

Nacht Sorcery (d20)

Die Kreuzritter's Path of the Shadows

The d20 rules for Nacht Sorcery, the secret sorcery used by Die Kreuzritter were originally published in *Swashbuckling Adventures* (pg 117 - 119.) They were intended to be included as well in *Heroes, Villains, and Monsters*, but this information was omitted. The d20 rules for Nacht were later published as errata on the 7th Sea website. For more details on Die Kreuzritter and how they use Nacht Sorcery on their quest see *Die Kreuzritter* (7th Sea R&K only), *Swashbuckling Adventures*, and *Knights and Musketeers*.

Requirements

To qualify as a student of Nacht sorcery, a character must fulfill the following criteria:

Base Attack: +2

Membership: Die Kreuzritter

Special: The user must don the Black Ring to possess Nacht Sorcery.

Game Rule Information

Alignment: Any

Hit Die: d10

Level	Base Attk	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	The Dark Paths, Sneak Attack +1d6
2	+1	+3	+0	+3	Attacking Through the Shadows
3	+2	+3	+1	+3	Sneak Attack +2d6
4	+3	+4	+1	+4	Extended Resistance
5	+3	+4	+1	+4	Sneak Attack +3d6

Class Skills

The sorcerer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Escape Artist (Dex), Gather Information (Ch), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move

Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Search (Int), Sense Motive (Wis) and Spot (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the Nacht sorcerer prestige class:

Weapon and Armor Proficiency: A Nacht Sorcerer's weapon training focuses on weapons suitable for stealth and sneak attacks. Thus the Nacht sorcerer is proficient with the crossbow (hand or light), sap, all non-exotic small blades, and all non-exotic fencing blades. He is not proficient in the use of armor or shields.

The Dark Paths (Su): A Knight who possesses Nacht sorcery may enter the Dark Paths as a move equivalent action as long as he's touching or partially in a shadow, including his own. Unless in total darkness or an area with lighting designed to eliminate all shadows, this is usually a simple requirement to fulfill. Characters wearing a Cloak of Shadows may also enter the Dark Paths as a move equivalent action to raise the hood on the Cloak; they don't have to be touching a shadow to do so. When entering the Dark Paths by either method, a character can bring along only 20 pounds of equipment, and he can never bring another living creature across. (Once in the Dark Paths, however, the Cloaks may transport anyone touching them; their power is stronger here.) There are no known natural entries to the Dark Paths.

Credits

Line Development

Mark Stanton Woodward

7th Sea System Creation

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