz-Akh Ussh or “The Quiet Ones”. An elite cabal of silent killers under the control and direction of Arachne’s priestesses, the Derenz-Akh Ussh slay any who anger Arachne.

Personality: Tharon is driven not by personal gain or even the worship of Arachne. Rather, he revels in inflicting pain and suffering and delights in dreaming up new ways of ending life. He does not consider himself to be cruel – rather he sees himself as an artist whose medium is death and whose palette is the living.

With an insatiable appetite for cruelty, Tharon takes great gratification from terrifying his targets. Often he will penetrate his mark’s defences several times – perhaps killing loved ones or leaving other obvious signs of his presence – before eventually killing his target.

Mannerisms: Tharon has an obsessive personality which manifests itself in his behaviour patterns. He is fastidious in everything he does. He is always scrupulously clean, his chambers are meticulously tidy and every job he undertakes is planned down to the last detail.

He never exhibits emotion and being in his presence makes for a most unsettling experience.

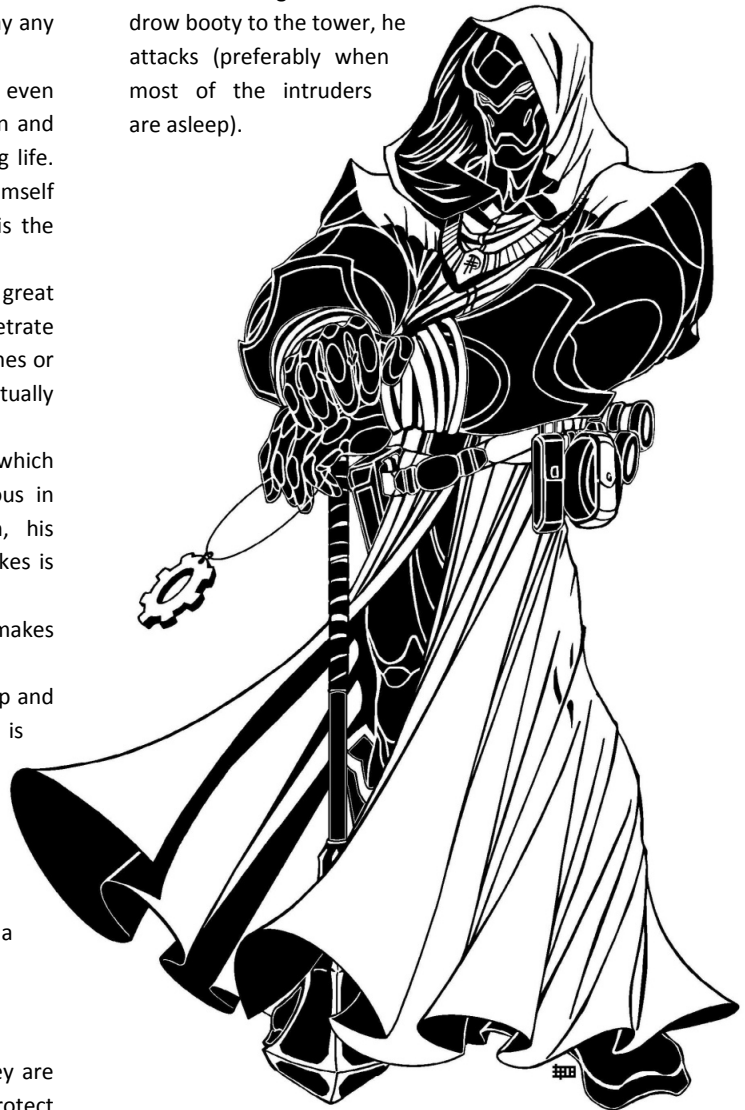
Distinguishing Features: Tharon speaks with a slight lisp and has the look of one who is ‘dead behind the eyes’. It is impossible to gauge what he is thinking. He always dresses in voluminous black robes.

Signature Weapon: The long haft of Tharon’s heavy mace is of featureless black iron wrapped in the scorched and flayed skin of sacrifices given screaming to Arachne. The weapon’s head is similarly massive and emits a faint moaning sound when swung.

someone at risk of assassination. Most such unfortunates pose some kind of threat to the drow and/or the demon Arachne. Targets could include powerful adventurers, influential priests of good alignment, paladins and others opposing Arachne’s schemes.

Alternatively, one of the PCs may be unfortunate enough to be marked for death by an enemy. Having Tharon Zaspaspar on their trail could make for a frightening sub-plot to an ongoing adventure or campaign. If he cannot directly strike at his target, he simply sets about massacring those coming into contact with his target. Soon, normal folk shun the PCs for fear of retribution and death and those in power banish the PCs until Tharon’s depredations are concluded.

In a campaign set in the drows’ homeland, the PCs may discover the antipaladin’s ruined lair, even using it as a base or operations. Tharon keeps watch on, but does not attack, those in the ruins above as long as they do not discover his hidden lair. If the PCs bring back items of drow booty to the tower, he attacks (preferably when most of the intruders are asleep).



ADVENTURE SEEDS

The PCs are most likely to encounter Tharon Zaspaspar if they are called to investigate a high-profile murder or to protect

VAEROSK IXUZYGAX

Once a beacon of light and good, a lurking evil of ancient provenance has corrupted this aasimar's very essence.

Vaerosk Ixuzygax once stood for all that was just in the world – a beacon of light and goodness pushing back the gathering darkness. As a paladin, she lived for decades in a tower on the edge of a great forest. From there she hurled back raiding orcs and scoured the land free of bandits and other lurking dangers. Vaerosk was the self-styled protector of her realm and evil could not flourish while she stood strong and true. However, her exposure to an ancient hidden weapon of demonic origin led to her catastrophic fall into darkness.

Background: Eons ago, a noble human bloodline was blessed

VAEROSK IXUZYGAX CR 15 (XP 51,200)
This woman possesses an ethereal, unearthly beauty. Great wings of white feathers furl about her slender, shapely body clad in brightly polished plate armour.

Female aasimar half-fiend antipaladin 13
CE Medium outsider (native)
Init +0; **Senses** darkvision 60 ft.; Perception +16, Sense Motive +3
Speed 20 ft., base speed 30 ft., fly 60 ft. (good)
ACP -5; Acrobatics -5 (-9 jumping), Fly +15

AC 23, touch 10, flat-footed 23; **CMD** 29 (+12 armour [+3 full plate], +1 natural)
Immune disease, poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **Weakness** smite evil
Smite Evil (Su) A paladin using smite evil on Vaerosk deals bonus damage equal to 2 points per paladin level on the first successful hit.
Fort +17, **Ref** +9, **Will** +16; **SR** 26
hp 141 (13 HD); **DR** magic/10

Space 5 ft. (aura of cowardice and despair, and vengeance 10 ft.); **Base Atk** +13; **CMB** +19
Aura of Despair and Cowardice (Su) While conscious, Vaerosk's radiates an aura of dread and despair that causes enemies within 10 ft. to take a -2 penalty on all saving throws or a -4 penalty on saving throws against fear effects. Creatures immune to fear lose their immunity within the aura.
Aura of Vengeance (Su) All non-good allies within 10 ft. gain smite good (+5 attack, +13 damage, +5 AC) if they use the ability by the start of Vaerosk's next turn. The bonuses last for 1 minute. Using this ability is a free action.
Melee +1 flaming greatsword +21/+16/+11 (2d6+10 plus 1d6 fire/17-20) or
Melee Touch touch of corruption +19 (6d6 plus shaken for 13 rounds, staggered for 6 rounds, cursed [as bestow curse CL 13] or blinded for 13 rounds [DC 21 negates condition]) or
Melee bite +19 (1d6+5) and
2 claws +19 each (1d4+5)
Atk Options Channel Smite, Cleave, Improved Vital Strike, Power Attack (-4 attack, +8 damage [+12 with greatsword]),

with the seed of an angelic being; Vaerosk Ixuzygax was the ultimate result of that union. Born an aasimar and raised by Kanaro Ansrathar, a half-elven druid of great power and conviction that nature was a gentle force of good, she quickly gained a deep love of woodlands.

Vaerosk's undoing came one summer's day as she wandered the lost paths of her woodland home. As dusk fell, she came upon an ancient tomb and driven by some nameless compulsion forced open the burial chamber to discover a prize hidden from the world for countless generations. There, wrapped in oiled leather, lay a greatsword which was to change the very nature of her existence. Unbeknown to Vaerosk a sentience of the blackest aspect lurked within the blade and when she touched

fiendish boon (weapon) 3/day, smite good 1/day (+13 damage), smite good 5/day (+5 attack, +13 damage, +5 AC or expend 2 uses to create aura of vengeance)

Fiendish Boon (Sp) Vaerosk can enhance her weapon for 13 minutes by increasing its enhancement bonus by up to +3 or by spending one or more of these enhancement bonuses to add the *anarchic*, *flaming*, *flaming burst*, *keen*, *speed*, *unholy vicious* or *wounding* weapon properties.

Special Actions touch of corruption 11/day (channel negative energy [7d6 damage; DC 21 halves])

Touch of Corruption (Su) see above; Vaerosk can also touch an undead creature to restore 6d6 hp or can spend 2 uses to channel negative energy.

Antipaladin Spells Prepared (CL 10th; concentration +15)

3rd—*vampiric touch* (2)

2nd—*bull's strength*, *eagle's splendour*, *undetectable alignment*

1st—*disguise self*, *protection from good* (2), *read magic*

Spell-Like Abilities (CL 13th; concentration +18)

At-Will—*detect good*

3/day—*darkness*, *poison* (DC 19), *unholy aura* (DC 23)

1/day—*blasphemy* (DC 22), *contagion* (DC 18), *daylight*, *desecrate*, *unhallow*, *unholy blight* (DC 19)

Combat Gear *potion of cure serious wounds* (2), *elemental gem (air)*

Abilities Str 22, Dex 10, Con 19, Int 12, Wis 16, Cha 20

SQ aura of evil (overwhelming), cruelty (cursed, shaken, staggered), plague bringer, unholy resilience

Feats Channel Smite, Cleave, Improved Critical (greatsword), Improved Vital Strike, Power Attack, Vital Strike, Weapon Focus (greatsword)

Skills as above plus Diplomacy +7, Intimidate +21, Knowledge (religion) +9

Languages Abyssal, Celestial, Common

Gear as above plus *belt of giant strength*, *eyes of the eagle*

Unprepared for battle, Vaerosk has the following statistics:

ACP 0; Fly +20

AC 11, touch 10, flat-footed 11; **CMD** 29 (+1 natural)

the sword's hilt it assailed her mind. So strong was the weapon – crafted by a dread acolyte of the demon Pazuzu – that Vaerosk's personality was instantly corrupted. Drenched in the very essence of the Abyss, the creature that staggered from the hidden tomb was no longer Vaerosk Ixuzygax the holy warrior, but Vaerosk Ixuzygax the unholy servant of Pazuzu.

Returning to her tower, she slew her followers and erstwhile benefactor in an orgy of bloodshed and torture so depraved that it drove the few survivors irrevocably insane. Her transformation – or rebirth as she sometimes terms it – heralded a new reign of darkness over her once tranquil home and the surrounding lands. Fell beasts and undead now roam beneath the trees and bandits own the highways.

Personality: Vaerosk is haughty and arrogant. Believing herself to have been touched by greatness in a way that mortals cannot comprehend, she considers herself Pazuzu's chosen one and dreams of bringing his rule to the world.

Despite her evil nature, however, Vaerosk is honourable in battle – a last vestige of her former life. Thus she never attacks by stealth or when an enemy's back is turned and always salutes her opponent before combat.

Mannerisms: Vaerosk loves to make music and can often be found in an almost trancelike state wandering through the overgrown ruins of her home humming or singing a mournful, half-remembered tune from ages past.

Now plagued with terrible headaches, Vaerosk's beautiful face is often set in a grimace. While in this condition, loud noise and bright light infuriate her.

Distinguishing Features: Vaerosk is breathtakingly beautiful – seeming to shine with an ethereal glow. Her great, white wings give an angelic appearance and only her blood-red eyes betray her fiendish nature. Vaerosk is never parted from her greatsword.

Signature Weapon: Glittering with a sullen and sinister red hue, the flames of the abyss perpetually wreath Vaerosk's greatsword, emitting light and heat as a torch. The weapon is finely balanced and possesses a haft longer than that required by even the biggest warrior. Its simple circular hilt is unadorned with symbols while its elongated acorn-shaped pommel is shot through with serpentine patterns that writhe in the light given off by the blade.

ADVENTURE SEEDS

Vaerosk has built up a small army of fiercely-loyal humanoids and now plots to strike against nearby settlements in the name of Pazuzu. Vaerosk's horde

comprises almost 1,000 low-level orc warriors led by champions (male orc fighter 5/barbarian 2) and the mighty warchief Grum (male orc fighter 8/barbarian 3). A dozen elite ogre bodyguards (male ogre barbarian 6) protect her person while four vrocks and a terrifying glabrezu act as shock troops.

The PCs may encounter her minions as they destroy a nearby settlement - leading them to track the killers to the damned forest where the half-fiend resides. Powerful adventurers coming to her attention are subject to nightly attacks by demons summoned by her demonic allies until Vaerosk is slain.

Alternatively, the party may hear rumours of a cursed woodland blighted by some foul creature and investigate. There they discover a terrible perversion of nature. As so Vaerosk has succumbed to the fell magics of the sword she bears so the Abyss has tainted the once-beautiful forest surrounding her home. Here even though the wind no longer blows, the trees are bent into odd, gnarled shapes and blood-red moss smothers every growing thing.



ANTIPALADIN CLASS ABILITIES

The stat blocks for the antipaladins in this GM's RESOURCE include all information necessary to run them in battle. This section contains additional relevant information that first appeared in the *Advanced Player's Guide* by Paizo Publishing LLC.

Detect Good (Sp): At will, an antipaladin can use *detect good* (as the spell) as a paladin uses *detect evil*.

Smite Good (Su): An antipaladin uses smite good against good opponents as a paladin uses smite evil against evil opponents. Additionally, if the target of the smite is an outsider with the good subtype, a good-aligned dragon, or a good creature with levels of cleric or paladin, the bonus to damage increases to 2 points per antipaladin level on the first hit.

Plague Bringer (Ex): An antipaladin takes no damage or penalties from diseases, but can still contract and spread them.

Fiendish Boon (Sp) A weapon affected with fiendish boon glows with the same radiance as a torch. Only the antipaladin gains the bonuses imparted by this ability.

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CODE OF CONDUCT

Antipaladins must be of chaotic evil alignment; those that change alignment – or willingly commit good acts – immediately lose their class-related powers. Antipaladins must always place their own desires and agenda before others and impose tyranny, provoke suffering and fight against the forces of good at every opportunity. Antipaladins may work with individuals of neutral alignment, but may not ally themselves with good-aligned powers (except when their goal is to bring down their enemies from within). An antipaladin's followers must be chaotic evil.

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Champion of evil and dark nemesis of the paladin, the antipaladin stands as a bulwark against the forces of light and weal. Worshipping corrupt gods or foul demons, antipaladins work to spread darkness and chaos throughout the world. Antipaladins often stand at the centre of the blackest, vilest plots besetting the world. Whether as the leader of a foul horde, a lone harbinger of doom or the strong arm of a vile, depraved cult, an antipaladin brings fear, death and destruction wherever he goes.

Antipaladins presents seven scions of evil. Each antipaladin benefits from an extensive write-up including notes on their background, personality, mannerisms and distinguishing marks as well as a fully detailed stat block. *Antipaladins* contains all the information required to run these foul, depraved opponents, However, to learn more about antipaladins, a GM should check out the *Advanced Player's Guide* by Paizo Publishing.

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