

Shadow Knight

Hit Die: d10

Requirements

Weapon Proficiency: Must be proficient in all Martial Weapons

Touch of Corruption class feature

Alignment: Any Evil

Base Attack Bonus: +5

A shadow knight must have pledged loyalty to an evil divine being.

Class Skills

The Shadow Knight's class skills are Bluff (Cha), Disguise (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex).

Skill Ranks at Each Level: 2 + Int

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1 st	+1	+1	+0	+1	Shadow gear, smite good, touch of corruption	+1 level of existing divine spellcasting class
2 nd	+2	+1	+1	+1	Darkvision, dark channeling	+1 level of existing divine spellcasting class
3 rd	+3	+2	+1	+2	Incorporeal form	+1 level of existing divine spellcasting class
4 th	+4	+2	+1	+2	Shadow gear	+1 level of existing divine spellcasting class
5 th	+5	+3	+2	+3	Shadow walk	+1 level of existing divine spellcasting class
6 th	+6	+3	+2	+3	Strike from darkness	+1 level of existing divine spellcasting class
7 th	+7	+4	+2	+4	Incorporeal form	+1 level of existing divine spellcasting class
W8 th	+8	+4	+3	+4	Shadow gear	+1 level of existing divine spellcasting class
9 th	+9	+5	+3	+5	Shadow blade	+1 level of existing divine spellcasting class
10 th	+10	+5	+3	+5	Sapping strike	+1 level of existing divine spellcasting class

Class Features

Weapon and Armor Proficiency: The shadow knight gains no proficiency with any weapon or armor.

Spells per Day: At the indicated levels, a shadow knight gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits of that class other than spells per day, spells known, and an increased effective level of spellcasting. If he had more than one divine spellcasting class before becoming a shadow knight, he must decide to which class he adds the new level for the purpose of determining spells per day.

Smite Good (Su): The shadow knight's class level stacks with levels in any other class that grants the smite good ability.

Touch of Corruption (Su): The shadow knight's class level stacks with levels in any other class that grants the touch of corruption ability.

Spells: A shadow knight adds the following spells to his spell list at the corresponding levels: shadow weapon^{UM} (lvl 1), shadow anchor^{ARG} (lvl 2), shadow conjuration (lvl 3), shadow step^{UM} (lvl 3), shadow evocation (lvl 4), symbol of striking (lvl 4).

Shadow Gear (Su): A shadow knight is taught a ritual that allows him to bond his armor to the plane of shadow. This ritual takes ten minutes and the shadow knight may perform no other actions. At the end of the ritual, one suit of armor worn by the shadow knight gains qualities of the plane of shadows. Whenever he is wearing this armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum [Dexterity](#) bonus allowed by his armor by 1. At levels 4 and 8, these bonuses increase by +1 each time, to a maximum –3 reduction of the armor check penalty and a +3 increase of the maximum [Dexterity](#) bonus allowed. While bonded with this ritual, any light shed by the armor is suppressed.

If the shadow knight removes the armor, the connection to the plane of shadows is severed and the armor returns to its normal qualities.

Darkvision (Ex): At 2nd level, a shadow knight gains [darkvision](#) out to a range of 60 feet. If he already has [darkvision](#), the range increases by 30 feet.

Dark Channeling (Sp): At level 2, whenever a shadow knight channels negative energy to harm living or heal undead, darkness envelops the area around him. A 30 foot radius area, centered on the shadow knight, is veiled in *darkness* as the spell for a number of rounds equal to the shadow knight's level.

Incorporeal Form (Su): At 3rd level, a shadow knight gains the ability to connect parts of himself to the plane of shadows. As a standard action, he may choose a portion of his body to connect to the shadow plane for a number of minutes per day equal to his shadow knight level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. He may choose his arms, legs, torso or

head to imbue with shadow. Choosing his arms lets him reach through solid materials without losing the ability to manipulate solid objects. Choosing his legs grants him a +5 bonus on stealth checks and he does not leave a trail on any surface. Choosing his torso grants his armor the *light fortification*, *glammered* or *shadow* special ability. Choosing his head give him the ability to see through concealment effects, reducing the miss chance from total concealment to 20% and removing the miss chance from concealment.

At level 7, the shadow knight may choose two portions of his body to connect to the shadows. Doing so does not use additional minutes of duration.

Shadow Walk (Sp): At level 5, a shadow knight may use *shadow walk* as a spell-like ability once per day with a caster level equal to his character level. The save DC is equal to 10 + $\frac{1}{2}$ character level + Cha modifier.

Strike from Darkness (Ex): At level 6, whenever attacking from darkness, a shadow knight causes bleeding damage with his attacks. A successful attack with a melee or ranged weapon deals 1d6 bleed damage.

Shadow Blade (Su): At level 9, the shadow knight gains the ability to turn his weapon into shadow. The effect is like *brilliant energy* except instead of shedding light, it emanates *deeper darkness* as the spell. The shadow knight can activate this ability as a swift action and it lasts a number of rounds per day equal to his shadow knight level + his Charisma bonus. These rounds do not need to be consecutive.

Sapping Strike (Su): At level 10, whenever a shadow knight confirms a critical hit, he deals an additional 1d6 strength damage to his target. If the target dies as a result of the attack, the shadow knight gains a +2 morale bonus to strength for one minute.