

Death Knight



**A Player Character Class for Labyrinth Lord
and other old-school fantasy role-playing games**

Art by: Joe J. Calkins

Written by: James M. Spahn



Labyrinth Lord
Compatible Product

Death Knight

A Player Character Class

for Labyrinth Lord™ and other old-school table-top fantasy role-playing games

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Requirements: Str 12, Con 9, Wis 9, Cha 13

Prime Requisite: STR and WIS

Hit Dice: 1d8

Maximum Level: 20th

Some adventurers will do anything for power and glory. They are even willing to sacrifice their very own soul. Death knights warriors concerned only with accumulating such power, typically through violence and slaughter. By making pacts with infernal powers or powerful undead entities, these terrible beings gain the strength to bring domination and tyranny to the world. In return for giving up their very souls the death knight finds himself transformed into a being of pure evil, often appearing to be undead or demonic in nature, they leave a path of

blood and sorrow in their wake.

Death knights are able to wield any weapons and can wear any armor. They are also able to use shields. They use the Attack Value of a fighter and the Saving Throws of a cleric equal to their own level. All death knights are Chaotic in alignment.

Death knights who have a 13 or higher in strength receive a +5% bonus to all experience points they earn. An death knight with 16 or high in strength and wisdom receives a +10% bonus.

Reaching 9th Level: When a death knight reaches 9th level he may invade an existing stronghold or castle and seize control of it by force. If successful, the death knight can use dark magic to raise the now-slain former residents of the stronghold to serve him as undead servants. Most will return as skeletons or zombies in the service of the death knight, though at the Labyrinth Lord's discretion particularly powerful foes may rise as a wight or even a vampire. All of these undead creatures will serve the death knight until they are slain.

Vow of the Forsaken: All death knights gained their power through a pact they have made with either an infernal being or very powerful undead entity. As such they are obligated to the service of the evil forces in the world. They draw all their powers from this promise and if they should ever willingly choose to serve a truly good and noble cause they are stripped of their powers and abilities. In addition, it is very likely that the being to whom they sword this oath will come seeking the former death knight and attempt to destroy him permanently.

Unholy Pact: All Death Knights have have given up their mortal forms. The pacts they have made with the necrotic powers of the world have turned them into a creature akin to the undead and therefore they always recognized as evil by *Detect Evil* and similar divinations. The benefits of their dark promise grants them immunity to the following spells: *Remove Fear (reversed)*, *Hold Person*, *Cure Disease (reversed)*, *Neutralize Poison (reversed)*, *Reincarnation*, *Restoration (reversed)*, *Resurrection*, *Charm Person*, *Sleep*, *Hold Person*, *Charm Monster*, *Hold Monster*, and *Mass Charm*. In addition they cannot be healed by *Potions of Healing* or similar magical items, nor do *Cure* spells provide restoration of hit points. Instead these magical effects inflict damage upon them for the amount that would healing other characters. However, when reversed *Cure* spells are cast on them, they are healed by that amount.

Dark Armor: Beginning at 3rd level all death knights receive a bonus of -2 to their Armor Class when fighting holy or lawful creatures. This includes characters of lawful alignments and creatures native to the higher planes of existence.

Aura of Terror: At 5th level the death knight gains the ability to, once per day, the death knight can choose to project an aura of fear. This

functions exactly as a *Cause Fear* spell and effects all foes within 30' of the death knight.

Aura of Darkness: At 7th level, once per day, the death knight can surround himself with a magical *Darkness*, exactly as the 1st level Cleric spell, except that it has a radius of 30' with the death knight at the center. Those caught in the aura must make a saving throw vs. spells or they are blinded for the 12 turn. The duration of the aura. The death knight can automatically see through his own Aura of Darkness.

Aura of Pain: At 9th level the death knight can radiate an aura that is painful to his enemies. Any foe who engages in melee combat with the death knight suffers a -2 penalty to all attacks due to the distraction of pain. In addition, these melee combatants must make a saving throw vs. death each round or suffer 2 hit points of damage each round. Undead and infernal creatures are immune to this effect. They may activate this aura once per day and it lasts for one turn.

Spells: Beginning at 9th level a death knight is able to cast a limited selection of cleric spells. These spells are cast in a similar fashion as a cleric. The death knight can do this while wearing armor and baring a shield, though they still must pray to the dark powers that they serve each morning to receive their spells.

Death Knight Spells

1st Level: Cure Light Wounds (reversed only), Detect Evil, Hold Person, Purify Food & Water (reversed only)

2nd Level: Bless (reversed only), Know Alignment, Resist Fire

3rd Level: Cure Disease (reversed only), Remove Curse (reversed only)



Death Knight Class Information

Experience	Level	Hit Dice (1d8)	Special Abilities	1 st Level Spells	2 nd Level Spells	3 rd Level Spells
0	1	1	Unholy Pact	-	-	-
2,035	2	2		-	-	-
4,065	3	3	Dark Armor	-	-	-
8,125	4	4		-	-	-
16,251	5	5	Aura of Terror	-	-	-
32,501	6	6		-	-	-
65,001	7	7	Aura of Darkness	-	-	-
120,001	8	8		-	-	-
240,001	9	9	Aura of Pain	1	-	-
360,001	10	+2 hp only*		1	-	-
480,001	11	+4 hp only*		2	-	-
600,001	12	+6 hp only*		2	-	-
720,001	13	+8 hp only*		2	1	-
840,001	14	+10 hp only*		2	1	-
960,001	15	+12 hp only*		2	2	-
1,080,001	16	+14 hp only*		2	2	-
1,200,001	17	+16 hp only*		3	3	1
1,320,001	18	+18 hp only*		3	3	1
1,440,001	19	+20 hp only*		3	3	2
1,560,001	20	+22 hp only*		3	3	2

*Hit point modifiers from constitution are ignored

Death Knights as Player Characters: Death Knights are irredeemably evil. While *Labyrinth Lord* does not obligate players to portray heroic or good characters, due to the aggressive and evil nature of the the death knight the referee is free to limit this class to non-player characters only, as they may not be well suited to working with larger groups of adventurers. Death knights do, however, make excellent long-term NPC villains for an ongoing campaign.



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