

V3.5

D&D

HILDEBRANT'S GUIDE TO



MAGE KNIGHTS

DUNGEONS & DRAGONS

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HGMK

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Mage Knight



The mage knight issues from a holy order of arcane casters sworn to a higher calling. They are defenders of the realm answering the call of king and country. Due to their rigorous martial training, they are able to employ light suits of armor which are often emblazoned with the crest of the order. With blazing blades of arcane energy and an arsenal of combat spells at their disposal they track down any who threaten their king and country.



Prerequisites

Spellcraft 13 ranks, Knowledge nobility 4 ranks
 Special: Must be an arcane caster in service to a kingdom.

Class

| Primary Ability: Int | | | | | Hit Die: D6 | Skills: 2+int |
|----------------------|-----|---|---|---|---|-----------------|
| lvl | BAB | F | R | W | Special | Caster level |
| 1 | +0 | 1 | 1 | 2 | Arcane Healing, Mage blade | +1 caster level |
| 2 | +1 | 1 | 1 | 2 | Arcane Smite 1/day | +1 caster level |
| 3 | +2 | 1 | 1 | 3 | Summon Mount | +1 caster level |
| 4 | +3 | 2 | 2 | 3 | Arcane Smite 2/day | +1 caster level |
| 5 | +4 | 2 | 2 | 4 | Flying mount, Bonus metamagic or craft feat | +1 caster level |

Hit die: D6

Class Skills: 2+int

Armor/Weapon Proficiencies: Light armor, proficient with Mage blade as per class feature.

Arcane Healing: Once per day per point of primary stat bonus the Mage Knight can channel arcane energy to heal damage by touch, healing 1D4 +1 point per mage knight level.

Mage blade: The mage knight at will may summon a blade of raw arcane energy. They are considered to be automatically proficient with this weapon and use their primary attribute bonus rather than Strength when computing both attack and damage with this weapon. The blade is considered magic for the purposes of overcoming damage resistance and Spell resistance. The blade deals damage equal to 1D10 points of damage and receives a +1 to hit and damage every two levels beyond first. The blade also has the channeling feature allowing the wizard to deliver touch spells with it.

Arcane Smite: The Mage Knight may add his Charisma bonus to the attack roll of either his mage blade or to that of a weapon like spell. This attack will deal 1 additional point of damage per level of Mage Knight.

Summon Mount: Summons a quadrupedal mount with the celestial template. The appearance of the mount is entirely up to the mage knight but it's stats generally conform to that of a war horse. (EG: The mount may appear with golden scales, as a purple tiger or as something stranger still.) At 5th level this mount will be able to fly at its walking speed. This generally takes the form of wings but not necessarily the same in all instances. The mount will serve faithfully until destroyed or dismissed. If the creature is destroyed it may

not be resummoned until the next day. If it is either dismissed or destroyed all of the possessions in saddle bags are whisked away to its plane of origin with it

Arcane Mount

| | |
|------------------------------------|---|
| <u>Size/Type:</u> | <u>Large Animal</u> |
| <u>Hit Dice:</u> | <u>3d8+9</u> (22 hp) |
| <u>Initiative:</u> | <u>+1</u> |
| <u>Speed:</u> | 60 ft. (12 squares) (60 Flying at 5 th level) |
| <u>Armor Class:</u> | 14 (-1 size, +1 Dex, +4 natural), touch 10, <u>flat-footed</u> 13 |
| <u>Base Attack/Grapple:</u> | <u>+2/+9</u> |
| <u>Attack:</u> | Hoof <u>+4</u> melee (<u>1d4+3</u>) |
| <u>Full Attack:</u> | 2 hooves <u>+4</u> melee (<u>1d4+3</u>) and <u>bite</u> -1 melee (<u>1d3+1</u>) |
| <u>Space/Reach:</u> | 10 ft./5 ft. |
| <u>Special Attacks:</u> | — |
| <u>Special Qualities:</u> | <u>Low-light vision</u> , <u>scent</u> |
| <u>Saves:</u> | Fort <u>+6</u> , Ref <u>+4</u> , Will <u>+2</u> |
| <u>Abilities:</u> | Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6 |
| <u>Skills:</u> | <u>Listen</u> <u>+4</u> , <u>Spot</u> <u>+4</u> |
| <u>Feats:</u> | <u>Endurance</u> , <u>Run</u> |
| <u>Environment:</u> | Temperate plains |
| <u>Organization:</u> | Domesticated |
| <u>Challenge Rating:</u> | 1 |

These animals are similar to light horses but are trained and bred for strength and aggression. An arcane mount can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity

A light load for a light warhorse is up to 230 pounds; a medium load, 231-460 pounds; and a heavy load, 461-690 pounds. A light warhorse can drag 3,450 pounds.