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ORDER OF, THE CHIMERA

This order is exclusive, eclectic, and extremely odd, as it is composed solely of summoners who have chosen to adopt the trappings and mannerisms of cavaliers and ride their eidolons into battle as armored knights. It appeals mainly to halflings and gnomes, as their small size allows them to ride their eidolons at 1st level, but larger riders are not unknown. It is generally treated with disdain by cavaliers of other orders, who see the Order of the Chimera as farcical and insulting, and not a true order. Cavaliers of this order are only too happy to demonstrate their combat prowess, and more than one has left the field of honor victorious after answering a challenge made by a purist.

Prerequisites: Summoner class level 1; eidolon one size larger than the summoner with the Mount evolution

Edicts: The cavalier must always ride his eidolon into battle and fight alongside it (dismounting during battle to fight on foot is allowed, however.) He must never allow it to face danger while he remains in safety. He is not allowed to ride any mount other than his eidolon.

Challenge: Whenever an Order of the Chimera cavalier issues a challenge, his eidolon receives a + 1 morale bonus on all attack rolls against the target of his challenge so long as the cavalier remains mounted upon it. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An Order of the Chimera cavalier adds Acrobatics (Dex) and Spellcraft (Int) to his list of class skills. In addition, he gains the Arcane Strike feat for free.





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Order Abilities: A cavalier that belongs to the Order of the Chimera gains the following abilities as he increases in level:

Right Makes Might (Ex): At 2nd level, the cavalier adds one-half his class levels (rounding down) to his summoner levels, but only to determine the base statistics of his eidolon. Spells known, spells per day, saving throw, base attack bonus, and other special abilities are unaffected.

Warrior Mage (Ex): At 8th level, the cavalier gains the Arcane Armor Training feat. If this feat is already known, then Arcane Armor Mastery is gained instead.

We Ride As One (Su): At 15th level, the cavalier gains the Life Bond summoner class feature.

ORDER OF, THE WOLF.

Cavaliers who join the Order of the Wolf devote their lives to hunting something, whether it is a legendary creature (Sir Pellinore and his hunt for the Questing Beast), a fabled treasure (the Knights of the Round Table and their quest for the Holy Grail), or a notorious person (Sir Guy of Gisbourne and Robin Hood). These cavaliers have sworn an oath upon their honor never to rest until what they have sought is finally within their possession. They typically work alone, though small groups of cavaliers hunting the same object are not unknown (and often frighteningly effective.)

Edicts: The cavalier must ever remain mindful of his quest and cannot neglect any opportunity to further his agenda. He may not willingly stay in any one location longer than a fortnight unless he believes the object of his quest to be in the same location. Neither money nor glory can convince him to stay once he has caught scent of his prey. Once his prey is in sight, he will stop at nothing to seize it. He cannot retreat, nor willingly allow the prey to escape; it is victory or death. After completing his quest, the cavalier must swear a new quest within a week's time.

Challenge: Whenever an Order of the Wolf cavalier issues a challenge, he receives a +1 morale bonus to all skill rolls as long as the target of his challenge stands directly between him and the object of his quest (or is the object itself). This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An Order of the Wolf cavalier adds Perception (Wis) and Survival (Wis) to his list of class skills. In addition, he may make Knowledge skill rolls that pertain to the object of his quest, even if he is unskilled. If he has ranks in the skill, he receives a bonus on the check equal to ¹/₂ his

cavalier level (minimum +1) as long as the check involves his quarry.

Order Abilities: An order of the wolf cavalier gains the following abilities as he increases in level.

Stalker (Ex): At 2nd lvl, the cavalier's armor check penalties for Acrobatics, Climb, Ride, and Stealth rolls are reduced by his level.

Pack Mentality (Ex): At 8th lvl, all other Order of the Wolf members, including the cavalier's mount, are considered to possess all teamwork feats that the cavalier possesses as long as they are within 30 feet.

Relentless (Sp): At 15th lvl, the cavalier may expend a use of the challenge ability to grant himself True Seeing, as the spell.

SIDEBAR: QUEST OBJECTS

An Order of the Wolf PC poses an interesting situation to a Game Master: how do I integrate the quest into my campaign? There are two routes you may take.

The first and easiest option is to present a series of quests that are no harder to complete than a standard adventure. In fact, the completion of these quests could be the entire point of an adventure – defeat the bandit king, recover a lost treasure, slay the dragon terrorizing the countryside. As the PCs increase in ability, so do the perils of each quest.

The other option is to integrate the quest into an overall campaign, with the culmination of the quest an integral part of the campaign itself. A Game Master who takes this option would do well to emulate serialized movies and television shows with season-long story arcs, having the completion of certain adventures result in a necessary step to achieving the larger goal. A quest arc might begin with the party searching for a clue to the location of a dungeon, wherein lies a mythical weapon, which is necessary to overcome the creature who bars the way to the final hiding place of the quest object.

Finally, do not forget that for every Grail knight and dragon slayer, there are equally determined manhunters, and not all of them are of good alignments. Player Characters have a tendency to make powerful enemies, and an evil Order of the Wolf cavalier who hounds their steps would make an excellent recurring villain.

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