ELDRITCH KNIGHT: Fearsome warriors and spellcasters, Eldritch Knights are rare among magic-users in their ability to wade into battle alongside fighters, barbarians, and other martial classes. Those who must face Eldritch Knights in combat fear them greatly, for their versatility on the battlefield is tremendous; against heavily armed and armored opponents they may level crippling spells, while opposing spellcasters meet their ends on an eldritch knight's blade. Because the road to becoming an Eldritch Knight requires both martial prowess and arcane power, eldritch knights almost always begin their paths as a martial class. They may be found wherever studies of the arcane are as prevalent as martial training.

(Note: must dual class from a pure class fighter at level 2, any higher is forbidden.)

Class Features:

- To-hit progression between Fighter and Mage, capping at 5 thac0 at level 18.

- May achieve Grandmastery (five slots) in any weapon and achieve Specialization (two slots) in Two-Handed and Single Weapon Styles.

- May wear robes.

- May wear helmets at level 3.

- May wear any armor at level 3, though they still cannot cast in it.
- May use any weapon at level 3.

- Saving Throws all cap at 5 at level 21.

- Hit Die: d6

- Gains Mage High Level Abilities.

Advantages:

- Bonuses to Death and Breath Saving Throws.

- Every ? levels receive a bonus to spellcasting speed.

Disadvantages:

- Caster level and spells progression is two levels lower than a normal mage, and does not receive level 9 spells until level 20.

- Penalties to Wand and Spell Saving Throws.

- Gains Proficiencies slowly (every six levels), and can only attain Grandmastery at level 18 at the earliest.

- Cannot equip shields

- Cannot wield two weapon effectively, gaining an additional 8 thac0 penalty to the offhand in addition to any Weapon Style penalties.

- Does not receive extra attacks per round at level 7 and 13.

- Cannot gain Improved Alacrity High Level Ability.