

# Knights of Veluna

## Knights of the Hart, Part 4

by Tim Sech

The Knights of Veluna are mainly used as the brawn of the force of the Knights of the Hart and ride out to meet their enemy head on; more often than not, they are victorious. However, they are not beyond using diplomatic means to end a conflict, so that blood may not be spilled. They are often used as dignitaries to quell potential political tensions and possibly help secure trade agreements, as well as to bring new trade to countries to further the Knights of the Harts' interests.

There are 120 Knights of Veluna currently in action across the Vale. However, recent attacks against Veluna have led to anxious moments amongst the citizens. The clergy now feels that they have protected others long enough, and it is now time to protect the citizenry. The esteemed Canon Hazen has decided to pull back all of the Knights of Veluna (except in Thornward, Bissel where the treaty must be upheld) to protect the homeland. Many of the knights feel this decree too extreme, but they do not question the wisdom and faith of the esteemed Canon Hazen.

All Knights of Veluna wear an insignia that bears a golden stag's antlers on a black background in sable. This symbol is visible at all times on a knight, usually on their armor or shield so that their enemy may see who is bringing their death.

**Hit Die:** d10.

### REQUIREMENTS

To qualify to become a Knight of Veluna, a character must fulfill all the following criteria.

*Race:* Human or half-elf

*Alignment:* Lawful good.

*Base Attack Bonus:* +7.

*Skills:* Diplomacy 3 ranks, Knowledge (local) 2 ranks, Knowledge (nobility and royalty) 3 ranks, Knowledge (religion) 3 ranks, Ride 6 ranks.

*Feats:* Mounted Combat, Weapon Focus (with deity's favored weapon), Armor Proficiency (Medium), Ride by Attack, Power Attack.

### CLASS SKILLS

The Knight of Veluna's class skills (and the key ability of each skill) are Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Ride (Dex), Sense Motive (Wis).

*Skill Points at Each Level:* 2 + Int modifier.

### Living Greyhawk Special Requirements

For purposes of the **Living Greyhawk** campaign, the human or half-elf must be a Veluna regional character and also be a worshipper of Rao, St. Cuthbert, or Heironeous. Also, a prospective Knight of Veluna must have traveled to at least three lands and vanquished a foe or broken up a plot of luz, Hextor, Nerull, or Tharizdun in the lands of Verbonoc, Furyondy, Bissel, the Shield Lands, Veluna, or Highfolk. The knight must act with honor and dignity at all times, and must never let his/her emotions get the better of them. The Knights of Veluna have a code to uphold and must honor that to their last breath.

Knights of Veluna						Special	Spells per Day
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save			
1st	+1	+2	+0	+2	Aura of Confidence	+1 level of existing divine spellcasting class	
2nd	+2	+3	+0	+2	true grit, the flame of eternal smite	+1 level of existing divine spellcasting class	
3rd	+3	+3	+1	+3	Woe of Old Wicked, blessed brightness(+2)	+1 level of existing divine spellcasting class	
4th	+4	+4	+1	+4	Aura of natural confidence	+1 level of existing divine spellcasting class	
5th	+5	+4	+1	+4		+1 level of existing divine spellcasting class	
6th	+6	+5	+2	+5	Relentless pursuit, blessed brightness (+4)	+1 level of existing divine spellcasting class	
7th	+7	+5	+2	+5	Aura of valor	+1 level of existing divine spellcasting class	
8th	+8	+6	+2	+6	Aura of supreme confidence	+1 level of existing divine spellcasting class	

9th	+9	+6	+3	+6	Holy wielder, blessed brightness (+6)	+1 level of existing divine spellcasting class
10th	+10	+7	+3	+7	Strike at the heart of the Old One	+1 level of existing divine spellcasting class

## CLASS FEATURES

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

*Weapon and Armor Proficiency:* Knights of Veluna gain no proficiency with any weapon or armor.

*Spells per Day:* Starting at 1st level, and at every other Knight of Veluna level thereafter, the character gains new spells per day as if she had also gained a level in the divine spellcasting class. She does not, however, gain any other benefit a character of that class would have gained. If the character had no divine levels before becoming a 1st-level Knight of Veluna, she gains the spellcasting ability of a 1st-level cleric when she takes her first knight level (and must choose two domains as a 1st-level cleric).

*Aura of Confidence (Su):* At 1st level, a Knight of Veluna exudes such confidence when in combat that all allies within 10 feet receive a +1 morale bonus to attack and damage.

*True Grit (Ex):* At 2nd level, a Knight of Veluna gains the Improved Toughness feat.

*The Flame of Eternal Smite (Su):* At 2nd level, a Knight of Veluna gains the ability to attempt to smite an evil minion of luz with one attack per day. She adds her Charisma modifier (if any) to her attack roll and deals 1 extra point of damage per class level. For example, a 5th-level Knight of Veluna armed with a longsword would deal 1d8+5 points of damage, plus any additional bonuses from high Strength or magical effects that normally apply.

*Woe to Old Wicked (Su):* At 3rd level, a Knight of Veluna has grown to spite all that luz embodies and with that, she scornfully attacks with fury. A knight gains a +2 sacred bonus to attack and damage against all of luz's forces. This ability stacks with aura of confidence and aura of supreme confidence.

*Blessed Brightness (Ex):* At 3rd level, a Knight of Veluna begins a journey that allows her to garner even more respect amongst the regions that she travels in. This is due to the long-standing reputation that Knights of Veluna are highly favored in the regions of Bissel, Furyondy, Highfolk, Shield Lands, Veluna, and Verbobonc. When traveling in these areas, a Knight of Veluna receives a +2 morale bonus to Diplomacy, Sense Motive, and Intimidate (for more of awe than overbearing presence) skill checks when in those previously mentioned regions. This bonus increases to +4 at 6th level, and +6 at 9th level.

*Aura of Natural Confidence (Su):* At 4th level, a Knight of Veluna exudes such poise in battle that all allies within 10 feet of the knight gain a +1 sacred bonus to AC.

*Relentless Pursuit (Ex):* At 6th level, a Knight of Veluna endures long nights of patiently waiting out the forces of evil to put an end to their wicked ways. The knight gains the Endurance feat.

*Aura of Valor (Su):* At 7th level, a Knight of Veluna is immune to fear and charm effects (magical or otherwise). Allies within 10 feet of the knight gain a morale bonus on saving throws against fear and charm effects equal to the knight's Charisma bonus. If the knight already has this ability from another class, the radius of the morale bonus gained by allies increases to 20 feet.

*Aura of Supreme Confidence (Su):* At 8th level, a Knight of Veluna exudes such confidence when in combat that all allies within 20 feet receive a +2 morale bonus to attack and damage. This does not stack with aura of confidence.

*Holy Wielder (Ex):* At 9th level, a Knight of Veluna becomes so well attuned with the weapon of his choice that she gains Weapon Specialization feat for free. If the knight already has this feat, then she gains Greater Weapon Specialization.

*Strike at the Heart of the Old One (Ex):* At 10th level, a Knight of Veluna may attempt to strike with a crippling, powerful blow to any individuals swearing allegiance to the foul deities of luz, Hextor, Nerull, or Tharizdun. Against agents of the aforementioned deities, once per day, the knight can declare a single melee attack with her chosen weapon to be an automatic threat before making the attack roll. If the attack is successful, you roll to confirm the critical, regardless of whether the actual attack roll was a threat. This affects only living creatures with discernible anatomies – undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to this attack. This ability does not stack with the Power Critical feat from *Complete Warrior*.

