

Reworked Prestige Class - the Death Knight

Many death knights eschew the ability to raise and control their own ghoulish minions in exchange for further honing their dark powers of blood and frost.

Alignment (Evil), affiliation (Scourge) and prerequisites (+5 BAB, 5 levels in Paladin) unchanged. There remains the possibility that a death knight could regain their free will like the Forsaken and no longer be sworn to the Scourge.

Hit die (1d10) and base attack bonus (Good) unchanged.

Base saves reworked to good Fortitude and Will saves, and poor Reflex saves.

Skill points and class skills (Bluff, Climb, Craft, Handle Animal, Intimidate, Jump, Profession, Ride, Swim) unchanged.

Vampiric runeblade reworked (see page 3).

A death knight adds his ex-paladin level when determining his effective death knight level for spell-like abilities and supernatural abilities (such as the additional damage of death strike or the duration of asphyxiate). At any time, a death knight with less than 10 levels in ex-paladin may choose to advance in the ex-paladin class to further add to his effective death knight level. The saving throw DCs for the death knight's supernatural abilities are equal to 10 + ½ the death knight's effective level (including ex-paladin levels) + the death knight's Charisma bonus.

Death Strike (Su): For one round, death knight adds his Charisma bonus to all weapon attack rolls, adds 1 point of fel damage per death knight level to all weapon damage rolls, and heals himself for half of the damage dealt by each attack. Extra damage dice from backstabs and magic enhancements/runes are excluded from the self-heal effect.

The death knight may use this ability twice per day. At 5th level, he may use death strike three times per day, and at 9th level, four times per day.

Asphyxiate (Su): As a standard action, a 2nd-level death knight may attempt to strangle one living creature within 40 feet with dark magic, dealing 1d6 fel damage each round and paralyzing them, for a duration of 1 round per two levels. The target receives an initial Fortitude save to negate this effect, and, may attempt a new saving throw each round on their turn to end the effect (this is a full-round action that does not provoke attacks of opportunity).

Dispel magic has no effect against asphyxiate, but *remove curse* allows for a caster level check to end the effect.

The death knight may use this ability once per day. At 6th level, he may use asphyxiate twice per day, and at 10th level, three times per day.

Dark Grace (Ex): At 3rd level, the death knight adds his Charisma bonus to all saving throws.

Icy Touch (Su): A 3rd-level death knight with a Charisma score of 12 or higher gains the ability to make a touch attack that deals 1d6+1 cold damage per two levels (maximum 10d6+10), with no saving throw.

The death knight may use icy touch a number of times per day equal to his Charisma bonus.

Resistances (Ex): Death knights gains resistance to cold 10 at 4th level, increasing to 20 at 8th level.

Icebound Fortitude (Su): As a swift action, a 4th-level death knight may become immune to the chilled, dazed, and stunned conditions, and gain one point of DR/- per two levels (maximum DR 10/-), for a number of rounds equal to his Charisma bonus.

The death knight may use this ability twice per day. At 8th level, he may use icebound fortitude three times per day.

Anti-Magic Shell (Sp): At 5th level, the death knight may use *anti-magic shell* as a spell-like ability once per day, as a caster of his death knight level.

The death knight may expend a hero/villain point to use *anti-magic shell* as an immediate action.

Dark Command (Su): As a standard action, a 6th-level death knight with a Charisma score of 12 or higher may psychically force one enemy within 40 feet to succeed on a Will save or be forced to attack him on their next turn (ranged attacks and damaging spells may still count as attacks). This is a mind-affecting compulsion effect.

The death knight may use dark command a number of times per day equal to his Charisma bonus.

The death knight may expend a hero/villain point to use dark command as an immediate action.

Undying (Ex): At 7th level, the death knight becomes immune to all magical death effects. In addition, he is treated as an undead creature for the purposes of spells and special abilities, but does not gain any other undead traits, such as immunity to critical hits.

Death knights who are already undead instead gain the **Mind Over Matter** feat at 7th level and +4 turn resistance.

Frost Fever (Su): An opponent damaged by the icy touch of a 7th-level or higher death knight must also succeed on a Fortitude save or become infected with frost fever, a supernatural disease that strikes immediately (no incubation period) and deals 1d6 Strength and Agility damage on each failed saving throw. The saving throw DC of frost fever is equal to 10 + ½ the death knight’s level (including ex-paladin levels) + the death knight’s Charisma bonus. A creature whose Strength or Agility score is reduced to 0 by frost fever dies (this is not considered to be a magical death effect).

Remove disease requires a successful caster level check (against the disease’s saving throw DC) to cure frost fever, but *abolish disease* and *heal* cure it regardless of caster level.

Dancing Rune Weapon (Su): Once per day, as a standard action, a 9th-level death knight may summon a spectral copy of his vampiric runeblade to mirror his attacks and parry enemy blades. While this ability is active, the death knight may re-roll one missed melee attack per turn (including misses from concealment), deals an additional 1d6 points of fel damage with each melee attack, and gains a +4 shield bonus to AC. The dancing rune weapon lasts for a number of rounds equal to the death knight’s Charisma bonus.

Howling Blast (Su): As a standard action, a 10th-level death knight may expend two daily uses of icy touch to unleash a wave of deathly cold, dealing 1d8+1 cold damage per two levels (maximum 10d8+10) to all creatures in a 30-foot cone in front of him, with a Reflex save permitted for half damage. Creatures damaged by howling blast must also succeed on a Fortitude save or become infected with frost fever.

Table 1: Death Knight Level Progression

	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+2	Vampiric Runeblade, Death Strike 2/day
2	+2	+3	+0	+3	Asphyxiate 1/day
3	+3	+3	+1	+3	Dark Grace, Icy Touch
4	+4	+4	+1	+4	Resistance to Cold 10, Icebound Fortitude 2/day
5	+5	+4	+1	+4	<i>Anti-magic Shell</i> , Death Strike 3/day
6	+6/+1	+5	+2	+5	Dark Command, Asphyxiate 2/day
7	+7/+2	+5	+2	+5	Undying, Frost Fever
8	+8/+3	+6	+2	+6	Resistance to Cold 20, Icebound Fortitude 3/day
9	+9/+4	+6	+3	+6	Dancing Rune Weapon, Death Strike 4/day
10	+10/+5	+7	+3	+7	Howling Blast, Asphyxiate 3/day

Vampiric Runeblade

A death knight's vampiric runeblade grows in power with him, automatically gaining an enhancement bonus to attack and damage rolls as listed on **Table 2**. The death knight may also choose to bestow one or more runes upon his runeblade, up to the maximum equivalent bonus listed for each level, and may choose to revise the weapon's existing runes upon gaining further levels. Doing so requires access to a working runeforge, the locations of which are closely guarded by the Scourge – although the Forsaken are rumored to possess one such runeforge within the Undercity.

In the hands of anyone other than the death knight, a vampiric runeblade functions only as a *+1 sword* (or other appropriate weapon), but retains any normal enhancements bestowed upon it. Each rune also counts toward the runeblade's total modified bonus. The runeblade may also be enhanced normally by a character who possesses the Craft Magic Arms and Armor feat, and numeric enhancement bonuses stack (to a maximum of +5), but the weapon's total modified bonus may still not exceed +10.

Rune of Lichbane: The runeblade deals an additional 1d4 fel damage, increasing to 2d4 against undead creatures.

Equivalent bonus: +1.

Rune of Swordbreaking: The runeblade grants the death knight a +1 profane bonus to AC against melee attacks.

Equivalent bonus: +1.

Rune of Cinderglacier: The runeblade deals an additional 1d6 fel damage. While wielded, the death knight's abilities that deal fel or frost damage deal an additional 1 point of damage per two death knight levels.

Equivalent bonus: +2.

Rune of Razorice: The runeblade's threat range is increased by 1 (this does not stack with the *keen* enhancement), and each attack deals an additional 1d6 cold damage. On a critical hit, the runeblade inflicts vulnerability to cold until the end of the death knight's next turn (this vulnerability applies immediately to the runeblade's cold damage).

Creatures immune to critical hits may still be affected by the vulnerability to cold.

Equivalent bonus: +2.

Rune of the Stoneskin Gargoyle: The runeblade grants the death knight a +2 profane bonus to AC and fast healing 2.

Equivalent bonus: +3.

Rune of the Fallen Crusader: The runeblade's critical hits heal the death knight for 4d6 hit points (the amount healed cannot exceed the actual damage dealt) and grant the death knight a +6 profane bonus to Strength until the end of the death knight's next turn (this bonus to Strength applies to the damage dealt by the critical hit).

Equivalent bonus: +3.

Table 2: Vampiric Runeblade Progression

Death Knight Level	Runeblade Enhancement Bonus	Equivalent Rune Bonus
1-2	+2	+1
3-4	+2	+2
5-6	+3	+2
7-8	+3	+3
9-10	+4	+3

New Special Material – Saronite

This rare dark-gray metal is found deep within the frozen wastes of Northrend. It has found use there among the undead Scourge in forging their wicked armaments, and for good reason: it is a metal that seems unnatural in its very existence. Saronite radiates an aura of evil and dread, and equipment forged of saronite always manages to feel cold to the touch. Weapons made of saronite wound the spirit as much as they do the flesh, and while saronite armor may turn aside spells and blades, those who wear it at length invariably speak of incomprehensible whispers that claw at the back of their minds, and of ghastly horrors that invade their dreams.

Obtaining saronite is no small errand – while small outcroppings of the metal may be found here and there in Northrend, the greater the concentration of the ore, the more likely it is that some foul monstrosity stalks the land nearby. Active saronite mines are heavily guarded by Scourge forces, and rumors tell of beings far older than the undead that guard saronite-infused caverns deep within the earth – of faceless horrors that scream into the very minds of those who would cross them.

Equipment forged from saronite becomes the bane of all goodly forces. Saronite weapons deal +1 fel damage to all creatures on each hit, and are considered evil-aligned when overcoming damage reduction. Any living creature killed by a saronite weapon is also considered to have been killed by a magical death effect. Saronite armor grants the wearer a +1 profane bonus on all saving throws versus damaging spells and effects, and grants an amount of damage reduction based on its armor category: DR 1/good for light, DR 3/good for medium, and 5/good for heavy.

A creature that wields a saronite weapon, or wears saronite armor, on a regular basis for at least 1 week must make a DC 20 Will save or suffer 1d4 points of Spirit and Charisma drain, and must make this save every week thereafter as long as they continue to use that weapon or armor. Creatures already immune to mind-affecting effects, such as the undead, are naturally immune to this effect of saronite.

As with other rare materials, those unskilled in working with saronite take a –5 penalty on all Craft checks involving the metal; this penalty may be alleviated with the **Material Secret** feat, from page 26 of **More Magic and Mayhem**. In either case, any craftsmen who work regularly with saronite are also at risk of suffering its ill effects, and may need to make weekly saving throws to avoid the Spirit and Charisma drain mentioned above, at the DM's discretion.

Weapons constructed of saronite increase their cost by 15,000 gp. Armor adds 8,000 gp for light armor, 14,000 gp for medium armor, and 20,000 gp for heavy armor. Only items normally constructed of metal can be made of saronite.

Weapons, armor and shields normally made of steel that are made of saronite have one-quarter more hit points than normal. Acid and sonic attacks deal only three-quarters damage to saronite objects, electricity and fire attacks deal only one-quarter damage to saronite objects, and cold attacks deal no damage to saronite objects. Saronite has 35 hit points per inch of thickness and hardness 15.

New Feat

Extra Strike

Prerequisite: Holy strike or death strike ability.

Benefit: You may use your holy strike or death strike an additional two times each day.

Special: If a paladin takes this feat and later becomes a death knight, it applies toward his uses of death strike instead.

This feat replaces *Extra Holy Strike* from **Dark Factions**.