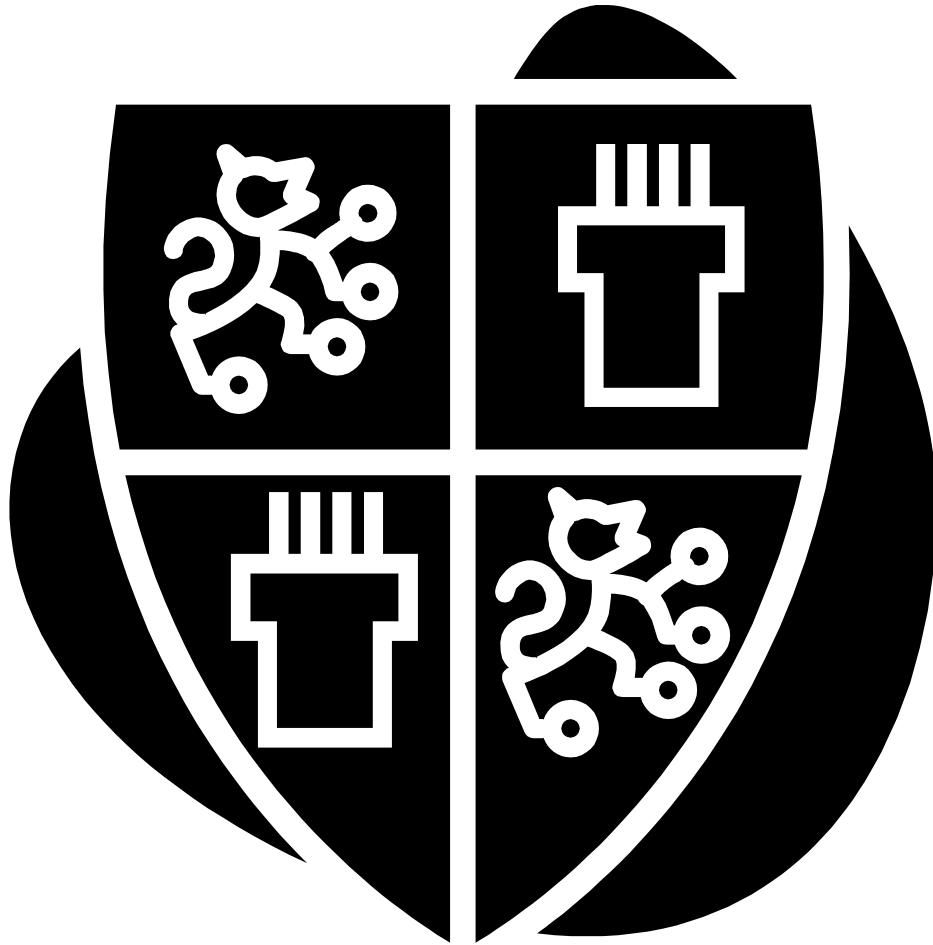


WARRIORS OF VIRTUE



Anti-Paladins of Onin

THE CLASSES OF WOV SERIES

CREATED BY ERIC BRIGHT

© 2005 Eric Bright, Danny Brown and Nathan Tolbert

All rights reserved. No part of this book may be reproduced, stored in a retrieval system, or transmitted by any means, electronic, mechanical, photocopying, recording or otherwise, without written permission from an author.

Anti-Paladin

The anti-paladin is a paladin who has turned against the paladin code and seeks his or her own gain. Anti-paladins are very self-seeking and will follow almost the opposite of the paladin code. They will, however, work with other adventurers as long as it serves their purposes.

Class History

The first anti-paladins date back to the time of the War of the Wizards when each of the three wizards had one of the three Necklaces. As war raged across Onin, many adventurers were working for the rogue wizard Cronia to try to set right the conflict he set off by stealing the Necklaces in the first place. One band of these minor heroes in the war contained a young paladin by the name of Gladrym.

Gladrym was a rich kid who had become a paladin at his parents' insistence and had many false illusions about the innocence of the world. The more that he traveled the more evil he saw. This came to a climax around the year of 1770 when he saw a whole colony of dwarves destroyed by a fireball sent by the powerful wizard Morlen. At this point Gladrym's innocent and childlike exterior disappeared to be replaced by a bitter, self-serving personality and he changed his name to Madrym.

As Madrym continued to quest, he and his party came to a small castle near the future site of the Bloodwolf Tower on Great Sabre Lake. The castle's master soon whisked away Madrym from his party and gave him the choice of abandoning his party

and gaining greater power or going to the aid of his party who was fighting a sakna. Madrym, who had not lost all vestiges of his former life, chose to go aid his party.

After vanquishing the sakna the castle's master revealed himself to the whole party and introduced himself as Druksyth, a former paladin who had begun studying the darker side of magic. He said that he recognized the potential in Madrym and began teaching him the ways of the anti-paladin.

As far as recorded Onin history is concerned, Druksyth was the first anti-paladin. The full extent of his, or Madrym's, power has been lost over the years. Their legacy still continues to this day as many paladins decide to use their power for their own desires instead of for the greater good of Onin.

Anti-Paladin Training

As anti-paladins became more common on Onin, a standard catalog of spells was developed for them as well as a common fighting style. The basics of both of these are taught during an anti-paladin's initial training. Training is normally how a character attains experience level 1, however, an anti-paladin actually trains as a paladin and can only turn to an anti-paladin after level 3. This means that an anti-paladin will have a fighting style very similar to a paladin up to the point when they turn into an anti-paladin. For a deeper look at the initial paladin training, see the paladin section of this book.

When a paladin decides to become an anti-paladin, they will usually seek out a known anti-paladin to train them. During this second round of training, modifications on fighting style are learned as well as how to cast darker magic.

There are two schools of anti-paladin fighting styles that have emerged since the beginnings of the class: the Hothuri and the Solethun fighting styles.

All anti-paladins still fight with only swords and metal armor, like their paladin predecessors, but the Solethun are not honorable in their fighting. They are taught to use every dirty trick available to them when in a fight.

Soleth, an anti-paladin who lived shortly after the War of the Wizards, became famous for his deceitful ways and cheap fighting style. He was trained his followers to do whatever it took to win a fight.

It is not uncommon to see a Solethun anti-paladin knee someone in the groin, try to get them to look in another direction and then attack, sneak up on them, gang up on one person, or something equally dishonorable. When the anti-paladin is in their second round of training they pick up most of these tricks. The longer they train, the better they are at them.

A Solethun anti-paladin will rarely fight one-on-one unless they have a huge advantage. They also enjoy using such items as flash balls, smoke bombs, caltrops, and other traps to aid in their battles. They are not skilled in making these items, but can use them with precision.

Hothur, an anti-paladin who trained under Soleth, took a different view from his previous master. Hothur maintained that being an anti-paladin

did not mean you were without honor. He felt that the core anti-paladin belief was simply that the restrictions of the paladin code were too much. He felt that anti-paladins should keep their honor intact but realize that honor was a guideline only. Seeking to accomplish personal and self-serving goals to the detriment of others is fine as long as it is done in the most honorable fashion.

Hothur trained his followers to not attack an unarmed opponent or an opponent at a disadvantage unless absolutely necessary. His followers generally do not use nasty tricks to win battles, but rely more on their strength and intelligence.

Hothuri anti-paladins are more widely accepted across Onin as a result of this. The common man understands the desire of the anti-paladin to be somewhat selfish, and also respects the fact that the Hothuri are willing to put that aside for honor when they can.

Almost all anti-paladins prefer to wield large swords with many jagged edges and a larger than normal cross piece so that they can block more attacks. They also prefer to wear the best armor they can get that looks intimidating. Their armor will usually have many sharp angles built into their armor to give them a menacing look.

The second round of training, in either school of thought, also teaches an anti-paladin the beginnings of their magic. Here they are taught the difference between paladin and anti-paladin magic. They are taught how to speak the proper incantations and given the knowledge needed to cast the spells as soon as they become powerful enough.

Magic is used more by anti-paladins than paladins. Since their

spells all give them some sort of advantage over their opponent, they have more of a desire for magic and magic items.

These things are imbued into a new anti-paladin while they are in training. This fighting style and use of magic become second nature to an anti-paladin during their training period.

If an anti-paladin has no one to train them in these ways, they do pick up most of these ideas on their own but have some difficulty doing so. They actually have to be taught their first magic spell before understanding how to change their original paladin magic skills into the darker brand of magic that is the mark of an anti-paladin.

Common Equipment

Weapons

Since anti-paladins can only use swords, they will usually try to take a double proficiency in a single sword and have their third proficiency be in another type of sword to be used as a back-up. Most often an anti-paladin's best weapon will be a hand and a half sword. This weapon gives more damage but can still be wielded one-handed once they are strong enough.

As mentioned before, anti-paladins like their weapons to look intimidating. They have many smaller jagged edges (sometimes giving as much as an extra 1d4 damage) and a larger than normal cross piece (that may increase Agi by 1 since blocking and dodging are considered roughly the same thing).

The secondary sword that is usually chosen is a broadsword. This is commonly found across Onin and

when the anti-paladin finds himself without a blade for whatever reason, a broadsword can usually be found with relative ease. The broadsword is also a racial proficiency for humans and gnolls making it a compatible choice when looking for a race with a sword proficiency.

One or two daggers are often found on the equipment list for an anti-paladin. Daggers are so common and so useful that everyone should have at least one. Remember that daggers can be treated as an Other proficiency without actually taking up a proficiency slot.

Most anti-paladins will not use two-handed weapons because this prevents them from having a shield. They prefer to keep themselves from being so vulnerable and thus forgo the use of these weapons.

Armor

As for armor, anti-paladins can only use metal armor. Lower level characters may use ring or chain mail, but it is very unusual to see this. Most anti-paladins use at least banded or scale mail armor. They prefer plate armor as soon as they can afford it.

Remember that only being able to use metal armor still allows the use of a leather helmet. Anti-paladins may start with a leather helm, but will quickly upgrade to a bronze helm whenever possible.

The same idea goes for a shield. Anti-paladins will at least have a small shield, but upgrade as often as possible and prefer using medium or large shields. The emblem of the anti-paladin (if they have one) will often be found on their shield.

Anti-paladins try to have quality equipment because they know that

their life may depend on it. They also like to use their shields for shield-bashing when needed and a sturdy shield is needed for this.

Because of their arrogance, the anti-paladins like to have matching armor pieces. They may be willing to pay more money just to have a matching set. A complete set of armor also adds to the appearance of wealth and importance that most anti-paladins value.

Dark Blades

A dark blade is a weapon that an anti-paladin will quest for around level 5 or 6. This weapon becomes their primary weapon and ideally will stay with them for the rest of their life.

Once an anti-paladin decides to quest for a dark blade, they may seek an existing weapon or try to make a new one. An example of an existing weapon to search for would be a sword of their father or the sword of an enemy. Either way they choose it will be a process to get this weapon.

After finding the weapon the anti-paladin must bind it to himself through a process known as the dark ritual. Any anti-paladin of level 5 or higher knows how to do this full day process.

Once the weapon is bound to them, it becomes their own dark blade and is given its own name making it an artifact. The dark ritual does grants a +1/+1 to the weapon, but gives no other powers to the blade. More powers may be added to the blade as adventures continue.

For example, at level 6 the anti-paladin may find a crystal that has the power of telekinesis and embed that in the hilt of the sword. At level 7 they may be able to increase the power of

the crystal. At level 8 they may be able to increase their bonus to +2/+2.

This process of adding bonuses may happen more or less than every level at GM discretion. Players are encouraged to find abilities or bonuses to add to their weapon to help it fit into the story line of the character.

There may also be dark armor that an anti-paladin quests for, but this is not as common as the dark blade. The pieces of armor are usually quested for individually and each must go through the dark ritual binding it to the anti-paladin and granting a -1 AC bonus to that piece of armor.

Items

Standard adventuring equipment can be found on almost any anti-paladin. This includes a lantern or torch, 100 or more feet of rope, a grappling hook, a few smoke bombs or flash balls (for those narrow escapes), and a few cure potions. Of these items, the cure potions are the most valuable to the anti-paladin since they are unable to use their magic for this purpose like their paladin counterparts can.

Some common magic items used by anti-paladins include waterproof or always-dry cloaks, invisibility cloaks, illusionary masks, charming or deceiving amulets, or any magic item giving a Str or Dex boost. These items show their selfish, yet practical, nature.

Lifestyles

Anti-paladins differ in lifestyle as much as normal people. Usually the Hothuri have better manners, eat better and drink less than the Solethun anti-paladins. The Solethun have a tendency to frequent cheap bars and enjoy getting drunk and participating in bar fights if they can win.

Unlike their paladin cousins, anti-paladins will marry or have a mistress. Again the way people in general are treated is affected by their school of training as well as the individual personality of the anti-paladin.

It is rare to find a poor anti-paladin of a higher level. Most anti-paladins are very good at getting money for themselves because of their more selfish nature. Many have their own residences as they become higher level adventurers. Even lower level anti-paladins usually find a way of having more money than their traveling companions.

Most anti-paladins also try to be clean as well. It is hard to have people take you seriously when you are a dirty slob. Both the Hothuri and the Solethun agree on this point and spend a part of each day cleaning and repairing their weapons and armor. Not only does this help them look good, but it keeps their equipment in top condition as well.

Along these same lines, most anti-paladins see the need to continue training physically in some way. Some get their exercise by adventuring while others build an exercise regiment into their daily lives on top of anything else they do. All anti-paladins realize that the majority of their value comes from their ability with a sword and thus attempt to keep their body in shape.

Common Locations

Anti-paladins can be found in cities like Nakra, Terune, and Rana Tuma. They prefer big enough cities where their misdeeds are considered minor compared to other cut-throats who live there. Usually the bigger cities are more liberal in their approach to people and are more likely to accept an anti-paladin as part of normal society.

As with many selfish people, some anti-paladins prefer solitude. These figures are harder to find and may be either in an extremely small town that they rule by fear or completely alone in middle of a desert or forest.

Elfren and ArRala are relatively free of anti-paladins except for the large city of Agilia. For whatever reason, anti-paladins have steered clear of these continents. Faran and Maroenia do have anti-paladins, but they are not as numerous as on Tasribin.

It should be noted that Hothuri anti-paladins are more easily found than Solethun. This is not necessarily because there are more, but because they can allow themselves to be more visible in society. Some Hothuri are even noblemen in some larger cities or have been elected as mayor or governor to protect cities.

Level Distribution

The following chart can be used to determine how likely it is that a random anti-paladin would be a given experience level.

Level	Die Roll	% chance
14	99	1
13	98	1
12	97	1
11	95-96	2
10	92-94	3
9	89-91	3
8	85-88	4
7	80-84	5
6	75-79	5
5	65-74	10
4	40-64	25
3	00-39	40
2	--	0
1	--	0

The majority of anti-paladins that are randomly encountered will be of a low level. Many adventurers die in the process of trying to gain experience and therefore the numbers dwindle drastically after the first few levels.

Please note that a GM could still put in a group of 3 or 4 anti-paladins of any level depending on how it fits the story. Obviously an anti-paladin in charge of a large army will not be a low level character and therefore would not have to be rolled to see what level they are. The above percentages are merely provided as a guideline, not a hard rule.

Level 14 Anti-Paladins

There are a few level 14 anti-paladins that are known across Onin. Sir Kaeth McLowell and Sir Gwaindin Jerif are the two best known Hothuri. Lord Perin and Requis "The Hunter" Nurenor are the most feared Solethun in all Onin.

Sir McLowell

Sir Kaeth McLowell makes his home in Terune, the weapons capital of Onin. There he runs a weapons and armor shop called The Polished Blade where he carries a variety of weapons of his own design. Travelers have come from many miles to see some of his more ingenious weapons.

Sir McLowell also owns and runs a training program in the back of The Polished Blade for anti-paladins seeking to follow in the Hothuri ways. He enjoys training students personally and can often be found after shop hours in the training room working with his students or continuing his personal training.

Sir McLowell is a staunch Hebron supporter as he feels that Hebron's rule has brought about prosperity for himself. He actively supports Hebron whenever it is convenient and it has even been rumored that he has visited the Citadel itself at Hebron's request. Many of the graduates of Sir McLowell's training program go straight to work for Hebron.

Sir Jerif

Sir Gwaindin Jerif lives in a small town called Biltram located south of Wylar on the continent of Faran. He rules the town and has earned renown as a mercenary trainer of the highest caliber.

Outside the town are huge training grounds where Sir Jerif trains men in individual and group combat. He runs his training with live monsters that he has shipped over from ArRala and other parts of the world. He has even used live tentacle beasts in his training program.

Sir Jerif has always been known to send his troops to the highest bidder and people pay top dollar to get them. The soldiers that he trains are loyal and fearless in combat. He will not allow them to plunder or destroy any town that they fight in as it is not honorable.

Sir Jerif himself, who travels with his legion wherever they go, is known as a master military strategist but has yet to get involved in the battles going on across Onin. He has little love for politics and thus only goes to accomplish the goals given to him by his employer, whoever that may be at the time.

It is also said that Sir Jerif has black eyes and that people have seen a blade pass through him without it hurting him. Some claim that he has a powerful artifact that grants him this ability and others claim that he is a descendent of the Ancients with some of their power still coursing in his veins.

Lord Perin

Lord Perin, a Solethun, is a cruel elf with an obsession. He lives on the continent of Maroenia and has been trying for years to break into the Yankjev Tower, but for whatever reason, he always comes back to Rana Tuma without accomplishing his mission. Every few months he will go out and try again only to fail.

Many people feel that Perin is a lunatic. No one knows how he became so powerful, but he is highly feared because anyone he has mocked him, openly or otherwise, has ended up "mysteriously" dead. People give him a wide berth when he is in town.

Perin forces people to call him Lord as he says that he will one day be the Lord of Yankjev Tower. No one is really sure what happens when he goes to the Tower since he always goes alone, but upon his return he is usually bloodied and beat up but with enough gold or artifacts to fund his next mission. He refuses to comment on the situation saying nothing more than, "Circumstances are not right..." over and over to himself.

Requis the Hunter

Requis "The Hunter" Nurenor earned his fame and much of his fighting ability from fighting in the Coliseum at Nakra. During his 20 year stint there he never lost a bout even when fighting death matches. He now makes his base of operations in Nakra where he has retired from the fighting lifestyle.

Requis now spends his time hunting the largest and most ferocious creatures that Onin has to offer. He has the head of almost any creature imaginable mounted on his wall including a sakna. He will only claim a kill and mount it if he was alone when he killed it so he doesn't share the glory of the kill with anyone else. It is said that one day he will hunt and kill a dragon on his own, but that has yet to occur.

He funds his adventures with the gold he finds on them and throwing his name around whenever he needs something. He has also been known to fight every couple of years at the Coliseum "just for old time's sake." When these fights take place, people from around Onin will come to Nakra to watch and the event is publicized months in advance.

Special Abilities

Spell Casting

Players cannot become anti-paladins without playing the first 3 experience levels as a paladin. Because of this, anti-paladins don't get any special abilities until level 5. Here they gain the ability to cast spells.

This ability is often underrated because their spells are not that powerful. However, the ability to cast spells and still be a superb fighter is not to be taken lightly.

Imbuing Dark Blades

One way the anti-paladin combines magic and fighting is by imbuing their dark blade with one of their spells.

The anti-paladin may cast Harm, Poison, or Harm 2 on their weapon which will then discharge into the next enemy that is dealt damage (after AC) with that weapon. The discharged spell will deal damage or poison the target just as if the spell were cast on them. They may also cast Darkness on their weapon which will cause the enemy to be blinded for 1d10 rounds when damage is dealt to them. Anti-paladins may also cast Bait into their weapon which will cause every other enemy in the area of effect (2 space radius) to attack the enemy just wounded for 7 rounds.

Each of these spells may be cast into the weapon only one at a time and is discharged as soon as damage is dealt with the weapon. The anti-paladin may only cast the spell on the weapon if they are able to cast the spell in the first place and they have their own dark blade.

Liar, Liar

At experience level 7, anti-paladins gain a +20% chance to have someone believe them when they lie. This ability, although used as a dirty trick, is useful for anti-paladins talking their way out of bad situations. This bonus is usually only given to Solethun anti-paladins, but a GM may allow this ability to a Hothuri as well.

Shield of Fear

At experience level 10, anti-paladins can enchant their shield with a constant fear spell. This is done by performing the dark ritual on the shield, thereby making it a dark armor for them, and having a black wizard or mage cast fear on the shield at the same time.

The combination of these two things will set the anti-paladin's emblem on the front of the shield with a fear spell attached to it. Any time the anti-paladin goes into battle and an enemy that is 3 or more levels below them sees the emblem, the enemy will automatically have a fear spell cast on them. This can only happen to an enemy once per battle.

Cleaving

At experience level 12, anti-paladins gain the ability to cleave a limb during battle. If double sixes are rolled, then the player rolls an additional d6. If that die shows a 6 then a limb has been severed from the opponent.

Targeting

Anti-paladins, like all fighter types, may target specific places on

their opponent's body. For example, they may target a crack in their opponent's armor, their left arm, or their knee. Because these are much smaller targets, they are much harder to hit, but fighter types receive a smaller decrease in H%/Dex than other classes. (Non-fighter classes receive a -2 to H%/Dex and a -2 to Agi at all levels.) Because of the focus required for targeting, players also receive a minus to their Agi for the full round following their attack. Use the following chart to figure these bonuses for fighter-type classes.

Exp. Levels	- H%/Dex	- Agi
1-3	-1	-2
4-6	-1	-1
7-9	-0	-1
10-12	-0	-0

Compatible Races

The most compatible races for anti-paladins are humans, half-elves, hill dwarves, gnolls, hobgoblins or orcs. All of these races have a sword proficiency allowing the anti-paladin to have a double proficiency in a sword or giving them two types of swords to rely on.

Humans have the broadsword or the two-handed sword as sword proficiency choices. Again, most commonly an anti-paladin would choose the broadsword over the two-handed weapon in favor of the shield.

Half-elves have a rapier as a sword choice for proficiency. This weapon is not as useful because of the AC penalty, but can be used as a good secondary weapon and rely on the class proficiency as the primary.

Hill dwarves have a short sword as a proficiency choice. This again is not the most widely used sword as a

primary weapon, but is an extremely common sword and therefore useful as a secondary weapon.

Gnolls have a broadsword for their proficiency choice. This weapon is a good weapon to have as either a primary or secondary weapon because it is easy to find in almost any land and it still deals an average amount of damage.

Hobgoblins, like the hill dwarves, have a short sword as their proficiency choice. Hobgoblin anti-paladins have used this as a primary weapon because it is a smaller sword so they don't have to worry so much about hitting their own wings.

Orcs have only sword choices for their proficiencies including a cleaver, flame sword, or a scimitar. Any of these weapons would be fine for a primary weapon, but orcs seem to prefer the cleaver to the others because of its intimidating looks and damage.

Although these races work well with the anti-paladin class, any race can be an anti-paladin. They may use their racial proficiency weapon even if it is not a sword but will not receive the +2/+2 bonus that this gives.

Compatible Hobbies

Hobbies are as unique as people within the class of anti-paladins, but there are some that are slightly more common than others.

Horseback riding is a widely pursued hobby of anti-paladins. They use this hobby to learn to wield their weapon while on horseback. Any adventurer can ride a horse, but handling one through difficult circumstances or fighting on horseback require a hobby in horseback riding.

Swimming is another common hobby of anti-paladins, again out of concern for their own lives. Anti-paladins know that they will come across water at some point in their adventures and will usually prepare by learning how to swim in difficult situations such as a swift river or endurance swimming.

Anti-paladins may also have a lot of knowledge about various poisons. This self-preservation hobby usually will allow them to identify various poisons by look, taste, smell, or feel. As they delve deeper into this hobby they may eventually learn to make poisons, but will not be as gifted at this as an assassin, ranger, or hunter.



Other common anti-paladin hobbies include drinking, smoking, and gambling. These vices are very well represented especially in the Soledun anti-paladins.

Usually characters will not fill all of their hobby slots at the beginning of the game. Instead they will leave one or two slots open to see what hobbies they find on their adventures.

Common Party Structure

Normally an anti-paladin will act like the leader of a party, if they are willing to join a party of adventurers at all. This does not always mean that the anti-paladin is the leader, just that they act like they are and are offended easily when they don't have the final say.

It is common to see an anti-paladin traveling with one or two other fighter types such as dragoons or hunters. They usually have a thief type such as an assassin or burglar. They may also have a champion,



mage, priest or shaman in the party as a magic user.

A well-rounded party is important to an anti-paladin because it allows them to be more prepared for any situation they come across.

Where a party of thieves may be willing, or even wanting, to only have thieves in the party, an anti-paladin usually won't set out on an adventure without support from trusting allies or paid mercenaries.

An anti-paladin will usually take near the front of a battle formation in a party. They do fear for their own lives, but know the value of protecting those with range weapons or magic. They also enjoy being able to go into a battle secure in the knowledge that they are the better swordsman.