

This document details the progression and class details for the elven knight. This is the updated 3rd version.



Elven Knight

Description: Elven knights are trained endlessly in the court of the King of Elfland, to protect and serve the fae kingdom beyond the Veil. Their training makes them masters of martial combat, and gives them skills beyond those of lesser races.

Time and the fickle nature of elvenkind drives some of these famous warrior out into the lands of men, looking for adventure and maybe even other lords, ladies or eldritch beings to serve.

Hit Points: Elven knights gain 1d7 hit points per level.

Weapon training: Elven knights are trained in the use of any and all mundane weapons. They may use any armor, preferring the heavier types.

Note that elven knights suffer from the same iron allergy as the rest of their brethren, as described below. And as their brethren, they have access to mithril equipment early in their career: upon reaching 1st level, an elven knight may purchase a single piece of mithril weaponry and a single piece of armor at no additional cost.

Alignment: As their less martially trained kin, most elven knights are filled with passion and eagerness and tend towards the chaotic. Neutral and lawful elven knights are not unheard of, as their nature easily explains their desire to leave the Elflands.

Infravision: Elven knights have the usual infravision of their race, seeing in the dark to up to 60'.

Immunities: Elven knights are immune to magical sleep and paralysis.

Controlled and haughty: Due to their trained mind and innate arrogance, elven knights roll all resistance checks against charm, fear and coercion with +1d to their roll. This includes saves against magical effects.

Vulnerabilities: Like other members of their race, elven knights suffer from an allergy to iron. Prolonged contact causes a burning sensation, and exposure at close distances is very uncomfortable. Elven knights will not wear iron armor or use iron weapons, and prolonged contact causes 1 HP of damage per day (as per the rules for elves, pg. 56 of the DCC rulebook).

Caster level & spell checks: An elven knight's caster level is equal to their class level. They have limited access to magic through their patron, as described below. Elven knights roll spell checks as action die + CL + highest stat modifier.

Patron servitude¹: Trained in the court of the King of Elfland, all elven knights are bound in servitude to a patron: their power and impetus draws from their unwavering allegiance. At 1st level an Elven knight must choose a patron, and generally start off as serving the King of Elfland. An elven knight's bondage to their patron manifests as follows:

- *Invoking the Name:* Elven knights can use the name of their patron as a word of power. Essentially this gives them limited access to the *Invoke patron* spell as it relates to their patron (see Table A below). Elven knights may spellburn for this purpose. A natural 1 rolled when *Invoking patron* in this fashion automatically results in patron taint. Armor check penalties don't apply to this roll, nor is there a risk for mercurial effects.
- *A champion in the ranks:* As an elven knight gains in fame and experience, their patron generally grants them retainers and troops to aid in their work. Depending on the patron in question, these companions may take the form of trained warriors or monsters. Regardless of type these companions should be treated as loyal henchmen. Details are left up to the Judge's discretion, but Table A contains notes on how the knight's retinue grows and develops as they gain levels. Should any companions perish the patron may grant new followers as a new milestone level is passed. As the retinue grows, old companions gain in skill if applicable. Each retinue milestone indicates the full complement of troops granted to the knight as they reach it.

Table A: Elven knight patron servitude		
Level	Invoke castings	Companions granted
1-2	1 / month	None.
3-4	1 / week	2 companions of 1 st level / 1 HD.
5-6	1 / day	2 companions of 2 nd level / 2 HD. 1 skilled specialist companion of 1 st level / 1 HD.
7-8	2 / day	2 companions of 3 rd level / 3 HD. 1 skilled specialist companion of 2 nd level / 2 HD. 1 skilled specialist companion of 1 st level / 1 HD.
9-10	4 / day	3 companions of 4 th level / 4 HD. 1 skilled specialist companion of 3 rd level / 3 HD. 1 skilled specialist companion of 2 nd level / 2 HD.

¹ This section has been extensively rewritten.

- *Bound to One:* Elven knights are always bound and loyal to one patron. They generally carry some sort of a prominent mark to indicate this connection, and cannot swear allegiance to other patrons or deities. Doing so has dire consequences, as the knight loses of the powers and followers described above, in addition to whatever the Judge deems fitting to the situation.

Weapon focus: Elven Knights are focused and controlled, with lifetimes of experience behind each strike. When advancing to 1st level, an Elven Knight must choose a weapon type (“spear”, “sword”, “improvised”, “futuristic”, all being equally appropriate types, but Judge’s discretion applies). They gain a bonus to all weapons of that type equal to their highest stat modifier at the time (or +1, whichever is higher). This bonus persists even if the stat is lowered, and applies to both to-hit rolls and damage.

Additionally, if they fumble with the chosen weapon type they may roll against their Luck (aiming for equal or below their current Luck) to cancel the fumble result. If they are successful the attack still misses, but the fumble is avoided.

Skill die: Similar to human warriors, elven knights are skilled at daring deeds (as Mighty Deeds of Arms, DCC rulebook pg. 42). However, elven knights lack the raw power of their human brethren, and their skill die is never added to damage rolls. Elven knights only use their skill die as a to-hit bonus and to achieve combat deeds.

Trained to lead: Elven knights are trained to lead the throngs of Elfland. They can use their level as a bonus to any leadership roll (i.e. they roll leadership with action die + LVL + PER mod.). Additionally, all of their henchmen may use the elven knight’s leadership bonus on morale checks.

Animal command: Elven knights are trained to commune with beasts and animals of all kinds, for the forces of the King of Elfland often consist at least partly woodland creatures. They add their level as an additional bonus when commanding animals (rolling the checks as action die + LVL + PER mod.), doubling their level bonus when commanding their personal mount.

Additionally, after 5th level, an elven knight may roll a DC 20 Int check to permanently learn the language of any animal they successfully command.



Languages: Elven knights always speak Common and Elven. They gain one additional language per point of Intelligence modifier. Roll additional languages as you would for elves (pg. 441 of the DCC rulebook).

Action dice: Elven knights may use their action dice on attacks, skill checks or *Invoke patron* checks (see above).

Table B – Elven knight advancement						
Level	Skill die	Crit die / table	Action die	Ref	Fort	Will
1	+d4	1d8/III	1d20	+1	+1	+1
2	+d5	1d10/III	1d20	+1	+2	+1
3	+d6	1d12/III	1d20	+1	+2	+2
4	+d7	1d14/III	1d20+1d12	+1	+2	+2
5	+d8	1d16/III	1d20+1d14	+2	+3	+2
6	+d8	1d20/III	1d20+1d16	+2	+3	+3
7	+d10	1d20/IV	1d20+1d20	+2	+4	+3
8	+d12	1d24/IV	1d20+1d20+1d12	+3	+5	+4
9	+d14	1d24/V	1d20+1d20+1d14	+3	+5	+5
10	+d16	1d30/V	1d20+1d20+1d16	+4	+6	+6

Titles: Elven knights often use the titles familiar to them from the King of Elfland's army, although many prefer to come up with their own.

Table C: Elven knight titles	
Level	Title
1	Lancerider
2	Wingscout
3	Lance Errant
4	Lance Master
5	Lance Lord