

Knight of the Lily Prestige Class

Hit Dice: d10.

Entry Requirements

Alignment: Lawful evil

Base Attack Bonus: +3.

Skills: Knowledge (religion) 1 rank, Intimidate 2 ranks.

Feats: Iron Will.

Special: These requirements are identical to those listed under “Special” for the Knight of the Lily prestige class listed on p. 64 of the *Dragonlance Campaign Setting*.

Class Skills

The Knight of the Lily's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Knowledge (nobility), Knowledge (religion), Profession (Wis), and Rid (Dex).

Skill Ranks at Each Level: 2 + Int modifier.

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|------------------|-------------------|-----------|----------|-----------|---|
| 1 st | +1 | +1 | +1 | +0 | Honor-bound, Sneak attack +1d6 |
| 2 nd | +2 | +1 | +1 | +1 | Demoralizing countenance +2 |
| 3 rd | +3 | +2 | +2 | +1 | Fight to the death |
| 4 th | +4 | +2 | +2 | +1 | Demoralizing countenance +3, Sneak attack +2d6 |
| 5 th | +5 | +3 | +3 | +2 | Unbreakable will +2 |
| 6 th | +6 | +3 | +3 | +2 | Armor training, Demoralizing countenance +4 |
| 7 th | +7 | +4 | +4 | +2 | Sneak attack +3d6 |
| 8 th | +8 | +4 | +4 | +3 | Demoralizing countenance +5 |
| 9 th | +9 | +5 | +5 | +3 | Unbreakable will +4 |
| 10 th | +10 | +5 | +5 | +3 | One thought, Demoralizing countenance +6, Sneak attack +4d6 |

Class Features

All of the following are class features of the Knight of the Lily prestige class.

Honor-bound (Ex): One per day as a reaction, you may add a +2 circumstance bonus to your saving throws, armor class or melee attack rolls if your imminent failure or death would cause you to break a promise, oath or sworn duty. This bonus lasts for the entire encounter.

Sneak Attack: At 1st level, a Knight of the Lily gains this ability, which functions like the rogue class feature of the same name. Levels in this class stack with levels in any other class that grants a similar ability.

Demoralizing Countenance (Ex): At 2nd level, a Knight of the Lily gains a +2 profane bonus on all Intimidate skill checks made to demoralize an opponent. If the knight's Intimidate check succeeds, the target is shaken for a number of rounds per Knight of the Lily class levels. At 4th level and every two levels thereafter, the bonus increases by +1. At 6th level, a Knight of the Lily may attempt to demoralize an opponent as a move action instead of a standard action. At 10th level, the knight may demoralize their opponent as a swift action.

Fight to the Death (Ex): A 4th level Knight of the Lily gains Diehard as a bonus feat even if they do not meet the normal prerequisites.

Unbreakable Will (Su): At 5th level, a Knight of the Lily is immune to fear and gains a +2 morale bonus on all saves against enchantment spells and effects. This bonus increases to +4 at 9th level.

Armor Training (Ex): A 6th level Knight of the Lily learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Levels in this class stack with levels in any other class that grant this ability.

One Thought (Su): At 10th level, a Knight of the Lily is not surprised or flat-footed if any ally whose alignment is within one step of the knight's is not surprised or flat-footed. The knight can also not be considered flanked unless every other ally who's alignment is within one step of theirs is also flanked. These benefits only apply to a 10th level Knight of the Lily, not to any other level knight or ally nearby.