

Knight of the Thorn Prestige Class

Hit Dice: d6.

Entry Requirements

Alignment: Lawful evil

Base Attack Bonus: +3.

Skills: Knowledge (arcana) 3 ranks, Spellcraft 4 ranks.

Feats: Any one metamagic feat, plus Armor Proficiency (light), Martial Weapon Proficiency (all).

Spellcasting: Ability to cast 2nd level arcane spells.

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

Class Skills

The Knight of the Thorn's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+1	Spell combat	+1 level of arcane spellcasting class
2 nd	+1	+1	+1	+1	Armored arcana +5%	+1 level of arcane spellcasting class
3 rd	+1	+1	+1	+2	Aura of terror	+1 level of arcane spellcasting class
4 th	+2	+1	+1	+2	Accomplished diviner 1/day	+1 level of arcane spellcasting class
5 th	+2	+2	+2	+3	Armored arcana +10%	+1 level of arcane spellcasting class
6 th	+3	+2	+2	+3	Grand design	+1 level of arcane spellcasting class
7 th	+3	+2	+2	+4	Accomplished diviner 2/day	+1 level of arcane spellcasting class
8 th	+4	+3	+3	+4	Armored arcana +15%, improved spell combat	+1 level of arcane spellcasting class
9 th	+4	+3	+3	+5	Forbidden insight	+1 level of arcane spellcasting class
10 th	+5	+3	+3	+5	Accomplished diviner 3/day, cosmic understanding	+1 level of arcane spellcasting class

Class Features

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

Spell Combat (Ex): At 1st level, a Knight of the Thorn gains this ability, which functions like the magus class feature of the same name. If the knight already has spell combat, they automatically gain improved spell combat instead.

Armored Arcana (Ex): At 2nd level, a Knight of the Thorn gains Arcane Armor Training as a bonus feat even if they don't meet the normal prerequisites. As a move action the knight may reduce the arcane spell failure chance for the armor they are wearing by 5% for any spells they cast this round. Every three levels thereafter the percent of arcane spell failure is reduced an additional 5% for a total of 10% at 5th level and 15% at 8th level. This bonus stacks with the bonuses granted by the Arcane Armor Training or Arcane Armor Mastery feats.

Aura of Terror (Sp): At 3rd level, a Knight of the Thorn is immune to fear (magical or otherwise). Any creature within 10 feet of the knight must succeed at a Will save or become shaken. The save is Charisma-based. A creature that saves successfully is immune to the knight's aura of terror for 24 hours. This ability functions only while the knight is conscious, not if they are unconscious or dead.

Accomplished Diviner (Ex): At 4th level, a Knight of the Thorn may apply the benefits of one of the following metamagic feats to a single divination spell once per day for every three Thorn knight levels they possess: Enlarge Spell, Extend Spell, or Widen Spell. Spells cast using this ability do not increase in spell level or casting time.

Grand Design (Su): At 6th level, a Knight of the Thorn may grant one ally within 30 feet a +4 bonus to a single attack roll, saving throw, ability check, skill check or their Armor Class against a single attack as an immediate action once per day.

Improved Spell Combat (Ex): At 8th level, a Knight of the Thorn gains this ability, which functions like the magus class feature of the same name. If the knight already has improved spell combat, they automatically gain greater spell combat instead.

Forbidden Insight (Sp): At 9th level, a Knight of the Thorn gains *legend lore* as spell-like ability usable once per day.

Cosmic Understanding (Sp): At 10th level, a Knight of the Thorn gains *moment of prescience* as a spell-like ability usable once per day.