



Player Paraphernalia

THE NATURAL ORDERS I TERRAIN BASED ORDERS

#80

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PLAYER PARAPHERNALIA #80

BY THE KNOTTY-WORKS

Welcome to issue eighty of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue introduces eight new Cavalier Orders based on natural terrains ranging from the arctic to the desert. Although designed for a new class to be featured in a upcoming Player Paraphernalia, these orders may be used by any class that has access to Orders associated with cavaliers. Thanks to Adam Matherly for the discussion that led to these orders.

Natural Orders

While people may tend to congregate to specific areas to meet their societal, economical, and protective needs, civilized areas spring up in nearly any type of environment. Regardless of how hazardous or sparse with apparent resources, people find ways to thrive in nearly any type of environment. As civilization grows, collectives have formed that have specialized in the environment as well as a sense of purpose to protect it and those that live on the land.

While druids, rangers, and even barbarians learn to coexist with the natural world about them, more organized cabals have formed over time with a more structured framework and standardized process of vetting members to work within the confines of their order and the lands they inhabit. Most of these orders are focused more on the relationship between man and wild that benefits mankind, though those of each order will have provisions to ensure their lands are not corrupted beyond use by those that inhabit them.

These orders generally remain secretive to protect their own interests, but try to work within the geopolitical structure that has formed around them. As a result, members may join a second order, but only gain the abilities, class skills, and challenge ability of the natural order while they must maintain the edicts of the other order to the best of their ability to maintain their position and role within the greater hegemony.

Class Skills: Members of all the eight natural orders gain [Knowledge](#) (Geography), [Knowledge](#) (Nature), and [Survival](#) as class skills.

Order of the Borealis

The sharp pain of frosted breath, the numbing bite of sub-arctic cold that saps both life and soul. Members of the Order of the Borealis not only suffer the effects of the cold, but are molded by its very nature. Seen by many as cruel and capricious in nature, order members do provide services to those unprepared for their world of frost and ice, but at a cost.

Edicts Members of the Order of the Borealis are obligated to assist others traveling their great white wastelands that pose no threat to the order or the environment they travel. However, the expectation of recompense for the time and trouble is not only expected, but may become a cause of violent conflict if the order's price is not met.

Challenge The cavalier of the Order of the Borealis is blessed with a cold aura. The target of his challenge suffers an



additional 1d4 points of cold damage when successfully struck by the cavalier's melee attack, plus 1 point per four class levels possessed by the cavalier.

Skills Members of the Order of the Borealis add $\frac{1}{2}$ their class level to any **Survival** skill checks to survive in the wilderness while traveling in any natural arctic environment with excessively cold temperatures and sparse vegetation. The same bonus applies to keep from getting lost or avoiding natural hazards in the same environment.

Order Abilities

Members belonging to the Order of the Borealis gain the following abilities as they increase in level.

Icy Infusion (Ex): At 2nd level, order members add $\frac{1}{2}$ their class level to any **Fortitude** saving throws to avoid the effects of cold including spells, **spell-like abilities**, and weather or environmental related conditions.

Boreal Intuition (Ex): Beginning at 8th level, order members gain a +2 bonus on initiative checks as well as **Knowledge** (nature), **Knowledge** (geography), **Perception**, and **Stealth** skill checks while in a natural cold terrain (including tundras, ice or snow fields, mountains covered with snow, etc.). These bonuses apply to any **animal companions** granted as a class feature (including the

cavalier's mount). This bonus increases to +4 at 14th level and +6 at 20th level.

Frost Touch (Su): At 15th level, order members cause and an additional 1d6 points of cold damage when making a melee attack against the target of a challenge. This effect may be applied to either a weapon, natural attack, or unarmed attack, but it does not stack with any other energy based damage that may be granted from the weapon or natural attack.

Order members that do not have the challenge class feature, may use this ability 1 + their Charisma modifier (minimum of 0) times per day for a number of rounds equal to $\frac{1}{2}$ their class level against one specified foe.

Order of Desolation

Stark and barren, but hidden beneath the heat, sand, and stone beats a life just as unique as the landscape that hides it. Members of the Order of Desolation have an air of sullen steadfastness and stubbornness to match the lands they inhabit and safeguard from those that would impose their own will of creation.

Edicts Members of the Order of Desolation must provide assistance to those they find within the desolation that ask for aid and pose no threat to the environment or the order member.

Challenge The cavalier of the Order of Desolation is blessed with a heat aura. The target of his challenge suffers an additional 1d4 points of fire damage when successfully struck by the cavalier's melee attack, plus 1 point per four class levels possessed by the cavalier.

Skills Members of the Order of Desolation add $\frac{1}{2}$ their class level to any **Survival** skill checks to survive in the wilderness while traveling in any natural desert environment with excessively warm temperatures and sparse vegetation. The same bonus applies to keep from getting lost or avoiding natural hazards in the same environment.

Order Abilities

Members belonging to the Order of Desolation gain the following abilities as they increase in level.

Heated Breath (Ex): At 2nd level, order members add ½ their class level to any **Fortitude** saving throws to avoid the effects of heat and flame including spells, **spell-like abilities**, and weather or environmental related conditions.

Badlands Wanderer (Ex): Beginning at 8th level, order members gain a +2 bonus on initiative checks as well as **Knowledge** (nature), **Knowledge** (geography), **Perception**, and **Stealth** skill checks while in a natural desolate terrain (deserts, badlands, wastelands, etc.). These bonuses apply to any **animal companions** granted as a class feature (including the cavalier's mount). This bonus increases to +4 at 14th level and +6 at 20th level.

Burning Heart (Su): At 15th level, order members cause and an additional 1d6 points of fire damage when making a melee attack against the target of a challenge. This effect may be applied to either a weapon, natural attack, or unarmed attack, but it does not stack with any other energy based damage that may be granted from the weapon or natural attack.

Order members that do not have the challenge class feature, may use this ability 1 + their Charisma modifier (minimum of 0) times per day for a number of rounds equal to ½ their class level against one specified foe.

Order of the Fen

Transitions and the duality between land and water, members of the Order of the Fen embrace that duality in nearly every aspect of their lives. Order members thrive in the unknown and hidden dangers of their chosen environment, knowing that life comes fast and ends just as quickly. The swamp follows its own set of laws, where those that are not careful are easily

consumed. Order members follow suit, believing those that are not strong enough on their own are fair game while traveling within the swamp.

Edicts Order members are pledged to keep their environs unfouled from the encroachments of man or worse. Order members may choose to assist those traveling through their territory, but find those unprepared to deal with the dangers of the fen are just as easy prey.

Challenge The cavalier of the Order of the Fen gains the benefits of **flanking** the target of his challenge if at least one of his allies is threatening the target, regardless of their actual position. If an ally is in a **flanking** position with the target, the ally gets an additional +1 **circumstance bonus** for any melee attacks against the target. This bonus increases by 1 point for every four levels possessed by the cavalier.

Skills Members of the Order of the Fen add ½ their class level to any **Survival** skill checks to survive in the wilderness while traveling in swamps, marches, or shallow waters. The same bonus applies to keep from getting lost or avoiding natural hazards in the same environment.

Order Abilities

Members belonging to the Order of the Fen gain the following abilities as they increase in level.

Marsh Maneuverability (Ex): At 2nd level, order members may travel through shallow bogs or light undergrowth in a swamp terrain at their normal movement rate and they may ignore DC increase for **Acrobatics** skill checks are unaffected by the terrain.

At 6th level, order members may travel through deep bogs and heavy undergrowth in a swamp terrain at ½ their normal movement rate. Order members only suffer an DC increase of 2 for **Acrobatic** skill checks when traveling in heavy undergrowth. They may still attempt to tumble in deep bogs, but suffer a DC increase of 5 for any **Acrobatics** skill checks.



the order member has an **animal companion** granted as a class feature, it gains the same benefits of this ability while the order member is adjacent to or astride the animal.

Ardor for the Bog (Ex): Beginning at 8th level, order members gain a +2 bonus on initiative checks as well as **Knowledge** (nature), **Knowledge** (geography), **Perception**, and **Stealth** skill checks while in a natural swamp terrain (moors, fens, bogs, etc.). These bonuses apply to any **animal companions** granted as a class feature (including the cavalier's mount). This bonus increases to +4 at 14th level and +6 at 20th level.

Gator's Grit (Ex): At 15th level, order members gain **Improved Grapple** as a bonus feat, even if they do not meet the prerequisites for the feat. When grappling in the swamp, order members suffer no penalties while grappling under water and they gain a +2 **circumstance bonus** to their own **CMD** versus grapple or grab based attacks.

If the order member has an **animal companion** granted by a class feature, the **animal companion** also gains the **circumstance bonus** to its **CMD** as long as the order member is adjacent to or astride the companion.

Order of the Grotto

When darkness prevails, one loses one's self to the world about them. Members of the Order of the Grotto understand that there is a world beneath our very feet teeming with life and vitality that relies on senses other than sight. Order members tend to be much more secretive than others, understanding the true means of strength comes not from what you see, but what you sense.

Edicts Members of the Order of the Grotto are pledged with the keeping of secrets and hidden knowledge of the realms of the underworld. Guarding the knowledge of whole civilizations unknown by most, both past and present, order members are charged with ensuring access to the underworld is limited to those worthy to walk the dark and winding paths.

Challenge When the cavalier of the Order of the Grotto successfully strikes his target with a melee attack, the target must make a **Fortitude** save or become blind or deaf while the challenge is in effect. The DC is equal to 10 + ½ the cavalier's class level + his Charisma modifier. If the target successfully saves versus the effect, it is not subject to this effect for the remainder of the challenge from the save cavalier.

The cavalier must choose the effect before the attack is made and the target cannot be subjected to both effects during a single challenge. If the cavalier challenges another while a previous target is **blinded** or **deafened**, the effect immediately ends.

Skills Members of the Order of the Grotto add ½ their class level to any **Survival** skill checks to survive in the wilderness while traveling in any natural underground environment. The same bonus applies to keep from getting lost or avoiding natural hazards in the same environment.

Order Abilities

Members belonging to the Order of the Grotto gain the following abilities as they increase in level.

Cavern Crawling (Ex): At 2nd level, order members may travel over natural stone floors and dense rubble at their normal movement rate while in a natural underground terrain. In addition, order members ignore any increases to DCs for **Acrobatic** skill checks when traveling through light rubble or to **Stealth** checks while moving through dense rubble.

At 6th level, order members may run or **charge** while moving on a natural stone floor in an natural underground terrain at ½ their normal movement rate. Order members only suffer a DC increase of +2 to **Acrobatics** skill checks while traversing slippery floors, natural stone floors, and dense rubble.

If the order member has an **animal companion** granted as a class feature, it gains the same benefits of this ability while the order member is adjacent to or astride the animal.

Sense of the Subterranean (Ex): Beginning at 8th level, order members gain a +2 bonus on initiative checks as well as **Knowledge** (nature), **Knowledge** (geography), **Perception**, and **Stealth** skill checks while in a natural underground terrain (caverns, fissures, grottoes, etc.). These bonuses apply to any **animal companions** granted as a class feature (including the cavalier's mount). This bonus increases to +4 at 14th level and +6 at 20th level.

Heart of the Earth (Ex): At 15th level, order members gain **Blind-Fight** as a bonus feat. While in a natural underground environment, order members reduce the miss chance for **concealment** and total **concealment** by 10% if the opponent is in physical contact with the ground.

If the opponent is the target of the order member's challenge, the order member does not suffer a miss chance for **concealment**, and total **concealment** only has a 25% miss chance.

Order of the Meadowland

Wide open spaces not only offer freedom, but the ability to soak in the vistas of the land itself. Members of the Order of the Meadowland are borne of the beliefs that only through openness and truth can one find a true connection with the lands that they cherish. Of all of the orders of nature, those of the Order of the Meadowland are the most helpful for those that wish to live in cooperation with the lands they inhabit.

Edicts Members of the Order of the Meadowland must foster the cause of renewal and revitalization of their beloved plains when used by communities or individuals that make their living off of the land. Order members beliefs tend to chafe against the concept of property, seeing their lands as belonging to no one and everyone. Order members may not own land or titles to land.

Challenge When a cavalier belonging to the Order of the Meadowland issues a challenge, he increases the range increment of any thrown or projectile weapon by 10 feet when attacking the target of his challenge. This range increase gains an additional 5 feet per four class levels possessed by the cavalier.

Skills Members of the Order of the Meadowland add ½ their class level to any **Survival** skill checks to survive in the wilderness while traveling in grasslands, plains, or veld. The same bonus applies to keep from getting lost or avoiding natural hazards in the same environment.

Order Abilities

Members belonging to the Order of the Meadowland gain the following abilities as they increase in level.

Gentle Breeze (Ex): At 2nd level, the order member may choose to not leave a trail while traveling through any grassland type terrain. He may not be tracked by any means unless he chooses to leave a trail to follow. If the order member has an **animal companion**, the **animal companion** also



gains the ability to leave an impossible trail to follow.

Plain Sense (Ex): Beginning at 8th level, order members gain a +2 bonus on initiative checks as well as **Knowledge** (nature), **Knowledge** (geography), **Perception**, and **Stealth** skill checks while in a natural plains terrain (including grasslands and velds). These bonuses apply to any **animal companions** granted as a class feature (including the cavalier's mount). This bonus increases to +4 at 14th level and +6 at 20th level.

Ride Free (Ex): At 15th level, order members add ½ their class level as a **circumstance bonus** to any saving throws that would involve entrapping or inhibiting movement while in a natural grassland (such as **Entangle**, **Web**, etc.) as well as their **CMD** versus maneuvers to **bull rush**, grapple, reposition, or trip.

If the order member has an **animal companion** granted by a class feature, the **animal companion** also gains the **circumstance bonus** while the order member is adjacent to or astride the **animal companion**.

Order of the Open Expanse

As the tides give and take, so to do the attitudes and whims of the member of

the Order of the Open Expanse. Seen as the most capricious and flippant of all the natural orders, order members are quick to change their minds and actions when presented with an opportunity as long as it benefits them and the oceans and waterways they are sworn to protect.

Edicts First and foremost, order members are sworn to protect the integrity and viability of any natural water way, ranging from streams and pools to entire oceans. Members may choose to assist those in need of traveling in their chosen domain, but they are not beholden to those they are assisting, and many a member of the Order of the Open Expanse has abandoned those facing the terrors of the deep for their own personal reasons.

Challenge When the cavalier belonging to the Order of the Open Expanse issues a challenge against a creature that has to breathe, it immediately begins suffocating unless it successfully makes a **Fortitude** saving throw (DC equal to 10 + ½ the cavalier's class level + his Charisma modifier). If the target fails its saving throw, it may hold its breath as listed in the rules governing suffocation. If the target consumes the time allotted for holding its breath, it must begin making Constitution checks at the beginning of its turn to keep from suffocating. If the Constitution check is failed, the target falls **unconscious** and begins the suffocation process.

If the target successfully succeeds with its initial **Fortitude** saving throw, it cannot be affected by this ability from the same cavalier for a period of 24 hours.

Skills Members of the Order of the Open Expanse add ½ their class level to all swim skill checks. For every four levels possessed by the order member, he may ignore 1 point from any armor check penalties while swimming.

Order Abilities

Members belonging to the Order of the Open Expanse gain the following abilities as they increase in level.

Natural Born Swimmer (Ex): At 2nd level, order members may hold their breath for an additional number of rounds equal to ½ their class level if they are under water. If wearing light or no armor, they may swim at half their normal rate as a **move action** or full movement rate as a **full round action**.

At 6th level, order members may swim at ½ their normal movement rate as a **move action** or full movement rate as a **full round action** while wearing medium or lighter armor.

And at 12th level, order members may swim at ½ their normal movement rate as a **move action** or full movement rate as a **full round action** while wearing heavy or lighter armor.

Surge of Breath (Ex): At 8th level, order members may hold their breath for a number of minutes equal to twice their Constitution score before the risk of drowning.

Order members are treated as having a natural swim speed and gains a +8 **racial bonus** to any swim checks and may take 10 on a swim check even if threatened or distracted. Order members may use the run action while swimming, moving up to three times their normal movement rate as long as they are swimming in a straight line. If they hold their breath, using the run action consumes 1 minute of their air capacity.

Water Stride (Sp): At 15th level, order members gain the ability to walk on water as if it was a solid surface. If the water is calm, order members move at their normal movement rate. If traversing rough water, order members move at ½ their normal movement rate and suffer an DC increase of 2 to **Acrobatics** checks. If traveling in stormy waters, order members may only move at ¼ their normal movement rate and add 5 to the DC for any **Acrobatics** skill checks.

If the order member has an **animal companion** granted by a class feature, the **animal companion** also gains the benefit of this ability as long as the order member is adjacent to or astride the companion.

Order of Prominence

Towering heights, plummeting faults, built from a strong foundation that reaches deep into the earth. Members of the Order of Prominence appear as stoic and solid as the terrain they venerate while emotions rage within whose highs and lows can be just as disparate. Order members tend to be temperamental and bull headed when it comes to their beliefs and once they have decided to take action, nothing can prevent them from following through.

Edicts Members of the Order of Prominence are expected to provide aid to travelers within their lands as long as the traveler is of no threat to the order member or the hills and mountains they protect. Order members are expected to challenge anyone or anything that threatens the environs of their guardianship.

Challenge The cavalier of the Order of Prominence gains a +1 **natural armor bonus** when attacked by the target of the challenge. This bonus increases by +1 for every four levels possessed by the cavalier.

Skills Members of the Order of the Prominence add ½ their class level to any **Survival** skill checks to survive in the wilderness while traveling in mountains or hilly regions. The same bonus applies to keep from getting lost or avoiding natural hazards in the same environment.

Order Abilities

Members belonging to the Order of Prominence gain the following abilities as they increase in level.

Solid as the Rock (Ex): At 2nd level, order members may travel up or down steep slopes, light undergrowth, and dense rubble at their normal movement rate while traveling in a hilly or mountainous terrain. In addition, the DC **Acrobatics** and **Stealth** checks while traveling through light undergrowth or on steep slopes is not increased for order members.

At 6th level, order members do not have to make an **Acrobatics** check when running



or charging down a steep slope. When using **Acrobatics** while on scree on a steep slope or moving through dense rubble, order members only suffer a +2 increase to the DC.

If the order member has an **animal companion** granted as a class feature, it gains the same benefits of this ability while the order member is adjacent to or astride the animal.

Peaked Perception (Ex): Beginning at 8th level, order members gain a +2 bonus on initiative checks as well as **Knowledge** (nature), **Knowledge** (geography), **Perception**, and **Stealth** skill checks while in a natural hilly or mountainous terrain (mounds, buttes, mesas, etc.). These bonuses apply to any **animal companions** granted as a class feature (including the cavalier's mount). This bonus increases to +4 at 14th level and +6 at 20th level.

Stance of Stone (Ex): At 15th level, order members may choose either **Improved Bull Rush** or **Improved Overrun** as a bonus feat and they do not have to meet the prerequisites for the feat. In addition, they gain a +2 **circumstance** bonus when performing either the **bull rush** or **overrun** maneuver and a +4 to their **CMD** versus the same maneuvers while standing on the ground in a mountainous or hilly area.

If the order member has an **animal companion** granted by a class feature, the **animal companion** also gains the **circumstance** bonus to its **CMD** as long as the order member is adjacent to or astride the companion.

Order of the Thicket

Whether a small copse or verdant canopies stretching miles in all directions, forests are teeming with life and promise that must be cherished and nurtured. Of all of the natural orders, the Order of the Thicket is the most renowned for its members and their ties to the forests they inhabit. Many associate this order with enigmatic elven clans or solitary fey guardians whose zeal to protect their charge can be both terrifying and awe inspiring.

Edicts Members of the Order of the Thicket are charged with the protection of forested lands. They are not opposed to using the resources of the forest as long as those using the forest for their own needs replenish the resources used. Anyone or thing responsible for the wholesale razing of a forest will be hunted down and dealt with in the harshest way possible by members of this order.

Challenge When the cavalier of the Order of the Thicket declares a challenge, the area about him up to 10 feet distant becomes choked with natural vegetation. The area around the cavalier is treated as difficult terrain, though the cavalier may move with no penalties and the area moves with him.

If the target of his challenge enters the area of effect, it must make a **Reflex** save or become **entangled** with a DC equal to 10 + ½ the cavalier's class level + his **Charisma** modifier. The target must make the same saving throw at the beginning of its turn while it remains in the area of effect from the overgrowth.

The vegetation immediately dissipates when the challenge ends.

Skills Members of the Order of the Thicket add ½ their class level to any **Survival** skill

checks to survive in the wilderness while traveling in any heavily forested regions including jungles. The same bonus applies to keep from getting lost or avoiding natural hazards in the same environment.

Order Abilities

Members belonging to the Order of the Thicket gain the following abilities as they increase in level.

Passing Whisper (Ex): At 2nd level, order members may travel through light undergrowth while traveling through a forested terrain at their normal movement rate and ignore any natural hazards that normally slow movement or cause damage to the traveler. In addition, the DC is not increased for order members for [Acrobatics](#) and [Stealth](#) skill checks while traveling through light undergrowth.

At 6th level, order members may travel through heavy undergrowth at $\frac{1}{2}$ their normal movement rate and the DC for [Acrobatic](#) skills checks only increase by 2 for order members.

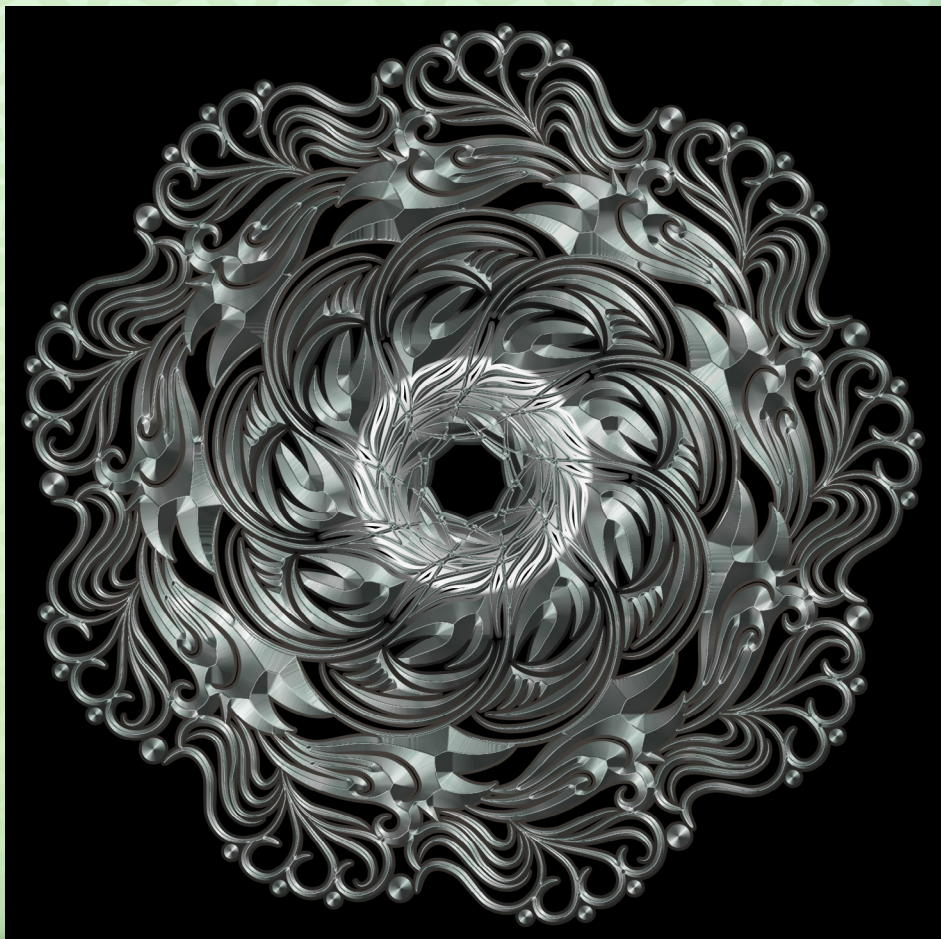
If the order member has an [animal companion](#) granted as a class feature, it gains the same benefits of this ability while the order member is adjacent to or astride the animal.

Copse Sense (Ex): Beginning at 8th level, order members gain a +2 bonus on initiative checks as well as [Knowledge \(nature\)](#), [Knowledge \(geography\)](#), [Perception](#), and [Stealth](#) skill checks while in a natural forested terrain (temperate woods, jungles, etc.). These

bonuses apply to any [animal companions](#) granted as a class feature (including the cavalier's mount). This bonus increases to +4 at 14th level and +6 at 20th level.

Brachial Stride (Ex): At 15th level, order members may take 10 to climb trees, even in dangerous conditions or while distracted. Order members may climb at a $\frac{1}{2}$ their normal movement without suffering any penalties, they may attempt to climb at $\frac{3}{4}$ their normal movement rate with a -2 penalty, or their full movement rate with a -5 penalty. Order members do not lose their [Dexterity](#) bonus to [AC](#) while climbing trees or other large natural plants.

If the order member does fall from a tree, he may attempt to catch himself with a 10 point increase to the DC for climbing the tree. Even if the order member fails to catch himself, the effective distance fallen is treated as 20 feet less in regards to determining the damage of the fall.



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