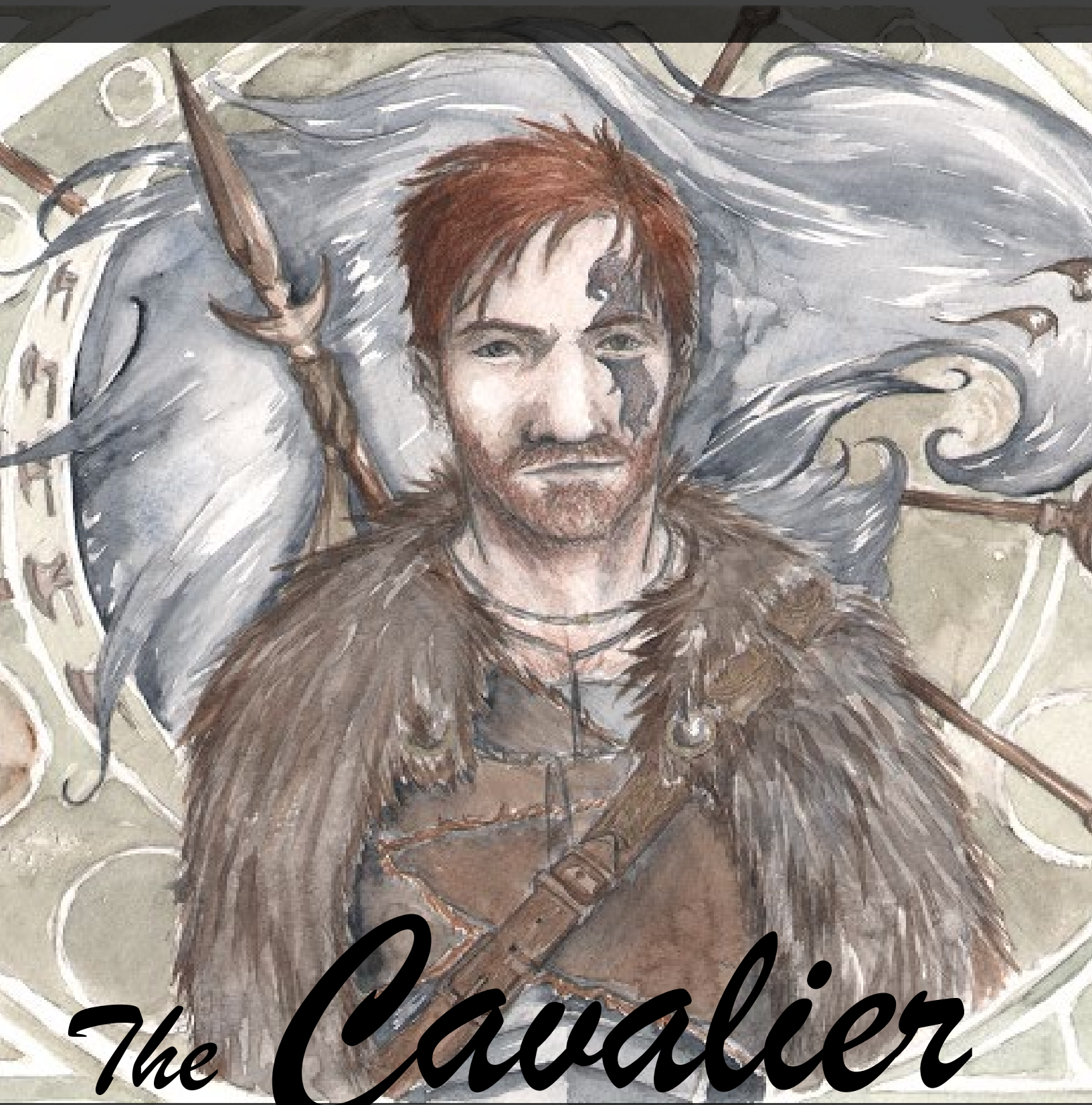
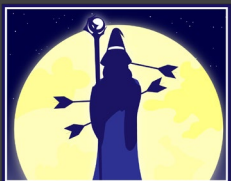


INTO THE BREACH



The Cavalier



THE FLYING PINCUSHION

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

*Knighthood lies above eternity;
it doesn't live off fame,
but rather deeds.*

*-Dejan Stojanovic,
The Sun Watches the Sun*

Into the Breach: The Cavalier

Credits

Publisher: Frank Gori
Co-Owner: Jeff Harris
Editors: Taylor Hubler and Jason Linker
Lead Developer: Jeff Harris
Developers: Andrew Hoskins Kiel Howell, Taylor Hubler, Mikko Kallio, Jason Linker, Richard Litzkow, Jacob W. Michaels, and Mark Nordheim.
Layout: Chris Linker
Cover Artist: Anthony Butler

Interior Illustrations:

Adapted under creative commons "Apocalypse_Rider" by Phil Wotr, "Forest_King" by Mrbones, "forest_knight" by neylica-d72eyre, "forest_knight" by sangrde, "skull-115824_640" by Anon, "Knight by horormove, Knight at the Crossroads" by Victor Vasnetsov, "knight_in_forest" by jhibbs, "Puerto_rican-Paso-Fino-Horse-chestnut-two" by Anon and Sword and Shield original by angelfire7508 "Dwarf_5" by Anon

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About Into the Breach

Into the Breach is a series of crunch-focused books intended to expand the options available to the Base Classes (the alchemist, cavalier, gunslinger, inquisitor, magus, oracle, summoner, and witch).

For our fifth installment, we ride forth with the cavalier. With nearly a dozen new archetypes, three prestige classes, and a new alternate class, you're sure to find new ways to ride to war or trample your players. We also present a new order, and more, all cavalier friendly.

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New Archetypes

Airborne Knight

The thrilling feeling of flying is known to only a few, and fewer still master combat in the sky. The airborne knight has not only great skill in aerial combat, but the ability to lead others from the clouds.

An airborne knight has the following class features.

Armor Proficiency: An airborne knight is proficient with light armor and with shields (except for tower shields.)

Airborne Mount (Ex)

At 1st level, the airborne knight gains the companionship of a flying steed that allows him to ride it as a mount. This mount functions as a druid's animal companion, using the airborne knight's level as his effective druid level. The animal chosen as a mount must be large enough to carry the airborne knight (Medium or Large for a Small character; Large or Huge for a Medium character). The airborne knight does not take an armor check penalty on Ride checks while riding his mount. The mount is always considered combat trained, and begins play with Endurance as a bonus feat. An airborne knight's mount does not gain the share spells special ability.

The available mounts are hippogriff, giant wasp*, griffon, pegasus, pteranodon*, roc*, and wyvern.

An airborne knight's bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. Should an airborne knight's mount die, he may find another mount to serve him after 1 week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the airborne knight gains a level.

This ability replaces mount, tactician, greater tactician, and master tactician.

Hippogriff

Starting Statistics

Size Large; **Speed** 40 ft., fly 50 ft. (average); **AC** +2 natural armor; **Attack** bite 1d6, 2 claws 1d4; **Ability Scores** Str 15, Dex 15, Con 14, Int 2, Wis 12, Cha 9; **Special Qualities** darkvision 60 ft., low-light vision, scent.

4th-Level Advancement

Speed fly 100 ft. (average); **Attack** bite 1d6, 2 claws 1d4; **Ability Scores** Dex +2, Con +2.

Griffon

Starting Statistics

Size Large; **Speed** 40 ft., fly 50 ft. (average); **AC** +2 natural armor; **Attack** bite 1d6, 2 claws 1d4; **Ability Scores** Str 14, Dex 15, Con 14, Int 4, Wis 13, Cha 8; **Special Qualities** darkvision 60 ft., low-light vision, scent.

4th-Level Advancement

Speed fly 80 ft. (average); **Attack** bite 1d6, 2 claws 1d4; **Ability Scores** Str +2, Con +2. **Special Qualities** pounce

Wyvern

Starting Statistics

Size Medium; **Speed** 20 ft., fly 50 ft. (average); **AC** +2 natural armor; **Attack** bite 1d6; **Ability Scores** Str 16, Dex 12, Con 15, Int 4, Wis 12, Cha 9; **Special Qualities** darkvision 60 ft., low-light vision, scent.

7th-Level Advancement

Size Large **Speed** fly 60 ft. (poor); **Attack** bite 1d6, sting 1d4 plus poison; **Ability Scores** Str +2, Con +2.

Poison (Ex)

Sting—injury; *save* DC 15; *frequency* 1/round for 3 rounds; *effect* 1 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Pegasus

Starting Statistics

Size Large; **Speed** 30 ft., fly 60 ft. (average); **AC** +1 natural armor; **Attack** 2 hooves 1d6; **Ability Scores** Str 16, Dex 15, Con 15, Int 4, Wis 13, Cha 13; **Special Qualities** darkvision 60 ft., low-light vision, scent.

4th-Level Advancement

Speed 60 ft., fly 120 ft. (average); **Attack** bite 1d4, 2 hooves 1d6; **Ability Scores** Str +2, Con +2.

*Statistics for giant wasp see Pathfinder Ultimate Magic, see Pathfinder Bestiary 1 for the petranodon and roc.

Briar Knight

A wise knight knows that strength is not just holding firm like an oak, it also means bending like a willow. Briar knights follow the natural order and partner with a plant companion rather than a noble steed.

A briar knight has the following class features.

Briar-bound (Ex)

At 1st level, a briar knight forms a bond with a crawling vine plant companion that he wears as armor. At first level this armor grants a +5 armor bonus to AC, which increases by an additional +2 for every three cavalier levels. The vine can move independent of the briar knight and does not encumber him in any way.

Unlike normal armor, the briar armor has the statistics of the plant companion crawling vine using the briar knight's level as his effective druid level. If, for any reason, the briar knight is not wearing the briar armor, it can move independently and advances like any other companion, keeping its normal natural armor bonus to AC when independent of the briar knight.

When serving as armor, the briar armor may take one action during its master's turn as long as the master is engaged in melee. It may make a single attack, a disarm attempt, or grapple attempt against a foe within 5 feet of the wearer. When grappling, it leaves the master and he loses the benefits of the armor.

If the briar armor is killed while worn by the briar knight, the briar armor acts as wooden armor and confers only half the AC it would normally based on level and the wearer

becomes vulnerable to fire. This wooden armor rots away after a week. If the briar armor is slain while separated from its master it cannot be worn as armor. The briar knight must spend a week growing new armor in terrain that supports plant life to replace lost or deceased briar armor.

For the purpose of being targeted by spells, the briar armor is treated as armor when worn, or as an independent creature when separated from its host. The briar armor cannot be permanently enchanted like normal armor though it can have permanent enchantments via permanency. Crawling vine statistics may be found in the Pathfinder Advanced Race Guide.

This ability replaces mount.

Tanglevine Strike (Su)

At 3rd level, a briar knight may, as a standard action, extend a 15 foot vine from the briar armor and make a single disarm or trip combat maneuver. If the briar-bound knight is outside the target's reach while making a trip attack with tanglevine strike, he is not knocked prone even if the trip attempt fails by 10 or more. He adds his briar armor's base attack bonus to his normal CMB for a tanglevine strike.

This ability replaces mounted charge.

Thorn Burst (Su)

At 4th level, as a swift action you can cause sharp thorns to explode outward from your armor. These splinters deal 1d6 points of piercing damage per two briar knight levels (minimum 1d6) to all creatures within a 10-foot burst. A successful Reflex save halves this damage. The Reflex save DC is 10 + 1/2 the briar knight's class level + his Charisma Modifier. In addition, the sharp splinters count as caltrops in the area until the briar knight's next turn. Usable once per day, plus an additional use per day for every four class levels.

This ability replaces expert trainer.

Photosynthetic Healing (Ex)

At 9th level, a briar knight feeds upon nature's raw essence. His need to eat and sleep is reduced as if wearing a *ring of sustenance*, and he and his briar armor gain fast healing 1 when in daylight. At 14th level, this increases to fast healing 3.

This ability replaces greater tactician and greater banner.

Rooting (Su)

At 11th level, a briar knight can, as a move action, extend roots into the ground. The briar knight's speed is reduced to 5 feet, but he gain a +10 bonus to CMD against bull rush,



overrun, reposition, and trip maneuvers. He also gains tremorsense with a range of 30 feet. He can use this power for a number of minutes per day equal to his briar knight level. This duration need not be consecutive, but it must be used in one minute increments.

This ability replaces mighty charge.

Oaken Heart (Su)

At 20th level, the briar knight gains a +4 bonus to his Strength and Constitution and the Plant subtype.

This ability replaces supreme charge.

Charioteer

While stories abound of famous knights riding into battle on mighty steeds, charioteers worldwide have since time immemorial waged war from their mobile fighting platforms, killing enemies with blade and arrow and crushing their bodies beneath their wheels.

A charioteer has the following class features.

Class Skills: A charioteer adds Knowledge (engineering) and removes Ride from his list of class skills.

Chariot (Ex)

At 1st level, a charioteer receives a light chariot and light combat trained horse. The charioteer has no special bond with either and may replace them at any time.

Driving Stunts (Ex)

As a charioteer gains experience, he improves his ability to drive chariots, learning how to coax his vehicle to do things beyond the ability of other drivers. He knows one driving stunt at 1st level, and may select an additional one at every level. These stunts can be applied to any chariot but only when the charioteer is driving it.

Catapult: A charioteer learns to fling himself or an ally from his vehicle into an enemy, using his velocity to add power to the attack. Each round, he or a single passenger can leap from the vehicle, using the normal rules for getting off a vehicle in combat. If he succeeds at his Acrobatics check, he can add +1 to a single attack and its damage roll for every 10 feet of vehicle speed. If he fails his Acrobatics check, he falls, as normal. Regardless of whether he succeeds or fails at

his Acrobatics check, he takes a penalty equal to one-half that bonus to his AC for one round. Taking this stunt multiple times allows the charioteer to fling an additional ally from his chariot.

Collide: A charioteer is skilled at forcing the creature(s) providing his vehicle's propulsion to do things they might otherwise avoid. He gets +1 to any check to force a creature providing propulsion to make a ramming maneuver.

Dash/Brake: A charioteer smoothly speeds and slows his vehicle. He can increase his chariot's acceleration by 5 for a number of rounds equal to his level per day. Taking this stunt multiple times allows him to increase its acceleration for an additional number of rounds per day equal to his level.

Hard Hit: A charioteer gets the most force out of impacts. He adds a +1 competence bonus to his ramming damage.

Jump: A charioteer can coax the creature(s) providing his propulsion into a jump, using their Acrobatics check with no penalty for hauling the chariot. However, if they don't clear an obstacle by at least the length of the chariot, the vehicle hits or falls into the obstacle.

Jury Rig: A charioteer studies how to maintain his vehicle. He can repair 1d4 hit points of damage to a chariot, as the spell *mending*, once per day.

Race: A charioteer knows how to coax a burst of speed out of his vehicle. He can increase his chariot's maximum speed by 10 for a number of rounds equal to his level per day. Taking this stunt multiple times allows him to increase its maximum speed for an additional number of rounds per day equal to his level.

Safe On/Off: A charioteer learns to get himself or a passenger on or off his vehicle safely. He can reduce the Acrobatics check for jumping onto or off a moving vehicle he is driving by 5.

Sky Chariot*: A charioteer can set up his chariot to work normally in the air if it's pulled by an animal that can fly.

Swerve: A charioteer learns to avoid attacks. Once per round when his chariot or creature used for propulsion is hit in combat, a charioteer can make a driving check as an immediate action. The hit is negated if the driving check result is greater than the opponent's attack roll.

Veer: A charioteer masters the art of changing directions at high speeds. His current speed is considered 10 less for purposes of determining the DC of driving checks to make a turn action.

Water Chariot*: A charioteer can set up his chariot to work normally on or below water if it's pulled by an animal with a swim speed. This does not provide any ability for the charioteer or passengers to breathe underwater.

Weave: A charioteer nimbly steers around dangers. He gains a +1 competence bonus to his chariot's base saving throws.

* Stunts with an asterisk may only be taken once.

This ability replaces mount.

Improved Overrun (Ex)

At 3rd level, a charioteer receives Improved Overrun as a bonus feat even if he does not meet the prerequisites for it.

This ability replaces cavalier's charge.

Mechanic (Ex)

At 4th level, a charioteer learns how to make quick fixes to his chariot. Once per day, he can repair 4d6 hp on a chariot, as the spell *make whole*.

This ability replaces expert trainer.

Two Wheels Down (Ex)

At 11th level, a charioteer can maintain his vehicle's balance even in extreme circumstances. His chariot and propulsion are never knocked prone as a result of a vehicular combat maneuver as long as they have 1 or more hit points.

This ability replaces mighty charge.

Chariot Supremacy (Su)

At 20th level, a charioteer can use his vehicle to deadly effect. Whenever a charioteer makes a vehicular combat maneuver, he doubles the damage his vehicle does.

This ability replaces supreme charge.

Clockwork Knight

With a whirl and clank, the wood and metal monstrosity of the clockwork knight rattles down the path. These rare knights are masters of engineering and technology, using their prodigious talents to build wondrous conveyances.

A clockwork knight has the following class features.

Class Skills: A clockwork knight adds Knowledge (arcane) and Knowledge (engineering) to his list of class skills and removes Diplomacy and Handle Animal.

Weapon and Armor Proficiencies: A clockwork knight gains proficiency with all crossbows and siege engines. He is not proficient with heavy armor.

Engineering Prodigy (Ex)

At 1st level, clockwork knight is a master of mechanics and mathematics. He gains Skill Focus: Craft (clockwork) as a bonus feat, and can use his knowledge of clockwork constructs to make repairs to them. He may spend an hour of work to repair a clockwork construct. At the end of that hour he makes a DC 20 Craft (clockwork) check and repairs 10 hit points to the construct. For every point he exceeds the check, he repairs an additional point of damage.

This ability replaces mount.

Clockwork Mount (Ex)

At 4th level, a clockwork knight builds his own clockwork mount. This functions as the standard cavalier mount class feature with the following changes:



The clockwork knight's effective druid level is his class level -3. A clockwork mount must be chosen from the same list of mount options, but loses the animal type and gains the construct type with the clockwork subtype.

The clockwork mount loses Light Armor Proficiency, link, share spells, devotion, and it does not gain a 4th-Level Advancement nor a 7th-Level Advancement. The mount cannot wear any type of armor, but gains DR 5/adamantine. It has a -8 penalty to Stealth from the banging and whirring of machine parts, but does not suffer this penalty against creatures that cannot hear.

As a construct, it does not have an intelligence score, and does not gain skills, feats, or tricks, but follows commands from the clockwork knight in a single language of his choosing. The clockwork knight must be able to speak this language.

Should the clockwork mount die, the clockwork knight may build another mount by spending one week gathering materials and constructing a new mount. This new mount follows the schematics of the old mount and has all the same upgrades and abilities.

This ability replaces expert trainer.

Upgrade Mount (Ex)

At 6th level, the clockwork knight upgrades his mount. He may choose from one of the following upgrades:

Spark of Intelligence: The clockwork mount gains an Intelligence score of 1, and access to feats and skills appropriate for an animal of its original type and current HD. It still has no class skills, like most constructs.

Darkwood Body: The clockwork mount's frame and supports are constructed from darkwood. Its DR increases to 10/adamantine. It loses weakness to electricity, but gains weakness to fire.

Movement Mode: Integration of a new movement system gives your clockwork mount a climb, fly (clumsy), or swim speed equal to its base speed. You may choose this option multiple times, each time your clockwork mount gains a new form of movement.

Injectors: Choose one of your clockwork mount's natural attacks that does piercing damage. That natural attack is now

connected to a reservoir that may contain 3 doses of an injury poison, acid, or other alchemical substance. When dealing damage with the chosen natural attack, your clockwork mount releases one dose of this substance automatically. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity.

Massive Mount: Your clockwork mount becomes one size category larger; it gains a +8 size bonus to Strength, a +2 bonus to natural armor, and a -2 size penalty to Dexterity. Creatures two sizes smaller than the clockwork mount may ride inside the creature, but only one creature at a time may do so; this does not count against the limit of creatures that can ride on top of the mount. When riding inside the mount, that creature gains improved cover from creatures outside of the mount. This upgrade may be taken multiple times; the effects stack.

Weapon Turret: By integrating a turret, you may equip a Small, Medium or Large sized clockwork mount with an appropriately sized crossbow of any type. Huge clockwork mounts may equip a ballista or light catapult, and Gargantuan clockwork mounts may equip a ballista or heavy catapult. While the mount is automatically proficient with the equipped weapon and can fire it on its initiative, it cannot reload ammunition. Reloading the weapon must be performed by one or more creatures, as appropriate for the weapon.

Silent Running: The clockwork mount no longer takes the -8 penalty to Stealth.

At 12th level, the clockwork knight further improves his design and may choose from a level 6 upgrade, or any of the following:

Mithral Body: By using a mithral frame and plating, your clockwork mount's DR increases to 15/adamantine and gains a +10 to base movement. If it can fly, its maneuverability increases by one level. All natural attacks made by your mount count as silver for the purpose of bypassing damage reduction.

Sentient Companion: By tapping into the secrets of arcane intelligence, your clockwork mount's Intelligence score increases to 10; it can take all feats for which it meets the prerequisites. You must have applied the spark of intelligence upgrade before selecting this upgrade.

Elemental Assault: You've improved one of the natural attacks of your clockwork mount. Choose one natural attack; that attack now functions as if it had *corrosive burst*, *flaming burst*, *icy burst*, or *shocking burst* magical weapon quality.

At 18th level, the clockwork knight perfects his design and may choose from any of the 6th or 12th level upgrades, plus the following:

Adamantine Body: With a sturdy adamantine frame and plating, you increase your mount's DR to 20/adamantine. All natural attacks made by your mount count as adamantine for the purpose of bypassing hardness and damage reduction.

Awakened Machine: You've unlocked the secrets of artificial intelligence; your clockwork mount's mental scores permanently increase by 6 points each. As a standard action, it may attempt to gain control of other constructs. This functions as *suggestion* except only constructs can be affected. The clockwork mount's caster level for this ability is equal to its hit die and it may be used three times per day.

Arcane Ammunition: By installing a powerful arcane power source, your mount's ranged weapon attacks now deal force damage. The weapon automatically reloads with force ammunition at the beginning of the clockwork mount's turn.

The clockwork mount may only have one Body upgrade at a time, if the clockwork knight chooses a new Body upgrade, he may replace the old Body upgrade with an equal level upgrade.

This ability replaces the bonus feats at levels 6, 12, and 18.

Crudus Domitor

What is honor when compared to the lust of battle and the beady wine of rape and pillage? There are dark cravings that only fear and bloodshed can sate, and it is the way of things that the meek offer both in abundance. Only the weak and timid shy from true and total war. If victory falls to only the strongest then limiting oneself with civilized battle is folly. Those who follow this vile path are known as crudus domitors, merciless conquerors, and the name is apt, for slavery and death follow in their wake.



A crudus domitor has the following class features.

Alignment Restrictions: Must be evil.

Frightening Presence (Ex)

At 1st level, the savage and brutal nature of the crudus domitor instills fear into those he faces in battle, particularly those weaker than himself. He gains Dazzling Display and Demoralizing Lash as bonus feats even if he does not meet the prerequisites for them. Additionally Demoralizing Lash may be used with any weapon the crudus domitor is proficient with, not just a whip.

This ability replaces challenge.

Blood Pact Mount (Ex)

At 1st level, the crudus domitor gains a mount of any type normally available to him. However a blood sacrifice must be made to the mount in which it consumes a creature of its own kind killed for this express purpose by the crudus domitor.

A blood pact mount gains none of the special abilities of an animal companion (Evasion, Link, etc.) nor Str/Dex bonuses. Instead a blood pact mount gains the Terror Creature template at 1st level, and gains additional templates as the crudus domitor gains levels. Slain mounts may be replaced by repeating the ritual, however the new mount does not receive the Shadow Creature or Juju Zombie templates from level advancement by the crudus domitor until he gains a new level.

At 5th level, a blood pact mount gains the Advanced Simple template.

At 10th level, a blood pact mount gains the Shadow Creature template.

At 15th level, a blood pact mount gains the Juju Zombie template.

This ability modifies mount.

Fear Scent (Ex)

At 1st level, a crudus domitor gains the scent ability, but only in regards to fear. Any creature that has the cowering, frightened, panicked, or shaken condition can be tracked as per normal for a creature with the scent ability. Only removal of the condition negates this effect.

This ability replaces tactician.

Nourishing Terror (Su)

At 4th level, a crudus domitor may use the fear he so often

causes to strengthen his own battle lust and physical power. Each time a crudus domitor causes an opponent to gain a fear-based condition for the first time, whether through the Intimidate skill or other means, he gains a +2 profane bonus to his Strength score for a number of rounds equal to his class level. The crudus domitor's weapon also gains the *ominous* magic weapon property for the same duration as the Strength bonus.

Causing a creature already under a fear based condition to gain a worse condition provides no effect, nor does affecting the same creature with multiple fear effects. There is no limit to how often this ability can be used. However the target creature must have an Intelligence score of at least 3 and once a creature triggers this effect, it can never do so again.

Additionally, a crudus domitor gains immunity to fear based effects.

This ability replaces expert trainer.

Savage Trample (Ex)

At 3rd level, a crudus domitor gains the Trample feat even if he does not meet the prerequisites for it. Also, whenever the crudus domitor successfully overruns a target while mounted, that target takes 2d6 damage (1d10 for a medium mount) + the mount's Strength modifier. This damage is of the same type as the mount's natural attack and also bludgeoning damage if the mount does not normally deal such with its limbs.

This ability replaces cavalier's charge.

No Escape (Ex)

At 9th level, a crudus domitor gains a +2 to hit and damage and +10 feet to his base land speed while chasing down a target under a fear effect that forces them to actively flee. If the crudus domitor is mounted, his mount gains +20 feet to its base land speed if actively being used to chase down such a target. Additionally, the mount adds 1-1/2 times its Strength modifier to damage when using savage trample while overrunning such a target.

This ability replaces greater tactician.

Wall of the Fallen (Ex)

At 11th level, a crudus domitor is able to use the foes he slays to enhance his own defenses. Each time a crudus domitor slays an opponent of at least equal his hit die, as long as he remains within 5 feet of the fallen creature he gains a +1 bonus to his Armor Class. The crudus domitor may receive

a maximum AC bonus in this way equal to his Strength modifier. If the crudus domitor moves more than 5 feet from a foe he slays, he loses the bonus to his AC; he does not regain it even if he moves to within 5 feet. Foes must be size Small or larger.

This ability replaces mighty charge.

Horrors of War (Su)

At 14th level, a crudus domitor gains a cruelly elegant control over the fear he propagates. Whenever crudus domitor successfully attacks a creature suffering from a fear-based condition, the fear effect is worsened by one step unless the target succeeds on a Will save. The DC is equal to $10 + 1/2$ the crudus domitor's class level + his Strength modifier. A crudus domitor may only worsen a fear effect by one step. Additional successful hits do not continue to worsen a fear effect after the first successful hit.

This ability replaces greater banner.

Lord of Slaughter (Ex)

At 17th level, the crudus domitor is a master of unrestrained war, and as such gains a +2 profane bonus to hit and damage. Additionally he causes a creature to become panicked with a successful critical hit. This effect can be negated by a Will save DC $10 + 1/2$ the crudus domitor's class level + his Strength modifier. The panicked condition lasts for a number of rounds equal to the crudus domitor's Strength modifier.

This ability replaces master tactician.

Formation Rider

Thundering hooves and a tight formation can ruin an enemy's morale while breaking its ranks. The formation rider is a master at leading formation charges, bringing swift death to his enemies.

A formation rider has the following class features.

Formation (Ex)

At 1st level, the formation rider knows how to lead formations of mounted soldiers. When the formation rider and his allies are riding in a line the formation rider can use a full-round action to lead a charge. He and all allies in the line may immediately move and attack as if with a standard charge and then move again (continuing the straight line of the charge). The total movement for the charge can't exceed double their mounted speed. The

formation rider, his mount, and his allies do not provoke an attack of opportunity from the opponent that they attack. Each ally may choose to attack the same target as the formation rider or a different one but everyone must end their charge in a line with all allies in the formation. The formation rider can use this ability once per day.

This ability replaces tactician.

Improved Formation (Ex)

Starting at 9th level, when the formation rider uses his formation ability he and his allies may use a standard action at the end of the charge instead of the normal attack. Additionally, the allies in the formation do not need to end their movement in a line, but still must be within 10 feet of another ally.

This ability replaces greater tactician.

Greater Formation (Ex)

At 17th level, when the formation ability is used, attacks in the charge made by the formation rider and his allies are considered critical threats.

This ability replaces master tactician.



Lord (or Lady) in Burlap

Not all who dedicate themselves to a cause ride forth astride war trained destriers and girded in gleaming plate. Some wear homespun under leather or understated and intentionally concealed mail. But that which binds ladies and lords in burlap is no matter what threatens honest common folk they answer the call regardless the odds, field dirt still on their boots.

A lord in burlap has the following class features.

Alignment Restrictions: A lord in burlap holds himself to an ethically demanding code that includes avoiding the perils of greed and the addictions of power. Thus a lord in burlap must be Lawful Good, Neutral Good, or Lawful Neutral in alignment.

Skills: A lord in burlap adds Knowledge (local), Perception, and Survival to his list of class skills. Additionally a lord in burlap gains a +2 bonus to any Craft or Profession skills for which he has at least one rank.

Armor Proficiencies: A lord in burlap is not proficient with heavy armor.

Humble Weapons (Ex)

At 1st level, a lord in burlap may use any sturdy tool or farm implement as an improvised weapon without penalty to attack rolls. Additionally a lord in burlap gains a +1 bonus to hit and damage when using a tool, farm implement, or simple weapon in combat. This bonus increases to +2 at 5th level and every five levels thereafter to a maximum of +5 at 20th level.

This ability replaces tactician.

Working Animal Companion (Ex)

At 1st level, a lord in burlap shares a strong bond with an animal, often one common to the farm or camp. A lord in burlap may choose from the following list: giant ferret, goat (ram), pig (boar), dog, or owl. This animal companion functions using the lord in burlap's class level as his effective druid level.

This ability replaces mount.

Watch Where You Point That (Ex)

At 3rd level, a lord in burlap gains Improved Disarm as a bonus

feat even if he does not meet the prerequisites for it. Any opponent the lord in burlap disarms must make a Reflex save DC 10 + 1/2 the lord in burlap's class level + the lord in burlap's Strength modifier or have their weapon stuck fast where it lands. A successful Strength check with a DC equal to 10 + 1/2 the lord in burlap's class level + his Strength modifier is required to free the weapon..

This ability replaces cavalier's charge.

Fight Me Fair (Ex)

At 4th level, a lord in burlap gains Unseat as a bonus feat even if he does not meet the prerequisites for it. However the lord in burlap must use a two-handed simple weapon in order to use this feat, but does not have to be mounted to dismount a mounted foe.

This ability replaces expert trainer.

Armor Training (Ex)

At 5th level, the lord in burlap gains the armor training ability, reducing the armor check penalty of any armor worn by 1 and increasing the maximum Dexterity bonus of the armor by 1. Every five levels after 5th these bonuses increase by +1 to a maximum of +4 at 20th level. Additionally a lord in burlap may move his full speed while wearing medium armor.

This ability replaces banner.

Down a Notch (Ex)

At 9th level, a lord in burlap gains Improved Trip and Tripping Staff as bonus feats even if he does not meet the prerequisites for them.

This ability replaces greater tactician.

Best of What You Have (Ex)

At 11th level, a lord in burlap gains the benefits of the Improved Critical feat whenever he wields a simple weapon, tool, or farm implement in combat.

This ability replaces mighty charge.

Tag Team Disarm (Ex)

At 14th level, whenever a lord in burlap and his animal companion attack the same target in a round both may make a free disarm attempt against that opponent. The lord in burlap's animal companion gains the effects of the Improved Disarm feat for this attack.

This ability replaces greater banner.

Unflinching Bulwark (Ex)

At 17th level, a lord in burlap stands firm against any opponent, even against the thunderous charge of cavalry. Whenever a lord in burlap uses a readied action to attack an opponent that moves toward him, he gains +2 to his attack roll. A lord in burlap using a one-handed simple weapon applies 1-1/2 his Strength bonus to damage rolls; using a two-handed simple weapon he applies 2 times his Strength bonus to damage rolls. If the weapon used has the brace ability then the attack deals triple damage if readied vs. charge. Additionally a lord in burlap may consider a quarterstaff to have the brace ability when using this ability.

This ability replaces master tactician.

Stand of the Valiant (Ex)

At 20th level, a lord in burlap extols all that is noble and honorable in the common man. He gains DR 5/- when wearing light or medium armor. A lord in burlap also gains Tripping Twirl as a bonus feat even if he doesn't meet the prerequisites for it. Also, such is his skill with simple weapons that their base damage is determined as if the weapon were one size category larger than it actually is. The weapon must still be of an appropriate size for the lord in burlap and the damage change functions only for the lord in burlap.

This ability replaces supreme charge.

Mounted Brigand

In wild borderlands, the distinction between an honorable knight and a dastardly thug is often a matter of perspective and circumstance. Many cavaliers play at knighthood while raiding and pillaging with little regard for honor. These mounted brigands make quick, devastating strikes and stealthily fade into the wilderness.

A Mounted Brigand has the following class features.

Class Skills: The mounted brigand adds Perception and Stealth to his list of class skills.

Armor Proficiency: A mounted brigand is proficient with light and medium armor, and with shields (with the exception of tower shields).

Sneak Attack

At 1st level, the mounted brigand gains sneak attack. This

functions exactly like the rogue ability of the same name. This extra damage increases by +1d6 every four levels (5th, 9th, 13th, and 17th). If a mounted brigand gains a sneak attack bonus from another source, the bonuses to damage stack.

This ability replaces tactician, banner, greater tactician, greater banner, and master tactician.

Brigand's Edict

A mounted brigand robs and pillages, but maintains at least a pretense of greater purpose. A mounted brigand may select any order available to cavaliers, but he modifies the edicts of his order. The brigand must live off the land, or off things he can take through raiding and pillaging. He must seek wealth and power. He must follow any edicts of his order that are consistent with this lifestyle, but only needs to maintain an appearance of following any conflicting edicts. For example, a mounted brigand in the Order of the Lion might rob in the name of a local lord and take most of the wealth for himself.

Because he is less rigid in his devotion to his order than other cavaliers, he gains only the order's skill bonus at 1st level. All other order abilities are delayed by two levels (the order's challenge ability is gained at 3rd level, the 2nd-level order ability at 4th level, the 8th-level order ability at 10th level, and the 15th-level order ability at 17th level).

This ability modifies and replaces order.

Brigand's Charge (Ex)

At 3rd level, whenever the brigand makes a charge against the target of his challenge while mounted, his attack deals sneak attack damage as if the target were flat-footed. If the mounted brigand makes more than one attack in a turn, this ability only applies to the first attack. Foes with uncanny dodge are immune to this ability.

This ability replaces cavalier's charge.

Stealthy Rider (Ex)

At 4th level, whenever the mounted brigand makes a Stealth check while mounted, his check result applies to both the mount and the rider, concealing both equally from detection.

This ability replaces expert trainer.

Rogue Talents

At 6th level and every six levels thereafter, the mounted brigand may select a rogue talent. This functions as the rogue ability of

the same name. A mounted brigand does not gain access to advanced talents.

This ability replaces the bonus feats gained at 6th, 12th, and 18th levels.

Expert Rider (Ex)

At 11th level, the mounted brigand's riding skills become so strong that he can direct his mount to perform feats of agility that are beyond its ability. He may substitute his Ride modifier for his mount's Acrobatics modifier whenever the mount performs any function of that skill while he is mounted.

This ability replaces mighty charge.

Devastating Charge (Ex)

At 20th level, the mounted brigand can add his sneak attack bonus to the damage of any mounted charge attack, even if he did not challenge the target. In addition, whenever the mounted brigand successfully delivers sneak attack damage using this ability, the target of the attack is also dazed for one round. A successful Fortitude save with a DC equal to 10 + the mounted brigand's base attack bonus + his Charisma bonus negates the dazing effect.

This ability replaces supreme charge.

Oath-Bound Protector

There are combatants addicted to the thrill of battle, while others use their martial prowess to protect rather than to harm. These are bastions of peace, choosing to defend the weak, though others care only for their masters and act as top-rate bodyguards.

An Oath-Bound Protector has the following class features.

Skills: An oath-bound protector adds Perception to his list of class skills.

Oath (Ex)

Once per day, a cavalier can swear to protect a single living creature. As a swift action, the oath-bound protector chooses one living creature within sight to become his ward. So long as the oath-bound protector is adjacent to his ward, the ward gains a +1 morale bonus to Armor Class and saving throws. This bonus increases by +1 for every four levels the oath-bound protector possesses. He may use this ability once per day at 1st level, plus one additional time per day for every three levels beyond 1st, to a maximum of seven times per day at 19th level.

While protecting a ward, the oath-bound protector takes a -2 penalty to his own Armor Class, as he is focusing more of his attention on his ward's safety. The oath remains in effect until the ward is dead or until the combat ends.

This ability replaces challenge.

Order (Ex)

Whenever an oath-bound protector claims a ward, he gains an additional benefit based on his order:

Order of the Blue Rose: The oath-bound protector and his ward gain the benefits of the sanctuary spell with a DC equal to 10 plus the oath-bound protector's class level. If the effect is lifted or bypassed for either of them, then it is lifted or bypassed for both of them.

Order of the Bow: The oath-bound protector and his ward gain a +1 dodge bonus to AC against ranged attacks. This bonus increases by +1 for every four levels the oath-bound protector possesses.

Order of the Cockatrice: The oath-bound protector only takes a -1 penalty to his AC. For every failed attack against his ward, he gains a cumulative +1 morale bonus to his next attack as long as the attack is made before the end of his next turn. If his ward takes damage or fails a saving throw, all morale bonuses on the oath-bound protector end immediately.

Order of the Dragon: The ward gains a +1 morale bonus on attack rolls as long as the oath lasts and the oath-bound protector is adjacent. This bonus increases by +1 for every four levels the oath-bound protector possesses.

Order of the First Law: The ward gains temporary hit points equal to double the oath-bound protector's level. These hit points are gained once per oath and fade when the oath is fulfilled. Additionally, at 15th level, the Order of the First Law's Godslayer ability affects all targets within 10 feet of his ward.

Order of the Land: The oath-bound protector and his ward gain use of the Nimble Moves feat so long as their movement starts or ends adjacent to each other.

Order of the Lion: The oath-bound protector gains use of the Deflect Arrows feat for attacks against himself or his ward, as long as he is adjacent to the ward.

Order of the Paw: The oath-bound protector's size penalties are reduced by 1. Additionally, he and his ward are treated as one size larger for attacks that that rely on creature size.

Order of the Penitent: The oath-bound protector's weapon attacks cause a Strength and Dexterity penalty to a single target within 10 feet of his ward. The penalty is equal to 1d4 and increases by an additional 1d4 for every eight levels the oath-bound protector possesses to a maximum of 3d4 at 17th level. This penalty lasts for a number of rounds equal to the oath-bound protector's class level. Multiple applications do not stack. If an oath-bound protector uses this ability on a new target, it is immediately ends on the previous target.

Order of the Scales: The oath-bound protector may make a 5-ft step when his ward does, so long as he is adjacent to his ward after his movement. This does not count against the oath-bound protector's normal movement.

Order of the Seal: Whenever the oath-bound protector's ward is attacked, and the attacker is within the oath-bound protector's reach, he may immediately make a bull rush or trip combat maneuver as an attack of opportunity which is resolved before the triggering attack.

Order of the Shield: The oath-bound protector gains use of the Bodyguard feat, but only to protect his ward. If he already has the Bodyguard feat, he gains use of In Harms Way instead.

Order of the Staff: The ward gains a +1 morale bonus to concentration checks as long as the oath-bound protector is adjacent. This bonus increases by +1 for every four levels the oath-bound protector possesses.

Order of the Star: Whenever an order oath-bound protector claims a ward of the same faith, the ward receives double the morale bonuses from the oath ability.

Order of the Sword: The oath-bound protector gains use of the Spring Attack feat, but the oath-bound protector must end his movement adjacent to his ward.

Order of the Tome: The ward gains SR equal to 5 plus the oath-bound protector's class level. If a spell caster fails a caster level check to overcome this spell resistance, then the spell is redirected to the oath-bound protector and he becomes the target of the spell, but he gains a +2 bonus on his saving throw, if any. If the redirected spell originally included both the oath-bound protector and the ward, the oath-bound protector must save twice and take the worse result, but he still gains the +2 bonus.

Order of the Warrior: The ward gains DR 1/-. This DR increases by +1 for every four levels the oath-bound protector possesses.

Ronin/Knight Errant: Whenever a ward is targeted by an attack of a harmful spell, the oath-bound protector may make an Intimidate check to demoralize the attacker as an attack of opportunity. The target of the demoralize must be within 30 feet of the oath-bound protector, as normal.

This ability replaces the cavalier's order's challenge ability; all other order abilities are unaffected.

On the Move (Ex)

At 12th level, an oath-bound protector and his ward may both ride on his bonded mount without penalty. Both the oath-bound protector and the ward must each be at least one size category smaller than the mount. While riding in this fashion, the ward may use his own Ride skill bonus or the oath-bound protector's, whichever is higher.

This ability replaces demanding challenge.

Shieldmaiden

The common wisdom is that offense is the best defense and that it is weak to yield. Like the Valkyries they emulate, shieldmaidens stand in defiance of the mightiest foe ready to ward away the best blows a foe has to offer.

A shieldmaiden has the following class features.

Restrictions: Must be female to take this archetype.

Valkyrie's Gaze (Sp)

At 1st level, a shieldmaiden can use a swift action to cast *deathwatch*. A shieldmaiden may use this ability a number of times per day equal to her Charisma modifier.

This ability replaces Tactician.

Shield of Resolution (Ex)

At 1st level, a shieldmaiden gains Shield Focus and can apply her shield's base AC bonus to all saves. In addition, the shield maiden's class levels count as fighter levels for any feat that involves the use of a shield.

This ability replaces mount.

Tactician (Su)

At 3rd level a shieldmaiden gains a teamwork feat and the ability to share it exactly like the tactician ability gained by a regular cavalier.

This ability replaces cavalier's charge.

Jarring Riposte (Ex)

At 4th level whenever a shieldmaiden is missed by a melee attack by the value of her shield's base AC bonus she may counter attack as an immediate action with a shield bash.

This ability replaces expert trainer.

My Shield is my Banner (Ex)

At 5th level, the shieldmaiden gains the banner ability. Her shield, when wielded, counts as her banner.

This ability modifies banner.

Uncanny Shield (Ex)

At 9th level, a shieldmaiden gains the uncanny dodge class feature but only when she is wielding her shield.

This ability delays greater tactician to 11th level and replaces mighty charge.

Indomitable Shield

At 20th level, once per round the shieldmaiden can simply block the first melee or ranged attack that would normally hit her, negating the damage. She also gains the effects of greater uncanny dodge as long as she is wielding her shield.

This ability replaces supreme charge.

Spirit Rider

The spirit rider and his ghostly steed hunt blasphemous undead and even worse abominations. With his close connection to the spirit world, he is a force to be reckoned with.

A spirit rider has the following class features.

Armor Proficiency: A spirit rider is proficient with light and medium armor, and with shields (with the exception of tower shields).

Ethereal Mount (Su)

At 1st level, the spirit rider is able to summon his ethereal mount as a full-round action. The ethereal mount appears as merely a hazy outline of a horse if the spirit rider is Medium or a pony if the spirit rider is Small. It is not quite invisible but it is totally intangible to anyone or anything but its spirit rider who can ride it and count as being mounted for the purpose of feats and abilities. It cannot make attacks or be attacked. It has no scent, takes up no space, and its hooves make no sound.

The ethereal mount has a speed of 50 feet like a normal horse. At 4th level, its speed increases to 60 feet. At 6th level, it may move across difficult terrain without penalty. At 8th level, the mount can use *water walk* at will (as the spell, no action required to activate this ability). At 10th level, the mount can use *air walk* at will (as the spell, no action required to activate this ability). At 12th level, the mount can fly at its speed with a bonus on Fly skill checks equal to the spirit rider's level.



This ability replaces mount, order, and expert trainer.

Spirit Weapon (Su)

At 5th level, the spirit rider may call upon a helpful spirit a number of times per day equal to his Charisma modifier (minimum 1). The helpful spirit grants his melee weapon the *ghost touch* weapon quality and a +1 enhancement bonus for

1 minute. For every four levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +4 at 17th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 9th level, these bonuses can be used to add any of the following weapon properties: *dancing*, *disruption* (even if not a bludgeoning weapon), *flaming*, *flaming burst*, *keen*, *speed*, or *undead bane*. Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the ability is activated and cannot be changed until the next time the spirit rider uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the spirit rider. Dropped weapons must be picked up within one round or these effects are lost.

A spirit rider can only enhance one weapon in this way at one time. If he uses this ability again, the first use immediately ends.

This ability replaces banner, greater tactician, greater banner, and master tactician.

Steadfast Challenger

The steadfast challenger eschews battlefield tactics in favor of relentlessly attacking the enemies' leader to gain personal glory or to end the conflict quickly. These cavaliers deftly weave across the battlefield, avoiding attacks while pursuing their target.

Steadfast challengers have the following class features.

Confident Stride (Ex)

At 1st level, a steadfast challenger's defensive guard and menacing demeanor allow him to forestall his enemies' attacks. He can substitute his Combat Maneuver Bonus for his or his mount's Acrobatics skill checks to move through a threatened area or an enemy's space without provoking attacks of opportunity. He can use this ability even if his or his mount's speed is reduced by armor or encumbrance.

This ability replaces tactician.

Relentless Challenge (Ex)

At 3rd level, the target of a steadfast challenger's challenge provokes an attack of opportunity when moving out of a

square threatened by the steadfast challenger even when taking a 5-foot step or using the withdraw action.

This ability replaces cavalier's charge.

Effortless Stride (Ex)

At 9th level, a steadfast challenger can move at his normal speed while wearing medium or heavy armor. If his speed is not modified by armor or encumbrance, he instead gains a +10 foot bonus to his land speed. This bonus stacks with any other bonuses to his land speed. When mounted, he can apply this benefit to his mount.

This ability replaces greater tactician.

Forestalling Challenge (Ex)

At 11th level, whenever a steadfast challenger issues a challenge, he can almost instinctively attack anyone trying to stop him from pursuing the target. An enemy that moves into a square threatened by the steadfast challenger provokes an attack of opportunity from him just as though the enemy was moving out of a threatened square. The target of the steadfast challenger's challenge is not subject to this effect.

This ability replaces mighty charge.

Determined Stride (Ex)

At 17th level, whenever a steadfast challenger uses the confident stride ability, he or his mount can move at full speed without an increase to the DC to avoid attacks of opportunity.

This ability replaces master tactician.

Overwhelming Challenge (Ex)

At 20th level, when a steadfast challenger makes a full-attack action, he may make one extra melee attack against the target of his challenge at his full base attack bonus. This benefit is cumulative with similar effects, such as the *haste* spell or a *speed* weapon.

Furthermore, whenever the steadfast challenger issues a challenge, only the attacks of opportunity that miss the target count against the number of attacks of opportunity he can make in a round.

This ability replaces supreme charge.

Alternate Base Class



Sword Sworn Troubadour

Role: Sword sworn troubadours are musicians hardened to battle. The piercing registers or pounding beat of their instruments can give sweeping waves of courage to allies or tides of terror to foes. His instrument is also used to relate commands on the battlefield. Fiercely brave himself, the sword sworn troubadour is equally adept at combat and art.

Alignment: Any

Hit Dice: d10

Starting Wealth: 5d6 x 10 gp (average 175 gp)

In addition, each character begins with a uniform worth 10 gp or less, and the sword sworn troubadour begins play with bagpipes, a bugle, a small brass drum, or turned wooden flute.

Class Skills: The sword sworn troubadour's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Sleight of Hand (Dex).

Skill Ranks per Level: 4 + Int modifier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Battle hymn 1/day, instrument, two hands
2nd	+2	+0	+3	+3	Bonus feat
3rd	+3	+1	+3	+3	Battle hymn 2/day
4th	+4	+1	+4	+4	Bonus teamwork feat
5th	+5	+1	+4	+4	Battle hymn 3/day
6th	+6/+1	+2	+5	+5	Bonus Feat
7th	+7/+2	+2	+5	+5	Battle hymn 4/day
8th	+8/+3	+2	+6	+6	Bonus teamwork feat
9th	+9/+4	+3	+6	+6	Battle hymn 5/day
10th	+10/+5	+3	+7	+7	Bonus feat
11th	+11/+6/+1	+3	+7	+7	Battle hymn 6/day
12th	+12/+7/+2	+4	+8	+8	Bonus teamwork feat
13th	+13/+8/+3	+4	+8	+8	Battle hymn 7/day
14th	+14/+9/+4	+4	+9	+9	Bonus feat
15th	+15/+10/+5	+5	+9	+9	Battle hymn 8/day
16th	+16/+11/+6/+1	+5	+10	+10	Bonus teamwork feat
17th	+17/+12/+7/+2	+5	+10	+10	Battle hymn 9/day
18th	+18/+13/+8/+3	+6	+11	+11	Bonus feat
19th	+19/+14/+9/+4	+6	+11	+11	Battle hymn 10/day
20th	+20/+15/+10/+5	+6	+12	+12	Once More Into the Breach

Class Features

Weapon and Armor Proficiency

Sword sworn troubadours are proficient with all martial and simple weapons and with light armor.

Instrument: At 1st level, sword sworn troubadour gains bagpipes, a bugle, a small brass drum, or a turned wooden flute. This allows the sword sworn troubadour to play battlefield music that both inspires and terrifies. A sword sworn troubadour's instrument can be heard up to 100 feet away, provided the region is above ground and is not overwhelmed by natural terrain such as a waterfall.

Starting at 1st level, a sword sworn troubadour can startle any creature that can hear within 30 feet by making a Perform check with their instrument versus that creature's Will save. If the Perform check meets or exceeds the opposed Will save, then the affected creature is considered to be flat-footed for 1 round. The sword sworn troubadour may do this a number of times per day equal to 3 + his Charisma bonus. The distance this can affect a creature increases by 10 feet for every 5 levels to a maximum of 60 feet at 16th level. Whether or not the save is successful, a creature cannot be the target of this ability again for 1 day.

Battle Hymn (Ex)

Once per day, a sword sworn troubadour can rouse his allies to greatness, direct the flow of battle, communicate with allies, or strike fear into the hearts of his enemies with the songs he plays. Any creature affected must be able to hear the sword sworn troubadour's battle hymn. Any battle hymn having a range of 30 feet or less requires the creature(s) affected to be able to see and hear the sword sworn troubadour.

Any creature may attempt to decipher the battle hymn's purpose on a successful Linguistics check with a DC equal to 10 + the sword sworn troubadour's level + his Charisma bonus. A successful check results in the creature understanding which battle hymn is being used, what its effects are, and gains the benefits of those effects that affect the sword sworn troubadour's allies.

Starting at 3rd level and every two levels thereafter, a sword sworn troubadour gains one additional use per day of this ability. As a full-round action, the sword sworn troubadour can begin playing a battle hymn to grant one of the following effects:

Announcing Our Presence: Any enemies within 100 feet must succeed at a Will save with a DC equal to 10 + the sword sworn troubadour's level + his Charisma bonus or suffer a -2 morale penalty to their AC for 1 minute.

Attack the Line: Any allies, including the sword sworn troubadour, up to 100 feet away do not suffer a penalty to armor class while charging. This ability lasts for 1 minute.

Cannonade Relay: The sword sworn troubadour may communicate enemy positions he can see to all allied siege engines within 100 feet. This reduces how many full-round actions it takes to aim a siege weapon by 1 for the next attack. Siege weapons that have 0 full-round actions to aim instead reduces any penalties due to range by 1/2 on the next attack.

For Glory: When charging, the sword sworn troubadour and all allies within 100 feet may choose to double the bonus to attack gained from charging. If they do so they also double the penalties to AC gained from charging, if they would normally suffer no penalty they instead suffer the normal penalty for charging.

Hold the Line: All allies within 30 feet, including the sword sworn troubadour, gain a +4 morale bonus to their AC for 3 rounds.

Mage's Dirge: Any enemy arcane spellcaster within 30 feet and hears this must succeed at a Will save with a DC equal to 10 + the sword sworn troubadour's level + his Charisma bonus. A failed save results in the spellcaster being forced to succeed at a caster level check with a DC equal to 10 + the sword sworn troubadour's level + his Charisma bonus when casting a spell within 30 feet of the sword sworn troubadour or lose the spell. This effect lasts for 3 rounds.

Mage's Relay: A sword sworn troubadour pinpoints where enemy targets lie. Any allied spellcaster within 100 feet may double the range for the next area-of-effect spell in exchange for doubling the casting time.

Keep it Together: All allies within 30 feet, including the sword sworn troubadour, gain a +4 morale bonus to their Will save for 1 minute.

Relay that Message: The sword sworn troubadour can relay a short message, as the spell message, to all within 1 mile. The sword sworn troubadour is not able to receive replies.

Quick Time: All allies within 30 feet, including the sword sworn troubadour, double their movement speed for 1 round.

Timing Tempo: The sword sworn troubadour may unleash a driving tempo that cues allies on when to attack. Any ally within 60 feet hearing this song and delaying action until the end of the round gains a +2 morale bonus on attack rolls until the beginning of their next turn.

You May Flee: Any enemy within 30 feet that hears this must succeed at a Will save with a DC equal to 10 + the sword sworn troubadour's level + his Charisma bonus or flee from the sword sworn troubadour as though it were under the effects of the frightened condition. The enemy does not take a penalty to their attack rolls, saving throws, skill checks, or ability checks.

Two Hands (Ex)

At 1st level, a sword sworn troubadour is trained to hold their instrument and weapon in either hand without suffering a penalty on attack rolls with their weapon. Whichever hand a weapon is held in is never considered off-hand as long as he is holding his instrument in the other.

Bonus Feat

Starting at 2nd level and every 4 levels thereafter, a sword sworn troubadour gains a bonus feat. Only combat feats may be selected. The sword sworn troubadour must meet the prerequisites of these bonus feats.

Bonus Teamwork Feat

Starting at 4th level and every 4 levels thereafter, a sword sworn troubadour gains a bonus teamwork feat.

Once More On To the Breach (Ex)

At 20th level, a sword sworn troubadour may apply any two of his battle hymns each time he activates his battle hymn ability. Doing so consumes two uses of his battle hymn ability.



Prestige Classes

Fey Warden

Whether born with a natural affinity for the wilds or drawn there by the fey powers, some warriors seek to protect the fey realms with their lives. As they interact with fey powers, they find themselves growing more and more like them, and are able to mimic their powers. For those that are completely drawn into the realm of the fey, they may find they can never escape its lure.

Hit Die: d8

Requirements

To qualify to become a fey warden, a character must fulfill all of the following criteria

Alignment: Any non-lawful.

Feats: **Skill Focus:** Knowledge (nature).

Skills: Handle Animal 4 ranks, Knowledge (nature) 4 ranks.

Special: Animal companion class feature with an effective druid level of 4th or mount class feature that progresses as an animal companion with an effective druid level of 4th, Order class feature, wild empathy class feature. Furthermore, to become a fey warden, the character must renounce his old order and swear fealty to a fey queen or noble of the fey court.

Spells: Able to cast 2nd level divine spells.

Class Skills: A fey warden's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Fly (Dex), Handle Animal (Cha), Knowledge (nature) (Int), Perception (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 +Int modifier.



Class Features

The following are class features of the fey warden prestige class.

Weapon and Armor Proficiency

A fey warden gains no additional weapon or armor proficiencies.

Animal Companion (Ex)

A fey warden nurtures the bond with their animal companion. He may combine all class levels in classes that give a loyal mount or animal companion, including levels in fey warden, for the purposes of determining his effective druid level.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1st	+0	+1	+0	+1	Animal companion, order of the fey	-
2nd	+1	+1	+1	+1	Fey magic, nature's protection	+1 level of spellcasting class
3rd	+2	+2	+1	+2	Fey empathy +2	+1 level of spellcasting class
4th	+3	+2	+1	+2	Unearthly grace	+1 level of spellcasting class
5th	+3	+3	+2	+3	Fey defenses	+1 level of spellcasting class
6th	+4	+3	+2	+3	Fey empathy +4, fey magic	+1 level of spellcasting class
7th	+5	+4	+2	+4	Fairy wings	+1 level of spellcasting class
8th	+6	+4	+3	+4	Fairy size	+1 level of spellcasting class
9th	+6	+5	+3	+5	Fey empathy +6	+1 level of spellcasting class
10th	+7	+5	+3	+5	Stolen child	+1 level of spellcasting class

Order of the Fey (Ex)

A fey warden must dedicate himself to the protection of nature and the wilds, but primarily to the creatures of the fey realms. He keeps the peace between different factions of fey, and often acts as a link between the denizens of nature and the mortal realms. Levels in fey warden stack with cavalier levels to determine the effects of order abilities.

Edicts: The fey warden must guard against all undue harm to plants, animals, and the fey to which he is bound. He must justly punish any who trespass in the realm of the fey, follow all commands given to him by his sworn fey queen or noble, and defend the fey against the encroachment of civilization.

Challenge: Whenever a fey warden issues a challenge, he receives a +1 luck bonus to his attack rolls made against the target of his challenge. This bonus increases by +1 for every attack that fails to do damage against the target of his challenge, but the additional bonus is lost when the cavalier successfully deals damage. If the cavalier rolls a natural 1 on an attack roll, his challenge ends immediately.

Skills: Whenever a fey warden uses Stealth in a natural environment, he adds 1/2 his effective cavalier level (minimum +1) to the result.

Order Abilities: A fey warden belongs to the order of the fey, he gains the following abilities as he increases in level.

Weapons of Nature (Ex): At 2nd level, he may use any naturally occurring object of appropriate size as an improvised weapon without an attack penalty.

Language of the Wild (Ex and Sp): At 8th level, he gains Sylvan as a bonus language. Additionally, he may choose to gain either *speak with animals* or *speak with plants* as a constant spell-like ability.

Nature's Fury (Su): At 15th level, after successfully hitting a creature with a melee weapon, he may call down a single bolt of lightning as a free action against his melee target. The bolt acts as the call lightning spell with a caster level equal to the fey warden's hit dice targeted directly on the melee target's square. This ability can only be used once per round, up to a maximum number of times per day equal to 3 + the fey wardens Charisma modifier.

Fey Magic (Sp)

At 2nd level, a fey warden learns some of the fey's magic.

He may choose one spell from the following list to cast as a spell-like ability once per day with a caster level equal to his hit dice: *charm person*, *color spray*, *entangle*, *fog cloud*, *invisibility* (self only), or *minor image*.

At 6th level, he may choose an additional spell-like ability to cast once per day, or he may cast the spell previously chosen 3 times per day. Once the fey warden chooses a spell-like ability, this choice cannot be changed.

Nature's Protection (Sp)

At 2nd level, once per day as a full-round action, a fey warden may summon rocks, plant matter and even the ground he walks on to fly to him and form a suit of armor. To use this ability, he must be in a natural environment, and he may replicate any type of armor he is proficient with. The armor has a hardness and hit points as if it were made of wood, and may be dismissed with a standard action or it dissipates after 1 hour per fey warden level.

Fey Empathy (Su)

At 3rd level, a fey warden learns the wily ways of the fey; he gains a +2 bonus to wild empathy checks and can use wild empathy on fey creatures. The fey warden's effective level is equal to total class level for determining his total modifier to the check. This bonus increases to +4 at level 6 and +6 at level 9.

Unearthly Grace (Su)

At 4th level, a fey warden adds his Charisma modifier as a luck bonus on all his saving throws, and as a deflection bonus to his Armor Class.

Fey Defenses (Su)

At 5th level, a fey warden becomes more infused with the power of the fey and it bolsters his resilience; he gains DR 5/cold iron.

Fairy Wings (Su)

At 7th level, a fey warden can sprout insect or butterfly wings as a standard action. The wings give him a flight speed of 60 feet. (good). He can use them for 10 minutes per fey warden class level per day in 10 minute increments; the durations need not be consecutive.

Fairy Size (Sp)

At 8th level, a fey warden can change his size at a moment's notice. He may spend a full-round action

to reduce his size by one size category, but no lower than Diminutive size. the fey warden remains at his new size until he spends another full-round action to increase his size by one size category to a maximum of his natural size. This ability functions in all other ways as *reduce person*.

Stolen Child (Su)

At 10th level, the fey warden embraces fully the fey realms. His damage reduction increases to DR 10/cold iron, any natural attacks he possesses count as magic for the purpose of by passing damage reduction, and he gains the fey subtype in additional to his original subtype. His age is restored to the minimum age of adulthood for his original race; he no longer ages nor can he be magically aged.

Obsidian Knight

Part cleric, part knight, obsidian knights are most commonly found among Dwarf and Oread cavaliers who seek to channel their affinity for earth and stone with their command over the battlefield. Master tacticians, the obsidian knight disrupts combat and changes the terrain to best suit his allies.

Because the path to becoming an obsidian knight requires both martial skill and divine power, obsidian knights almost always begin their paths as multi-classed characters, such as cavalier/clerics or even cavalier/druids. They may be found among the many strongholds of the dwarf and oread races, striking out for order and duty to the land and their people.

Role: Obsidian knights are potent combatants, challenging single targets to duel while locking down the battlefield and shaping the area to better aid allies and hinder opponents.



Table: Obsidian Knight

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1st	+1	+1	+0	+1	Channel elements, strike down, weight of stone	-
2nd	+2	+1	+1	+1		+1 of existing divine class
3rd	+3	+2	+1	+2	Earthen bulwark	+1 of existing divine class
4th	+4	+2	+1	+2		+1 of existing divine class
5th	+5	+3	+2	+3	Obsidian weapon	-
6th	+6	+3	+2	+3	Rupture ground 1/day	+1 of existing divine class
7th	+7	+4	+2	+4	Field of onyx 1/day	+1 of existing divine class
8th	+8	+4	+3	+4	Rupture ground 2/day	-
9th	+9	+5	+3	+5	Field of onyx 2/day	+1 of existing divine class
10th	+10	+5	+3	+5	Crystalline shield, upture ground 3/day	+1 of existing divine class

Alignment: Like the earth and stone in their namesake an obsidian knight is largely neutral as regards good and evil, but tend more toward law than chaos though they may swear to any order and serve many purposes.

Hit Dice: d10

Requirements

To qualify to become an obsidian knight, a character must fulfill all the following criteria.

BAB: +5

Feature: Cavalier order class feature.

Spells: Able to cast 2nd-level divine spells.

Class Skills: The obsidian knight's class skills (and key ability for each skill) are Appraise (Int), Climb (Str), Craft (Int), Knowledge (geography) (Int), Knowledge (engineering) (Int), Perception (Wis), Profession (Wis), Survival (Wis).

Skill Ranks per Level: 2 +Int modifier.

Class Features

The following are class features of the obsidian knight prestige class.

Weapon and Armor Proficiency: Obsidian knights gain no proficiency with any weapon or armor.

Channel Elements

An obsidian knight gains Elemental Channel as a bonus feat but affecting all elemental subtypes, this ability heals or harms Elementals for 1d6 points of damage, plus 1d6 points of damage for every two caster levels beyond first (2d6 at 3rd, 3d6 at 5th, and so on). He may use this ability a number of times per day equal to 3 + his Charisma modifier.

If the obsidian knight meets the prerequisites for Elemental Channel, that is he has the Channel energy class feature, he gains an additional three uses of the ability per day.

Strike Down

At 1st level, an obsidian knight gains Mighty Blow as a bonus feat even if he does not meet the prerequisites.

Weight of Stone (Su)

At 1st level, the obsidian knight may expend a use of his elemental channel as a standard action to affect all creatures within a 20-foot radius. The effect is channeled through the obsidian knight's banner. Non-allied creatures wearing metal armor must make a fort save DC 10 + ½ total level + the obsidian knight's wisdom modifier or suffer heavy encumbrance as the metal on them grows heavy and bears them toward the ground. Removing the armor or other weighty metal objects ends the effect early. This effect lasts for a number of minutes equal to the obsidian knight's Charisma bonus.

Earthen Bulwark (Su)

At 3rd level, as a standard action the obsidian knight may call forth the earth and stone itself to rise, shielding allies adjacent to him. The obsidian knight determines which edge of an allies space the bulwark rises from and the end result is treated as a solid wall that extends 10-feet high and 5-feet wide. The wall is of negligible thickness so does not move adjacent creatures from their square. This functions exactly like a set tower shield and forms except that it does not require training and remains stationary. While the effect is permanent the earthen and stone shield has hardness 3 and 25 hp. This ability costs a use of elemental channel.

The obsidian knight and his allies must be on solid ground for this ability to function.

Obsidian Weapon (Su)

At 5th level, as a swift action the obsidian knight may expend a use of his elemental channel to coat his weapon in a layer of crystalline obsidian. The weapon gains a +1 circumstance bonus on attack and damage that lasts for 1 minute and stacks with any other enhancement bonuses. Additionally, when the weapon or the obsidian knight is the target of a spell with an elemental descriptor the weapon gains a weapon property appropriate to the spell's element. The properties granted are corrosive, flaming, frost, and shock. Weapon properties gained this way last only as long as the +1 enhancement bonus gained by this ability.

Rupture Ground (Su)

At 6th level, once per day as a standard action the obsidian knight may stomp the ground to send a ripple of broken earth that counts as difficult terrain in a 60 foot line.

All opponents in this line are affected as if by a bull rush combat maneuver made with the obsidian knight's CMB. He gains an additional use of this ability per day at 8th level and 10th level.

Field of Onyx (Su)

Once per day as a standard action the obsidian knight may call upon his native element to create a 30-foot radius field of black and white chalcedony shards at any point he can see within 100-feet of himself. These shards act like caltrops except that they use the obsidian knight's caster level to determine their base attack bonus. An opponent ending their round in an affected square must make a Reflex save DC 10 + ½ total level + the obsidian knight's Wisdom modifier or take 1d6 + obsidian knight's Wisdom modifier damage as the shards jab violently upward. If any part of this field is subjected to a spell with the sonic descriptor then this effect ends and all targets in its radius must make a Reflex save for half damage or take 1d6 points of slashing and piercing damage per caster level of the obsidian knight as the shards violently explode.

This effect lasts for a number of rounds equal to the caster level of the obsidian knight. At 10th level the obsidian knight may use this ability twice per day.

Crystalline Shield (Su)

At 10th level, the earthen bulwark class feature is replaced by crystalline shield, the effect is identical except that the shield created is largely transparent and grants the properties of the see invisibility spell to those shielded by it. In addition, the crystalline shield may deflect ray attacks once per round as if it had the Oread racial feature. Both these effects lasts for a number of rounds equal to the caster level of the obsidian knight after which the crystalline shield shatters into worthless dust.

Rime Reaver

Harsh lands breed resilience. Orders help warriors find focus. When the two are combined, those now known as rime reavers can reshape the land like glacial ice.

Hit Dice: d10

Requirements

To qualify to become a rime reaver, a character must fulfill all the following criteria.

Skills: Craft (weapons) 5 ranks, Survival 5 ranks

Abilities/Class features: Ability to cast 1st level arcane spells, boreal bloodline power cold steel, order class feature.

Class Skills: The rime reaver's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (Int) (all skills taken individually), Perception (Wis), Survival (Wis), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are class features of the rime reaver prestige class.

Weapon and Armor Proficiency: Rime reavers gain no proficiency with any weapon or armor.

Companion in the Cold (Ex)

At 1st level if a rime reaver has a mount or animal companion they may add the boreal creature template to that companion or replace it with a polar bear (use bear modified as per the *enlarge* spell). Levels in rime reaver stack with any class that grants an animal companion. This applies to only one animal companion, even if you have more. If the rime reaver lacks an animal companion they gain the mount class feature.

Veins of Ice (Su)

A rime reaver adds his level to his sorcerer levels when determining the powers gained from his bloodline. If the rime reaver does not have levels of sorcerer, he instead gains bloodline powers of the boreal bloodline, using his rime reaver level as his sorcerer level to determine the bonuses gained. This ability does not grant bonus spells to a sorcerer unless he possesses spell slots of an appropriate level. Such bonus spells are automatically granted if the sorcerer gains spell slots of the spell's level.

Spells Per Day/Spells Known

At the indicated levels, a rime reaver gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells

Table: Rime Reaper

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1st	+1	+1	+0	+1	Companion in the cold, veins of ice	-
2nd	+2	+1	+1	+1	Cold resist 5, bloodline feat	+1 to existing arcane spellcasting class
3rd	+3	+2	+1	+2	Adamantine ice +1	+1 to existing arcane spellcasting class
4th	+4	+2	+1	+2	Cold resist 10,	+1 to existing arcane spellcasting class
5th	+5	+3	+2	+3	Adamantine ice (riming), Bloodline feat	-
6th	+6	+3	+2	+3	Cold resist 15,	+1 to existing arcane spellcasting class
7th	+7	+4	+2	+4	Adamantine ice +2	+1 to existing arcane spellcasting class
8th	+8	+4	+3	+4	Bloodline feat, cold resist 20,	+1 to existing arcane spellcasting class
9th	+9	+5	+3	+5	Adamantine ice +3	-
10th	+10	+5	+3	+5	Mythical animal	+1 to existing arcane spellcasting class

known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a rime reaver, he must decide to which class he adds the new level for purposes of determining spells per day.

Cold Resist (Ex)

Starting at 2nd level the rime reaver gains resist cold 5, this stacks with the ice walker boreal bloodline power. An additional resist cold 5 is gained at 4th, 6th, and 8th-level.

Bloodline Feat

Upon reaching 2nd level, and every three levels thereafter, a rime reaver receives one bonus feat, chosen from the boreal bloodline's bonus feat list.

Adamantine Ice (Su)

At 3rd level the rime reaver can craft a weapon from ice that is treated as a +1 weapon made from adamantine. This action takes an hour and only one weapon may be crafted in this way at a time, crafting a new weapon destroys the previous one. The weapon must be crafted from ice and maintained in a temperature below freezing or the weapon loses 1 point of hardness for every hour it is exposed to temperatures above freezing (though endure elements spells can forestall this effect. These weapons deal half their damage as cold damage. At 5th level, damage dealt by these weapons can rime foes in ice as a standard action with a successful combat maneuver check. If

successful the weapon deals normal damage and entangles foes for one round. At 7th level, the weapon is treated as a +2 adamantine weapon, and at 9th level, a +3 adamantine weapon. Only a boreal blooded character can wield adamantine ice weapons.

Mythical Animal (Su)

At 10th level the rime reaver's mount or animal companion gains the mythical animal template.



Orders

Order of the Bow

Whether serving as raiders in a military force or living as bandits in the wild, cavaliers that join the order of the bow are loyal primarily to their organized groups of riders. Their bows are always ready to support an ally in need from any distance.

Edicts: The cavalier must join a group of scouts, raiders, bandits, or similar, and must consider the interests of this group to be equivalent to his own. If the group is hierarchical, he must obey his commanders without question. He also must protect the lives of other members of the group as he would his own.

Challenge: The order of the bow cavalier may add the damage bonus from his challenge to ranged attacks, provided he is within 30 feet of the target and is mounted.

Skills: The order of the bow cavalier adds Heal and Survival to his list of class skills. Whenever the order of the bow cavalier uses the Survival skill to hunt or forage for food and water, he receives a bonus to the check equal to $\frac{1}{2}$ his cavalier level (minimum +1).

Order Abilities: The order of the bow cavalier gains the following abilities as he increases in level:

Mounted Archery (Ex)

At 2nd level, the cavalier gains Mounted Archery as a bonus feat. As he gains additional levels, he further reduces his penalties to ranged attack rolls while mounted. At 6th level, they are reduced to -1 for a double move and -2 while running. At 12th level, the penalties are eliminated entirely.

Skirmisher's Charge (Ex)

At 8th level, the cavalier gains Charging Hurler as a bonus feat. While mounted, he may gain the benefits of this feat with any ranged weapon, instead of only thrown weapons.

Coordinated Shot (Ex)

At 15th level, when an ally of the cavalier charges an enemy and hits with the attack, the cavalier may make a ranged attack against that enemy as an immediate action.



Magic Item Properties

Pummeling:

Price +2 bonus

Aura moderate transmutation; **CL** 10th; **Weight** -

DESCRIPTION

This special ability can only be placed on bludgeoning melee weapons or shields. A pummeling weapon grants the wielder an additional +2 enhancement bonus on trip and sunder combat

maneuvers attempts. If the wielder confirms a critical hit with the weapon, he can attempt a trip combat maneuver as a free action.

CONSTRUCTION REQUIREMENTS

Feats Toppling Spell; **Spells** *bull's strength*, *telekinesis*

Cost +2 bonus

Mundane Gear

Item	Cost	Weight
Comfortable tether	150 gp	¼ lb.
Jousting lance tip	5 gp	½ lb.
Mount fright	10 gp	½ lb.
Resting saddle	500 gp	10 lbs.
Standing saddle stirrups	500 gp	2 lbs.

Comfortable Tether:

This soft and silken tether is translucent and feathery light. The break DC is 5 higher for an animal tethered with this. An animal tethered with this does not hurt itself when breaking the tether.

Jousting Lance Tip:

The jousting lance tip is a ceramic, blunt tip fashioned into any shape that fits onto the end of a polearm. This causes the polearm's damage to be non-lethal for the next successful attack with no penalty. Due to its ceramic nature, a jousting lance tip shatters on a successful attack.

Mount Fright:

This vial of murky, viscous red liquid smells of blood and death. One vial covers a 5-foot square. Any mount that is not war trained and steps in a square coated with mount fright must be calmed with a DC 15 Handle Animal check or buck its rider. The rider may attempt a DC 15 Ride check to land on their feet after being bucked.

Resting saddle:

This variant military saddle was created for long journeys. The saddle has been enhanced with wooden slots that can lock into place around the legs. Hooks on either side allow a bridle to be held in the same position it was when hooked. When the bridle is hooked and the leg slots have been locked in place, a rider may sleep without fear of falling out of the saddle (no Ride check required to stay in the saddle). It takes a full-round action to hook the bridle and lock the leg slots, and it takes a full-round action to undo them.

Standing Saddle Stirrups:

These stirrups are designed with multiple leather straps and small iron bars to support a creature standing while in combat. Any creature can stand in these stirrups as a swift action. Doing so grants the rider a +1 bonus for being on higher ground for melee attacks against a creature up to one size category larger than the mount.

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