

LEGENDARY CAVALIERS

DORIS 2017

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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LEGENDARY
CAVALIERS

DORIS 2017



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WELCOME TO LEGENDARY HEROES

This product is a part of our line of player-focused class supplements for Paizo's *Pathfinder Roleplaying Game*. When you see the word *Legendary* in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes. The all-star team of designers here at *Legendary Games* is committed to bringing you—the busy GM or player—the absolute best third party support for your *Pathfinder* campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of *Necromancer Games, Inc.* and headed up by Jason Nelson. *Legendary Games* uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out, and Make Your Game *Legendary*!

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WHAT YOU WILL FIND INSIDE *LEGENDARY CAVALIERS*

Legendary Cavaliers is the latest volume in our new series of class-focused player supplements, this time focusing on the most noble of classes; the honor bound warriors known as cavaliers. These knights in shining armor astride their faithful mounts command their fellow adventurers as battlefield leaders, but this book helps cavaliers become so much more! There are class features, options, and rules compatible with the standard cavalier, but you'll also find a legendary cavalier class redesigned from the ground up to truly shine in more than just mounted combat. Your potent **Commander's Aura** grants greater benefits to your allies, while your **Knight's Renown** cements your ability to command respect from others. New archetypes grant exotic mounts like the **Draconic Avenger** and **Pegasus Knight** taking to the skies with an elegance fury, while the **Dreadnaught** casts aside a mount in order stand as a bulwark on the battlefield and the **Hound Master** unleashes the hounds with unquestioned loyalty and ferocity. Add the lethal **Lancer** prestige class along with new feats, magic items, and a sample legendary cavalier ready to use in your campaign and you have an indispensable reference for the most chivalrous of classes!

Legendary Games was founded on the principle of delivering first-class product for your Pathfinder Roleplaying Game experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!





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- ACG = *Pathfinder Roleplaying Game Advanced Class Guide*
APG = *Pathfinder Roleplaying Game Advanced Player's Guide*
ARG = *Pathfinder Roleplaying Game Advanced Race Guide*
HA = *Pathfinder Roleplaying Game Horror Adventures*
LOD = *Softcover companion to dragons and their legacies*
OA = *Pathfinder Roleplaying Game Occult Adventures*
SoM = *Spheres of Might* from Drop Dead Studios
UC = *Pathfinder Roleplaying Game Ultimate Combat*
UE = *Pathfinder Roleplaying Game Ultimate Equipment*
UI = *Pathfinder Roleplaying Game Ultimate Intrigue*
UM = *Pathfinder Roleplaying Game Ultimate Magic*
UW = *Pathfinder Roleplaying Game Ultimate Wilderness*



INTRODUCTION

"Anyone can win a battle, it takes a lot to do it with grace and civility. And to also do it while looking this good? I'm one in a million." Arsa Verain, hero of the Ashvala conflict

In the Pathfinder Roleplaying Game, a cavalier is a noble combatant who commands the respect of those around them, leading the charge onto the battlefield atop a powerful steed as they blaze their way through history. The mark of a truly great cavalier is the legacy they leave, the way they impact not only combat but the world around them. The most renowned cavaliers are those who can duel as much with words as they can with blades, a tactician whose unmatched skills rouse the hearts of others.

LEGENDARY CAVALIER

"You ever try to step between one of them folks and their horse? The two are like some kinda crazy hybrid of horse and people, and both kick like mules." Sharver, highwayman and mule kick expert

While many warriors strive to perfect their art, spending all of their time honing their skill at martial arms, others spend as much effort dedicating themselves to a cause. These warriors, known as legendary cavaliers, swear themselves to a purpose, serving it above all else. Legendary cavaliers are skilled at fighting from horseback, and are often found charging across a battlefield, with the symbol of their order trailing on a long, fluttering banner. The cavalier's true power comes from the conviction of their ideals, the oaths that they swear, and the challenges they make.

Role: Legendary cavaliers tend to marshal forces on the battlefield, using their mounted talents and challenges to control the flow of the fight. Outside of battle, legendary cavaliers can be found advancing their cause through diplomacy and, if needed, subterfuge. The legendary cavalier is no stranger to courtly intrigue and can hold their own in even the most delicate of social situations.

Legendary Class: Unlike other legendary classes, the legendary cavalier is a large step away from the base class, instead focusing on a few important issues. With commander's aura, the legendary cavalier is far more capable of being a battlefield general, while many new features help improve their abilities with their mount. On top of that, knight's renown and courtly skill allow for a legendary cavalier who is as competent off the battlefield as they are on it.

Alignment: Any.

Hit Dice: d10.

Starting Wealth: 5d6 × 10 gp (average 175 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills: The legendary cavalier's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Weapon and Armor Proficiency: Cavaliers are proficient with all simple and martial weapons, with all types of armor (heavy, light, and medium) and with shields (except tower shields).



**TABLE 1-1: LEGENDARY CAVALIER**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Commander's aura, mount, noble steed, order
2nd	+2	+3	+0	+3	Banner, skilled diplomat
3rd	+3	+3	+1	+3	Cavalier's charge, knight's renown
4th	+4	+4	+1	+4	Commander's shout (move), measured gait
5th	+5	+4	+1	+4	Courtly skill, talented orator
6th	+6/+1	+5	+2	+5	Compact mount,
7th	+7/+2	+5	+2	+5	Iron steed, risky lunge
8th	+8/+3	+6	+2	+6	Chivalry's call, noble's renown
9th	+9/+4	+6	+3	+6	Rider's bond
10th	+10/+5	+7	+3	+7	Commander's shout (standard), dual aura
11th	+11/+6/+1	+7	+3	+7	Courtly skill, mighty charge
12th	+12/+7/+2	+8	+4	+8	Steed's parry
13th	+13/+8/+3	+8	+4	+8	Powerful steed
14th	+14/+9/+4	+9	+4	+9	Greater banner, legendary renown
15th	+15/+10/+5	+9	+5	+9	Victor's rally
16th	+16/+11/+6/+1	+10	+5	+10	Commander's shout (unrestricted)
17th	+17/+12/+7/+2	+10	+5	+10	Courtly skill, rider's bond
18th	+18/+13/+8/+3	+11	+6	+11	General's awe
19th	+19/+14/+9/+4	+11	+6	+11	Supreme charge
20th	+20/+15/+10/+5	+12	+6	+12	Commander's shout (full round action), monarch's renown

Commander's Aura (Ex): At 1st level, a legendary cavalier can project a commander's aura as a move action, this aura extends 60 feet from the legendary cavalier and can be ended as a free action. A legendary cavalier can maintain their commander's aura for a number of rounds each day equal to 4 + the legendary cavalier's Charisma modifier; this duration may be divided in whichever fashion the legendary cavalier pleases. At each level after 1st, they can maintain their commander's aura for an additional 2 round per day. Whenever a legendary cavalier projects their commander's aura, they can select one of the following aura abilities, providing bonuses to all allies inside the aura. A legendary cavalier can spend a swift action to switch the bonus provided by this ability. At 7th level, they can instead use an immediate action to switch the bonus provided by this ability.

Armored Adage: All allies gain DR 2/-. At 5th level and every four levels afterwards, this damage reduction increases by 2.

Buffering Encouragement: All allies gain temporary hit points equal to the legendary cavalier's class level + their Charisma modifier which last until the aura ends. These temporary hit

points refresh at the beginning of each of the ally's turns as long as this aura is maintained.

Defensive Strategum: All allies gain a +1 morale bonus to their armor class. At 5th level and every four levels afterwards, this morale bonus to their armor class increases by +1.

Destructive Counsel: All allies gain a +2 morale bonus to their weapon damage rolls. At 5th level and every four levels afterwards, this morale bonus to weapon damage rolls increases by +2.

Healing Lesson: All allies gain fast healing 2. At 4th level and every three levels afterwards, this fast healing increases by 2.

Resilient Recommendation: All allies gain 3 points of energy resistance against one energy type (acid, cold, electricity, fire, or sonic) chosen when the commander's aura is projected. At 4th level and every three levels afterwards, this energy resistance is increased by 3.



Tactical Advice: All allies gain a +1 morale bonus to all combat maneuver checks they make. At 5th level and every four levels afterwards, this morale bonus to combat maneuver checks increases by +1.

Valiant March: All allies gain a +10 foot morale bonus to all movement speeds they possess. At 4th level and every three levels afterwards, this morale bonus to movement speed increases by +10 feet.

Warding Warning: All allies gain a +1 morale bonus to all saving throws. At 5th level and every four levels thereafter, this morale bonus to saving throws increases by +1.

A commander's aura is a verbal, visual, and mind-affecting morale effect; creatures which cannot see or hear the legendary cavalier cannot benefit from it. At 5th level and every four levels afterwards, the area of the commander's aura extends by 20 feet, to a maximum of 140 feet at 17th level.

Mount (Ex): A legendary cavalier gains the service of a loyal and trusty steed to carry them into battle. This mount functions as a druid's animal companion, using the legendary cavalier's level as their effective druid level. The creature must be one that they are capable of riding and is suitable as a mount. In addition, the legendary cavalier gains Mounted Combat as a bonus feat.

A Medium legendary cavalier can select a camel, horse, or a zebra^{UW} as a mount.

A Small legendary cavalier can select a capybara^{UW}, pony, reindeer^{UW}, wolf or wolfdog^{UW} as a mount but can also select a boar^{UW} or a dog^{UW} if they are at least 4th level. The GM might approve other animals as suitable mounts.

A legendary cavalier does not take an armor check penalty on Ride checks while riding their mount. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. A legendary cavalier's mount does not gain the share spells special ability, but they treat Light Armor Proficiency as though it was the share spells special ability for the purpose of animal companion archetypes.

A legendary cavalier's bond with their mount is strong, with the pair learning to anticipate each other's moods and moves. Should a legendary cavalier's mount die, the legendary cavalier may find another mount to serve them after 1 week of mourning.

Noble Steed (Ex): At 1st level, a legendary cavalier's mount gains a +1 morale bonus to attack rolls made with its natural attacks. At 5th level and every 4 levels afterwards, this bonus increases by +1, to a maximum of +5 at 17th level.

Order (Ex): At 1st level, a legendary cavalier must pledge themselves to a specific order, as described in the following section. The order grants the legendary cavalier a signature skill and unique commander's aura. Whenever a legendary cavalier gains a class level, they also gain 1 skill rank in their signature skill, treating that skill as a class skill for them if it wasn't already. At 8th level, the legendary cavalier gains the skill unlock for their signature skill.

Each order includes a number of edicts that the legendary cavalier must follow. These edicts are general guidelines to be followed, giving a basis for a character's interactions with the campaign. A legendary cavalier cannot change their order without undertaking a lengthy process to dedicate themselves to a new cause. When this choice is made, they immediately loses all of the benefits from their old order, gaining all of the bonuses from their new order. Note that the names of these orders might vary depending upon the campaign setting or GM's preference.

A cavalier can choose to have no order; if they do, they instead choose a class skill, gaining 1 skill rank in it whenever they gain a legendary cavalier level. In addition, at 3rd level they gain either the Order Study feat (see below) or a bonus teamwork feat of their choice.

Banner (Ex) At 2nd level, a cavalier's banner becomes a symbol of inspiration to their allies and companions. As long as the cavalier's banner is clearly visible, all allies within 60 feet receive a +2 morale bonus on saving throws against fear and a +1 morale bonus on attack rolls made as part of a charge. At 10th level, and again at 18th level, these bonuses increase by +1. The banner must be at least Small or larger and must be carried or displayed by the cavalier or their mount to function.

Skilled Diplomat (Ex) At 2nd level, a legendary cavalier gains a bonus to Diplomacy checks equal to 1/2 their class level.

Cavalier's Charge (Ex) At 3rd level, a cavalier learns to make more accurate charge attacks while mounted. The cavalier receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, the cavalier does not suffer any penalty to their AC after making a charge attack while mounted.



Knight's Renown (Ex) At 3rd level, a legendary cavalier becomes well known in a specific community in which they gain the benefits of renown. They gain the renown vigilante^{UI} social talent, treating their legendary cavalier level as their vigilante level for this ability. This community can be an entire settlement or portions of a settlement (such as a particular district or neighborhood), depending on the population as allowed by the renown social talent. For the purposes of this class feature, the legendary cavalier does not have a vigilante identity and is always considered to be in their social identity.

Commander's Shout (Ex) At 4th level, a legendary cavalier can let out a mighty shout, allowing an ally affected by their commander's aura to take additional actions. As an immediate action, a legendary cavalier can spend 4 rounds of their commander's aura to grant an ally an additional move action on that ally's turn. A creature can only benefit from this ability once per day even if a different legendary cavalier uses it on them. A creature must be able to hear the legendary cavalier to gain any benefit from this ability.

At 10th level, this ability can instead grant an additional standard action that cannot be used to cast a spell or use a spell like ability.

At 16th level, the standard action granted by this ability can be used however the ally wishes.

At 20th level, this ability can instead grant a standard and move action (this can be combined into a full round action) that can be used however the ally wishes.

Measured Gait (Ex) At 4th level, as long as the legendary cavalier's mount is being ridden by the legendary cavalier, it can ignore difficult terrain while charging. At 10th level, the legendary cavalier's mount no longer needs to be charging to ignore difficult terrain.

Courtly Skill (Ex) At 5th level, a legendary cavalier can select one of the following vigilante talents, treating their legendary cavalier level as their vigilante level for the purposes of qualifying for this social talent: celebrity discount, celebrity perks, feign innocence, gossip collector, instant recognition, loyal aid, safe house, social grace, triumphant return, or well-known expert. At 11th level and again at 17th, they can select an additional vigilante talent from this list.

Talented Orator (Ex) At 5th level, a legendary cavalier gains the skill unlock^{PU} for Diplomacy.

SKILL UNLOCK: DIPLOMACY

With sufficient ranks in Diplomacy, you earn the following.

5 Ranks: The time required to influence a creature's attitude or gather information is halved.

10 Ranks: You can attempt to adjust a creature's attitude in 1 round by taking a -10 penalty. If you take 1 minute to adjust a creature's attitude, add your Charisma bonus to the number of hours that attitude change persists.

15 Ranks: You can attempt to adjust a creature's attitude in 1 round with no penalty. If you take 1 minute to adjust a creature's attitude, the duration of the resulting change is measured in days, not hours. You can gather information in 10 minutes by taking a -5 penalty.

20 Ranks: You can attempt to adjust a creature's attitude in 1 round with no penalty. If you take 1 minute to adjust a creature's attitude, the duration of the resulting change is measured in weeks, not hours. You can gather information in 1d4 minutes with no penalty.



Compact Steed (Ex) At 6th level, while riding their mount, as a free action, a legendary cavalier's mount can cause itself to be treated as though it was one size smaller than it actually is for the purpose of its space (this does not alter the mount's AC, CMB/D, or attack bonus); this cannot reduce the size of the mount to less than the size of the legendary cavalier. At the start of their next turn, the legendary cavalier can choose to continue or end this effect as a free action. If at any time the legendary cavalier begins their turn dismounted from their bonded mount, this effect automatically ends.

Iron Steed (Ex) At 7th level, as long as a legendary cavalier is riding their mount, their mount gains DR 2/-. At 11th level and every four levels afterwards, this DR increases by 1. This damage reduction stacks with similar damage reduction.

Risky Lunge (Ex) At 7th level, while riding their mount, a legendary cavalier and their mount can choose to only move 5 feet before making their attack with a charge action. If they do so, the legendary cavalier and their mount take a -2 penalty to AC until the start of their next turn.

Chivalry's Call (Ex) At 8th level, a legendary cavalier can appeal to the honor of their comrade, freeing them from outside control. As a swift action, a legendary cavalier may expend 3 rounds of their Commander's Aura to allow an ally within the range of their Aura to make another saving throw against a mind affecting effect, using the legendary cavalier's total bonus to Will saving throws or their own bonus, whichever is higher.

Noble's Renown (Ex) At 8th level, a legendary cavalier gains the great renown vigilante talent.

Rider's Bond (Ex) At 9th level, as long as the legendary cavalier's mount is above 0 hit points and the legendary cavalier is within 60 feet of it, the legendary cavalier gains the benefits of the Diehard and Deathless Initiate^{APG} feats, regardless of if they qualify for them.

At 17th level, whenever the legendary cavalier would normally be dead due to hit point damage, as long as their mount is still alive and within 60 feet, the legendary cavalier can act as though they were still alive, as well as being able to be healed. If the legendary cavalier is healed above the threshold they would need to be alive before leaving the area of this ability, they continue to be alive, although if they are still below 0 hit points, they fall unconscious as normal.

Dual Aura (Ex) At 10th level, whenever a legendary cavalier projects a commander's aura, they can choose to provide two abilities with their aura without expending additional rounds, rather than just one.

Mighty Charge (Ex) At 11th level, a legendary cavalier learns to make devastating charge attacks while mounted. Double the threat range of any weapons wielded during a charge while mounted. This increase does not stack with other effects that increase the threat range of the weapon. In addition, the cavalier can make a free bull rush, disarm, sunder, or trip combat maneuver if their charge attack is successful. This free combat maneuver does not provoke an attack of opportunity.

Steed's Parry: At 12th level, a legendary cavalier has mastered using their steed to deflect attacks. As an immediate action, a legendary cavalier may expend 2 rounds of their commander's aura to attempt a Ride check to turn their mount to absorb the blow for them. The DC of this check is equal to the result of the attack roll made against them. If successful, the attack hits the mount instead, dealing half of its normal damage. A legendary cavalier must decide to use this ability after the attack has been rolled, but before the result has been revealed.

Powerful Steed (Ex) At 13th level, while riding their mount, a legendary cavalier's steed is treated as one size larger for the purpose of how much damage its natural attacks deal. This does not stack with any other virtual size increases, such as the impact^{UE} weapon enhancement.

Greater Banner (Ex) At 14th level, the cavalier's banner becomes a rallying call to their allies. All allies within 60 feet receive a +2 morale bonus on saving throws against charm and compulsion spells and effects. In addition, while their banner is displayed, all allies within 60 feet gain the benefits of the Diehard feat.

Legendary Renown (Ex) At 14th level, a legendary cavalier gains the incredible renown vigilante talent.

Victor's Rally (Ex) At 15th level, the sight of legendary cavalier's triumph can inspire their allies to greatness. When a legendary cavalier reduces a creature to 0 or fewer hit points, the legendary cavalier can select an ally (other than themselves or their mount) within the radius of their commander's aura, allowing that ally to either immediately make an attack with a weapon they're wielding or move up to their movement speed (this movement does not provoke attacks of opportunity). Reducing a creature with fewer HD than half the legendary cavalier's level does not activate this effect, and an ally can only be affected by this class feature once every five minutes.

General's Awe (Ex) At 18th level, whenever a legendary cavalier is riding their mount, they can spend 4 rounds of their commander's aura as a free action while making



an attack. If the attack is successful, the attacked creature must make a successful Will saving throw (DC 10 + 1/2 the legendary cavalier's class level + their Charisma modifier) or be stunned for 1 round.

In addition, for a number of rounds equal to the legendary cavalier's Charisma modifier, at the beginning of each of the creature's turns, it must make an additional successful Will saving throw or be unable to make an attack targeting the legendary cavalier or their mount. Once a creature has been affected by this ability, it cannot be affected by it again for 24 hours. This second effect is a mind-affecting effect.

Supreme Charge (Ex) At 19th level, whenever the legendary cavalier makes a charge attack while mounted, they deal double the normal amount of damage (or triple if using a lance); if the legendary cavalier possesses the Spirited Charge

feat, they instead deal triple the normal amount of damage (or quadruple if using a lance). In addition, if the cavalier confirms a critical hit on a charge attack while mounted, the target is stunned for 1d4 rounds. A Fort save reduces this to staggered for 1d4 rounds. The DC is equal to 10 + the cavalier's base attack bonus.

Monarch's Renown (Ex) At 20th level, the legendary cavalier can gain renown in a single community of up to 100,000 people (metropolis) or up to two larger cities of no more than 25,000 individuals each (large city).

LEGENDARY CAVALIER ORDERS

The following orders are able to be chosen by the legendary cavalier:

ORDER OF THE BEYOND

A legendary cavalier who belongs to this order follows principles far past normal understanding, drawing inspiration from the planes and those who dwell within.

Edicts: Legendary Cavaliers of the Order of the Beyond must select one component of their alignment as well as a type of outsider (such as angel or devil) who shares that alignment. They must do their best to emulate that outsider and follow their alignment. The legendary cavalier lives their life to fulfill the goals and desires of their chosen alignment and outsider.

Signature Skill: Knowledge (the planes)

Unique Aura: Aligned Weapon: All allies treat their attacks as though they were the legendary cavalier's chosen alignment for the purpose of penetrating damage reduction.

ORDER OF FATE

A legendary cavalier who belongs to this order is one with little direction in their life, allowing the winds of fate to guide them as they may travel.

Edicts: Legendary cavaliers of the Order of Fate must allow for fate to decide whenever reasonable. They must be willing to try new things and experiences. The legendary cavalier must open themselves to chance and possibility wherever possible.

Signature Skill: Bluff

Unique Aura: Untapped Skill: All allies gain a number of skill ranks equal to the legendary cavalier's level in a skill chosen by the legendary cavalier when this aura is projected for the duration of this aura.



ORDER OF THE FALLEN

A legendary cavalier who belongs to this order is dedicated to service of those who have come before them. They are dedicated to the respect of the dead, striving to keep the memory of those lost alive.

Edicts: Legendary cavaliers of the Order of the Fallen must show respect to the dead. If they slay a creature, they must do their best to give proper funerary rights. The legendary cavalier must not allow harm to come to the dead and must destroy mindless undead wherever they are found.

Signature Skill: Knowledge (religion)

Unique Aura: Living Wrath: All allies ignore up to 2 points of damage resistance possessed by undead creatures and gain DR 2/- against the attacks of undead creatures. At 5th level and every four levels afterwards, they ignore an additional 2 points of damage resistance and their damage resistance increases by 2.

ORDER OF THE GREEN

A legendary cavalier who belongs to this order is dedicated to nature in all her many forms. They respect the beauty in the songbird and the strength in the old oak. Their goal is for all to find their place in the natural order.

Edicts: Legendary cavaliers of the Order of the Green must strive to find balance in nature. The goals of Order of the Green are, in order: Nature's stability, protection of species of beasts and plants, and finally harmony between those of nature and those outside it.

Note that the Order of the Green's edicts does not restrict them from taking actions against creatures of the natural order. In fact, because their first concern is stability they should seek out invasive species and creatures who are growing out of control and try to find a way that species can live in harmony with the nature around it or else prune their numbers. However, they cannot take actions to eliminate a species without dire necessity.

Signature Skill: Survival

Unique Aura: Tracker: All allies reduce the penalties for moving quickly on Stealth and Survival checks by 4. When they use this ability on Survival checks to track they only need to activate it for 1 round to make the check itself. At 4th level and every three levels afterwards they reduce the penalty by an additional 3. At 19th level, they never suffer penalties for moving quickly on Stealth and Survival checks.

ORDER OF THE GUARD

A legendary cavalier who belongs to this order places the defense of allies above their own safety, often serving a lord. These legendary

cavaliers understand that they are the shield to those who are defenseless.

Edicts: The legendary cavalier must do whatever is in their power to protect their allies. They must always defend those close to them, even at the cost of their own life. The legendary cavalier must be willing to fight in the service of those who cannot fight for themselves.

Signature Skill: Heal

Unique Aura: Shield Walk: Whenever an ally is damaged in the area of this aura, the legendary cavalier can spend a free action which can be taken during anyone's turn to take 1/2 of the damage which would be dealt to that ally.

ORDER OF NOBILITY

A legendary cavalier who belongs to this order works to uphold the standards and nobility of royalty, aiming to make themselves a paragon of honor.

Edicts: The legendary cavalier must always conduct themselves in a way befitting nobility. They must never soil their name or the name of any liege they may serve. The legendary cavalier must always act towards the betterment of their status and the status of any liege they may serve.

Signature Skill: Knowledge (nobility)

Unique Aura: Noble Mind: Whenever an ally is forced to make a Will saving throw against a mind-affecting effect, they can roll that saving throw twice, taking the better result. At 11th level, they can instead roll their saving throw twice for all Will saving throws.

ORDER OF NO QUARTER

A legendary cavalier who belongs to this order is not capable of showing mercy or concern for others, placing their own survival and honor above all else.

Edicts: The legendary cavalier must never show mercy to an opponent or intentionally deal non-lethal damage to a creature. They must always show dominance in combat and in conversation. The legendary cavalier must kill any opponent who has shown disrespect to them.

Signature Skill: Sense Motive

Unique Aura: No Surrender: Whenever an ally deals damage to a creature, that creature must make a successful Will saving throw (DC 10 + 1/2 the ally's level + their Charisma modifier) or be unable to make a 5 foot step or use the withdraw action for 1 round. At 11th level, this ability instead lasts for a number of rounds equal to the ally's Charisma modifier (minimum 1), but a creature affected by this aura can make an additional saving throw at the end of each of their turns.



ORDER OF THE SCORPION

A legendary cavalier who belongs to this order cares only for themselves and their own personal glory, seeking out challenges to raise their own standing.

Edicts: The legendary cavalier must keep their own interests and aims above those of all others. They must always accept payment when it is due, rewards when earned, and an even (or greater) share of loot. The legendary cavalier must take every opportunity to increase their own stature, prestige, and power.

Signature Skill: Intimidate

Unique Aura: *Mocking Chill:* All allies gain a +3 morale bonus to Intimidate checks to demoralize a creature. At 5th level and every four levels afterwards, this morale bonus increases by +2.

ORDER OF THE SHADOW

A legendary cavalier who belongs to this order works from behind the scenes, accomplishing their goals without being seen, with some not even believing this order exists.

Edicts: The legendary cavalier must avoid bragging of their deeds, or if possible even making others aware of them. They must always maintain a low profile and avoid drawing attention to themselves. The legendary cavalier should seek to make themselves as mundane as possible, fading from people's memories.

Signature Skill: Stealth

Unique Aura: *Umbral Guise:* All allies gain a +3 morale bonus to Stealth checks and can make checks even when observed, but at a -10 penalty. At 4th level and every three levels afterwards, this morale bonus to Stealth checks increases by +2.

ORDER OF THE TOME

A legendary cavalier who belongs to this order pledges themselves as a servant of arcane spellcasters, often serving as their assistants and bodyguards.

Edicts: A legendary cavalier must always show respect to an arcane spell caster unless the caster has proven undeserving of such respect. They must always object to the destruction of knowledge and magical artifacts unless those things would create immediate or long lasting peril, intervening if necessary.

Signature Skill: Knowledge (Arcana)

Unique Aura: *Focused Presence:* All allies gain a +2 bonus on all Intelligence based skill checks and concentration checks. At 4th level and every three levels afterwards, this bonus increases by +2.

ORDER OF UNITY

A legendary cavalier who belongs to this order is one who is dedicated to a smaller collection of individuals, valuing personal connections above all else.

Edicts: Legendary cavaliers of the Order of Unity must select a community (the amount of people in it do not matter) to champion. They must do their best to ensure the safety and well being of those in that community. The legendary cavalier must always show respect to the autonomy other such communities as long as they are not hostile towards their community.

Signature Skill: Knowledge (local)

Unique Aura: *Hostling Command:* At the beginning of an ally's turn, they can spend a swift action to take a 5-foot step as long as it would move them closer to another ally affected by this aura. At 5th level, this aura's benefit can be used at any point during an ally's turn. At 11th level, an ally can instead move 10 feet.

NEW FAVORED CLASS BONUSES

"My job is to make sure each of these lazy bastards leaves this academy able to tear through any monsters, tyrants, or whatever else they encounter out there on the field. If they die here, they were never going to make it out there." Abadel Dross, instructor at the Iron Horse academy

The following favored class bonuses are available to all characters, regardless of race:

All: Add +1 to the rounds of the legendary cavalier's commander's aura.

All: Add +1 hit point to the legendary cavalier's mount. If the legendary cavalier ever replaces this mount, the new mount gains these bonus hit points. These bonuses only apply to a mount gained as part of the legendary cavalier's class.

All: Add +1 foot to the all movement speeds possessed by the legendary cavalier's mount. This has no effect unless the legendary cavalier has selected this favored class bonus five times (or another increment of five). If the legendary cavalier ever replaces this mount, the new mount gains this bonus to its speed.

All: Add +1/4 to the legendary cavalier's banner bonus (this can be selected before gaining the banner class feature but has no value until that class feature is gained).

All: +1/3 Strength to cavalier's mount. (+1 Strength every three times you select this option.) If you replace your mount, the new mount gains this bonus.

All: Add 5 feet to the mount's darkvision. If the mount does not have darkvision, the mount gains darkvision 5 feet. If the cavalier ever replaces his mount, the new mount gains this



bonus to its darkvision distance.

All: Add +1/3 to the cavalier's CMB when making bull rush or overrun combat maneuvers.

All: Add a +1/2 bonus on Ride checks.

All: Add +1/6 of a social talent selectable by the courtly skill class feature (this can be selected before gaining the courtly skill class feature, but has no value until that class feature is gained).

All: Add +1/6 of a teamwork feat.

ARCHETYPES

"A horse? How quaint. Hey Vernoxis, are you a horse? It seems my drake isn't a horse, nor did she appreciate you assuming she was one. We'll be killing you now." Telara Saint and Vernoxis, cavalier duo and clearly not horses

The following archetypes are designed to be used with the legendary cavalier.

DRACONIC AVENGER

For certain cavaliers, things such as horses are less than useful for their goals. Draconic Avengers seek to align themselves with far more powerful creatures, forming bonds with mighty drakes.

Note: This archetype is not intended to be used with legendary drakes from *Legendary Races: Wyrmtouched*. If you wish to have your legendary cavalier possess a legendary drake mount, it is suggested that you take the feat chain to do so.

Drake Companion (Ex) A draconic avenger gains a drake^{LOD} companion, and their drake companion gains the glide drake power (air drakes instead gains the mount drake power, even if it would not qualify for it). Their drake also starts at Small rather than Tiny, altering its statistics as appropriate for its new size. A draconic avenger's drake does not increase in size at 17th level. In addition, the legendary cavalier gains Mounted Combat as a bonus feat.

This ability replaces mount, iron steed, and steed's parry. For all class features, a drake companion is treated as a legendary cavalier's mount.

Strong Drake (Ex) At 3rd level, a draconic avenger's drake is treated as 1 size larger for determining its carrying capacity and if it can be ridden.

This ability replaces cavalier's charge.



Powerful Drake (Ex) At 6th level, a draconic avenger's drake gains the mount drake power even if it would not qualify for it (air drakes instead gain the flight drake power), as well as two claw attacks which are treated as secondary natural attacks, dealing 1d4 damage. If the drake already possesses the listed powers, it may instead select another power of its choice.

This ability replaces risky lunge.

Mobile Drake (Ex) At 11th level, a draconic avenger's drake gains the improved mount drake power and its claws are now treated as primary natural attacks.

This ability replaces mighty charge.

Drake Destroyer (Ex) At 19th level, a draconic avenger's drake's natural attacks have their critical threat ranges increased by 1; this increase stacks with the Improved Critical feat and the Keen weapon enhancement, although it is applied last.

This ability replaces supreme charge.

DREADNAUGHT

Many cavaliers rely on their mount to afford them protection and stature on the battlefield. Dreadnaughts turn to their armor for these advantages, trusting steel above another creature's sinew.



Titan's Armaments (Ex): Dreadnaughts put their faith in their massive weapons and shields, not mounts. At 1st level a dreadnaught can wield any appropriately sized two-handed weapon in one hand as long as they are wielding a shield in their other hand. Wielding a two-handed weapon in this way is treated as a one-handed weapon for the purpose of Power Attack and other effects that increase the damage of two-handed weapons.

This ability replaces mount.

Sweeping Swings (Ex): At 1st level a dreadnaught can make 1 additional attack of opportunity a round, as long as they are wielding a two-handed weapon. At 5th level and every 4 levels afterwards this increases by 1, to a maximum of 5 additional attacks at 17th level.

This ability replaces noble steed.

Body Check (Ex): At 3rd level, once per round when a dreadnaught hits a foe with a melee attack, they can decide to make a bull rush combat maneuver as a free action that does not provoke an attack of opportunity.

This ability replaces cavalier's charge.

Intercept (Ex): At 4th level a dreadnaught can spend an attack of opportunity as an immediate action to move up to their unarmored speed to place themselves between friend and foe. This movement happens during the enemy creature's movement and can prevent them from occupying their intended space. The dreadnaught must end their movement adjacent to both an ally and an enemy creature. This movement provokes attacks of opportunity as normal, except from the enemy creature the dreadnaught is intercepting. A dreadnaught cannot use their move action to move on their turn after using this ability.

This ability replaces measured gait.

Ogre's Reach (Ex): At 6th level a dreadnaught can increase their reach with a two-handed melee weapon by 5 feet but take a -2 penalty to attacks outside their normal reach. If a dreadnaught is already wielding a weapon with the reach quality they may attack enemies adjacent to them at a -2 penalty.

This ability replaces compact mount.

Juggernaut (Ex): At 7th level a dreadnaught gains DR 1/-. At 11th level and every 4 levels afterwards, this DR increases by 1. This damage reduction stacks with similar damage reduction, including that granted by adamantine armor.

This ability replaces iron steed.

Hammer Strike (Ex): At 7th level, a dreadnaught adds their armor bonus to their bull rush combat maneuver when using their body check ability.

This ability replaces risky lunge.

Titanic Resilience (Ex): At 9th level, as long as they are wearing heavy armor, a dreadnaught gains the benefits of the Diehard feat, regardless of if they qualify for it.

At 17th level, whenever the dreadnaught is reduced below 0 hit points, as long as they are wearing heavy armor, they can act normally and are not considered staggered. A dreadnaught also no longer loses hit points for taking strenuous actions while using the Diehard feat.

This ability replaces rider's bond.

Boulder Crash (Ex): At 11th level, whenever a dreadnaught succeeds on a bull rush attempt made with their body check ability, the target must make a Fortitude saving throw (DC = 10+1/2 dreadnaught level+dreadnaught's Strength modifier) or be staggered for 1 round.

This ability replaces mighty charge.



Trust in Iron (Ex): At 12th level when the dreadnaught is the target of an attack they can choose to let their armor absorb most of the impact as an immediate action at the cost of 2 rounds of commander's aura. The damage the attack deals is reduced by half and the dreadnaught doubles the damage reduction granted by their juggernaut ability against this attack. This ability must be used after the attack is declared but before the result is revealed.

This replaces steed's parry.

Colossus Arm (Ex): At 13th level, a dreadnaught treats any two-handed weapon as one size category larger for how much damage it deals. This ability does not stack with other virtual size increases, such as the impact^{UE} weapon enhancement.

Living Wall (Ex): At 19th level a dreadnaught can use an attack of opportunity to make a bull rush attempt against any creature that moves out of a square they threaten, even when taking a 5ft step. If the bull rush attempt is successful, the creature's movement for the round ends in the square to which they were moved.

This ability replaces supreme charge.

FIREARM SOLDIER

Masters of black powder and danger, firearm soldiers have perfected the art of using these dangerous weapons astride powerful mounts, raining death from a distance.

Weapon and Armor proficiencies: The firearm soldier is proficient with all firearms (including siege engines).

This ability alters the legendary cavalier's normal weapon proficiencies.

Gunsmith: At 1st level, a firearm soldier gains one of the following firearms of their choice: blunderbuss, musket, or pistol. Their starting weapon is battered, and only they know how to use it properly. All other creatures treat her gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold). The firearm soldier also gains Gunsmithing^{UC} as a bonus feat, although they can craft bullets, pellets, and black powder for a cost in raw materials equal to 1% of the price rather than 10%. In addition, as a standard action, the firearm soldier can remove the broken condition from a single firearm they are currently wielding, as long as that condition was gained by a firearm misfire.



Gun Training (Ex): Starting at 3rd level, a firearm soldier gains a bonus equal to their Dexterity modifier on damage rolls when firing a firearm. Furthermore, they reduce the misfire value of firearms by 1 (minimum 0) and when the firearm soldier fires a broken firearm, the misfire value of that firearm increases by 2 instead of 4.

This ability replaces cavalier's charge and mighty charge.

Tactical Aim (Ex) At 4th level, whenever the firearm soldier is riding their mount, they can reduce the time it takes to reload any firearm they are wielding by 1 step (full round action to standard, standard to move, move to free); this stacks with other abilities which alter reload time, such as the Rapid Reload feat. In addition, whenever they make an attack with a firearm while riding their mount, it does not provoke an attack of opportunity.

This ability replaces measured gait.

Precise Aim: At 7th level, a firearm soldier reduces all penalties for using a ranged weapon while mounted by 1/2.

This ability replaces risky charge.



Deadshot (Ex) At 19th level, a firearm soldier can treat any firearm they wield as 1 size larger for the purpose of how much damage it deals. This does not stack with any other virtual size increases, such as the impact^{UE} weapon enhancement.

This ability replaces supreme charge.

HOUDMASTER

The noble art of hunting runs deep in the history of cavaliers. Rather than a steed, some cavaliers trust their lives to their hounds, forming a bond stronger than anything.

Loyal Hounds A legendary cavalier gains the service of a pair of loyal and trusty hounds to accompany them onto the battlefield. This mount functions as a druid's animal companion, using the legendary cavalier's level as their effective druid level.

A houndmaster can select a pair of dogs^{UW}, wolf dogs^{UW}, or one of each.

WOLFDog ANIMAL COMPANION

This creature is a dependable hybrid of wolf and dog.

STARTING STATISTICS

Size Medium; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str 15, Dex 15, Con 13, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, scent.

4th-level Advancement: **Ability Scores** Str +2, Con +2; **Attack** bite (1d6 plus 1d4 bleed).

Despite being two different creatures, the houndmaster's hounds share a single standard action between themselves. This limitation only applies to the hound's standard action, they are able to take a move and swift action without limitations, and a hound can use this standard action to make a full round action if they wish. Both hounds also share magic item slots, and as long as both hounds are within 60 feet of each other, they both benefit from any magical item worn by either hound.

The hounds are always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. A houndmaster's hounds do not gain the share spells special ability, but they treat Light Armor Proficiency as though it was the share spells special ability for the purpose of animal companion archetypes. Each hound may have a different animal companion archetype.

A houndmaster's bond with their hounds is strong, with the pair learning to anticipate each other's moods and moves. Should either (or both) of a houndmaster's hounds die, the houndmaster may find another to serve them after 1 week of mourning.

This ability alters mount.

Noble Hounds (Ex) At 1st level, a legendary cavalier's animal companions gains a +1 morale bonus to attack rolls made with natural weapons. At 5th level and every 4 levels afterwards, this bonus increases by +1, to a maximum of +5 at 17th level.

This ability alters noble steed.

Opportunistic Jaws (Ex) At 3rd level, whenever a hound misses an attack against a creature, that creature provokes an attack of opportunity from the houndmaster's other hound. Both hounds also gain the Combat Reflexes feat (if they already possessed this feat, they can select another feat of the houndmaster's choice). At 7th level, whenever a hound attacks a creature (regardless of if the attack is successful), that creature provokes an attack of opportunity from the other hound.





At 11th level, if both hounds successfully attack the same creature during the same round, that creature must make a successful Fortitude saving throw (DC equal to $10 + 1/2$ the houndmaster's class level + their Charisma modifier) or be staggered for 1 round. Regardless of the result of the saving throw, the creature takes bleed damage equal to the base damage of the hound's bite attack (if the hounds do not deal the same amount of damage, use the lower damage of the two to determine bleed damage). At 19th level, if a creature fails the Fortitude save to avoid being staggered, they must make a successful Reflex saving throw at the same DC or have one of their limbs or wings severed (houndmaster's choice).

This ability replaces cavalier's charge, risky lunge, mighty charge, and supreme charge.

Hunter's Nose (Ex) At 4th level, both of the houndmaster's hounds a bonus to Survival checks to track a creature equal to $1/2$ the houndmaster's class level.

This ability replaces measured gait.

Pack Tactics (Ex) At 6th level, whenever both of a houndmaster's hounds threaten the same creature, any movement made by the hounds does not provoke an attack of opportunity from that creature.

This ability replaces compact steed.

Iron Hound (Ex) At 7th level, as long as a houndmaster and their hounds are all within 60 feet of each other, both hounds gains DR 2/-. At 11th level and every four levels afterwards, this DR increases by 1. This damage reduction stacks with similar damage reduction.

This ability alters iron steed.

Hound's Bond (Ex) At 9th level, as long as both of the houndmaster's hounds are above 0 hit points and the legendary cavalier is within 60 feet of them, the legendary cavalier gains the benefits of the Diehard and Deathless Initiate^{APG} feats, regardless of if they qualify for them.

At 17th level, whenever the houndmaster would normally be dead due to hit point damage, as long as both of their hounds are still alive and within 60 feet, the houndmaster can act as though they were still alive, as well as being able to be healed. If the houndmaster is healed above the threshold they would need to be alive before leaving the area of this ability, they continue to be alive, although if they are still below 0 hit points, they fall unconscious as normal.

This ability alters rider's bond.

Fanged Parry (Ex) At 12th level, a legendary cavalier has mastered using their hounds to deflect attacks. Whenever a houndmaster is adjacent to one of their hounds, as an immediate action, they may expend 1 round of their commander's aura to attempt a Handle Animal check to cause their hound to deflect the blow. The DC of this check is equal to the result of the attack roll made against them. If successful, the attack hits the hound instead, dealing half of its normal damage. A legendary cavalier must decide to use this ability after the attack has been rolled, but before the result has been revealed.

A houndmaster can spend an additional round to call a hound within 30 feet of themselves to their side to deflect the attack; the movement granted by this ability does not provoke attacks of opportunity, and the hound must have line of sight and effect to the houndmaster to be able to be called to the houndmaster's side.

This ability alters steed's parry.

Powerful Hounds (Ex) At 13th level, as long as a houndmaster and their hounds are all within 60 feet of each other, both hounds are treated as one size larger for the purpose of how much damage their natural attacks deal. This does not stack with any other virtual size increases, such as the impact^{UE} weapon enhancement.

This ability alters powerful steed.

Master's Awe (Ex) At 18th level, whenever a houndmaster is within 60 feet of one of their hounds, they can spend 3 round of their commander's aura as a free action while making an attack. If the attack is successful, the attacked creature must make a successful Will saving throw (DC $10 + 1/2$ the houndmaster's class level + their Charisma modifier) or be stunned for 1 round.

In addition, for a number of rounds equal to the houndmaster's Charisma modifier, at the beginning of each of the creature's turns, it must make an additional successful Will saving throw or be unable to make an attack targeting the houndmaster or their hounds. Once a creature has been affected by this ability, it cannot be affected by it again for 24 hours. This second effect is a mind-affecting effect.

This ability alters general's awe.



SEVERED LIMBS

If you remove a wing, the target loses a wing natural attack if it had any and cannot fly (creatures with 3 or more wings who lose a wing have their flight maneuverability reduced to clumsy and have their flight speed reduced by 1/2 for each wing which they are missing). If you remove a tentacle, the creature loses all attacks and abilities related to that tentacle. If you remove an arm or leg, the target suffers a series of penalties listed below. Creatures with more than 2 legs do not suffer the penalties listed below, but instead lose 10 ft. from their movement speed and lose the benefits of being a quadruped if they had them. In addition, the target suffers 1 Constitution bleed per missing limb (this bleed damage stacks).

A severed limb counts as an object one size category smaller than the creature it came from if using it as an independent object or improvised weapon.

A character who has lost an arm incurs the following penalties:

- -10 penalty on Climb, Craft, Disable Device, Sleight of Hand, and Use Magic Device skill checks;
- -8 penalty on grapple checks;
- Must make a caster level check at a -5 penalty to cast spells with somatic components; affected arm.
- Carrying capacity is not reduced. However, the maximum weight a character can lift over head or off the ground is halved.

A character who has lost a leg incurs the following penalties:

- -10 penalty on Acrobatics, Climb, Ride, Stealth, and certain Perform skill checks (GM's discretion).
- Cannot run or charge.
- Cannot bull rush or overrun and takes a -10 penalty to resist these combat maneuvers.
- Speed is reduced to 5 ft., and can no longer make a 5-ft step
- Carrying capacity is reduced by two thirds and the maximum weight a character can lift over head or off the ground is halved when sitting, impossible when standing.

These penalties do not stack with other penalties for losing limbs. A character who has lost both arms cannot use any of the listed skills, make attacks, or use objects, without the aid of prosthetics or magic. A character who has lost both legs is always considered flat-footed and prone and can only move 5 feet as a full round action, without the aid of prosthetics or magic.

IRON GENERAL

Those who lead often do so at the forefront of combat, foregoing weapons in a display of pure martial prowess to inspire all those who witness it.

Improved Unarmed Strike (Ex): At 1st level, an iron general gains Improved Unarmed Strike as a bonus feat. In addition, they deal unarmed damage as though they were a monk of their class level.

This ability replaces mount.

Masterful Fists (Ex): At 1st level, whenever an iron general uses the charge action and makes an attack with an unarmed strike, they can make a second attack with an unarmed strike; this second attack takes a -2 penalty. At 6th level, an iron general gains Vital Strike as a bonus feat. At 11th level, they gain Improved Vital Strike. At 16th level, they gain Greater Vital Strike.

This ability replaces noble steed.

Quick Footwork (Ex): At 4th level, a legendary cavalier ignores armor check penalties on Acrobatics checks and can also move at their normal speed while wearing medium and heavy armor. At 10th level, whenever an iron general uses the charge action, they can ignore difficult terrain.

This ability replaces measured gait.

Lunging Haymaker (Ex): At 6th level, whenever an iron general uses the charge action and makes an attack with an unarmed strike, they can treat that attack as an attack action for the purposes of feats and abilities which can be applied to it.

This ability replaces risky lunge.

Diamond Physique (Ex): At 7th level, an iron general gains DR 1/-. At 11th level and every four levels afterwards, this DR increases by 1. This damage reduction stacks with similar damage reduction.

This ability replaces iron steed.

Intelligent Positioning (Ex): At 8th level, whenever an iron general makes a 5 foot step, they can instead choose to move 10 feet.

This ability replaces compact steed.

Adrenaline Rush (Ex): At 9th level, whenever an iron general uses the charge action and successfully attacks a creature with an unarmed strike, they can spend 2 rounds of



their commander's aura to gain temporary hit points equal to their level + their Charisma modifier (these temporary hit points stack with other sources of temporary hit points). These temporary hit points last for 1 round or until they are lost, whichever comes first. At 17th level, they no longer have to spend any rounds of their commander's aura to gain temporary hit points.

This ability replaces rider's bond.

Instant Step (Ex): At 11th level, the iron general can make a 5 foot step and use the charge action in the same round.

This ability replaces mighty charge.

Hard Block (Ex): At 12th level, whenever an iron general is the target of an attack, as an immediate action, an iron general can choose to block an attack. If they do, the attack against them instantly lands, but deals half damage; if the attack would force the iron general to make a saving throw, they receive a +4 bonus to their saving throw. This ability must be used when the iron general is targeted with an attack, but before the attack roll is revealed.

This ability replaces steed's parry.

Explosive Dash (Ex): At 13th level, an iron general can use the charge action as a standard action instead of a full-round action.

This ability replaces mighty steed.

Iron Shock (Ex): 18th level, whenever an iron general uses the charge action and makes an attack with an unarmed strike, they can spend 3 rounds of their commander's aura as a free action while making the attack. If the attack is successful, the attacked creature must make a successful Will saving throw (DC 10 + 1/2 the iron general's class level + their Charisma modifier) or be stunned for 1 round.

In addition, for a number of rounds equal to the iron general's Charisma modifier, at the beginning of each of the creature's turns, it must make an additional successful Will saving throw or be unable to make an attack targeting the iron general. Once a creature has been affected by this ability, it cannot be affected by it again for 24 hours. This second effect is a mind-affecting effect.

This ability alters general's awe.

Massive Smash (Ex): At 19th level, whenever an iron general uses the charge action and makes an attack with an unarmed strike, their second attack no longer takes a penalty. In addition, if both attacks are successful, they can attempt any combat maneuver as a free action which does not provoke an attack of opportunity.

This ability replaces supreme charge.

JUNGLE RIDER

Jungle riders tame the beasts and creatures of the jungles to serve as their steeds. These exotic mounts serve the cavaliers well and are often more vicious than their riders.

Weapon and Armor Proficiency: A jungle rider is proficient in all simple and martial weapons, plus the bola, hand crossbow, net, whip and one other exotic weapon of their choice. A jungle rider is only proficient with light and medium armor and with shields (except tower shields).

This alters the legendary cavalier's proficiencies.

Jungle Charger (Ex): At 3rd level, a jungle rider can make unusual charges. They do not have to move in a straight line while charging. They can charge in difficult terrain and other terrains that slow movement, but doing so takes up additional movement as normal. To do so they must move 10 feet in a straight line at the end of their charge. They must otherwise follow the rules for a charge.

This replaces cavalier's charge.



Jungle Mount (Ex): At 4th level, the jungle rider gets additional choices for a mount, and gains Undersized Mount as a bonus feat.

A Medium-sized cavalier adds grizzly bear^{UW}, big cat, giant whiptail centipede^{UW}, giant chameleon, iguanodon, marsupial lion^{UW}, giant scorpion, saber toothed cat^{UW}, giant salamander^{UW}, giant spider, web tyrant spider^{UW}, and wolf.

A Small-sized cavalier can choose any creature normally available to the Medium sized cavaliers as well as adding giant ant, giant assassin bug^{UW}, badger, bear, giant beetle, bustard^{UW}, small cat, giant caterpillar^{UW}, giant centipede, giant dragonfly^{UW}, capybara^{UW}, reindeer^{UW}, giant frilled lizard^{UW}, giant mole^{UW}, monitor lizard, giant solifugid^{UW}, giant termite, giant gecko, and panda^{UW}.

This ability alters the mount feature and replaces measure gait.

Sharp Blade (Ex): Starting at 4th level, when a jungle rider makes a charge from the back of a mount while using a one-handed slashing weapon they deal increased damage. Normally this is double damage, as though using a lance. This does not stack with weapons that already possess this property. If they possess the Spirited Charge feat this instead does triple damage. Once they gain the supreme charge feature they increase the damage to triple without Spirited Charge and quadruple with Spirited Charge.

This replaces risky lunge.

Reduced Noble Steed (Ex): A jungle rider's noble steed feature does not increase at 5th level and 13th levels.

This alters noble steed.

Vicious Steed (Ex) At 13th level, if the jungle rider's mount does not possess three or more natural attacks they gain additional attacks up to three. These attacks act as primary natural weapons of the same type as one they already possess that deal a base 1d6 damage. The mount also gains the pounce ability.

This replaces powerful steed.

MASKED TRAVELER

Legendary cavaliers tend to work best in the open, but there are those who understand that secrecy is paramount to their goals. Masked travelers allow their tales to be told around the land, only surfacing to accomplish their missions.

Mysterious Rider (Ex) A masked traveler and their mount gain the dual identity and seamless guise class features of the vigilante^{UI}, treating their masked traveler level as though it was their vigilante level for the purpose of these class features.

This ability replaces order; the mysterious rider is treated as though they had chosen not to gain an order for the purpose of feats and abilities.

Social Talent (Ex) At 2nd level and every three levels afterwards, the masked traveler gains a social talent of their choice, treating their masked traveler level as though it was their vigilante level for the purpose of which social talents they can select.

This ability replaces banner, greater banner, and courtly skill.

Vigilante Talent (Ex) At 3rd level and every four levels afterwards, the masked traveler gains a vigilante talent of their choice, being treated as though they have the avenger vigilante specialization and treating their masked traveler level as though it was their vigilante level for the purpose of which vigilante talents they can select.

This ability replaces cavalier's charge, risky lunge, mighty charge, and supreme charge.

Knight's Renown (Ex) The benefit of the renown social talent is based upon the masked traveler's current identity, rather than always treating them as though they were in their social identity.

MARROW LANCER

Cavaliers are often pledged to a noble master or cause, finding rewards and prestige from such association and service. Rumors, however, are whispered of a more terrifying type of rider. Ones who pledge themselves to the dark entities of death and corruption.

On a Pale Horse (Ex): At 1st level, a marrow lancer's mount gains the undead companion archetype (shown below). Any mount a marrow lance gains to replace their previous one also gains this archetype.

This alters mount.

Thanatopic Aura (Ex): At 1st level, a marrow lancer can project a thanatopic aura as a move action. This functions exactly like the legendary cavalier's commander's aura, except as noted here. This aura extends 20 feet from the marrow lancer and increases by 10 ft at 5th level and every



four levels afterward, to a maximum of 60 ft at 17th level. A marrow lancer can maintain their thanatopic aura for a number of rounds each day equal to their class level + their Charisma modifier (minimum 1 round). Whenever a marrow lancer projects their thanatopic aura, they can select one of the following aura abilities, as well as their order's unique aura. A marrow lancer can spend a swift action to switch the penalty or effect provided by this ability. At 7th level, they can instead use an immediate action to switch the penalty or effect provided by this ability.

This ability modifies commander's aura.

Corrode Armor: All enemies take a -1 penalty to their armor class. At 5th level and every four levels afterwards, this penalty to their armor class increases by -1.

Dampen Vitality: All enemies treat any healing (including fast healing or regeneration) they receive as 2 lower. At 4th level and every three levels afterwards, this reduction increases by 2.

Decrepify: All enemies take a -1 profane penalty to all saving throws. At 5th level and every four levels thereafter, this penalty to saving throws increases by -1.

ANIMAL COMPANION ARCHETYPE: UNDEAD COMPANION

Some companions are created from the dead, rather than befriended from the ranks of the living. An undead companion is fiercely loyal to its master, though their unnatural state is oft frowned upon.

Undead Skills: Undead companions treat Intimidate as a class skill.

Undead Animal: Only the master of an undead companion can use Handle Animal to influence it, treating it as if it were an animal, but does so at a -5 penalty.

Undead Physiology (Ex): The animal companion's type changes to undead, but its Hit Dice, base attack bonus, saving throws, skills, and tricks are retained from the base creature. It gains all other bonuses normally granted by the undead type, such as darkvision and immunity to a variety of effects. The undead companion loses its Constitution score and its Charisma score becomes 12.

This replaces share spells.

Unnatural Healing (Su): At 2nd level, the undead companion regains 1 hit point each minute. It is still destroyed if reduced to 0 hit points. At 15th level, the undead companion instead regains 1 hit point per round.

This replaces evasion and improved evasion.

Deathless (Su): At 6th level, when the undead companion is reduced to 0 hit points and destroyed, it returns to unlife 1 hour later at 1 hit point, allowing its undead physiology ability thereafter to resume healing it. An undead companion can be permanently destroyed if it is destroyed by positive energy, if it is reduced to 0 hit points in the area of a bless or hallow spell, or if its remains are sprinkled with a vial of holy water.

This replaces devotion.

Hemophilia: All enemies take bleed damage equal to the marrow lance's Charisma modifier each round until the aura ends. This bleed damage stacks with other sources of bleed.

Malediction: All enemies take a -5 penalty to all movement speeds they possess. At 4th level and every three levels afterwards, this penalty to movement speed increases by -5 feet. This effect cannot reduce a creature's movement speed below 10 ft.

Mortal Frailty: All enemies take a -2 penalty to their damage rolls. At 5th level and every four levels afterwards, this profane penalty to damage rolls increases by -2.



Reaper Toll: All enemies take an additional 2 damage from attacks made with weapons. At 5th level and every four levels afterwards, this additional damage increases by 2.

Rigor Mortis: All enemies gain a -2 penalty to all Dexterity based skills. At 4th level and every three levels afterwards, this penalty to Dexterity based skills increases by -2.

Subdue Resistance: All enemies gain a -1 penalty to their CMD. At 5th level and every four levels afterwards, this penalty increases by -1.

Wither Protection: All enemies treat their energy resistance as 5 lower against one energy type (acid, cold, electricity, fire, or sonic) chosen when the thanatopic aura is projected. At 4th level and every three levels afterwards, this penalty to energy resistance is increased by 5.

Fear the Reaper (Ex): At 2nd level, a marrow lancer gains a bonus to Intimidate checks equal to 1/2 their class level.

This replaces skilled diplomat.

Hopeless Presence (Ex): At 5th level, a marrow lancer gains the skill unlock^{PU} for Intimidate. Marrow lancer's belonging to the Order of the Scorpion can select another skill unlock that they qualify for at 8th level.

This ability replaces talented orator.

SKILL UNLOCK: INTIMIDATE

With sufficient ranks in Intimidate, you earn the following. An asterisk (*) indicates the total duration cannot exceed 1 round plus 1 round for every 5 by which you exceed the DC.

5 Ranks: If you exceed the DC to demoralize a target by at least 10, it is frightened for 1 round and shaken thereafter.* A Will save (DC = 10 + your number of ranks in Intimidate) negates the frightened condition, but the target is still shaken, even if it has the stalwart ability.

10 Ranks: If you exceed the DC to demoralize a target by at least 10, it is panicked for 1 round or frightened for 1d4 rounds (your choice) and shaken thereafter.* A Will save (DC = 10 + your number of ranks in Intimidate) negates the frightened or panicked condition, but the target is still shaken, even if it has the stalwart ability.

15 Ranks: If you exceed the DC to demoralize a target by at least 20, it is cowering for 1 round or panicked for 1d4 rounds (your choice) and frightened thereafter.* A Will save (DC = 10 + your number of ranks in Intimidate) negates the cowering, panicked, and frightened conditions, but the target is still shaken, even if it has the stalwart ability.

20 Ranks: If you exceed the DC to demoralize a target by at least 20, it is cowering for 1d4 rounds and panicked thereafter.* A Will save (DC = 10 + your number of ranks in Intimidate) negates the cowering and panicked conditions, but the target is still shaken, even if it has the stalwart ability.

Terrifying Duo (Ex): At 5th level, as long as a marrow lancer is riding their mount, they can demoralize a creature as a move action. At 11th level, a marrow lancer can demoralize creatures that are normally immune to fear effects (but not mind-affecting effects). At 17th level, a marrow lancer can demoralize creatures that are normally immune to mind-affecting effects.

This replaces courtly skill.

Dual Aura (Ex): A marrow lancer can provide two thanatopic aura abilities rather than two commander's aura abilities.

MOUNTED CHAMPION

The power of legendary cavaliers takes many forms, and there are those who enter combat with a variety of techniques at their beck and call. Mounted champions stride into combat with pride, knowing that theirs is an order that cannot be stopped.

Proficiencies: Mounted Champions are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This modifies weapon and armor proficiencies.

Combat Training (Ex): A mounted champion is considered an Adept practitioner^{SOM}, gaining spheres and talents as appropriate.

Mounted Champions use Charisma as their practitioner modifier. This ability replaces dual aura, cavalier's charge, risky lunge, mighty charge, and supreme charge.

Mount (Ex): The mounted champion gains the Beastmastery^{SOM} sphere as a bonus talent at 1st level, although they must select the ride package. In addition, they gain the animal companion talent, although they are limited to the animals a cavalier can normally select with their mount class feature. If the mounted champion already possesses the selected talent, or is incapable of selecting them due to a drawback, they may instead select any talent they qualifies for from the Beastmastery sphere, or buy off the drawback.

This ability alters mount.

Knightly Arts (Ex): The mounted champion gains the Warleader sphere as a bonus talent at 1st level. If the mounted champion already possesses the selected talent, or is incapable of selecting them due to a drawback, they may instead select any talent they qualifies for from the corresponding sphere, or buy off the drawback.



Reduced Commander's Aura (Ex): The legendary cavalier gains a number of rounds of commander's aura equal to 2 + their Charisma modifier. At every level after 1st, they gain 1 additional round of commander's aura. In addition, they lose the auras gained from commander's aura.

This ability alters commander's aura.

PEGASUS KNIGHT

With horses ruling the ground below, pegasus knights instead seek to rule the skies above. Elegant riders in the air pegasus knights patrol above others, their mounts serving to help them gain the advantage against groundborne foes.

Pegasus Mount (Ex): At 1st level, a pegasus knight gains a pegasus mount. Unlike a normal pegasus, a pegasus mount is an animal rather than a magical beast, does not possess any spell-like abilities, and its alignment is neutral rather than chaotic good.

This ability alters mount and replaces measured gait and cavalier's charge.

Sky Strafe (Ex): At 7th level, a pegasus knight gains Fly-By Attack as a bonus feat, even if they would not meet its prerequisites. If they already possess Fly-By Attack, they can instead gain a combat feat of their choice for which they qualify.

This ability replaces risky lunge.

STEPPE RIDER

Not every cavalier lives for the thrill of the charge and the impact of the enemy on their lance. Some prefer to use their mount's speed to keep out of reach and strike like lightning.

PEGASUS MOUNT STARTING STATISTICS

Size Large; **Speed** 40 ft., fly 60 ft. (average; unable to carry a rider while flying); **AC** +2 natural armor; **Attack** bite (1d4), 2 hooves* (1d6); **Ability Scores** **Str** 16, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 9; **Special Qualities** darkvision 60 ft., low-light vision, scent.

* This is a secondary natural attack, see Combat for more information on how secondary attacks work.

4th-Level Advancement: **Speed** 40 ft., fly 100 ft.

(average; the pegasus can carry a rider while flying, but reduces its fly speed by half while doing so.);

Attack bite (1d4), 2 hooves (1d6, primary natural attack); **Ability Scores** **Str** +2, **Con** +2.



Swift as the Wind (Ex): A steppe rider's mount only gains the benefit of noble steed when it moves its full base movement speed. Additionally, the steppe rider's mount has its base land speed increased by 5 feet, plus 5 feet at 5th level and every 4 levels after, to a maximum bonus of 25 feet at 17th level.

This ability alters noble steed.

Zephyr Arrows (Ex): At 3rd level a steppe rider can weave their volleys through sudden winds. Arrows and bolts passing through a wind wall or other effect that would deflect the attack instead have a 30% miss chance.

This ability replaces cavalier's charge.

Leaping Stride (Ex): At 4th level a steppe rider has learned to vault over obstacles, rather than let them be an impediment. As long as the steppe rider's mount takes at least a double move action and does not move through a threatened square as part of this movement, it ignores difficult terrain. At 10th level, the mount only needs to take a single move action to ignore difficult terrain.

This ability replaces measured gait.



Gaze of the Hawk (Ex): At 5th level, the steppe rider gains the skill unlock^{PU} for Perception.

This ability replaces talented orator.

Limping Shot (Ex): At 7th level a steppe rider gains the ability to hamper enemy movement by shooting legs or wings. As a full round action, the steppe rider makes a single attack at a -2 penalty. If the attack hits it deals damage as normal and the target's base land speed or fly speed (steppe rider's choice) is reduced by 10 feet for a number of rounds equal to the steppe rider's Charisma modifier; multiple limping shots increase this penalty by an additional 10 feet, although this ability can never reduce a creature's movement speed below 10 feet. The target can pull all arrows or bolts from their body as a standard action that provokes an attack of opportunity, ending this effect.

This ability replaces risky lunge.

SKILL UNLOCK: PERCEPTION

With sufficient ranks in Perception, you earn the following.

5 Ranks: You remain alert to sounds even in your sleep, and the normal DC increase to Perception checks when you are sleeping is halved. The distance modifier on the DC of Perception checks you attempt is reduced to +1 per 20 feet.

10 Ranks: The distance modifier on the DC of Perception checks you attempt is reduced to +1 per 30 feet. In addition, you gain a +5 bonus on Perception checks to notice or locate an invisible creature or object.

15 Ranks: You remain alert to sounds even in your sleep, and the normal DC increase to Perception checks when you are sleeping doesn't apply to you. The distance modifier on the DC of your Perception checks is reduced to +1 per 40 feet.

20 Ranks: You gain a +10 bonus on Perception checks to notice invisible creatures or objects. The distance modifier on the DC of Perception checks you attempt is reduced to +1 per 60 feet.

Missile Interception (Ex): At 9th level a steppe rider has honed their reflexes fast enough to shoot other arrows down. They can spend an attack of opportunity as a free action which can be taken during anyone's turn to attempt to intercept an arrow, bolt, or other physical projectile of similar size. The target of the triggering attack must be within the range of the steppe rider's commander's aura. The steppe rider rolls an attack, treating the AC of the projectile as the result of the triggering attack. If successful, the projectile is deflected harmlessly. The steppe rider must choose to use this ability

after the triggering attack is made but before the results are revealed. A steppe rider may only use this ability once per round, regardless of how many attacks of opportunity they possess.

At 17th level, a steppe rider may use this ability against magical ranged attacks, such as scorching ray, though they may only deflect one ray if multiple ones are fired.

This ability replaces rider's bond.

Gale Arrows (Ex): At 11th level a steppe rider's ranged attacks ignore the effects of any weather condition other than a windstorm. During a windstorm, a steppe rider can make ranged attacks at a -4 penalty rather than having them be impossible. Additionally, the steppe rider's limping shot now reduces the target's movement speed by 20 ft.

This ability replaces mighty charge.

Tornado Fletching (Su): At 13th level, a steppe rider's arrows and bolts deal damage as if they were one size category greater. This effect does not stack with *gravity bow*^{APG} or any other effects that would increase the size of the steppe rider's ranged attacks.

This ability replaces powerful steed.

Chieftain's Awe (Ex): At 18th level, when a steppe rider is riding their mount, they can spend 3 rounds of their commander's aura to as a free action while making a ranged attack. If the attack is successful, the attacked creature must make a successful Will saving throw (DC 10 + 1/2 the steppe rider's class level + their Charisma modifier) or be stunned for 1 round.

In addition, for a number of rounds equal to the steppe rider's Charisma modifier, at the beginning of each of the creature's turns, it must make an additional Will saving throw or take a -4 against any ranged attacks from the steppe rider until the start of its next turn. Once a creature has been affected by this ability, it cannot be affected by it again for 24 hours. This second effect is a mind-affecting ability.

This ability replaces general's awe.

Severing Arrow (Ex): At 19th level, when a steppe rider hits a target with their limping shot the target must make a Fortitude saving throw (DC 10 + 1/2 steppe rider's class level + steppe rider's Dexterity modifier) or have a limb severed (steppe rider's choice).

This replaces supreme charge.



ALTERNATIVE CLASS FEATURES

"Now the real trick to getting a horse to do what you want is to show that you respect it. You and your horse are a team, and you should act like it. Unless your horse is being rude, which will be often."
Delbos Heiss, horse trainer and failed philosopher

Alternate class features are small, modular archetypes. They swap out a single class feature (or a few related class features) for new abilities. By affecting only small parts of the class at a time, a player is able to build the legendary cavalier that best fits their ideas. With these alternate class features, the legendary cavalier is more flexible than ever before.

If an archetype or alternate class replaces one of the below class features, the replacement class feature may not be exchanged for an alternate class feature. Mix and match these alternate class features to build your perfect legendary cavalier!

WEAPON AND ARMOR PROFICIENCY

The following options can be taken in place of the legendary cavalier's normal weapon and armor proficiencies:

Weapon and Armor Proficiencies Cavaliers are proficient with all simple weapons, martial melee weapons, with all types of armor (heavy, light, and medium) and with shields (including tower shields).

Weapon and Armor Proficiencies Cavaliers are proficient with all simple weapons, an exotic weapon of their choice, and with all types of armor (heavy, light, and medium) and with shields (except tower shields).

COMMANDER'S AURA/DUAL AURA

The following options can be taken in the place of Commander's Aura and Dual Aura; taking one of these alternative class features also grants the reduced commander's aura class feature:

Challenge (Ex): Once per day, a legendary cavalier can challenge a foe to combat. As a swift action, the legendary cavalier chooses one target within sight to challenge. The legendary cavalier's melee attacks deal extra damage whenever the attacks are made against the target of their challenge. This extra damage is equal to the legendary cavalier's level. The legendary cavalier can 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.

Challenging a foe requires much of the legendary cavalier's concentration. The legendary cavalier takes a -2 penalty to their Armor Class, except against attacks made by the target of their challenge.



The challenge remains in effect until the target is dead or unconscious or until the combat ends.

This ability replaces dual aura.

Reduced Commander's Aura (Ex): The legendary cavalier gains a number of rounds of commander's aura equal to 2 + their Charisma modifier. At every level after 1st, they gain 1 additional round of commander's aura. In addition, they lose the auras gained from commander's aura.

This ability alters commander's aura.

Weapon Training (Ex): At 1st level, a cavalier gains Weapon Focus as a bonus feat. At 5th level, a legendary cavalier gains a +1 bonus on attack and damage rolls with his chosen weapon; this ability is treated as weapon training for the purpose of abilities which would interact with it. The bonus improves by +1 for every four levels beyond 5th.

This ability replaces the auras gained from commander's aura and dual aura

Reduced Commander's Aura (Ex): The legendary cavalier gains a number of rounds of commander's aura equal to 2 +



their Charisma modifier. At every level after 1st, they gain 1 additional round of commander's aura. In addition, they lose the auras gained from commander's aura.

This ability alters commander's aura.

WHAT DO I USE MY COMMANDER'S AURA FOR IF I LOSE ALL MY AURAS FROM COMMANDER'S AURA?

While it may seem that losing all of your commander's auras would make the rounds you gain from the reduced commander's aura worthless, this isn't the case. First of all, this does not remove the unique aura gained from choosing your order, making the decision of order even more important. In addition, you still have several class features which spend rounds of your commander's aura, such as commander's shout, chivalry's call, steed's parry, and general's awe. The Aura Study and Order Study feats also allows legendary cavaliers to gain auras as well. Choosing an archetype or alternative class feature which grants you the reduced commander's aura class feature can be a large change for a legendary cavalier, so make sure you decide carefully when making your character.

Favored Enemy (Ex): At 1st level, a legendary cavalier selects a creature type from the legendary cavalier favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A legendary cavalier may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the legendary cavalier may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

If the legendary cavalier chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table below. (Note that there are other types of humanoid to choose from—those called out specifically on the table below are merely the most common.) If a specific creature falls into more than one category of favored enemy, the legendary cavalier's bonuses do not stack; he simply uses whichever bonus is higher.

This ability replaces the auras gained from commander's aura and dual aura.

Reduced Commander's Aura (Ex): The legendary cavalier gains a number of rounds of commander's aura equal to 2 + their Charisma modifier. At every level after 1st, they gain 1 additional round of commander's aura. In addition, they lose the auras gained from commander's aura.

This ability alters commander's aura.

BANNER/GREATER BANNER

These alternative class features can be taken in place of banner and greater banner.

Wild Empathy (Ex): A legendary cavalier can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The legendary cavalier rolls 1d20 and adds her legendary cavalier level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the legendary cavalier and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A legendary cavalier can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

This ability replaces banner and greater banner.

Fast Movement (Ex): A legendary cavalier's base speed is faster than the norm for their race by 10 feet. This benefit applies only when they are wearing no armor, light armor,





or medium armor, and not carrying a heavy load. Apply this bonus before modifying the legendary cavalier's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the legendary cavalier's base speed. At 14th level, the legendary cavalier's base speed increases by another 10 feet.

This ability replaces banner and greater banner.

Fast Rider (Ex): The speed of a legendary cavalier's mount is increased by 10 feet and it gains the Endurance feat whenever they are riding it. At 14th level, the mount's speed increases by an additional 10 feet

This ability replaces banner and greater banner.

KNIGHT'S RENOWN/COURTLY SKILL

The following abilities can be chosen in place of knight's renown and courtly skill.

Favored Terrain (Ex): At 3rd level, a legendary cavalier may select a type of terrain from Table: Ranger Favored Terrains. The legendary cavalier gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when they are in this terrain. A legendary cavalier traveling through their favored terrain normally leaves no trail and cannot be tracked (though they may leave a trail if he so chooses).

At 8th level and every five levels thereafter, the legendary cavalier may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the legendary cavalier's bonuses do not stack; they simply use whichever bonus is higher.

This ability replaces knight's renown, courtly skill, noble's renown, legendary renown, and monarch's renown.

Rogue Talent (Ex): At 3rd level, a legendary cavalier can select a rogue talent, treating their legendary cavalier level as though it was their rogue level for the purpose of which rogue talents they can select. The legendary cavalier cannot select rogue talents which would alter sneak attack unless have received it from another source. At 6th level and every four levels afterwards, they gain an additional rogue talent; at 10th level, they may instead select advanced rogue talents.

This ability replaces knight's renown, courtly skill, noble's renown, legendary renown, and monarch's renown.

Maneuver Training (Ex): At 3rd level, a legendary cavalier can select one combat maneuver to receive additional training.

They gain a +1 bonus on combat maneuver checks when performing that combat maneuver and a +1 bonus to their CMD when defending against that maneuver.

At 7th level and every 4 levels thereafter, the legendary cavalier becomes further trained in another combat maneuver, gaining the above +1 bonus combat maneuver checks and to CMD. In addition, the bonuses granted by all previous maneuver training increase by 1 each. (For example, if a legendary cavalier chooses grapple at 3rd level and sunder at 7th level, her bonuses to grapple are +2 and bonuses to sunder are +1. If she then chooses bull rush upon reaching 11th level, her bonuses to grapple are +3, to sunder are +2, and to bull rush are +1.)

This ability replaces knight's renown, courtly skill, noble's renown, legendary renown, and monarch's renown.

RIDER'S BOND

The following abilities can be selected in place of rider's bond.

Stalwart (Ex): At 9th level, a legendary cavalier can use mental and physical resiliency to avoid certain attacks. If they make a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, they instead avoid the effect entirely. This ability can only be used if the legendary cavalier is within 60 ft of their mount. A helpless legendary cavalier does not gain the benefit of the stalwart ability. At 17th level, a legendary cavalier can spend 4 rounds of their commander's aura to roll twice whenever making a Fortitude or Will saving throw, allowing them to roll twice and choose the better result. This ability must be used as the saving throw is being made.

This ability replaces rider's bond.

Uncanny Dodge (Ex): At 9th level, a legendary cavalier gains the ability to react to danger before their senses would normally allow her to do so. They cannot be caught flat-footed, nor do they lose their Dex bonus to AC if the attacker is invisible. They still lose their Dexterity bonus to armor class if immobilized. A legendary cavalier with this ability can still lose their Dexterity bonus to armor class if an opponent successfully uses the feint action against them.

If a legendary cavalier already has uncanny dodge from a different class, they automatically gain improved uncanny dodge (see below) instead. At 17th level, they gain improved uncanny dodge.

This ability replaces rider's bond.

MEASURED GAIT/RISKY LUNGE/MIGHTY CHARGE/SUPREME CHARGE

The following abilities can be selected in place of measured gait, risky lunge, mighty charge, and supreme charge.



Combat Style (Ex): At 4th level, a legendary cavalier must select one **combat style** to pursue as though they were a ranger of their legendary cavalier level.

The legendary cavalier's expertise manifests in the form of bonus feats at 4th, 6th, 10th, 14th, and 18th level. They can choose feats from their selected combat style, even if they not have the normal prerequisites. Once a legendary cavalier selects a combat style, it cannot be changed.

This ability replaces measured gait, risky lung, mighty charge, and supreme charge.

Martial Flexibility (Ex): At 4th level, a legendary cavalier can take a move action to gain the benefit of a combat feat she doesn't possess. This effect lasts for 1 minute. The legendary cavalier must meet all the feat's prerequisites. She may use this ability a number of times per day equal to $3 + \frac{1}{2}$ her legendary cavalier level (minimum 1).

The legendary cavalier can use this ability again before the duration expires in order to replace the previous combat feat with another choice.

If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

At 6th level, a legendary cavalier can use this ability to gain the benefit of two combat feats at the same time. She may select one feat as a swift action or two feats as a move action. She may use one of these feats to meet a prerequisite of the second feat; doing so means that she cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward her daily uses of this ability.

At 10th level, a legendary cavalier can use this ability to gain the benefit of three combat feats at the same time. She may select one feat as a free action, two feats as a swift action, or three feats as a move action. She may use one of the feats to meet a prerequisite of the second and third feats and use the second feat to meet a prerequisite of the third feat. Each individual feat selected counts toward her daily uses of this ability.

At 12th level, a legendary cavalier can use this ability to gain the benefit of one combat feat as an immediate action or three combat feats as a swift action. Each individual feat selected counts toward her daily uses of this ability.

At 20th level, a legendary cavalier can use this ability to gain the benefit of any number of combat feats as a swift action. Each feat selected counts toward her daily uses of this ability.

This ability replaces measured gait, risky lunge, mighty charge, and supreme charge.

PRESTIGE CLASS: LANCER

INTRODUCTION

A lancer is a mounted combat specialist par excellence. He is skilled in the arts of formal jousting, with all its pomp and ceremony and its intricate courtly rules of etiquette, but he is no less talented on the battlefield when the time comes to ride down his enemies and drive them into the dust on the point of his lance. Lancers are found in virtually every culture, and in many are accorded great esteem for their noble bearing and for their puissance in contests of arms. Their fame often precedes them, but some work to keep a low profile and let their steel and their steed do the talking.

REQUIREMENTS

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

Base Attack Bonus: +5

Feats: Mounted Combat, Weapon Focus (lance)

Skills: Handle Animal 5 ranks, Ride 5 ranks

Proficiency: Must be proficient with lances and light and heavy shields.

PRESTIGE CLASS HIT DIE: D10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+0	Mount, Unseat
2nd	+2	+1	+1	+1	Jousting trick, lance training +1
3rd	+3	+2	+1	+1	Jousting trick, save mount
4th	+4	+2	+1	+1	Jousting trick, lance mastery
5th	+5	+3	+2	+2	Jousting, mighty charge
6th	+6	+3	+2	+2	Jousting trick, lance training +2

Skills (2 + Int bonus per level): Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Ride (Dex), and Sense Motive (Wis)



CLASS FEATURES

The following are class features of the lancer prestige class.

Weapon and Armor Proficiency: Lancers gain no armor or weapon proficiencies.

Mount (Ex): A lancer gains the services of a special mount, as the cavalier class feature, using his lancer class level as his cavalier level. If the lancer already has a divine bond, hunter's bond, mount, nature's bond, or similar class feature that grants him a mount, such as a horse or pony, his lancer levels stack with levels in that class to determine the mount's abilities. If such an ability grants him a non-mount companion (or a different benefit altogether, such as a paladin's bonded weapon), he may retain the effects of that ability and instead treat his lancer levels separately for the purpose of the mount gained from this prestige class.

Unseat (Ex): A lancer gains Unseat as a bonus feat.

Jousting Tricks (Ex): At 2nd level and each level thereafter, a lancer learns a wide variety of tricks for using his lance to mow down his opponents, especially when facing off against other mounted lancers in a formal joust. Unless otherwise

noted, he can take each jousting trick only once.

Banner (Ex): A lancer can fly his personal standard upon his lance, a symbol of renown that inspires his allies. This functions as the cavalier's banner^{APG} class feature, using his lancer level +4 in place of his cavalier level. Lancer levels stack with cavalier levels for the purpose of the banner class feature.

Caparisoned Steed (Ex): A lancer's mount reduces the armor check penalty for any armor it wears by an amount equal to the lancer's class level, and in addition his mount can move at normal speed in medium armor or when carrying a medium load and can sleep in medium armor without becoming fatigued.

This ability can be selected twice. If taken a second time, the lancer's mount takes no armor check penalty for any armor it wears, and in addition his mount can move at normal speed in heavy armor or when carrying a heavy load and can sleep in heavy armor without becoming fatigued.

Challenger (Ex): When the lancer is mounted, he can challenge a foe once per day, as the cavalier^{APG} class feature, treating his lancer level as his cavalier level. If a lancer also has levels as a cavalier, these levels stack for the purpose of



his challenge class feature (including any additional effects that apply to his challenge from his cavalier order). A lancer does not otherwise have a cavalier order, nor gain any of the benefits of one. He can take this jousting trick more than once. Each time he does so, he gains one additional challenge per day and increases his effective cavalier level by 1 for the purpose of this ability. If he is not mounted, a lancer cannot use this class feature, except against a creature that has slain or incapacitated his mount or that has confirmed a critical hit against the lancer.

Charge Breaker (Ex): When the lancer is wielding a weapon with the brace property, he can ready it against a charge as an immediate action. In addition, if he is wielding a light or heavy shield and is attacked by a creature using the charge action, he can make a shield bash attack against his attacker as an attack of opportunity or as an immediate action. This attack is resolved before the charging creature's attack. If the lancer does not threaten his attacker, he can still make this attack against the creature (if it attacks him with a natural weapon) or as a sunder combat maneuver targeting the attacker's weapon (if it attacks him with a manufactured weapon). If the attack hits or the sunder maneuver succeeds (regardless of the damage dealt), the charging creature's attack is partly deflected and it takes a penalty equal to the lancer's level on any attack and damage rolls it makes against the lancer as part of its charge action.

Combined Charger (Ex): When the lancer uses the charge action while mounted and his mount does not attack, he can combine the creature's power and momentum with his own. He adds his mount's size modifier to all combat maneuver checks he makes when mounted. He also adds an additional bonus on combat maneuver checks equal to his lancer level or the mount's Strength modifier, whichever is less, and he adds the same bonus to any hit point damage dealt by a successful attack made as part of a mounted charge.

Crooked Courser (Ex): When the lancer uses the charge action while mounted, or when his mount uses the run action, his

mount can turn up to 90 degrees during its movement. This can be a single 90-degree turn or two 45-degree turns.

Expert Trainer (Ex): The lancer learns to train mounts with speed and unsurpassed expertise. The lancer gains a bonus equal to his class level whenever he uses Handle Animal on an animal that serves as a mount. In addition, he can reduce the time needed to teach a mount a new trick or train a mount for a general purpose to 1 day per 1 week required by increasing the DC by +5. He can also train more than one mount at once, although each mount after the first adds +2 to the DC.



Fame and Glory (Ex): The lancer gains one vigilante social talent^{UI} from the following list: celebrity discount, celebrity perks, great renown, incredible renown, instant recognition, loyal aid, social grace, and triumphant return. He treats his vigilante level as twice his lancer level for the purpose of qualifying for social talents. This stacks with actual vigilante levels for the purpose of these social talents but not other vigilante talents. The lancer must have the renown jousting trick to select this trick. This trick can be selected more than once, gaining a new social talent each time.

Lancer's Charge (Ex): The lancer no longer takes a penalty to his AC when using the charge action, and he increases his attack roll bonus when charging to +4.

Mounted Combat Master (Ex): The lancer may select any one of the following as a bonus feat: Animal Affinity, Signature Skill^{PU} (Ride), Skill

Focus (Ride), or any feat for which the Mounted Combat feat or ranks in the Ride skill is a prerequisite. He may take this jousting trick more than once, and he must meet all prerequisites for the feat in question.

Nimble Charger (Ex): When the lancer uses the charge action while mounted, he can charge even if his mount must move through difficult terrain or squares occupied by friendly creatures.

Performance Combat (Ex): The lancer's style is flamboyant and flashy, ideally suited for playing to the crowd and



currying the favor of onlookers. He treats the lance as if it had the performance weapon quality, gaining a +2 bonus on combat performance checks prompted by an attack or combat maneuver with the lance. In addition, he gains one performance combat feat^{UC} as a bonus feat. He may take this jousting trick more than once, gaining a different bonus feat and increasing the bonus he gains on combat performance checks with a lance by 1 each time.

Renown (Ex): The lancer is well-known for his deeds and abilities, granting him favorable treatment in civilized company and lending him an air of menace while facing down his enemies. He can spend 1 week gaining renown among the locals of any community of no more than about 200 individuals (a village, if using settlement population ranges). This could be the entire community or a smaller neighborhood in a larger settlement. He must spend at least 4 hours each day socializing and making contacts. After spending 1 week doing this, all NPCs in the community have a starting attitude toward him that is one category better, as long as each person's initial attitude would have at least been indifferent (see the Diplomacy skill description). At the same time, he spreads rumors and tales of his prowess throughout the community, granting him a +2 circumstance bonus on Intimidate checks whenever he is within a number of miles equal to his lancer level. This bonus is increased to +4 within the community where he has gained renown. A lancer can hold renown in a limited number of communities (normally one, with other social talents allowing two). If he gains renown in a new community, he must decide which one of his previous communities to lose. These effects are subject to GM approval. For example, the GM might rule that an NPC or monster has not heard any tales about the vigilante. Or, a foe may have a starting attitude toward him that's one category worse, rather than

one category better. This ability is equivalent to the vigilante renown social talent^{UI} for all purposes, other than as described above.

Shatter Shield (Ex): The lancer can attempt a combat maneuver check to sunder the shield of his target, adding a bonus equal to his lancer level to his attack and damage roll for the purpose of this sunder maneuver. If the target's shield gains the broken condition but is not destroyed, the target takes damage equal to the lancer's class level. If the target's shield is destroyed, any damage dealt to the shield over and above that required to destroy the shield is dealt to the target.

Shield Mount (Ex): When the lancer is mounted upon his special mount and wielding a shield, his mount also adds his shield bonus (including any enhancement bonus) to its AC. This AC bonus does not apply if the lancer is unaware of the attack or is denied his Dexterity bonus to AC.

Stay in the Saddle (Ex): When a lancer would be forced off his mount as the result of a combat maneuver check, as an immediate action he can attempt his own combat maneuver check, adding his lancer level as a bonus. If the result of this check equals or exceeds the attacker's combat maneuver check, the lancer remains mounted (though any other effects of the



attack apply normally).

If the lancer would be removed from his mount by a magical effect, as an immediate action he can attempt a Reflex save against the effect's DC, adding his lancer level as a bonus on the save. If this second save against the effect succeeds, the lancer stays in the saddle (even if killed, knocked unconscious, or otherwise unable to take actions) for a number of rounds equal to his lancer level. If he remains helpless at the end of this time, he may fall from the saddle (GM's discretion).

In the case of an effect that would cause the lancer or his mount to become frightened or panicked,

Terrifying Onset (Ex): When using the charge action, the lancer can make an Intimidate check as a free action to demoralize the target of his charge. This check is made immediately prior to resolving the attack, and if the check succeeds the lancer may choose not to attack but keeping the result of the Intimidate check.

Trip Mount (Ex): Although a violation of traditional jousting etiquette in formal matches, lancers are nonetheless skilled in the art of tripping up the mounts of their enemies, a tactic which is fair game against the ignoble and villainous. Whenever he attempts a combat maneuver check to trip a creature carrying a rider, he adds his lancer level to his CMB for the purpose of the roll. If the mount is tripped, he adds twice his lancer level to the DC of any Ride check made by that creature's rider to avoid damage or falling prone after its mount is tripped. If the lancer exceeds the DC to trip the target mount by 5 or more, he may choose to injure the mount's legs as well, reducing its speed by half as if it had stepped on caltrops.

Weaving Point (Ex): When using the charge action, the lancer can catch his foe off-guard with a sudden shift in the point and angle of his lance. Treat this as a Bluff check to feint, but it is a free action made as part of the charge, and the lancer may use his bonus on Intimidate rather than Bluff for the purpose of this feint. If the lancer exceeds the DC of the Bluff check by 5 or more, the target is denied its shield bonus to AC as well as its Dexterity bonus to AC.

Lance Training (Ex): At 2nd level, a lancer gains the benefits of a fighter's weapon training class feature with lances. He begins with a +1 bonus on attack and damage rolls, and this bonus increases to +2 at 6th level. If the lancer already has weapon training (spears), this bonus stacks with that bonus. This functions as the fighter's weapon training ability for all purposes, including feats, items, or other effects that enhance that ability, and a lancer can select Advanced Weapon Training^{WMH} as a feat without meeting its normal prerequisites, though its benefits apply only when wielding a lance.

Save Mount (Ex): At 3rd level, a lancer can use Mounted Combat to protect his mount one additional time per round, increasing to two additional times per round at 6th level. This stacks with the Trick Riding^{APG} feat. In addition, whenever a lancer's mount fails a saving throw while the lancer is within 30 feet, the lancer can expend one use of Mounted Combat for that round as an immediate action to allow his mount to reroll the save, with a morale bonus on the saving throw equal to his lancer level. If the lancer is riding his mount, this reroll uses the mount's immediate action rather than the lancer's.

Lance Mastery (Ex): At 4th level, a lancer gains Weapon Specialization (lance) as a bonus feat. In addition, he may treat his base attack bonus as his fighter level to meet prerequisites for Greater Weapon Focus (lance) and Greater Weapon Specialization (lance).



Mighty Charge (Ex): At 5th level, a lancer learns to make devastating charge attacks while mounted. Double the threat range of any weapons wielded during a charge while mounted. This increase does not stack with other effects that increase the threat range of the weapon. In addition, the lancer can make a free bull rush, disarm, sunder, or trip combat maneuver if his charge attack is successful. This free combat maneuver does not provoke an attack of opportunity.

FEATS

"Seeing that Arsa in action, he's a damn force of nature. Cozying up to the nobles, solving the northern crisis, and still managing to look the best at the founder's ball. He's too much man for any single person." James Tarth, aristocrat and fledgling paramour

The following feats are intended to be used with the legendary cavalier.

Aura Study

Despite your fixation on alternative tactics, you can still command the aura of a legend.

Prerequisite: Reduced commander's aura class feature.

Benefit: Select 1 aura you would normally gain from



the commander's aura class feature except for destructive counsel, instantly gaining access to it.

Special: You can select this feat more than once, each time selecting a different aura.

Challenge Study

Your challenge is far more nuanced than others.

Prerequisites: Legendary Cavalier 1st, challenge aspect.

Benefit: Select 1 order from the cavalier^{APG} base class (rather than those available to the legendary cavalier); you gain the challenge ability listed in that order's description.

Destructive Study

Your counsel can help destroy your foes.

Prerequisites: Reduced commander's aura class feature, Aura Study or Order Study.

Benefit: You gain access to the destructive counsel aura.

Extra Commander's Aura

You manage to maintain your commander's aura for longer than others.

Prerequisite: Commander's aura class feature.

Benefit: You can use your commander's aura for an additional 6 rounds per day.

Special: You can gain Extra Commander's Aura multiple times. Its effects stack.

Order Study

Despite your lack of allegiance, you know how to emulate an order's power.

Prerequisites: Legendary Cavalier 1st, must not belong to an order.

Benefit: Select 1 unique aura from an order, instantly gaining access to it.

Normal: A legendary cavalier without an order cannot access unique auras.

Shout of Kings

You understand how to rouse warriors beyond their normal limits.

Prerequisites: Commander's shout class feature, legendary cavalier 11th.

Benefit: You can spend 6 rounds of your commander's aura class feature to affect an ally who has already been affected by your commander's shout during the same day. An ally cannot be affected by your commander's shout two times within 5

minutes, even with this feat, and a creature cannot benefit from the commander's shout class feature more than two times per day, even if another creature also has this feat.

Wolf Master

You can tame more than ordinary hounds.

Prerequisite: Houndmaster 1st.

Benefit: You can select a wolf for your animal companions.

Normal: You can select a dog or wolf dog for your animal companions.

MAGIC ITEMS

"Yeah, I've met a few cavaliers, some stop in here to get 'enhancements' for their steeds. Can't say they're the best customers, but the ones that do shop here always order big." Kallen Telos, proprietor of the Gunpower Scorpion alchemy shop

The following magic items are designed for legendary cavaliers and their mounts.

MAGICAL ARMOR AND WEAPON ABILITIES

Bannerclad	Price +500 gp
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Aura moderate enchantment; **CL** 10th; **Weight** —

If the wearer of this armor has the banner class feature, they are treated as though they were displaying their banner as long as they are wearing it, gaining a +2 bonus to Diplomacy checks. If the wearer has the commander's aura class feature, they can spend 1 round of it to increase the bonuses from banner and greater banner by 1 for a number of minutes equal to 1/2 the wearer's character level.

CONSTRUCTION REQUIREMENTS	COST +250 GP
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Craft Magic Arms and Armor, aid

Commander's Weapon	Price +5,000 gp
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Aura moderate enchantment; **CL** 10th; **Weight** —

Whenever this enhancement is added to a weapon, a single commander's aura must be selected (included unique auras). If this weapon is wielded by a creature who has access to the selected commander's aura, the wielder is treated as though they are five levels higher for the effects of that commander's aura.

CONSTRUCTION REQUIREMENTS	COST +2,500 GP
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Craft Magic Arms and Armor, magic weapon



WONDEROUS ITEMS

Animal Heart

Price 1,000 gp

AURA strong conjuration; CL 15th

WEIGHT 1 lb. SLOT none

This fist sized gem shines with a dull spark inside of it and must be attuned to an animal companion or mount over the course of 1 week. If the attuned animal companion or mount dies, its charge can touch the animal heart and take 1 point of damage per level they possess to imbue it with their life energy. After 1 week, the attuned animal companion or mount is brought back to life, shattering the animal heart.

CONSTRUCTION REQUIREMENTS

COST 500 GP

Craft Wondrous Item, *raise dead*

Bridle of Combat Training

Price 1,000 gp

AURA faint enhancement; CL 5th

WEIGHT 5 lbs.; SLOT head

This ornate metal bridle easily fits over the mouth of a creature which could be a mount. Any animal or magical beast of an appropriate shape to wear a bridle (creatures with unusual anatomies may be affected with GM discretion) can wear the bridle of combat training, which magically changes size and shape as necessary. The bridle allows the creature wearing it to act as if it were *combat trained* (see *Handle Animal* for more information on combat training).

CONSTRUCTION REQUIREMENTS

COST 500 GP

Craft Wondrous Item, *speak with animals*, creator must have 5 ranks in *Handle Animal*

Mental Defense Saddle

Price 12,000 gp

AURA faint transmutation; CL 5TH

WEIGHT 5 lbs.; SLOT belt

This plain leather saddle has a set of silver straps connecting itself to both the rider and the mount. Any animal or magical beast of an appropriate shape to wear a saddle (creatures with unusual anatomies may be affected with GM discretion) can wear the saddle of mental defense, which magically changes size and shape as necessary. Whenever a creature wearing this saddle is targeted by a mind-affecting effect while bearing a rider, it may choose to use the Will save bonus of its rider rather than its own.

CONSTRUCTION REQUIREMENTS

COST 6,000 GP

Craft Wondrous Item, *mount*, creator must have 5 ranks in Ride

Shared Pain Saddle

Price 10,000 gp

AURA strong conjuration; CL 15th

WEIGHT 5 lbs.; SLOT belt

This sleek black saddle has tiny red veins that travel along its surface, pulsing whenever a creature wearing this saddle takes damage. Any animal or magical beast of an appropriate shape to wear a saddle (creatures with unusual anatomies may be affected with GM discretion) can wear the shared pain saddle, which magically changes size and shape as necessary. Whenever the rider of a mount wearing this saddle takes damage, once per round as a free action that can be taken even when it is not their turn, they can choose to transfer an amount of that damage equal to the mount's hit dice to the mount; this damage cannot be reduced in any way.

CONSTRUCTION REQUIREMENTS

COST 5,000 GP

Craft Wondrous Item, *companion life link*^{APG}

SAMPLE LEGENDARY CAVALIER: ARSA VERAIN

"History remembers winners, and if I'm anything, I'm a winner. Remember that the next time you challenge me to a duel, and you might actually be able to maintain your dignity." Arsa Verain, cavalier of the silver hope and master duelist

ARSA VERAIN

CR 3

XP 800

Male human legendary cavalier 4

CN Medium humanoid (human)

Init +1; Senses Perception +6

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)

hp 32 (4d10+6)

Fort +5, Ref +3, Will +3

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee masterwork lance +7 (1d8+2, 20/x3) or
longsword +6 (1d8+2, 19-20/x2)

Ranged masterwork compound longbow +6 (1d8+2,
20/x3)

TACTICS

Before Combat While not a stealthy person, if possible, Arsa will climb atop his mount Grey Flame (if space allows) and charge his opponent with his lance, not giving them a moment to



prepare. If mounting Grey Flame isn't possible, he'll instead draw his longbow to take a few pot shots, fleeing if he can.

During Combat Arsa lives and dies on the back of his mount and stays mounted whenever possible. Preferring to charge with his lance, he only uses his longsword if dueling or unable to ride Grey Flame. If unable to ride Grey Flame, he avoids melee combat as much as possible, using his longbow to pick away at foes.

Morale Arsa is not a brave man and flees if it looks like he does not have the advantage if he is reduced to 10 or fewer hit points. The only thing he won't do is abandon Grey Flame, considering his mount more valuable than his own life. If Grey Flame is killed or captured, Arsa fights to the death.

STATISTICS

Str 15, **Dex** 14, **Con** 12, **Int** 10, **Wis** 8, **Cha** 16

Base Atk +4; **CMB** +6; **CMD** 18

Feats Improved Initiative, Mounted Combat, Power Attack, Toughness

Skills Diplomacy +12, Bluff +10, Intimidate +10, Perception +6, Ride +9, Sense Motive +6

Languages Common

SQ Banner, cavalier's charge, commander's aura (11 rounds/day), commander's shout (move), knight's renown, measured gait, order (order of the scorpion), skilled diplomat

Combat Gear *potion of cure moderate wounds* (2);

Other Gear longsword, masterwork backpack, masterwork breastplate, masterwork lance, masterwork composite longbow (+2 Str), military saddle, rations (10), waterskin, 80 gp

GRAY FLAME CR -

XP -

N Large animal

Init +; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 20, touch 10, flat-footed 19 (+4 armor, +1 Dex, +6 natural, -1 size,)

hp 38 (4d8+24)

Fort +8, **Ref** +5, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +7 (1d4+4), 2 hooves +8 (1d6+4)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 18, **Dex** 13, **Con** 18, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +3; **CMB** +8; **CMD** 19 (+4 vs. trip)

Feats Weapon Focus (hoof), Skill Focus (Perception)

Skills Perception +11

SQ combat trained, link, noble steed (+1)

Gear masterwork chainshirt barding

History is made by the bold, and few believe that more than Arsa Verain. Raised on stories of great heroes and dastardly villains, there wasn't a tale told where Arsa didn't envision himself as the protagonist, believing his actions to be right simply due to his skill in combat. Raised in the noble quarters of the Free City of Goldhaven, Arsa always had access to the best training, the most knowledgeable teachers, and the most lenient readings of the law. A troublemaker at heart, his ability to lead others assisted in his less than noble way of composing himself, knowing around the city as a noble who would get his way one way or another.

As a boy, Arsa's aggressive personality was enough to drive away any possible friends he might have made, leaving him a lonely young child. The only friends he had were servants of his family until he first made his way to the family's stables. Inside, he met the old family horse known as Grey Flame. A special steed, it had been blessed to never grow old, and yet through its time alive, it had gone through so many riders that it had grown aggressive to anyone new who attempted to break it in. Seeing a kindred spirit in how it treated others, Arsa spent his days bonding with the horse, doing his best to become its new rider. Through years of friendship, Arsa and Grey Flame gradually came to respect each other, the two eventually forming an inseparable bond.

With Grey Flame by his side, Arsa continued to mature as both a man and a duelist, even finding a friend who could handle his aggressive mannerisms. A guard in the furnace district of the city, a man by the name of Jerome who had been talking to him about a crush he had, a topic Arsa begrudgingly engaged him on. The two were inseparable, with Arsa using his noble clout to get the two out of trouble more than once. It was a single missed meeting between the two which had Arsa in a panic, having planned on revealing his persona feelings towards Jerome. But Jerome never came. Spending days looking for the guard, he was told that Jerome had been 'relieved of duty', his last appearance being with a dark-skinned woman who looked as though she was a furnace dweller.



Without a second thought, Arsa left the home of his birth, dedicating himself to finding the woman as well as any answers he could about Jerome.

Traveling across the land of Nelkem, Arsa cuts a striking figure wherever he goes, his posturing and overly grandiose mannerisms marking him as an empty-headed noble to most. And yet, his presence is hard to ignore, still carrying his family's name with him no matter where he goes. A natural leader of men, Arsa can always be found amid a crowd. Whether that crowd admires or loathes him depends on the day.

Boon: Arsa starts with an attitude of unfriendly towards any who don't show him 'proper respect', but neutral towards those who treat him as a noble lord. A Diplomacy check of DC 25 is enough to make him friendly, and information about Jerome (who unbeknownst to him has been killed by his superior officer) or the dark-skinned woman (a gunslinger by the name of Rosa Dorado), grants a +5 bonus to this check. If made helpful, Arsa can grant a +2 bonus on Diplomacy checks with guards, nobility, and those who would respect nobility for 1 week.





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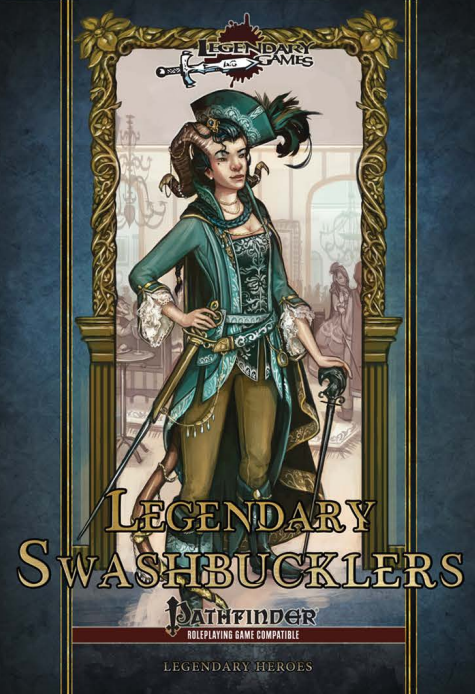
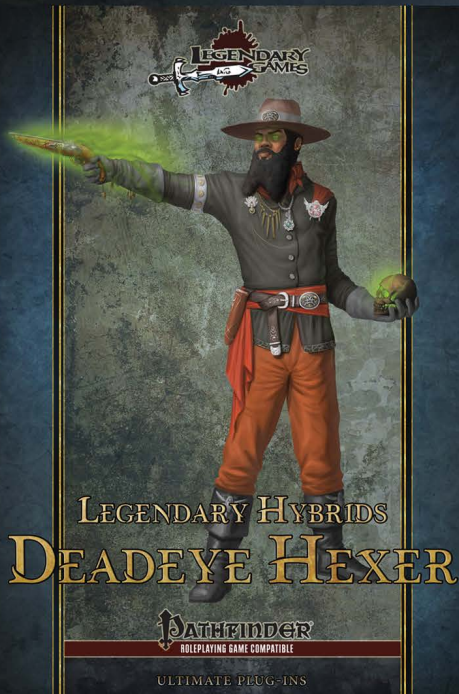
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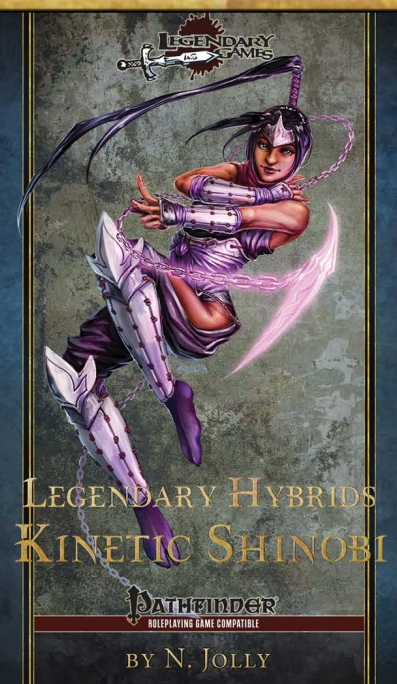
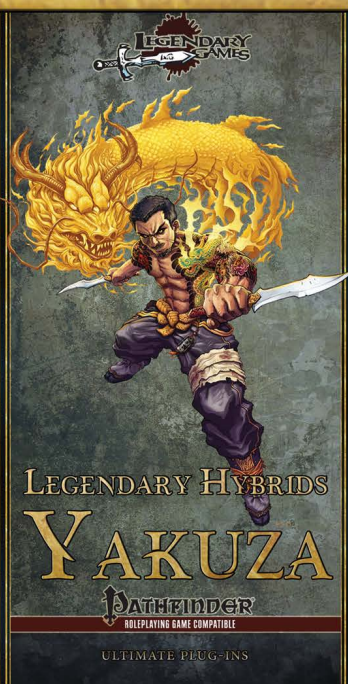
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