

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.

