

Fright Knight

Prime Req.: CHA

Required: STR 9, DEX 9, CON 9

Hit Dice: d6

Max Level: 10

Lvl	XP	Title	1	2	3	4	5
1	0	Scare Squire	2				
2	3625	Dread Neophyte	3				
3	7250	Dismay Disciple	3	1			
4	14500	Fear Follower	3	2			
5	29000	Horror Helm	3	2	1		
6	58000	Panic Paladin	3	3	2		
7	115000	Fright Knight	4	3	2	1	
8	230000	Living Nightmare	4	3	3	2	
9	460000	Terror Incarnate	4	4	3	2	1
10	920000	Old One	4	4	3	3	2

Full-blooded Thrassians are very rare, only found in the deepest deserts, in the most ancient Zaharn cities.

These ancient, mighty, man-dragons are beyond

powerful, sought as powerful servants of even more

powerful masters. The Fright Knight is one such

creature; imbued with mystical powers by ancient, arcane rites, the creature greets fear and dread as old

friends. Fright Knights stand 7'-8' tall; their glowing yellow eyes have **infravision to 120'**, and their

large head with prominent and protruding fangs, and teeth and claws sharper than those of a lizardman

give **two 1d4-1 and one 1d10-1 attacks**. His heavy **scaly hide** limits his maximum (walking)

movement rate to **60'**, but gives him an unarmored AC of **5**. When standing, a Fright Knight seems to

have a dark cloak draped over his back, but with a leap, the Fright Knight can take to the air, his cloak unfurling into enormous wings! He can **fly at a rate of 30'** for up to an hour before becoming fatigued.

He can also **swim at a rate of 120'**, and hold his breath up to 1 full turn. If **transformed into an**

intelligent undead, Fright Knights retain their racial powers and any class abilities (their class abilities must still be paid for as special abilities [****]). Once transformed, they may continue to advance in

Hit Dice without limit to a maximum of 14th level. At 1 HD, it requires 5,000XP to advance to 2 HD,

and doubles from there. Due to their **Glamorous Aura** and **Command of Voice**, Fright Knights gain a

+4 bonus to the reactions, loyalty, and morale of any creature; however, due to their **inhumanity**, they

also suffer a -4 when dealing with non-lizardmen, and a +4 when dealing with lizardmen; on a reaction

check of 12+, the creature they are interacting with behaves as if charmed. They are **immune to fear**.

Their mastery of **Gray Lore** allows them to turn undead as a cleric of half their level; as **Masters of**

Fear, fear or illusions are calculated as if they were two levels higher. Fear effects are at a -4 to resist,

while illusions are at a -2 to resist.

Fright Knights progress in **attack throws, cleaves, and damage bonuses** as a fighter of their

level, and in **saving throws** as a cleric, and can use any armor or weapon. They may choose 2 **fighting**

styles. They speak common, as well as **Draconic, Orc, Elf, and Zaharn**. They can use both **cleric and**

mage items at their level.

The Fright Knight's magical abilities are **inherited**; as such, they begin with with one spell per

available spell slot, and add spells as they level, similar to arcane casters; however, they may not

exchange spells, and may only choose from their list. Available spell slots are increased by **Charisma**

bonus.

Class proficiency list:

Alertness, Ambushing, Animal Training, Battle Magic, Beast Friendship, Berserkerang, Black Lore of

Zahar, Combat Reflexes, Combat Trickery (disarm, force back, incapacitate, knock down, overrun,

sunder), Command, Dungeon Bashing, Elementalism (fire), Endurance, Familiar, Fighting Style,

Goblin-Slaying, Illusion Resistance, Intimidation, Kin-Slaying*, Language, Lay On Hands, Leadership,

Quiet Magic, Righteous Turning, Running, Sensing Power, Skirmishing, Survival, Vermin-Slaying,

Wakefulness, Weapon Finesse, Weapon Focus

Spell list

Level 1	Level 2	Level 3	Level 4	Level 5
Ache	Bane	Bestow Curse	Cure Serious Wounds	Command Person
Awestruck	Immobilize	Continual Darkness	Dispel Magic	Death
Command Word	Possess	Continual Light	Dragon's Wings	Dragonform
Cure Light Wounds	Shadow Walk	Darkness Within	Hypnotic Terror	Dream Invasion
Darkness	Sheep's Clothing	Dragon's Breath	Life Leech	Fear
Fireblast	Silence (15')	ESP	Neutralize Poison	Insanity
Ghostwall	Soulspark	Feign Death	Poison Touch	Mental Weakness
Light	Sphere of Fragility	Mark of Death	Spirit Rend	Phantasmal Killer
Panic	Spiritual Weapon	Remove curse	Telepathy	Restore Life & Limb
Warning	Suspicion	Speak with Dead	Vigor	True Seeing

Level 1 Spells

Ache (30'; instant)

The caster causes 1 creature within 30' to take 1d6 damage per caster level, up to 4. A save vs Death reduces the damage by half.

Awestruck (15'; 1 turn/lvl)

The caster causes his choice of 1d4 living humanoid creatures within 15' to be awestruck, mesmerized for 1 turn per caster level.

Command Word (10', 1 round)

The caster may give the (living) target a one word command, which it obeys to the best of its ability. The word must make sense as a single command (approach, drop, fall, flee, halt, surrender, sleep). Although a target could be instructed to "die," this will only make the target faint for a single round. The caster must be able to speak the language of the target. Any target with over 5 HD or over 12 INT may make a saving throw versus Spells.

Cure Light Wounds (touch, immediate)

Heals 1d6+1 points of damage by laying his hand upon the injured creature. This spell may also be used to cure paralysis, but does not then cure any points of damage.

Darkness (120', 6 turns + 1/level)

This spell creates darkness in a 30' radius area, and dims light for an additional 20'. The effect is immobile if cast into an area, but it can be cast on a movable object. Blocks out infravision and negates mundane light sources. Light dispels darkness and vice versa. Blinds; target can save vs spells to avoid.

Fireblast (blast; fire; 0'; instant)

The caster spits a ball of flame, hitting anything within a 5' sphere up to 30' away. It does 1d10 fire damage per caster level, up to 3; a saving throw vs blast will reduce the damage by half.

Ghostwall (fear; 0', concentration)

The caster summons spirits from the underworld, shoulder to shoulder in a wall 10' tall, 10' thick, and 75' wide, at his fingertips; any creature that sees the wall must save vs fear or flee in terror for 30 rounds. The ghosts must remain in contact with the ground, though the caster can direct them away from himself at a rate of 20'. The caster can also split the ghosts into groups no smaller than a 10' cube. The ghosts remain as long as the caster concentrates.

Light (120', 6 turns + 1/level)

Creates light in a 30' radius area, and dim light for an additional 20'. The effect is immobile if cast into an area, but it can be cast on a movable object. Light dispels darkness and vice versa. Blinds; target can save vs spells to avoid.

Panic (fear; 15', instant)

The caster targets one living humanoid within 15'; the target is overcome with panic, and flees for 30 rounds.

Warning (inc; 0', 1 day)

The caster touches a creature or object; any creatures within 120' of that target will be bathed in flickering light. Additionally, the targeted creature will sense the threat level for those creatures as the "detect danger" spell. The effect lasts a full day.

Level 2 spells

Bane (50', 6 turns)

Bane fills the caster's enemies (within a 50' radius) with fear and doubt, causing each affected character or monster to suffer a -1 penalty on attack throws, damage rolls, morale rolls, and saving throws against magical fear.

Immobilize (enc; 30', 1 round/level)

The caster targets one creature of any HD, or up to 3d6 HD of creatures of 4 or fewer HD; on a successful attack throw, each target must save vs paralysis or be held for 9 turns.

Possess (enc; 15', 1 turn/level)

The caster calls a spirit to possess a living or undead animal within 15'; creatures with more than 2 HD may make a saving throw vs spells. Otherwise, the creature is commanded for 1 turn per caster level.

Shadow Walk (0', instant)

The caster can teleport one creature at touch range and inside a shadowed area to another shadowed area within 360', including outside of visual range. An attack throw is required against unwilling targets, and a save vs. paralysis will stop the effect.

Sheep's Clothing (inc; self, 1 day)

The caster causes himself to appear to be a very tall, but nonetheless heroic-looking human, which eliminates any visual bonuses or penalty for his inhumanity. Clothes, weapons, armor, even dirt appears to affect the caster normally; illusions affecting his appearance, however, do not (including fairy fire and invisibility), unless the caster specifically allows it.

Silence (15') (180', 2 turns)

Upon the casting of this spell, complete silence prevails within a 15' radius around the target. No noise whatsoever issues from, enters, or passes through the area. Can be cast on a point in space, making the effect stationary, or on a

mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature receives a save versus Spells to negate the spell. If an item in another creature's possession is targeted, that creature also receives a save versus Spells to negate.

Soulspark (15', permanent)

The caster summons a spirit, placing it within a humanoid undead within 15'. Intelligent undead must save vs. Spells or have their spirit forced out and replaced. The creature becomes under complete control of the caster.

Sphere of Fragility (0', 1 turn)

The caster touches a creature, surrounding them with a sphere of 10' radius. Upon entering the sphere, any enemy of the target must save vs spells or temporarily lose 3 AC. Creatures with less than 3 AC will be reduced to 0. If only one creature is being affected by the sphere, their saving throw is at -2. The sphere lasts 1 turn.

Spiritual Weapon (30', 1 round/level)

Causes a scythe made of pure force to spring into existence, attacking any foe chosen by the spellcaster within range once per round. It deals 1d6 +1 point per three caster levels (maximum of +4) damage per strike, using the caster's normal attack throws. Strikes as a magical weapon. If it goes beyond the spell range, the divine spellcaster loses sight of it, or the caster ceases to direct it, the weapon disappears. The weapon cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, or a rod of cancellation will dispel it.

Suspicion (inc, 30', 2 turns)

The caster causes any creatures within a 10' radius of a target up to 30' away, to suddenly view others differently, under the caster's direction, maximizing or minimizing flaws, for a result of +/- 2 to any reaction checks. The effect lasts 2 turns.

Level 3 spells

Bestow Curse (30', until removed)

See pg 86 of ACKS: -4 (min 1) ability score; -4 on attack throws and saves; prime requisite halved (min 1); 50% chance per round to not act; "other"; save vs spells to resist. Only removed with Remove Curse.

Continual Darkness (360', until dispelled)

As Continual Light, only with darkness.

Continual Light (360', until dispelled)

This spell creates a spherical region of light, as bright as full daylight up to a 30' radius, and with lesser intensity to a radius of 60'. Continual light can be cast on an object, into the air, or at a creature, just as with the light spell, up to a maximum range of 360' from the caster. This spell can be used to blind a creature if cast on its visual organs. Creatures targeted by this spell are allowed a save versus Death; if the save is made, the spell is cast into the air just behind the target creature. A penalty of -4 is applied to the blinded creature's attack throws if the saving throw fails. A caster can only sustain 1 Continual Light/Continual Darkness per level.

Darkness Within (inc, 120', 2 turns)

Up to 100 creatures that come within 120' of the caster and fail to make a save vs spells will see the landscape change to one from their nightmares; the caster is in complete control of what each creature sees, hears, feels, smells, and tastes. If the caster speaks, the effect vanishes.

Dragon's Breath (blast, 0', instant)

The caster opens his mouth, spewing real flame in a cone 40' long and 20' wide. All within are burned for 5d6 damage, water evaporates, and flammable materials ignite.

ESP (60', 12 turns)

Permits the caster to detect the surface thoughts of one or more targets within range. The caster must designate a direction, and then concentrate for a turn in order to "hear" the thoughts. Each turn the caster may choose to "listen" in a different direction. The caster may stop listening, then resume again later, so long as the duration has not expired. A creature's thoughts are understood regardless of the language. The target creature is not normally aware of being spied upon in this way. If it is aware, it may make a saving throw versus Spells to clear its thoughts and avoid detection. Rock more than 2 inches thick or a thin coating of lead or gold will block the spell. All undead are immune, as are mindless creatures such as golems.

Feign Death (touch, 6 rounds + 1/level)

The caster causes a state of death-like paralytic arrest in himself or another willing creature that completely mimics death to any observer. To affect another creature, physical contact must be made and the target must have equal or fewer levels or HD to the caster. No saving throw is permitted. Any being under the effect of this spell is conscious and can hear and smell, but cannot move and is completely numb; if the body is damaged or otherwise molested, there will be no discomfort to the spell recipient and no physical reaction. Damage inflicted to a creature in this state is reduced by 50%, and poison, paralysis, or energy drain attacks are ineffective; any poison that retains its effective duration after the spell ends will affect the creature once the spell ends or is negated. The caster may negate the spell before the duration ends, but 1 round must pass for the body to resume normal life functions.

Mark of Death (30', 1 turn)

The caster causes his choice of 4d8 HD of creatures, less than 8HD each, within 30' to be marked by death; as such, each will take 1d6 damage every round for the next turn unless the effect is canceled with Dispel Magic.

Remove Curse (30', instant)

Removes all curse on a creature. When cast on an object, frees a creature from that object, but does not remove that curse. Curses bestowed by a caster of equal or lower level are removed immediately; otherwise, 5% chance per level higher chance of spell failure.

Speak with Dead (10', 1 turn)

Grants the semblance of life and intellect to a corpse, allowing it to answer several questions that the caster puts to it, only one question per two caster levels. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are often brief, cryptic, or repetitive. If the corpse has been subject to speak with dead within the past week, the new spell fails. Must have a mouth to speak; damaged corpses may give partial answers or partially correct answers, but must have a mouth in order to speak. Does not affect a corpse that has been turned into an undead creature.

Level 4 spells

Cure Serious Wounds (*touch, instant*)

This spell works exactly like cure light wounds, save that it heals 2d6 points of damage, plus 1 point per caster level.

Dispel Magic (*120', instant*)

The caster can use dispel magic to end ongoing spells that have been cast on a creature or object, or to end ongoing spells (or at least their effects) within a cubic area 20' on a side. The caster must choose whether to cast dispel magic on a creature or object, or to affect an area. If dispel magic is targeted at a creature, all spells and spell-like effects (including ongoing potion effects) may be canceled. If cast upon an area, all such effects within the area may be canceled. Any spell or effect cast by a character of equal or lower level than the dispel magic caster's level is ended automatically. Those created by higher level casters might not be canceled; there is a 5% chance the dispel magic will fail for each level the spell or effect exceeds the caster level. For example, a 10th level caster dispelling magic created by a 14th level caster has a 20% chance of failure. Some spells cannot be ended by dispel magic; this specifically includes any magical disease, geas, quest, petrification from a flesh to stone spell, and any curse, including those created by bestow curse (the reverse of remove curse) as well as by cursed items.

Dragon's Wings (*touch, 6 turns + 1/level*)

At the caster's touch, one target gains double movement rate (while walking) and flight with a rate of 240'. However, a flying creature that attacks with a weapon finds itself increasingly unstable; the first attack throw has a -1 attack penalty, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing (or landing) allows the creature to begin again at -1.

Hypnotic Terror (*60', until save*)

The caster causes up to 3d6 living creatures, fewest HD first, within 60' to become transfixed with fear; the creatures remain mesmerized, watching the caster, until the caster leaves their view or they save vs fear. Creatures that make the initial save vs fear are unaffected.

Life Leech (*30', instant*)

The caster draws life from a target within 30'; the target takes 1d6 damage, and the caster heals for the same amount. The caster cannot gain more hit points than the target loses. This spell can be reversed to allow the caster to transfer 1d6 of his own hit points to a target within 30'.

Neutralize Poison (*touch, instant*)

This spell detoxifies any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison; if cast upon a creature slain by poison in the last 10 rounds, the creature is revived with 1 hit point. If cast upon a poisonous object (such as a weapon, trap, etc.) the poison is rendered permanently ineffective.

Poison Touch (*touch, instant*)

After casting, the caster's touch becomes poisonous for 1 round/level, or until successfully poisoning (only one creature can be affected by the spell). To poison someone, the caster must make a successful attack throw; if the attack is a success, the target must save versus Poison or die.

Spirit Rend (*30', concentration*)

The caster summons spirits from the underworld to a location within 30'; the spirits swarm in a sphere with a 5' radius. Anyone within 5' of the sphere (including inside) will be attacked as an 8 HD monster. The spirits can be collectively turned as a vampire, dispelled, or disintegrated; otherwise, they are immune to natural and magical weapons and effects. A saving throw vs Death reduces the damage by half. The sphere is translucent and incorporeal; light, projectiles, weapons, and other effects pass straight through it, though it does block vision.

Telepathy (*90', concentration*)

This spell allows the spellcaster to read the thoughts of any creature within 90' at will. Furthermore, the caster can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication). Use of this spell requires full concentration by the spellcaster, who may not move or take any action.

Vigor (*touch, 1 turn/level*)

The subject of this spell receives a bonus of +2 to saving throws, an additional 1d10 hit points, and a 1d3 bonus to their Strength. The extra hit points cannot be restored by healing and are the first lost whenever the character takes damage. Strength may be increased to a maximum of 19; a character with Strength 19 gains a +4 bonus to attack throws and damage rolls.

Level 5 Spells

Command Person (60', concentration)

This spell grants the caster the ability to command any humanoids up to 60' away, totaling 6 HD (0th level humans are treated as half of a Hit Die for this calculation). The targets may resist the effect with a saving throw versus Spells. The commanded creatures will respond to the caster's will and do whatever is commanded of them; the effect lasts as long as concentration is maintained, and the caster can take no other actions while concentrating. Once control ends, commanded creatures will not be well disposed to the spellcaster, and any reaction rolls suffer a penalty of -1.

Death (15', instant)

The caster causes one creature within 15' to die instantly.

Dragonform (self, 1 turn/level)

The caster transforms himself into a dragon with HD equal to his level (see page 164 of ACKS). He gains all the physical attacks, physical characteristics, and special abilities of that dragon. The effect lasts for 1 turn per caster level. If the dragon has an ability, it will be *Fear Aura*.

Dream Invasion (360', concentration)

The caster targets up to 3d6 living, humanoid creatures within 360'; the creatures immediately fall asleep. As long as the caster remains still and concentrates, he can enter their dreams, manipulating them and the sleeping creatures.

Fear (fear, 0', instant)

This spell produces a 60' long and 30' wide cone of fear stretching from the caster's hands. All within the cone must save versus Spells, or flee from the caster at their running speed for 30 rounds.

Insanity (inc, 10'/level, special)

The caster targets 1 creature up to 10' per caster level away; unless the target saves vs Spells, they immediately begin hallucinating sights, smells, sounds, even taste and touch. The target may attempt to save vs Spells after 1 turn, 1 hour, 1 day, and 1 week; after that time, they will be permanently insane; True Seeing could save the target before then, but afterwards only Wish, or death and subsequent resurrection could save the target.

Mental Weakness (self, 1 turn)

The caster surrounds himself with a bubble of fear; any enemy who comes within 10' of the caster will find themselves at with a -4 to saving against Spells, Fear, or Paralysis. The bubble stops when the caster moves, or after 1 turn.

Phantasmal Killer (inc, 1 round/level)

This spell creates an illusion of whatever its target fears most, drawing on the target's subconscious nightmares to create the most terrifying beast imaginable. Once created, the phantasmal killer attacks its target each round after its creation, rolling to hit as a 4 Hit Dice monster. If it makes even one successful attack throw, the target immediately dies of fright. The phantasmal killer is invulnerable to all attacks and can pass through any barriers, for it exists only as a figment of the target's mind. The only defense against the phantasmal killer is to disbelieve the illusion with a successful saving throw versus Spells, to incapacitate the spellcaster who created it, or to somehow avoid being hit for the duration of the spell. The target receives only one chance to disbelieve the phantasmal killer. Only the spellcaster and the target can see the phantasmal killer; others cannot assist the target in disbelieving.

Restore Life and Limb (touch, instant)

(See ACKS pg 85) This spell restores life to a deceased creature (excluding creatures which are not truly alive). The caster can raise a creature that has been dead for no longer than two days at 7th level, and four days are added per level above 7. This spell cannot bring back a creature that has died of old age, lost its head, or had its body cremated. The spell repairs even lethal damage and regrows flesh and bone, healing a character of any permanent wounds; however, each time a character benefits from restore life and limb, he must roll on the Tampering with Mortality table in Chapter 6 and apply these results. If restore life and limb is ever cast on an undead monster, the monster must save versus Death or be instantly destroyed.

True Seeing (touch, 1 turn + 1 round/level)

This spell confers on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees the exact locations of displaced creatures or objects, sees through normal or magical disguises, sees invisible creatures or objects normally, sees through all illusions, and sees the true form of polymorphed, changed, or transmuted things. The range of true seeing conferred is 120'. True seeing, however, does not penetrate solid objects; it in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. In addition, the spell's effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairvoyance.

Fear Magic:

Blast	1.5
Death	1
Detection	2.5
Enchantment	1.3 (sleep, mesmerize, hold, panic, command 1; feeblemind, confuse 1.75; charm 2)
Healing	1
Illusion	1
Movement	1.25
Protection	1
Summoning	2.25
Transmogrification	2
Wall	1.5

Class Math:

Fright Knight

Prime: Cha

Min: Str, Dex, Con of 9

Max level: 10

XP always doubles

for lvl 7, round to nearest 5k

Build: (7 points, max lvl 10)

HD 1 (500) d6

Fighting 0 (0)

Thief 1 (200) +3

Fear 2 (500) trade off: -turn undead, +2 custom powers

Thrassian 4 (2300) trade off: only 2 fighting styles; +125XP, +1 custom power

After the flesh

Fangs/Claws 1d4-1/1d10-1 (not with shield/weapon/armor>chain)

Flying 30'

Infravision 120'

Inhumanity +/-4 to reactions etc.

Scaly hide (AC 5/move 60')

Superior Fighting (2)

Swimming (120'; hold breath 1 turn)

total 3625 XP, +6 custom powers

Bonus Languages (+4 languages) (common, draconic, zaharn, orc, elf)

Strength of Spirit (immune to fear)

Command of Voice (+2 to reaction rolls; 12+ charmed)

Glamorous Aura (+2 to reaction rolls; 12+ charmed)

Grey Lore (turn undead at 1/2 level; fear effects are +2 class levels and -2 to save)

Master of Fear (see Mastery of Charms and Illusions) (fear/illusions are +2 class levels, -2 to resist/save)