

Knight of the Watch (Watcher) 2e Kit from the 'Players Guide to Greyhawk'

Converted from 2nd Edition to 3rd Edition D&D by Kajal, the Southern Oracle;
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Summary of Conversion: I tried to stay as true to the original kit as possible, but issue #274 of Dragon magazine recommended a special ability for every level of a prestige class, so I've added new abilities to keep it in line with the prestige classes in the Dungeon Master's Guide.

	Level	BAB	Fort	Refl	Will	Special
Knight of the Watch (Watcher)	1	1	2	0	0	Request Aid
	2	2	3	0	0	Mount of Quality
	3	3	3	1	1	Mounted Expertise + 1
Hit Die: d10	4	4	4	1	1	Swinging Polearm 1/Day
Requirements:	5	5	4	1	1	Mounted Expertise + 2
Base Attack Bonus: +5	6	6	5	2	2	Swinging Polearm 2/Day
Alignment: Lawful	7	7	5	2	2	Mounted Expertise + 3
Skills: Craft (Armorsmithing) or Craft (Weaponsmithing): 5 ranks Ride: 5 ranks	8	8	6	2	2	Swinging Polearm 3/Day
Feats: Mounted Combat, Weapon Focus (any polearm)	9	9	6	3	3	Squadron
Special: Must have the sponsorship of a current Watcher	10	10	7	3	3	Stronghold

Class Skills: Craft (Armorsmithing, Blacksmithing, Weaponsmithing) (Int), Diplomacy (Cha), Handle Animal (Cha), Intuit Direction (Wis), Ride (Dex), Knowledge (Nobility and Royalty) (Int), Profession (Soldier) (Wis)

Skill Points at Each Level: 2 + Int modifier

Class Features:

Weapon and Armor Proficiency: A watcher is proficient with all simple and martial weapons, light, medium, and heavy armor, and shields.

Request Aid: At 1st level, a watcher receives a tabard and standard which advertise his/her affiliation. When seen by landowners in Bissel, Gran March, or Keoland, a watcher can request "reasonable" aid (a small amount of provisions, shelter for the night, etc.). Abuse of this benefit can lead to complaints and the revoking of membership.

Mount of Quality: At 2nd level, a watcher receives a heavy warhorse with maximum hit points and a +1 bonus to all saves from the organization. If killed or lost, the watcher cannot requisition another mount of quality for one year.

Mounted Expertise: At 3rd level, a watcher gains a +1 bonus to all attack rolls, Dex checks, Reflex saves, and mount-related skill checks (Handle Animal, Ride, etc.) while mounted. This reflects the special bond that forms between a watcher and his mount, and is applicable only when the watcher is riding his/her mount of quality. The bonus increases to +2 at 5th level, and +3 at 7th level.

Spinning Polearm: At 4th level, the watcher has learned how to spin his/her polearm at a great rate of speed. This allows the watcher to duplicate the Deflect Arrows feat. This ability is physically taxing and may only be performed once per day, increasing to twice per day at 6th level, and three times per day at 8th level. The watcher must rest for at least one hour between uses of this special ability.

Squadron: At 9th level, the watcher is assigned a squadron of 15 1st-level warriors (see the

warrior entry in the *Dungeon Master's Guide*), 3 1st-level fighters, and 1 3rd-level fighter. These individuals are dedicated to the organization and assigned to the watcher's command; they have no overriding loyalty to the watcher, although s/he may earn such from them. The watcher is responsible for the squadron's care, including housing, general equipment, and pay. Failure to fulfill these responsibilities may result in the revoking of membership.

Stronghold: At 10th level, the watcher is deeded a tract of borderland which is henceforth under his/her protection. The watcher is responsible for applicable taxes, yearly tribute, and any other expenses owning such land may incur. The land may have a keep or tower, but if not, the watcher is solely responsible for constructing a desired stronghold. Failure to fulfill these responsibilities may result in the revoking of membership.

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