

## **KNIGHT OF HIERONEOUS**

Knights of hieroneous are a order of like minded paladins, clerics and rangers, devoted to confounding the plans, destroying the minions, and the eradication of demons. The order's members are of lawful or neutral good in alignment and while not all are paladins they behave in an honourable and predictable manner. Knights of hieroneous have very close connections with the higher planar powers, numbering aasimars within the order. As a martial and not an evangelical order, they are often associated with churches of good and law. The order came into being after set backs within certain orders of demon hunting knights (Knights of the White Cross, and Knights of the Chalice). Demons had made good use of these orders strict adherence to the letter of the law and the specific sects honour codes. Using this, the orders greatest strength, to corrupt, pervert and suborn their plans and it's very disciples, the demons had much success. As a result a number of senior churchmen sought to redress the balance and petitioned their deities to allow certain of the restrictions facing their holy warriors be loosened. Even deities of law can see when things need changing and that rigidity can be counter productive. So while the code of honour is relatively unchanged, there is a proviso; if confronted with a situations where demons would profit from the knight following their oath code, then the knight of hieroneous is allowed to bend the rules a little. Paladins who are knight of hieroneous are not compromised by doing this, but no member of the order will knowingly commit an evil act under any situations. How much and how far individuals bend the oath and exactly what they are prepared to do, depends on the knight's alignment and the situation they find themselves. The knights most likely to bend the rules are those of the lawful neutral persuasion although they are still bound by their oath to do no harm. One difference which is important to note is while the order is predominantly martial it is not a closed order. Assuming the basic requirements are met anyone of any class can join, although it is still an order who's membership is mostly made up of martially orientated divine spell casters (Clerics, Rangers and Paladins). Part of the reason for the Demons successes in the past was the tendency of other demon slaying orders to act alone, crusading against evil as lone heroes. As a result knights of hieroneous are a much more organised order of knights. They are organised along military lines with a loose and flexible hierarchy, to be found in small numbers within the temple barracks of most temples of their deity and that of like minded allies.

**Hit Dice:** d10

### **REQUIREMENTS**

To qualify to become a knight of hieroneous a character must fulfill all of the following criteria.

**Race:** Aasimar

**Alignment:** Any nonevil, nonchaotic

**Base Attack Bonus:** +8

**Knowledge (religion):** 10 ranks

**Knowledge (planes):** 5 ranks

**Feat:** Great Cleave

**Spells:** Ability to cast divine spells

### **CLASS SKILLS**

The knight of hieroneous class skills are Bluff (Cha), Concentration (Con), Craft (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (Religion) (Int), Knowledge (Planes) (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis).

Skill Points at Each Level 2 + Int modifier

## CLASS FEATURES

All of the following are class features of the knight of hieroneous

**Weapon and Armor Proficiency:** Knights of hieroneous are proficient with all simple and martial weapons, with all types of armor and with shields.

**Lay on Hands:** A knight of hieroneous can heal wounds by touch, as the paladin ability. Any paladin levels add to the knight of hieroneous's level for this purpose.

**Demonslaying:** The knight of hieroneous gains a number of special benefits in combat with demons. At 2nd level the knight of hieroneous gets +1 AC deflection bonus against demons, on a succesful hit he deals an additional 1d6 point of damage. He also gains +1 competence modifier on Bluff, Intimidate and Sense Motive checks when used against demons. These bonuses rise to as shown in the table below.

**Courage of Heavens:** A knight of hieroneous of 3rd level and above is immune to all fear effects cast of created by demons.

**Banishment:** At 4th level the knight of hieroneous gains the ability to cast *banishment* as a spell-like ability.

**Glorious Mind:** A knight of hieroneous of 6th level and above is immune to enchantment spells and effects cast by demons.

**True Seeing:** At 9th level the knight of hieroneous gains the ability to see things as they actually are, as the spell *true seeing* with a range of 60 ft. They may use this ability once per day lasting 1 minute as a spell like ability.

**Hieroneous's Sword:** At 10th level the knight of hieroneous gains the ability to cast *mordenkainen's sword* as a spell-like ability once per day. The sword has an enchantment of +5 (instead of +3) and deals 4d6+5 (instead of 4d6+3) and an attack bonus of character level + Charisma modifier.

## KNIGHT OF HIERONEOUS

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Lay on Hands
2	+2	+3	+0	+3	Demonslaying +1/+1d6
3	+3	+3	+1	+3	Courage of Heavens
4	+4	+4	+1	+4	Banishment 1/day
5	+5	+4	+1	+4	Demonslaying +2/+2d6
6	+6	+5	+2	+5	Glorious Mind
7	+7	+5	+2	+5	Banishment 2/day
8	+8	+6	+2	+6	Demonslaying +3/+3d6
9	+9	+6	+3	+6	True Seeing
10	+10	+7	+3	+7	Hieroneous's Sword

## SPELLS

**Spells per Day:** At every second level gained in the knight of hieroneous class, the character gains new spells per day as if he also gained a level in a spellcasting class he belonged to before adding the prestige class. If a character had more then one spellcasting class before becomeing a knight of hieroneous, he must decide to which class he adds new spells per day.

<b>Class Level</b>	<b>Spells per Day</b>
1	+1 level of existing class
2	---
3	+1 level of exsiting class
4	---
5	+1 level of existing class
6	---
7	+1 level of existing class
8	---
9	+1 level of existing class
10	---

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**By Funky**