

Converting 3.0 Ravenloft Prestige Classes to 3.5

The Pickled Punk has made a conversion guide of most prestige classes to 3.5. Here's his suggestions.

From Van Richten's Arsenal:

Alchemical Philosopher

Change the requirements to read:
Skills: Craft (alchemy) 8 ranks,
Knowledge (arcana) 6 ranks

Feats: Brew Potion, Spell Focus
(Transmutation)

Change the class skills to read:

Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Heal (Wis), Knowledge (all except the planes) (Int), and Use Magic Device (Cha)

Notes: In 3.5 Alchemy is replaced by Craft (alchemy), which now requires spellcasting levels to create alchemical items. Bluff replaces the Innuendo skill. Knowledge (the planes) is cross-class in Ravenloft.

Anchorite of the Mists

Change class skills to read:

Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Heal (wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int)

Avenger

Change Class Skills to read:

Craft (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis).
An Avenger may choose a single Knowledge skill other than (the planes) which relates to his nemesis. For example an avenger who hunts a vampire may take Knowledge (religion) as a class skill.

Crypt Raider

Change Class Skills to read:

Appraise (Int), Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (architecture and engineering) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex)

Add the following feats to the list of Bonus feats the Crypt Raider gains at 4th, 7th, and 10th level: Diligent, Investigator, Nimble Fingers, and Stealthy.

Dirgist

Change Class Skills to read:
Appraise (Int), Bluff (Cha),
Concentration (Con), Craft (Int),
Decipher Script (Int), Diplomacy (Cha),
Gather Information (Cha), Hypnosis
(Cha), Hide (Dex), Intimidate (Cha),
Knowledge (arcana) (Int), Knowledge
(history) (Int), Knowledge (nobility and
royalty) (Int), Knowledge (religion)
(Int), Move Silently (Dex), Perform
(Cha), Profession (Wis), Sense Motive
(Wis), and Spellcraft (Int)

Gonzoron wrote: When you get to the Dirgist you might want to add a class level requirement for the different songs, as they did for the 3.5e bard to avoid dipping into the class for 1 level only.

Pickled Punk: That's a good idea.
Lament for the Fallen should require 5 levels of bard and 1 level of dirgist.
Graveyard Sonata should require 5 levels of bard and 4 levels of dirgist.
Crescendo of Blood should require 5 levels of bard and 7 levels of dirgist.
Requiem should require 5 levels of bard and 10 levels of dirgist.

Guardian Seeker

Change Class Skills to read:
Appraise (Int), Concentration (Con),
Craft (Int), Decipher Script (Int),
Diplomacy (Cha), Gather Information
(Cha), Knowledge (arcana), Knowledge
(history), Profession (Wis), Search (Int),
and Spellcraft (Int)

Hallowed Witch

Change Class Skills to read:

Bluff (Cha), Concentration (Con), Craft
(Int), Handle Animal (Cha), Heal (Wis),
Hide (Dex), Knowledge (arcana) (Int),
Knowledge (nature), Move Silently
(Dex), Profession (Wis), Spellcraft (Int),
and Survival (Wis).

Hallowed Witches should gain Wild Empathy as a class ability. This stacks with any wild empathy ability from any other classes. (This replaces the Animal Empathy class skill).

Knight of the Shadows

Surprisingly enough, on close inspection, the Knight of the Shadows PrC is okay as is in 3.5. Some DMs may want to add spells to the spell list from the various Complete books, but otherwise it's completely kosher as is.

Pistoleer

Change the requirements to read:
Base Attack Bonus: +4
Equipment: Masterwork pistol or
Masterwork musket

Feats: Exotic Weapon Proficiency
(firearms), Point Blank Shot, Precise
Shot, Quick Draw, Weapon Focus
(pistol or musket)

Skills: Craft (alchemy) 4 ranks, Craft
(gunsmithing) 4 ranks

Change Class Skills to read:
Bluff (Cha), Climb (Str), Craft (Int),
Intimidate (Cha), Jump (Str), Profession
(Wis), Ride (Dex), Sense Motive (Wis),
and Tumble (Dex).

Change the Disarming Shot class ability to the following:
When using firearms, a pistoleer gets the benefit of the Ranged Disarm feat (see Complete Warrior).

Stygian Attendant

Change the Requirements to read:

Alignment: any non-evil

Skills: Diplomacy 4 ranks, Knowledge (history) 4 ranks, Knowledge (religion) 6 ranks, Knowledge (the planes) 2 ranks

Spellcasting: Able to cast halt undead or speak with dead

Special: If you have either the Ethereal Empathy or Ghostsight feat, you do not

have to meet the Knowledge (the planes) requirement

Change Class Skills to read:

Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int)

The Lay to Rest class ability mentions the Scry skill, so just delete it from the text.

From the Gazetteers

The Herald of Dawn

This PrC is from Gaz1. It is designed for clerics of the Morninglord who wanna hunt vamps.

Change the Requirements to read:

Alignment: Neutral Good or Chaotic Good

Base Will Save: +6

Skills: Knowledge (religion) 6 ranks, Sense Motive 4 ranks

Feats: Blind-fight, Combat Casting, Weapon Focus (shortspear)

Spellcasting: must be able to cast 2nd level divine spells

Special: Able to turn undead. Must be a member in good standing of the clergy of the Morninglord, and a current Dawnslayer must advocate her membership in the secret society.

Change Class Skills to read:

Concentration (Con), Craft (Int), Gather Information (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

Class Features:

Banish the Bestial Children

Ignore the reference to the Beast type.

Grimefreaker

This PrC is from Gaz3. It is for those who hunt wererats and other sewer-dwelling creatures.

Change Requirements to read:

Base Attack Bonus: +6

Skills: Climb 4 ranks, Knowledge (architecture and engineering) 4 ranks, Survival 2 ranks, Swim 4 ranks

Feats: Back to the Wall, Blind-fight, Great Fortitude, Track

Special: The character must survive a solitary ordeal that lasts at least 72 hours in the sewers beneath a city. Typically this trial entails the character being lost or trapped in the sewers while separated from his companions. Alternately, the character may have been born and raised in the sewers; this is the case with most caliban grimetrekks.

Change class skills to read:

Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (architecture and engineering) (Int), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Spot (Wis), Survival (Wis), Swim (Str).

Class Features

Vile Adversaries: Change Wilderness Lore to Survival.

Sewer Stalker: Change Wilderness Lore to Survival.

The Lamplighter

This PrC is from Gaz3. It is a sort of Mordentish patrolman.

Change Class Skills to read:

Appraise (Int), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex),

Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str).

Change Skill Points at each level to read:
4 + Int Modifier

Stage Magician

This PrC is from Gaz3. I believe it is based on the character Gaston from Stu's campaign. Essentially the character hides arcane magic through stage magic.

Change Class Skills to read:

Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Knowledge (all skills except the planes) (Int), Perform (Cha), Profession (Wis), Spellcraft (Int)

Heroes of Light

While HoL is reviled by many people, I have always felt that this is guilt by association with the gawd-awful Champions of Dorkness - er Darkness. Still, give HoL a fresh look. Not everything in it is broken beyond repair.

Anchorite Inquisitor

Change Requirements to read:

Alignment: Lawful Good
Base Attack Bonus: +3
Skills: Knowledge (arcana) 8 ranks,
Sense Motive 8 ranks
Feats: Negotiator
Special: Access to Mists Domain
Morality: The character must be Virtuous. (See introduction to Heroes of Light). If he ever becomes Unclean or Corrupted, he loses all class features.

Class Features:

Weapon and Armor Proficiencies:
Anchorite Inquisitors gain no proficiency with weapons or armor.
Delete the entries Evil Dead and Prestige Domain: Mists
Detect Virtue: the Anchorite Inquisitor gains the feat Detect Virtue at 2nd level.
Ignore the text in Heores of Light.

Shield of Ezra: Refer to Ravenloft PHB for details on Shield of Ezra for LG clerics of Ezra.

Death Ward: At 9th level the Anchorite Inquisitor gains Death Ward as a spell-like ability, usable once per day. Ignore the part about Dark Powers Checks, since this spell does not require a DP check.

Giamarga proposed his conversion - Here's the updated scholar:

Scholar

Change Class Skills to read:

Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Knowledge (any except the planes) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession[scholar] (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Survival (Wis) and Swim(Str).

Notes: In 3.5 Alchemy is replaced by Craft (alchemy), which now requires spellcasting levels to create alchemical items. Bluff replaces the Innuendo skill, Spot replaces the Read Lips skill. Knowledge (the planes) is cross-class in Ravenloft.

Class Features:

Knowledgeable: At 1st, 2nd, 3rd and 4th level each the scholar gains the Knowledgeable feat (see p.46) as a bonus feat, even if he doesn't meet the prerequisites.

Improved Skill Focus: At 4th level, whenever the scholar takes the Skill Focus feat he gains a +5 bonus to the skill instead of the normal +3.

[I figured a 50% increase and rounded up Perhaps it should be only +4 ???]

Anchorite Wanderer

Change Requirements to read:
Alignment: Neutral

Base Attack Bonus: +3
Skills: Knowledge (geography) 5 ranks,
Knowledge (religion) 5 ranks
Feats: Run
Spellcasting: Able to cast third level
divine spells

Domains: Mists
Class Features

Weapon and Armor Proficiency:
Anchorite Wanderers gain no
proficiency with weapons or armor.

Spells per day: When Anchorite
Wanderers advance a level he gain spells
per day as if he had also gained a level in
a spellcasting class he belonged to
before adding the prestige class. He does
not gain any other benefits a character of
that class would have gained (bard
abilities, metamagic or item creation
feats or familiar abilities). If a character
had more than one spellcasting class
before he became an Anchorite
Wanderer, he must decide which class to
add the levels of Anchorite Wanderer for
the purpose of determining spells.

Delete the entries Prestige Domain:
Mists and Evil Dead

Fast Movement: This is an enhancement
bonus to speed. As such it does not stack
with other enhancement bonuses to
speed.

Black Powder Avenger

Hit Dice: d8
Change Requirements to read:

Base Attack Bonus: +5
Skills: Craft (alchemy) 5 ranks

Feats: Exotic Weapon Proficiency
(firearms)

Special: The Character's Domain of
origin must be of Renaissance Level (CL
9)

Morality: Must be Virtuous. If he ever
becomes corrupted he loses the class
feature Signature Weapon

Change Class Skills to read:

Climb (Str), Craft (Int), Handle Animal
(Cha), Jump (Str), Ride (Dex), Swim
(Str)

Class Features:

Signature Weapon: Just to clarify, the
Black Powder Avenger should sacrifice
two points of Wisdom, not one, to keep
an even progression of stats. This ability
loss may be made up though gaining
levels, enhancement bonuses and
inherent bonuses, but may not otherwise
be restored. Additionally, the Black
Powder Avenger may enchant his
Signature Weapon, but the enhancement
bonuses provided by the class do not
stack with any enhancement bonuses
from enchantment.

Bonus Firearm Feats: Delete Weapon
Finesse, as it does not apply to ranged
weapons. Add Ranged Disarm, Ranged
Sunder and Ranged Pin, all from

Complete Warrior. Also, to take Weapon Specialization, a BPA must have 4 levels of Fighter.

Create Black Powder: Ignore the text. Instead the BPA gets a +2 insight bonus to Craft (alchemy) checks to create gunpowder. This bonus increases by +2 every three levels.

Create Incendiary: Ignore the text. Instead the BPA gets a +2 insight bonus to Craft (alchemy) checks to create incendiary devices. This increases by +2 every three levels.

Create Masterwork Ammunition: Ignore this ability since in 3.5 masterwork ammunition does not stack with an enhancement bonus for a ranged weapon.

Powder Monkey: No changes. Just love the sound of that class feature.

Blessed Paladin

Change Class Skills to read:

Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), Ride (Dex)

Class Features:

Own Two Feet: Given that the 3.5 Paladin's Mount is a magical beast that only appears when the paladin needs it, this restriction needs to be reworked. The blessed paladin's mount should lose the following abilities mentioned on p. 45 of the 3.5 PHB: empathic link, share spells, command creatures of its kind, and spell resistance. The mount can not be summoned or dismissed. (By the way,

how does that work in Ravenloft, since the RLPHB doesn't mention that ability. Anyone? Beuller? Beuller?)

Spells per day: When a blessed paladin advances a level she gains spells as if she had gained a level in a spellcasting class she belonged to before adding the prestige class. She does not gain any other benefits a character of that class would have gained (such as improved chance of turning undead, bonus metamagic or item creation feats or bardic music abilities). If the character had more than one spellcasting class before becoming a blessed paladin, she must decide which class to add the levels of blessed paladin for the purposes of determining spells.

Virtue's Challenge: In 3.5 Darklords make Sense Motive checks to detect paladins.

Last Stand: Just to clarify, this ability sends a summons to the Darklord, it does not teleport the DL to the spot the Blessed Paladin chose. Therefore the Darklord has plenty of time to prepare, send minions, or in Azalin's case, just cast meteor swarm on the place.

Blessed Defender

Class Features:

Ignore Evil Dead class feature.

Spells per Day: When a Blessed Defender advances a level he gains spells as if he had gained a level in a spellcasting class he belonged to before adding the prestige class. He does not gain any other benefits a character of that class would have gained (such as improved wild empathy, additional favored enemies, or improved familiar abilities). If the character had more than

one spellcasting class before becoming a Blessed Defender he must decide which class to add the levels of Blessed Defender for purposes of determining spells.

Defender's Edge (Ex): At 2nd level a Blessed Defender gains the feat Combat Expertise, whether he meets the prerequisites or not. At 3rd level the Blessed Defender may use Combat Expertise to defend an ally within 5 feet. The Blessed Defender must decide whether he is using Combat Expertise to protect himself or another when declaring use of the feat.

Detect Virtue: At 3rd level the Blessed Defender gets feat Detect Virtue (see Heroes of Light) as a bonus feat.

Leadership: At 3rd level the Blessed Defender gets Leadership as a bonus feat.

Replace Defensive Awareness with Uncanny Dodge, as per the rogue class feature.

Virtue's Challenge: Darklords use Sense Motive not Scry to detect paladins in 3.5. The Blessed Defender may make a Sense Motive check to locate the Darklord, the DC is 10 + Darklord's HD + Darklord's Charisma Modifier.

Damage Reduction: The Blessed Defender gains DR 5/ --, except against Darklords, for which it is DR 10/--.

Defective

Change Class Skills to read:

Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, except the planes), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Speak Language(-), Spellcraft (Int), Spot (Wis).

Class Features:

Knowledge (law): A detective gets a +2 bonus to Knowledge (local) and Knowledge (nobility and royalty) checks made to determine the local laws. He gets a -10 penalty when in an unfamiliar domain, this penalty reduced by -2 for each week spent in the domain.

Chemistry (Ex): A detective gets a +4 insight bonus to Craft (alchemy) checks which are made to identify substances.

Investigative Feat: At 3rd level, 7th level and 9th level a detective gains a bonus feat from the following list: Alertness, Negotiator, Diligent, Investigator, and Persuasive.

Uncanny Dodge (Ex): At 4th level a detective gains Uncanny Dodge. See the rogue class feature. If the detective has uncanny dodge already, he gains improved uncanny dodge instead.

Improved Uncanny Dodge (Ex): At 6th level the detective gains Improved Uncanny Dodge. See the rogue class feature.

Dilettante

Change Class Skills to read:

Appraise (Int), Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (all skills except the planes) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language (--).

Class Features

Spells: Dilettantes cast spells from the Bard spell list. They may cast spells without preparing them. A dilettente knows only a certain number of spells. At 4th level, and every even level after that, they may "lose" a spell and learn a new one in its place.

Dabbler: At 2nd, 5th, and 7th level, a Dilettante may select a cross-class skill. It becomes a class skill for her.

Master Diplomat: At 4th level a Dilettante gains the feat Skill Focus (diplomacy), with a +5 bonus rather than a +3 bonus.

Seen About Town: At 8th level a Dilettante gains the feat Skill Focus (Gather Information) with a +5 bonus, rather than a +3 bonus.

Dilettante Spells Known:

	0	1	2	3
1	3	--	--	--
2	4	2	--	--
3	5	3	--	--
4	6	3	2	--
5	6	4	2	--
6	6	4	3	2
7	6	4	3	3
8	6	5	4	3
9	6	6	4	3
10	6	6	5	4

Dilettante Spells per Day

	0	1	2	3
1	2	--	--	--
2	3	0	--	--
3	3	1	--	--
4	3	2	0	--
5	4	2	1	--
6	4	2	2	0
7	5	2	2	1
8	5	3	2	2
9	6	3	3	2
10	6	3	3	3

Metaphysician

Just as a side note, this PrC gave Azalin a ton of headaches back in the day, especially the "astral projection" ability gained at 10th level.

Change Requirements to read:

Base Attack Bonus: +3

Skills: Sense Motive 5 ranks

Feats: Negotiator

Spellcasting: The character must be able to cast 0-level spells.

Restriction: Cloud Men's Minds

Morality: Must be Virtuous.

Change Class Skills to read:

Concentration (Cha), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), and (Spellcraft)

Weapons and Armor Proficiency: Metaphysicians gain no weapon or armor proficiencies.

Spells Per Day: When a Metaphysician advances a level she gains spells as if she had advanced a level in a spellcasting class she belonged to before adding the prestige class. She does not gain any other benefits a character of that class would have gained (such as bonus item creation or metamagic feats, improved turn undead, or improved wildshape). If the character had more than one spellcasting class before becoming a metaphysician, she must decide which class to add the levels of Metaphysician for the purpose of determining spells.

Cloud Men's Minds: When learning new spells, the metaphysician may only learn mind-affecting spells.

Lecturer: At first level the Metaphysician gains 4 ranks in Perform (Oratory).

Alchemical Healing: At 3rd level the Metaphysician gains the Brew Potion feat, but only for making potions of cure light wounds. If Cure Light wounds is not on his spell list, treat it as being on the spell list for purposes of this ability only.

Hypnosis: At 4th level the Metaphysician gains Hypnosis as a class skill.

Master Lecturer: The Metaphysician must have enough ranks in Perform (oratory) to use these abilities: Inspire Courage: 6 ranks, Inspire Competence 9 ranks and 7th level Metaphysician, Fascinate 9 ranks and 7th level Metaphysician, Suggestion 12 ranks and 10th level Metaphysician. If the Metaphysician has the bardic music ability, the uses per day stack.

Ethereal Jaunt: This ability is gained at 10th level, not 8th.

Ignore the Astral Projection ability.

True Innocent

Another wonderful PrC from HoL. Designed really for those of the Commoner class who want to help in the battle against darkness in Ravenloft.

Change Requirements to:

Base Attack Bonus: +1

Special: Must be proficient in a single simple weapon.

Morality: Innocent. Should the character ever lose her innocence, she loses all class features.

Class Features

Weapon and Armor Proficiency: True Innocents gain no weapon or armor proficiency.

White Arcanist

Change Requirements to read:

Base Attack Bonus: +2

Skills: Knowledge (arcana) 5 ranks

Feats: Spell Focus (Necromancy)

Race: Human, Dwarf or Halfling

Spellcasting: Must be able to cast 1st level arcane spells.

Morality: Virtuous (Note that social abilities are granted if the White Arcanist is Blessed).

Change Class Skills to read:

Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Spellcraft (Int)

Class Features:

Weapon and Armor Proficiency: White Arcanists do not gain proficiency in any weapons or armor.

Spells per Day: At 1st level, and every odd level afterwards, a White Arcanist gains spells as if he had advanced a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not gain any other benefits a character of that class would have gained (such as improved bardic knowledge, additional spell secrets, or improved eldritch blast). If the character had more than one arcane spellcasting class before becoming a White Arcanist, he must decide which class to add the levels of White Arcanist to for the purpose of determining spells.

Spell Penetration: When first becoming a White Arcanist, a character must choose one school of magic (other than necromancy). From then on, when casting spells from his school or from the school of necromancy, he gains the benefit of the Spell Penetration feat.

Arcane Knowledge (Ex): A White Arcanist gains the ability to recall bits of arcane knowledge. Roll 1d20, add the character's White Arcanist level and his Int modifier, to see if he knows some bit of knowledge related to Darklords, the Mists, Undead or cursed items. See the Bardic Knowledge ability for details on how to set the DC. Like a bard, a White Arcanist chooses a home domain. Outside this domain he has the same penalties as a bard, and the same chance of lessening those penalties (see the

RLPHB). A White Arcanist who falls from grace (i.e. loses his Virtue) retains Arcane Knowledge.

Necromantic Focus: Starting at 3rd level, a White Arcanist must gain spells only from his chosen school and the school of necromancy. In addition if he is Blessed he may cast gentle repose 1/day as a spell-like ability.

That wraps up Heroes of Light! (Thanks Giamarga for the help with the Scholar PrC).

Champions of Darkness

There are good ideas in some of the PrCs in CoD, such as Highway Rider, Scourge, and Worldbreaker, it's just that the editing is atrocious, and all the PrCs only go up to level 5.

Nightlord

Hit Dice: d10

Requirements:

Alignment: Any evil

Base Attack Bonus: +5

Skills: Knowledge (the planes) 4 ranks, Ride 6 ranks

Feats: Mounted Combat, Trample

Special: The character must have a Darklord patron accept her into his service.

Class Skills: Concentration (Con), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (local) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spot (Wis)

Skill Points at each level: 2 + Int Modifier

Class Features:

Weapon and Armor Proficiency: A nightlord is proficient in all simple and martial weapons, plus all types of armor and shields.

Spells: Begining at 1st level a Nightlord gains the ability to cast divine spells. She can prepare any spell on the Nightlord spell list, provided she can cast spells of

that level. To cast a particular spell a nightlord must have a Wisdom score of at least 10 + the spell's level. The character gains bonus spells based on the character's Wisdom score. When the spells per day has a number of 0, the nightlord only gets bonus spells for a high Wisdom score. The DC for saving throws against the Nightlord's spells is 10 + the spell's level + the Nightlord's Wisdom modifier. A Nightlord must prepare spells in advance.

Proxy of the Unclean: A Nightlord is an extension of her Darklord patron. As such, her powers flow from the bond between the Darklord and his domain. Should the Nightlord leave the Darklord's domain, she loses all supernatural class features except her Phooka Mount. The class features return the instant the Nightlord reenters the Darklord's domain.

Sense Sinkholes of Evil (Su): A Nightlord can sense all sinkholes of evil within her Darklord's Domain, and can tell what rank the sinkhole is. See the RLPHB and RLDMG for more details on sinkholes of evil.

Dread Blessing (Su): At 2nd level a Nightlord adds her Wisdom bonus as a bonus on all saving throws. This doubles the Wisdom bonus she adds to her Will save.

Smite Virtue (Su): Once per day a Nightlord of 2nd level may attempt to smite a virtuous character, as defined in Heroes of Light (Innocent, Blessed, Moral or Penitent). She adds her Wisdom bonus to her attack roll, and adds her class levels to her damage roll.

If the Nightlord attempts to smite a character who is not virtuous, the smite attempt has no affect and it is used up for the day.

Rebuke Undead (Su): At 3rd level a Nightlord may attempt to rebuke undead as a cleric two levels lower than his class level. Add any other classes that grant the ability to rebuke undead to her Nightlord levels to determine the total ability to rebuke undead.

Frightening Aura (Su): When a Nightlord reaches 4th level, she takes on a supernaturally frightening presence. Any enemy within 10 feet of the Nightlord must make a Will save (DC 10 + Nightlord's class levels) or suffer the effects of a failed fear save.

Desensitized (Ex): At 4th level a Nightlord's heart becomes cold, and humanoid virtues are snuffed out of her soul. The Nightlord no longer needs to make fear or horror saves, but takes a -4 penalty on Madness saves.

Horriying Designs (Su): At 5th level a Nightlord's features become permantly twisted. Add + 1 to her Base Outcast Rating. Furthermore, by performing a ritual she may force all enemies within 10' to make a horror save (DC 10 + the Nightlord's class level). This ability takes a full round action to complete. Using this ability calls for a 5% Dark Powers check.

Phooka Mount (Su): At 5th level a Nightlord recieves a Phooka mount as a gift from her Darklord patron. The Phooka obeys all commands of the Nightlord, and can leave the domain of the Nightlord's Darklord patron. Should

anyone but the Nightlord attempt to ride the Phooka, it immediately rides to the nearest large body of water and attempts to drown the rider. Note that some Darklords grant their Nightlords different mounts than a Phooka. For example, Adam provides his nightlords half-flesh golem heavy warhorses, and Diamabel gives his Nightlords Dread Nightmares.

Nightlord Spell List:

1st: Bane, cause fear, detect undead, expeditious retreat, inflict light wounds, magic weapon, mount

2nd: Bear's Endurance, Bull's Strength, chill touch, darkness, darkvision, death knell, desecrate, ghoul touch, inflict moderate wounds, owl's wisdom, ray of enfeeblement, scare

3rd: Animate Dead, bestow curse, contagion, deeper darkness, fear, inflict serious wounds, keen edge, speak with dead, vampiric touch

Fallen Paladin Nightlords: Fallen paladins are eagerly sought out by Darklords to serve them. They gain the following features dependant on their ex-paladin level:

1-2: Smite virtue 1/day

3-4: Lay on Hands: The Nightlord may cure her wounds or those of her Phooka mount equal to her Cha bonus + class level in hps.

5-6: Smite Virtue 1/day

7-8: Greater rebuking: add the Nightlord's ex-paladin levels to her Nightlord levels to determine her levels of rebuking undead.

9-10: Undead Companion: The Nightlord gains a human warrior skeleton or zombie (see the Monster Manual) which serves her, and cannot be turned or rebuked.

11+: Favored of the Unclean Ones: The fallen paladin may trade in 1 level of ex-paladin to gain 1 level of Nightlord in return. For example a 15 level ex-paladin could become a 10th level ex-paladin/5th level Nightlord. The Fallen paladin's extra abilities are then based on how many levels of ex-paladin remain. Smite Virtue 1/day.

Scourge

I decided to make the Scourge a 10 level PrC.

Hit Dice: d8

requirements:

Alignment: Any non-good

BAB: +4

Skills: Heal 4 ranks, intimidate 4 ranks

Feats: Endurance, Improved Unarmed Strike, Iron Will, Jaded

Special: Another Scourge must consider the character worthy of training. The prospective Scourge must endure hours of torture without breaking (Will save, DC 20).

Class Skills:

Bluff (Cha), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Use Rope (Dex)

Class Features

Weapon and Armor Proficiency: Scourges are proficient in all simple weapons, the cat-o-nine-tails, the poker, and the whip. They gain no proficiency in armor or shields.

Spells: At 1st level a scourge gains the ability to cast arcane spells. To cast a spell, a Scourge must have a Charisma score of 10 + spell level. The Scourge gains bonus spells based on Charisma, and the save DC for her spells are 10 + spell level + Charisma modifier. A Scourge need not prepare spells in advance. When the spells per day lists "0", the Scourge only gains bonus spells of that level.

Pinpoint Agony (Ex): A Scourge studies pressure points in the humanoid body. When she makes a successful critical hit against a humanoid creature with an unarmed strike, the opponent is stunned for one round.

Detect Thoughts (Sp): At 2nd level a Scourge may cast detect thoughts, as a spell-like ability, as a sorcerer of the Scourge's level, 3 times per day. The save DC to resist increases by +1 at 5th and 8th level.

Mask of the Torturer (Ex): At 3rd level a Scourge gains a +2 bonus to Bluff and Intimidate. In addition, any uses of Sense Motive against the Scourge have a -2 penalty. The bonus/penalty increases to +4/-4 at 7th level.

Hands of Death (Ex): At 6th level, once per day a Scourge may make a death attack with an unarmed strike, as the

assassin ability. At 10th level the number of times per day increases to 2.

4th: Bestow Curse, Contagion, Dispel Magic, Fear, Poison, Ray of Exhaustion, Tongues, Vampiric Touch

Scourge Spell List:

1st: Acid Splash, Animate Rope, Cause Fear, Chill Touch, Comprehend Languages, detect magic, Detect Poison, flare, Resistance, Touch of Fatigue

2nd: Bear's Endurance, Bull's Strength, Detect Thoughts, Eagle's Splendor, ray of enfeeblement, Shocking Grasp, Sleep, True Strike, Unseen Servant

3rd: Blindness/Deafness, Deep Slumber, Ghoul Touch, Hold Person, Tasha's Hideous Laughter

Spells Known:

	1st	2nd	3rd	4th
1	2	--	--	--
2	2	--	--	--
3	2	1	--	--
4	3	1	--	--
5	3	1	1	--
6	3	2	1	--
7	4	2	1	1
8	4	2	2	1
9	4	3	2	1
10	5	3	2	2

Lvl	BAB	Fort	Ref	Will	Special	Spells Per Day			
						1st	2nd	3rd	4th
1	+0	+2	+0	+0	Pinpoint Agony	0	--	--	--
2	+1	+3	+0	+0	Detect Thoughts 2/day	1	--	--	--
3	+2	+3	+1	+1	Mask of the Torturer +2/-2	1	0	--	--
4	+3	+4	+1	+1		1	1	--	--
5	+3	+4	+1	+1	Detect Thoughts +1 DC	2	1	0	--
6	+4	+5	+2	+2	Hands of Death 1/day	2	1	1	--
7	+5	+5	+2	+2	Mask of the Torturer +4/-4	2	2	1	0
8	+6	+6	+2	+2	Detect Thoughts	3	2	1	1
9	+6	+6	+3	+3		3	2	2	1
10	+7	+7	+3	+3	Hands of Death	3	3	2	1