

KNIGHT MAJESTIC

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As the division between the extremes of Chaos, Evil, Good and Law grows, those who wish to stay out of the conflict are more and more caught in the wake of fanatical ideals. They are the ones who suffer as extremists spread their views across the world, often violently. Moreover, if one of the four extreme alignments (LG, LE, CG, & CE) were to come to a total victory, what would happen?

The Balance between these four forces of alliance is crucial in the view of those that hold to the Tenets of the Balance; those who dedicate themselves to keeping the great powers balanced are growing in their determination. While druids and rangers work towards protecting the Balance against the expansion of too much urban lifestyle, there are those who take to another level.

These are the Order of the Knights Majestic.

The Order of the Knights Majestic was created by the Majestic Dragons, the most powerful true neutral dragons on Kulan, and are dedicated to the concept of true neutrality much like the holy warriors known as incarnates are. They never side with extremists and always work towards keeping the Balance in all aspects of life not just in nature. They worship the World Goddess before all others and are often encountered traveling with neutral dragons, working with powerful druids and incarnates, or hunting rogue dragons defying the Tenets.

Requirements

To become a Knight Majestic, a character must fulfill all the following criteria.

Alignment: True neutral.

Skills: Knowledge (nature) – 8 ranks, Knowledge (religion) – 4 ranks, Diplomacy – 4 ranks.

Spells: Ability to cast 3rd-level divine spells.

Special: The character must have the sponsorship of a current member of the Knights Majestic who has no less than 5 levels in the Knight Majestic prestige class. A character may also be sponsored in the Order by a true neutral dragon, of no less than 10 HD, in good standing with the Majestic Dragons of Kulan. Often a candidate for the Order must go on a quest that helps protect the Balance.

LEVEL	BASE ATTACK BONUS	FOR T SAVE	REF SAVE	WILL SAVE	SPECIAL ABILITIES	SPELLS PER DAY
1	+1	+2	+0	+2	Analyze Balance, Bonus Domain	—
2	+2	+3	+0	+3	Equalize Spell	+1 Level of Existing Class
3	+3	+3	+1	+3	Smite Extremist 1/day	—
4	+4	+4	+1	+4	—	+1 Level of Existing Class
5	+5	+4	+1	+4	Word of Moderation 2/day	—
6	+6/+1	+5	+2	+5	Smite Extremist 2/day	+1 Level of Existing Class
7	+7/+2	+5	+2	+5	Banish Extremist 1/day	—
8	+8/+3	+6	+2	+6	—	+1 Level of Existing Class
9	+9/+4	+6	+3	+6	Smite Extremist 3/day	—
10	+10/+5	+7	+3	+7	Blast of Utter Balance 1/week	+1 Level of Existing Class

Class Skills (4 + Int modifier per level): Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Jump (Str), Knowledge (dracology) (Int) *, Knowledge (history) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), Swim (Str).

* A new skill for World of Kulan.

Class Features

All of the following are the class features of the Knight Majestic prestige class.

Weapon and Armor Proficiency: A Knight Majestic is proficient with light and medium armor (including applicable types of dragonhide armor) and shields (except tower shields). He is also proficient with all martial weapons and any one exotic weapon from the following list: bastard sword (one-handed), broadblade short sword ², butterfly sword ³, double hammer ¹, dragonfly sword ⁴, greatbow ¹, greatspear ¹, longaxe ², maul ¹, three-section-staff ³, two-bladed sword, and warmace ¹.

¹ A weapon from *D&D Complete Warrior*

² A weapon from *D&D Complete Adventurer*

³ A weapon from *D&D Oriental Adventures*

⁴ A new weapon from my Equipment document for World of Kulan

Spells per Day: At each even-numbered level, a Knight Majestic gains new spells per day (and spells known, if applicable) as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on), except for an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming a Knight Majestic, he must decide to which class he adds the new level for purposes of determining spells per day and spells known.

Analyze Balance (Sp): At will, the Knight Majestic can use the *analyze balance* as a spell-like ability.

Bonus Domain: The Knight Majestic gains access to the Balance domain. See *Complete Divine* for rules on adding domains.

Equalize Spell (Su): A Knight Majestic gains a special ability that is similar to a Metamagic feat. He can prepare any spell that deals damage as an equalized spell, which deals only half-damage to true neutral creatures. Furthermore, half of the damage it deals is divine damage. An equalized spell takes up a slot one level higher than normal.

Smite Extremist (Su): A Knight Majestic can choose to smite extremists on any normal attack. An extremist is a creature with a LG, LE, CG, or CE alignment. The Knight Majestic gains a bonus on his attack roll equal to his Wisdom bonus, and deals 1 extra point of damage per class level.

Word of Moderation (Sp): Twice per day the Knight Majestic can pronounce a word of moderation. This functions like a *holy word*, except it affects extremists rather than evil creatures. Also, it staggers rather than blinds, dazes rather than paralyzes, and lignifies rather than kills (turns creatures into trees).

Banish Extremist (Sp): Three times per day, as a swift action, the Knight Majestic may attempt to banish extraplanar extremists. This works just like a *banishment* spell cast at the Knight Majestic's character level (save DC 17 + Wis bonus).

Blast of Utter Balance (Su): Once per week, as a full-round action that provokes attacks of opportunity, a Knight Majestic can call down a blast of utter balance on a cleric, rogue dragon, or champion of extreme alignment. Unless the victim makes a Will save (DC 20 + Wis bonus), he is pulled into the earth by plants and vines and destroyed forever, beyond the capacity of non-epic magic to recover.