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PATHS to PRESTIGE



● FELL KNIGHT ●



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• FELL KNIGHT •

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THE FELL KNIGHT

"I was a fool before I fell from the grace of unworthy gods. My new masters have shown me the truth in darkness, and the power in despair."

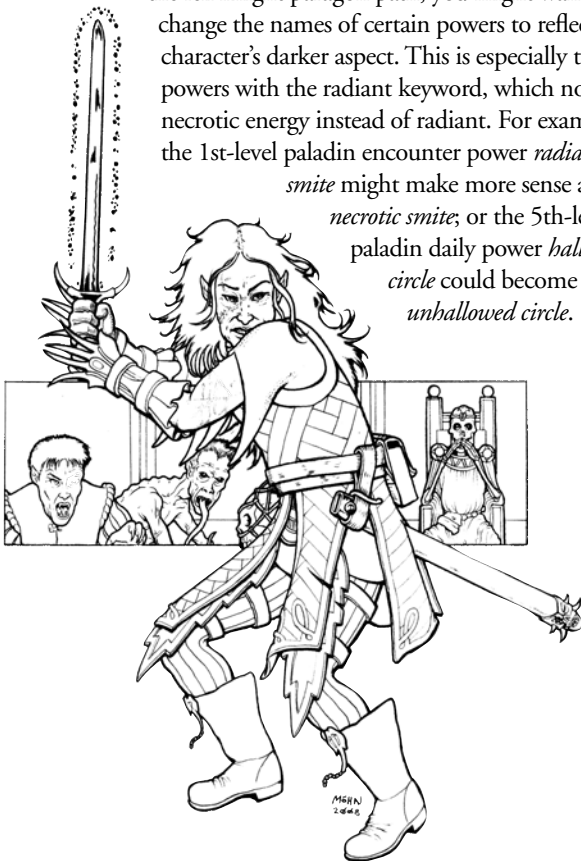
Prerequisites: Paladin, non-good alignment

You have forsaken the gods of light and truth for those that dwell in darkness and deception. You have become a twisted, corrupted thing, a hollow mockery of the noble paladin you once were, but you have found power...none can deny that. You can draw upon the might of foul gods to smite your enemies, transforming what was once purifying flame and light into choking darkness and shadow.

PLAYING A FELL KNIGHT

Although it might seem that your character needs to be evil to play a fell knight, this is not necessarily the case. Unaligned paladins of evil gods with dominion over death, tyranny, or war would make suitable fell knights. Even the blackest gods need a relatively civilized face from time to time. In addition, an unaligned fell knight could easily be a fallen paladin that has accepted some of the gifts offered by evil gods, but has not committed his soul fully to the powers of darkness. Such a character would fit the mold of the tortured antihero, and could offer many intriguing options for role-playing and adventuring.

Whereas all of a paladin's powers work just fine with the fell knight paragon path, you might want to change the names of certain powers to reflect your character's darker aspect. This is especially true for powers with the radiant keyword, which now use necrotic energy instead of radiant. For example, the 1st-level paladin encounter power *radiant smite* might make more sense as *necrotic smite*; or the 5th-level paladin daily power *hallowed circle* could become *unhallowed circle*.



FELL KNIGHT PATH FEATURES

Aura of Despair (11th level): Whenever you spend an action point to take an extra action, all enemies with 5 squares suffer a -2 penalty on all defenses until the end of your next turn.

Black Radiance (11th level): Any paladin prayer you use that deals radiant damage now deals necrotic damage.

Curse of the Fallen (11th level): You gain resist 5 necrotic and vulnerability 5 radiant. This increases to resist 10 necrotic and vulnerability 10 radiant at 21st level.

Unholy Smite (16th level): Targets of your *divine challenge* that attack your allies without attacking you take ongoing necrotic damage equal to your Charisma modifier (save ends). This is in addition to the damage normally dealt by *divine challenge*.

FELL KNIGHT PRAYERS

Blade of Woe Fell Knight Attack 11

You strike your foe and unleash a blast of crackling, black energy that fills your enemies with despair.

Encounter ♦ **Divine, Necrotic, Weapon**
Standard Action **Melee** weapon

Target: One creature that is marked by you

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier necrotic damage, and each enemy within 5 squares automatically fails any saving throw made until the end of your next turn.

Black Blessing Fell Knight Utility 12

The power of your dark gods fills you and wards you against the blows of your enemies.

Encounter ♦ **Divine**
Minor Action **Personal**

Effect: You gain resist all equal to 5 + your Charisma modifier until the end of your next turn.

Horrific Strike Fell Knight Attack 20

You strike your enemy with the raw horror of the black gods. He flees from you, howling in terror and madness, infecting his allies with the plague of fear.

Daily ♦ **Divine, Fear, Psychic**
Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. Will

Hit: 4[W] + Charisma modifier psychic damage, the target takes a -2 penalty to attack rolls (save ends), and moves its speed away from you. Until the target makes a saving throw, its allies also suffer a -2 penalty to attack rolls while they are adjacent to it.

Miss: Half damage, and the target does not move away or suffer a penalty to attack rolls.

FELL KNIGHT TEMPLATE

Often referred to as anti-paladins or blackguards, fell knights are terrible warriors that fight for the powers of darkness. Unlike the PC paragon path of the same name, the fell knight template does not represent a fallen paladin, but rather an evil champion that has fully embraced evil and despair.

“Fell knight” is a template that can be added to any humanoid monster of 11th level or higher. If used to modify an NPC, this template works best with fighters, paladins, and warlords. However, if you apply this template to a paladin NPC, you may want to allow powers that deal radiant damage to now inflict necrotic damage for thematic purposes.

Prerequisites: Level 11, humanoid



Fell Knight

Humanoid

Elite Soldier (Leader)

XP Elite

Defenses +2 AC; +2 Fortitude; +2 Will

Resist 10 necrotic; **Vulnerable** 5 radiant

Saving Throws +2

Action Points 1

Hit Points 8 per level + Constitution score

POWERS

† **Horrific Strike** (standard; recharge ☉☉) †

Fear, Weapon

Requires a melee weapon; level +7 vs. AC; double standard weapon + Strength modifier damage, and the fell knight makes a secondary attack on the same target. *Secondary Attack:* Level +5 vs. Will; the target suffers a -2 penalty on attack rolls (save ends) and moves its speed away from the fell knight

† **Unholy Weapon** † **Necrotic, Weapon**

Any weapon wielded by a fell knight deals an additional 5 ongoing necrotic damage (save ends). This damage increases to ongoing 10 necrotic damage at 21st level.

Aura of Despair (Fear) aura 3

A fell knight radiates an aura of despair. All enemies within 3 squares suffer a -2 penalty to all defenses.

Skills (Training) Religion

EXAMPLE FELL KNIGHT

The example fell knight below uses an azer (see the D&D 4E *Monster Manual*) as the base monster.

AZER BLACKFIRE CHAMPION

Azer that fall under the sway of evil are sometimes chosen by their masters to become blackfire champions, dedicated warriors that serve the cause of darkness above all else. These potent servants of evil can be found across the planes, working all manner of wickedness and leading lesser minions of their evil masters.

Azer Blackfire Champion

Level 14 Elite Soldier
(Leader)

Medium elemental humanoid (fire)

XP 2,000

Initiative +12 **Senses** Perception +11

Aura of Despair (Fear) aura 3; enemies within the aura suffer a -2 penalty to all defenses.

Guarding Flame (Fire) any enemy adjacent to two or more azers on the start of its turn takes 5 fire damage.

HP 274; **Bloodied** 137

AC 32; **Fortitude** 30, **Reflex** 26, **Will** 29

Resist 30 fire, 10 necrotic; **Vulnerable** 5 radiant

Saving Throws +2

Speed 5

Action Points 1

⚔ **Blackfire Maul** (standard; at-will) ⚔ **Fire, Necrotic, Weapon**

+21 vs. AC; 2d6 + 4 damage plus 1d8 fire damage, the target takes ongoing 5 necrotic damage (save ends), and is marked until the end of the azer blackfire champion's next turn.

⚔ **Horrific Strike** (standard; recharge ⚔) ⚔ **Fear, Fire, Necrotic, Weapon**

Requires maul; +21 vs. AC; 4d6 + 4 damage plus 1d8 fire damage, the target takes ongoing 5 necrotic damage (save ends), and the azer blackfire champion makes a secondary attack on the same target. *Secondary Attack:* +19 vs. Will; the target suffers a -2 penalty on attack rolls (save ends) and moves its speed away from azer blackfire champion.

Alignment Evil

Languages Giant

Skills Religion +13

Str 19 (+11)

Dex 16 (+10)

Wis 18 (+11)

Con 21 (+12)

Int 13 (+8)

Cha 15 (+9)

Equipment scale armor, maul

Description *This stocky humanoid resembles a dwarf with burnished copper skin, and a head wreathed in guttering black flames. It is armored in intricate scale mail of gold and black, and grips a massive spiked warhammer in both gauntleted fists. Wickedness and oppression radiate from this malignant warrior, choking the air with evil.*

AZER BLACKFIRE CHAMPION TACTICS

A backfire champion tries to keep its enemies within the radius of its *aura of despair*, reducing their defenses and making them easier to dispatch. It begins combat by targeting the most potent melee opponent in range with *horrific strike*, hoping to send its enemy fleeing away from companions and onto the blades of its own allies. A blackfire champion uses its action point when *horrific strike* recharges, pairing it with a melee basic attack for maximum damage and effect.

AZER BLACKFIRE CHAMPION LORE

A character knows the following with a successful Arcana or Religion check.

DC 20: Blackfire champions are azer that have sworn themselves to the service of an evil power. Because of their affinity for elemental creatures, blackfire champions often end up serving other powerful elemental creatures, primarily demon lords and abominations. It is said that the demonic lord of fire giants, Surtur, has an entire legion of blackfire champions, always ready to march forth and crush his enemies.

DC 25: Like other azer, blackfire champions can burn their foes with elemental fire. However, they also can call upon the power of fear and darkness, smiting enemies with terror and horrific rotting injuries. Some say that the mere presence of a blackfire champion can weaken the physical and mental fortitude of even the noblest paladin or most righteous cleric.

ENCOUNTER GROUPS

An azer blackfire champion can be found alongside the servants of its dark master, usually in some kind of leadership role. These minions and allies can be anything from demons to elementals, and most blackfire champions are not choosy about the evil creatures they associate with.

Level 14 encounter (XP 5,200)

- 1 azer blackfire champion (level 14 elite soldier)
- 3 firelashers (level 11 skirmisher)
- 2 fire archon emberguards (level 12 brute)

Level 18 encounter (XP 10,000)

- 2 azer blackfire champions (level 14 elite soldier)
- 2 fire giants (level 18 soldier)
- 1 fire giant forgecaller (level 18 artillery)



For use with the 4th Edition

DUNGEONS & DRAGONS

ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.