

## Kismet's Blackguard

The blackguard is a mockery of all that the paladin is; she is the essence of a villain and nothing less. She is chosen by the gods for her cruelty and groomed to lead the charge against all that good folks treasure: against fairness, love, and even life itself. As paladins work to make things better, the blackguard works only to make things better for the god she serves. While some fall into darkness from a great height, the blackguard starts out on the black path – and serves as the model for all that evil should be.

**Hit Die:** d10

**Alignment:** Blackguards must be lawful evil.

**Class Skills:** The blackguard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spot (Wis).

**Skill Points at 1<sup>st</sup> Level:** (3 + Intelligence modifier) x 4

**Skill Points at Each Level:** 3 + Intelligence modifier

### Class Features

#### Weapon and Armor Proficiency:

Blackguards are taught to be proficient with all simple and martial weapons, all kinds of armor, and with shields.

Detect Good, Poison Use, Dark Blessing, Aura of Despair, Command Undead, and Fiendish Servant are all described in detail in the Dungeon Master's Guide. Divine Health is described under the Paladin in the Player's Handbook.

**Smite Good:** A blackguard can attempt to smite a good opponent with a normal melee attack. The blackguard adds their Charisma modifier to the attack roll (as long as it is positive) and deals one extra point of damage per level.

**Divine Weapon Access:** Blackguards are considered proficient with their deity's favored weapon, regardless of its category.

**Spells:** A blackguard is granted the ability to use spells starting at 4<sup>th</sup> level. The blackguard must have a Wisdom score of 10 or more to cast their spells. Their bonus spells are based on their Wisdom score. The saving throws against their spells have a DC of 10 + spell level + the blackguard's Wisdom modifier + the blackguard's level. The blackguard chooses their spells from a special list (see DMG and other supplements).

*Divine Punishment* (Sp): Starting at 4<sup>th</sup> level, the blackguard can use a spell-like ability a certain number of times a week (to a total of 6 times a week at 18<sup>th</sup> level). They can choose the ability from the following list of spells: *Bestow Curse*, *Blindness/Deafness*, and *Contagion*. They can switch freely between these spells but cannot go over their weekly maximum.

**Strike of the Deity:** Starting at 7<sup>th</sup> level, the blackguard gains the Weapon Focus feat for their deity's favored weapon. In addition, their deity's favored weapon is always considered magical when in the blackguard's hands, even if it has not received magical enchantment. If the weapon is already enchanted, then those enchantments apply; if it is not, the weapon is considered a +1 magical weapon so long as the blackguard wields it.

**Domain Access:** Starting At 8<sup>th</sup> level, the blackguard is granted access to one of their deity's domains. If they already have access to domains through another class, this domain is new and additional to their prior repertoire.

*Unhallow* (Sp): Starting at 11<sup>th</sup> level, the blackguard can use *Unhallow* as a spell-like ability a certain amount of times per week. The component costs must still be met, but the blackguard can affix any one of the listed spells to the site, even if they cannot cast the spell normally.

*Unholy Word* (Sp): Starting at 16<sup>th</sup> level, the blackguard can use *Unholy Word* as a spell-like ability.

*Unholy Aura* (Sp): At 17<sup>th</sup> level, the blackguard can use *Unholy Aura* as a spell-like ability.

## The Blackguard

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	---Spells per Day---			
						1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>
1	+1	+2	+0	+0	<i>Detect good</i> , smite good 1/day, divine weapon access	--	--	--	--
2	+2	+3	+0	+0	Dark blessing, poison use	--	--	--	--
3	+3	+3	+1	+1	Aura of despair, divine health	--	--	--	--
4	+4	+4	+1	+1	<i>Divine punishment</i> 1/week, Command undead	0	--	--	--
5	+5	+4	+1	+1	Smite good 2/day, fiendish servant	0	--	--	--
6	+6/+1	+5	+2	+2	<i>Divine punishment</i> 2/week	1	--	--	--
7	+7/+2	+5	+2	+2	Strike of the deity	1	--	--	--
8	+8/+3	+6	+2	+2	Domain access	1+1	0+1	--	--
9	+9/+4	+6	+3	+3	<i>Divine punishment</i> 3/week	1+1	0+1	--	--
10	+10/+5	+7	+3	+3	Smite good 3/day	1+1	1+1	--	--
11	+11/+6/+1	+7	+3	+3	<i>Unhallow</i> 1/week	1+1	1+1	0+1	--
12	+12/+7/+2	+8	+4	+4	<i>Divine punishment</i> 4/week	1+1	1+1	1+1	--
13	+13/+8/+3	+8	+4	+4		1+1	1+1	1+1	--
14	+14/+9/+4	+9	+4	+4	<i>Unhallow</i> 2/week	2+1	1+1	1+1	0+1
15	+15/+10/+5	+9	+5	+5	<i>Divine punishment</i> 5/week, smite good 4/day	2+1	1+1	1+1	1+1
16	+16/+11/+6/+1	+10	+5	+5	<i>Unholy word</i> 1/week	2+1	2+1	1+1	1+1
17	+17/+12/+7/+2	+10	+5	+5	<i>Unholy aura</i> 1/week	2+1	2+1	2+1	1+1
18	+18/+13/+8/+3	+11	+6	+6	<i>Divine punishment</i> 6/week	3+1	2+1	2+1	1+1
19	+19/+14/+9/+4	+11	+6	+6	<i>Unholy word</i> 2/week	3+1	3+1	3+1	2+1
20	+20/+15/+10/+5	+12	+6	+6	Smite good 5/day, <i>unholy aura</i> 2/day	3+1	3+1	3+1	3+1