

Knight of Infamy

On a midnight-dark stallion, a black knight rides, the skull-like lines of his armor and helm striking terror into the hearts of the common folk. His name a whisper of fear throughout all the lands he terrorizes, this dark rider's power and corruption are reviled by all, whole villages falling to his hunger for defilement, destruction, and murder. Feared by the people, hated by the nobility, despised by good cavaliers of every stripe, the knight of infamy is the antithesis of chivalric virtue.

The knight of infamy sows discord and evil wherever he rides, destabilizing the established order so as to advance his own position. But although treacherous, he is still a cavalier at heart, abiding by honor but twisting the chivalric ideal to suit his own dark purposes. He revels in his wealth, manipulates the goals of his enemies so as to pit those who might oppose him against each other, and strives to place himself at the apex of power. Knights of infamy defend others only when it suits their purposes, and are insatiable in their need to burn and destroy in the name of their own honor.

Knights of infamy most often take their corrupted ideals from the cavalier base class, but can also come from the ranks of fighters, clerics, blackguards, fallen paladins, and unholy warriors. As well, should they be dedicated enough to rise to the requisite level of skill with arms and armor, nobles, rogues and assassins can do well as knights of infamy.

Knights of infamy make excellent villains and powerful leaders for evil adventuring parties. With their ability to manipulate their land's nobility, they move through upper-class social circles with charm and grace, ferreting out intrigues and plots while they spread discontent through manipulation, extortion and coercion. Working behind the scenes, the knight of infamy can contaminate the power structure of an entire nation using little more than honeyed words, sowing the seeds of a tyrannical insurgency with himself at the head.

Hit Die: d8.

Requirements

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

Alignment: Any non-good.

Base Attack Bonus: +6.

Skills: Diplomacy 4 ranks, Gather Information 4 ranks, Hide 2 ranks, Intimidate 2 ranks, Sense Motive 9 ranks.

Feats: Deceitful, Skill Focus (Knowledge [nobility and royalty]).

Special: Sneak attack ability.

Class Skills

The knight of infamy's class skills (and the key ability for each skill) are Bluff (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (nobility and royalty) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), and Sense Motive (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the knight of infamy.

Weapon and Armor Proficiency

A knight of infamy gains no new proficiency with any weapon or armor.

Scoundrel (Ex)

At 1st level, the knight of infamy essentially falls from grace, deviously corrupting the knightly virtues of her former class in order to attain her new ends. A knight of infamy gains a +2 bonus on Bluff and Intimidate checks and may add her Charisma modifier (if positive) to her Initiative rolls. As well, the knight of infamy retains all

Table 2-3: The Knight of Infamy

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Scoundrel
2nd	+1	+0	+3	+0	Poison use
3rd	+2	+1	+3	+1	Sneak attack +1d6
4th	+3	+1	+4	+1	Cruel resolve
5th	+3	+1	+4	+1	Dishonorable feint
6th	+4	+2	+5	+2	Sneak attack + 2d6
7th	+5	+2	+5	+2	Corruption
8th	+6	+2	+6	+2	Wicked advisor
9th	+6	+3	+6	+3	Sneak attack +3d6
10th	+7	+3	+7	+3	Crippling strike