

## Knight of the Skull Prestige Class

Hit Dice: d10.

### Entry Requirements

**Alignment:** Lawful evil

**Base Attack Bonus:** +3.

**Skills:** Knowledge (religion) 4 ranks.

**Feats:** Alertness, Iron Will.

**Spellcasting:** Ability to cast 3<sup>rd</sup> level divine spells.

**Special:** These requirements are identical to those listed under “Special” for the Knight of the Skull prestige class listed on p. 65 of the *Dragonlance Campaign Setting*.

### Class Skills

The Knight of the Skull's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (nobility), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Ride (Dex).

**Skill Ranks at Each Level:** 2 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 <sup>st</sup>	+0	+1	+0	+1	Aura of evil, detect good, smite good 1/day	-
2 <sup>nd</sup>	+1	+1	+1	+1	Unholy resilience	+1 level of divine spellcasting class
3 <sup>rd</sup>	+1	+2	+1	+2	Heart of truth 1/week	+1 level of divine spellcasting class
4 <sup>th</sup>	+2	+2	+1	+2	Smite good 2/day	+1 level of divine spellcasting class
5 <sup>th</sup>	+2	+3	+2	+3	Control undead	+1 level of divine spellcasting class
6 <sup>th</sup>	+3	+3	+2	+3	Hearth of truth 2/week	+1 level of divine spellcasting class
7 <sup>th</sup>	+3	+4	+2	+4	Smite good 3/day	+1 level of divine spellcasting class
8 <sup>th</sup>	+4	+4	+3	+4	Aura of the Vision	+1 level of divine spellcasting class
9 <sup>th</sup>	+4	+5	+3	+5	Heart of truth 3/week	+1 level of divine spellcasting class
10 <sup>th</sup>	+5	+5	+3	+5	Favor of darkness, smite good 4/day	+1 level of divine spellcasting class

### Class Features

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

**Aura of Evil (Ex):** The power of a Knight of the Skull's aura of evil (see the *detect evil* spell) is equal to their Skull knight level. A paladin (or Knight of the Sword) who uses their smite evil on a Knight of the Skull deals 2 points of damage per paladin level on their first successful attack.

**Detect Good (Sp):** At will, a Knight of the Skull can use *detect good*, as the spell. The knight can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is good, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or

object, the Skull knight does not *detect good* in any other object or individual within range.

**Smite Good (Su):** Once per day, a Knight of the Skull can call out to dark powers to crush the forces of good. As a swift action, the knight chooses one target within sight to smite. If this target is good, the Skull knight adds their Charisma bonus (if any) on their attack rolls and adds their Knight of the Skull level on all damage rolls made against the target of the smite. If the target of smite good is an outsider with the good subtype, a good-aligned dragon, or a good creature with levels of cleric, paladin, or Knight of the Sword the bonus to damage on the first successful attack increases to 2 points of damage per level the knight possesses. Regardless of the target, smite good attacks automatically bypass any DR the creature might possess.

In addition, while smite good is in effect, the Knight of the Skull gains a deflection bonus equal to their Charisma modifier (if any) to their AC against attacks made by the target of the smite. If the knight targets a creature that is not good, the smite is wasted with no effect.

The smite good effect remains until the target of the smite is dead or the next time the Knight of the Skull rests and regains their uses of this ability. At 4th level, and at every three levels thereafter, the knight may smite good one additional time per day to a maximum of four times per day at 10th level.

**Unholy Resilience (Su):** At 2nd level, a Knight of the Skull gains a bonus equal to their Charisma bonus (if any) on all saving throws.

**Heart of Truth (Sp):** At 3<sup>rd</sup> level, a Knight of the Skull can use *discern lies*, as the spell, a number of times per day equal to their Wisdom modifier. Additionally, once per week they may radiate a magical aura that prevents others from speaking lies in their presence. This ability is identical to the spell *zone of truth*, except that the Knight of the Skull is the center of the effect and the effect moves with them. This ability may be used twice a week at 6<sup>th</sup> level and three times a week at 9<sup>th</sup>.

**Control Undead (Sp):** At 5<sup>th</sup> level, a Knight of the Skull can use *control undead*, as the spell, a number of times per day equal to 3 + their Charisma modifier.

**Aura of the Vision (Su):** At 8th level, a Knight of the Skull and all allies within 10 feet gain the benefits of a *protection from good* spell. Good summoned creatures cannot enter the radius of the knight's aura.

**Favor of Darkness (Su):** At 10<sup>th</sup> level, any melee weapon being wielded by the Knight of the Skull gains a +1 enhancement bonus and the *unholy* special quality. If this enhancement bonus would cause the weapon to have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than a +10, the enhancement bonus from this ability does not apply. Instead the weapon deals an additional 1d6 points of *unholy* damage, up to a maximum of 3d6.

If the weapon being wielded by the knight already has the *holy* special quality it is temporarily transformed into an *unholy* weapon while they are wielding it. This ability cannot affect artifacts.