

Weekly Wonders

Archetypes of War
Volume III

The
Cavalry

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*Necromancers
of the Northwest*

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Credits

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Introduction

The *Pathfinder Roleplaying Game* is full of combat and bloodshed. They are, in many ways, the bulk of what the game is, and what it is about. But there is a difference between simply fighting, even fighting for one's life, and fighting in a war. Wars are chaotic and bloody things, and a battlefield is not a single, neat, orderly conflict, but in fact hundreds, perhaps thousands of small life-and-death struggles, each of which impacts the others around it. It is an order of magnitude larger than the standard battles of an adventurer, and while many adventurers can certainly contribute in a true battle between opposing armies, that's not the same as being specifically trained and equipped for it. Each installment of *Weekly Wonders: Archetypes of War* presents six new archetypes for military characters, focused on a particular theme.

For this book, we focus on archetypes relating to mounted soldiers, the cavalry. There is a reason that the saying, "The cavalry has arrived," has taken up a meaning that the day is saved: cavalry have long been a powerful force in warfare, and while their roles may change, and the exact nature of the mount may vary, they continue to be an important part of any fighting force. Traditionally, cavalry is used in one of two ways: taking advantage of their greater mobility to harass the enemy's flanks, or using the raw muscle and power of their mounts to deliver devastating charges that destroy enemy ranks. The archetypes in this book build on these themes, delivering powerful and versatile mounted combatants.

New Archetypes

The following archetypes are presented in alphabetical order.

Mounted Harrier (Cavalier)

Terrors on the battlefield, mounted harriers dart across the melee, harassing opposing forces and running down vulnerable opponents. They make the most of the speed and power of their mount, and are most feared for their ability to cripple those trampled beneath their mount's hooves.

Charger (Ex): At 1st level, a mounted harrier gains Mounted Combat as a bonus feat, even if he doesn't meet the prerequisites. Additionally, whenever he takes the charge action while mounted, he can make up to one turn of up to 90 degrees as part of his movement, at any point during the charge. This is an exception to the normal rule that the movement made as part of the charge must be in a straight line.

This ability replaces the tactician class feature.

Galloping Strike (Ex): At 9th level, a mounted harrier gains Ride-By Attack as a bonus feat, even if he doesn't meet the prerequisites. If he already had Ride-By Attack from another source, he may instead gain a single combat feat of his choice for which he qualifies as a bonus feat. Additionally, whenever the mounted harrier uses the charge action while mounted, he gains a bonus on the damage roll for the first attack made

as part of that charge. The bonus damage is equal to 1 per 10 feet that he moved as part of the charge, prior to making the attack, to a maximum bonus of +5.

This ability replaces the greater tactician class feature.

Crippling Trample (Ex): At 17th level, a mounted harrier gains Trample as a bonus feat, even if he doesn't meet the prerequisites. If he already had Trample from another source, he may instead gain a single combat feat of his choice for which he qualifies as a bonus feat. Additionally, whenever the mounted harrier successfully overruns a creature while mounted, his mount may make up to two hoof attacks against the target, and gains a +5 circumstance bonus on its attack rolls to do so. Further, each hoof attack that damages the creature in this way also inflicts 1d3 points of Strength and Dexterity damage, as the hooves break bones and crush tendons.

This ability replaces the master tactician class feature.

Wild Knight (Druid)

While many druids choose to take the forms of animals, some instead are most comfortable fighting in tandem with them as mount and rider. A wild knight's mount is not a broken and obedient servant, as the domesticated mounts of many other cavalymen, but a proud and noble beast that bears her upon its back as a friend and ally, the two forming a fearsome and deadly team on the battlefield.

Rider's Bond (Ex): At 1st level, a wild knight must select the animal companion version of her nature's bond class feature. She is not restricted in what type of animal companion she selects, but most wild knights select an animal companion that will be large enough for them to ride by 4th level.

This ability modifies the nature's bond class feature.

Natural Rider (Ex): At 1st level, a wild knight gains Mounted Combat as a bonus feat. Additionally, she suffers no penalty on Ride checks for riding without a saddle, and gains a bonus equal to 1/2 her druid level (rounded down, minimum 1) on Ride checks.

This ability replaces the wild empathy class feature.

Woodland Stride (Ex): At 2nd level, when the wild knight would gain the woodland stride class feature, it applies to her animal companion, instead.

This ability modifies the woodland stride class feature.

Trackless Step (Ex): At 3rd level, when the wild knight would gain the trackless step class feature, it applies to her animal companion, instead.

This ability modifies the trackless step class feature.

Mounted Fury (Ex): Beginning at 4th level, a wild knight becomes particularly effective at battling from atop a mount. She does not need to make concentration checks to cast spells as a result of riding on a moving mount. Additionally, she gains a +1 bonus on attack rolls and AC as long as she



is riding her animal companion. This bonus increases by 1 at 8th level and every four levels thereafter (to a maximum bonus of +5 at 20th level).

This ability replaces the wild shape class feature.

Fleet Mount (Ex): At 6th level, as long as the wild knight is riding her animal companion, her animal companion gains a +10-ft. enhancement to its movement speed.

Wild Charge (Ex): At 8th level, as long as she is riding her animal companion, a wild knight can make a wild charge. This functions as normal for the charge action, but her animal companion can make a full-attack action as part of the charge, rather than a single attack, and the penalty to AC applied to both the wild knight and her mount as a result of charging is increased to -6.

Spirit Rider (Shaman)

For many shamans, their spirit animal is a mentor and guide, but for others, it also serves as a battle companion and even a mount. Spirit riders are bonded with spirit animals that bear them into battle, infused and invigorated by the strength of the shaman's spirit.

True Spirit Animal (Ex): At 4th level, a spirit rider's animal is infused with additional spiritual energy, growing into its true form. Rather than determine its statistics as though it were a wizard familiar, its statistics are instead changed to match those of a druid's animal companion. All other aspects of the spirit animal, including the fact that it serves as the

source of the spirit rider's spells and the benefits it gains from her chosen spirit, remain the same. Typically, the spirit animal's true form is that of an animal that is very similar to its form as a familiar (a cat growing into a tiger, for example), but sometimes this transformation results in a radical change.

This ability replaces the wandering spirit class feature.

Spirit Boons (Su): At 6th level, a spirit rider's spirit animal is infused with further power from her chosen spirit, granting it a lesser boon associated with that spirit. At 14th level, the spirit animal gains a greater boon associated with the spirit rider's spirit, as well. For information on the boons offered by individual spirits, see the Spirit Boons section at the end of this archetype.

This ability replaces the wandering hexes gained at 6th and 14th levels.

Spirit Step (Sp): At 12th level, a spirit rider and her spirit animal can step together into the spirit world. Activating this ability is a standard action that the spirit rider can only perform while mounted on her spirit animal. The spirit rider, her spirit animal, and up to eight other willing creatures in physical contact with the spirit animal are affected as though by the spell *ethereal jaunt*. The spirit rider and her spirit animal can remain ethereal in this way for a total number of rounds per day equal to her shaman level, but these rounds need not be used consecutively.

This ability replaces the greater wandering spirit class feature.

Spirit Walker (Sp): At 20th level, the spirit rider and her spirit animal companion are better able to pass to and from the Ethereal Plane, and the amount of time per day that she can be ethereal with her spirit step class feature increases to 1 minute per shaman level.

This ability replaces the true wandering spirit class feature.

Spirit Boons

The following section outlines the boons granted by each shaman spirit found in *Pathfinder Roleplaying Game: Advanced Class Guide*.

Battle

Lesser Boon: The spirit animal is proficient with light and medium armors.

Greater Boon: The spirit animal gains a +2 morale bonus on attack and damage rolls.

Bones

Lesser Boon: The spirit animal gains a +2 bonus on saving throws made to resist ability damage, ability drain, disease, energy drain, exhaustion, fatigue, mind-affecting effects, paralysis, poison, sleep, and stun.

Greater Boon: The spirit animal's natural attacks are treated as though they had the *ghost touch* magic weapon special ability.

Flame

Lesser Boon: The spirit animal can breathe a gout of flame three times per day, which takes the form of a 30-foot cone and deals 1d6 points of fire damage per 2 shaman levels the spirit rider possesses. A successful Reflex save (DC 10 + 1/2 the spirit rider's shaman level + the spirit animal's Constitution modifier) halves this damage.

Greater Boon: The spirit animal's natural attacks deal an additional 1d6 points of fire damage.

Heavens

Lesser Boon: The spirit animal's fly speed increases to be equal to its base land speed, and it has perfect maneuverability.

Greater Boon: Three times per day, the spirit animal can create a flash of brilliant light. This creates bright light in a 120-foot-radius centered on the spirit animal, which lasts for one round, and forces each creature within this radius to succeed on a Fortitude save (DC = 10 + 1/2 the spirit rider's shaman level + the spirit animal's Charisma modifier) or be blinded for 1d4 rounds. The spirit rider is immune to this effect, but other allies are not.

Life

Lesser Boon: Three times per day, the spirit animal's touch can heal wounds and restore damage. The spirit animal can touch a living creature as a standard action to heal a number of hit points equal to 1d6 per two shaman levels the spirit rider possesses.

Greater Boon: The spirit animals' fast healing increases to 5.

Lore

Lesser Boon: The spirit animal's Intelligence score increases to 10, and it is treated as being trained on all Knowledge checks. Further, it can speak all languages the spirit rider can speak.

Greater Boon: The spirit animal can cast *augury* as a spell-like ability at will, and can cast *contact other plane* as a spell-like ability once per day.

Nature

Lesser Boon: The spirit animal's body is composed partially of plant matter. It gains a +4 bonus on saving throws made to resist mind-affecting effects, paralysis, poison, polymorph, sleep, and stun.

Greater Boon: The spirit animal's body sprouts numerous sharp thorns, and it is constantly affected as though by the spell *thorn body*.

Stone

Lesser Boon: The spirit animal is built incredibly solidly, gaining a bonus to CMD equal to 1/2 the spirit rider's shaman level.

Greater Boon: The spirit animal gains a burrow speed equal to its base land speed, and the earth glide universal monster ability.

Waves

Lesser Boon: The spirit animal gains a swim speed equal to its base land speed. Additionally, it gains a +1 bonus on attack and damage rolls if both it and the creature it is attacking are in the water.

Greater Boon: The spirit animal can transform into a water elemental once per day. This functions as the spell *elemental body IV*, with a caster level equal to the spirit rider's shaman level.

Wind

Lesser Boon: The spirit animal is constantly surrounded by light winds that deflect incoming projectiles. It is constantly affected as though with the spell *fickle winds*^{UM}.

Greater Boon: Three times per day, the spirit animal can bellow forth a mighty blast of wind from its mouth in a tornado roar. This functions as the spell *gust of wind*, except that it takes the form of a 60-foot cone rather than a 60-foot line.

Pale Rider (Spiritualist)

Said by some to be manifestations of death itself on the battlefield, pale riders are spiritualists whose phantoms take the form of terrifying steeds. A grim reminder of the costs of war, they ride through battlefields spreading fear and terror amongst their enemies.

Phantom Steed: A pale rider's phantom takes the form of a pale warhorse, which she can ride into battle. This causes the following changes to the phantom's starting statistics: the phantom is one size category larger than the spiritualist (to a maximum size of Large), has a speed of 40 feet, and possesses two hoof attacks, rather than slam attacks, which deal 1d4 points of damage on a successful hit (or 1d6 points of damage, if the phantom is Large). The phantom's starting Intelligence score is only 5. The phantom steed has four legs (gaining the appropriate bonus to CMD against trip attempts) and cannot speak.

This ability modifies the phantom class feature.

Imposing Figure (Su): Beginning at 2nd level, as long as a pale rider is riding her phantom, she gains a +4 bonus on Intimidate checks, and is treated as though she were the same size as her phantom for the purposes of determining whether she is larger or smaller than any creature she is intimidating.

This ability replaces the bonded senses class feature.

Deathwatch (Sp): At 5th level, a pale rider's connection to death is strong enough that she can use *deathwatch* as a spell-like ability at will. Her caster level for this effect is equal to her spiritualist level.

This ability replaces the detect undead class feature.

Conjure Phantom Steeds (Sp): At 6th level, a pale rider can conjure spectral steeds for her allies to ride. This functions as the spell *communal phantom steed*^{UC}. The pale rider can use this ability three times per day, and her caster level for this effect is equal to her spiritualist level.

This ability replaces the phantom recall class feature.

Frightful Gaze (Su): At 7th level, a pale rider can direct a frightful gaze at a single living creature within 60 feet. If that creature has the same or fewer Hit Dice than the pale rider's spiritualist level, it must succeed on a Will save (DC = 10 + 1/2 the pale rider's spiritualist level + the pale rider's Wisdom modifier) or become shaken for as long as it can see the pale rider, and for 1 minute thereafter. If the creature has at least 5 fewer Hit Dice than the pale rider, it is frightened for 1 minute, instead. The pale rider can use this ability once per day. At 11th level, and every four levels thereafter, the pale rider can use this ability an additional time per day (to a maximum of 4 times per day at 19th level).

This replaces the calm spirit class feature.

Otherworld Cavalry (Summoner)

Otherworld cavalry are summoners who fight from atop their eidolons, unmistakable on the battlefield with their strange and otherworldly steeds. These magical mounts provide even greater mobility and flexibility than traditional cavalry, and eventually, they are able to carry whole squads of soldiers across the planes for extraplanar assaults.

Eidolon Mount: At 1st level, when an otherworld cavalry gains an eidolon, the eidolon's base form must be either quadruped or serpentine. It gains the Large and Mount evolutions for free, but its evolution pool is 3 lower than it otherwise would be (beginning with a pool of 0 at 1st level).

Mounted Combatant (Ex): Beginning at 4th level, whenever an otherworld cavalry is mounted on his eidolon, both the summoner and the eidolon receive a +1 competence bonus to attack rolls, damage rolls, AC, and saving throws. This bonus does not apply if either the eidolon or the otherworld cavalry is grappled, helpless, paralyzed, stunned, or unconscious. At 12th level, this bonus increases to +2.

This ability replaces the shield ally and greater shield ally class features.

Dimensional Step (Su): At 6th level, three times per day, while the otherworld cavalry is mounted on his eidolon, he can direct his eidolon to step briefly across dimensions in a manner similar to teleportation. When the mount takes the move, charge, run, or withdraw action, the otherworld cavalry can direct it to take a dimensional step at any point during this movement. This causes the otherworld cavalry and his mount to teleport, in a manner similar to *dimension door*, up to 60 feet from their current location. After arriving, the mount can continue its movement or charge, taking any other actions it has available normally. Using dimensional step is a free action that can only be taken while performing one of the listed actions.

This ability replaces the maker's call class feature.

Mounted Caster (Su): At 8th level, an otherworld cavalry is a master of casting spells while mounted on his eidolon. He does not need to make concentration checks to cast his spells as a result of riding his eidolon.

This ability replaces the transposition class feature.

Plane Shift (Su): At 16th level, an otherworld cavalry's eidolon can carry him across the planes. The otherworld cavalry's eidolon can cast *plane shift* as a spell-like ability three times per day, affecting itself and its rider. Up to eight creatures can travel with the otherworld cavalry and his eidolon by touching the eidolon as it uses the ability.

This ability replaces the merge forms class feature.

Superior Mount: At 20th level, an otherworld cavalry's eidolon becomes a paragon of its kind. Its Strength, Dexterity, and Constitution scores each increase by +4, and it gains 4 additional evolution points.



This ability replaces the twin eidolon class feature.

Path of War Archetype

No selection of war-themed archetypes would be complete if they ignored the martial classes from Dreamscarred Press's *Path of War*. These classes, mechanically inspired by *The Book of Nine Swords*, a 3.5 Dungeons and Dragons sourcebook, use maneuvers and stances to unleash devastating effects on the battlefield, with a dynamic and exciting feel to combat. There are six main classes associated with this content from Dreamscarred Press, and with the exception of the first installment, each of the seven volumes of *Archetypes of War* features a special bonus archetype for one of these six classes. For more information on *Path of War*, and the specific class that this archetype modifies, please visit www.dreamscarred.com.

Daring Rider (Warlord)

Cutting a dashing figure atop a mighty steed, daring riders are uncanny daredevils, performing incredible deeds of mounted skill and daring as they flit across the battlefield, striking down their foes.

Mount (Ex): At 3rd level, a daring rider gains the service of a loyal and trusty steed to carry him into battle. This mount functions as a druid's animal companion, using the

daring rider's warlord level – 2 as his effective druid level. The creature must be one that he is capable of riding and is suitable as a mount. A Medium daring rider can select a camel or a horse. A Small daring rider can select a pony or wolf, but can also select a boar or dog if he is at least 7th level. The GM might approve other animals as suitable mounts.

A daring rider does not take an armor check penalty on Ride checks while riding his mount. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. A daring rider's mount does not gain the share spells special ability.

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

This ability replaces the warleader, improved warleader, and master warleader class features.

Two as One (Ex): Beginning at 3rd level, a daring rider and his mount work so closely in tandem as a team that his mount is able to benefit from his gambits. As long as the daring rider is riding his mount, his mount gains all benefits the daring rider gains from successfully completing one of his gambits. At 8th level, the mount is also able to benefit from the daring rider's stances, and as long as the daring rider is riding his mount, his mount gains all benefits the daring rider gains from his stance.

This ability replaces the force of personality and tactical assistance class features.

Mighty Charge (Ex): Beginning at 4th level, whenever a daring rider uses the charge action while mounted, the attack deals an additional amount of damage equal to 1/2 his warlord level.

This ability replaces the tactical flanker class feature.

Battle Prowess (Ex): At 5th level, when the daring rider gains battle prowess, instead of choosing a discipline, the benefits apply any time he is riding his mount.

This ability modifies the battle prowess class feature.

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There is battle, and then there is warfare. Many adventurers are familiar with wading into combat against monsters and small groups of enemies, but this is nothing next to the glory and chaos and carnage that is true war. More than simply a change in scale, the difference between war and other combat can be profound. In a war, the characters are part of something larger than themselves, contributing to the efforts of their armies, or perhaps leading those armies themselves. The priorities of a soldier are different from those of an adventurer, and often the challenges that they face are, as well. While many characters can translate their talents as adventurers to the battlefield, one who specifically focuses on warfare and battlefield tactics will have the edge on others when it comes to true war. Each installment of *Weekly Wonders: Archetypes of War* provides six new war-themed archetypes for a variety of classes.

For this book, we focus on cavalry, mounted soldiers whose power and speed make them versatile and effective units in any military battle. Whether they are lightly-armored and trained for speed and maneuverability, harrying opposing forces on their flanks and then retreating before they can retaliate, or whether they use the raw power and momentum of their charging steeds to deliver devastating routs against enemies who are trampled underfoot, this book provides archetypes that highlight the roles of cavalry in warfare. This book contains the following archetypes.

- The mounted harrier, a cavalier archetype that focuses on crushing foes underhoof with devastating charges.
- The wild knight, a druid archetype whose animal companion serves as a fearsome mount, carrying her into battle with incredible ferocity.
- The spirit rider, a shaman archetype that trades in a traditional familiar for a more powerful animal companion, which serves as a mount and carries its rider through the spirit realm, as well as gaining special boons based on her spirit.
- The pale rider, a spiritualist archetype that imitates the grim reaper, riding a phantom steed and delivering a frightful gaze to horrify her foes.
- The otherworld cavalry, a summoner archetype whose eidolon can carry him and other riders across the planes.
- A bonus archetype for the warlord, from *Path of War* by Dreamscarred Press, the daring rider applies the same tactical gambits as other warlords to a mounted style of combat.

Whether you're about to embark on a campaign of military exploits (such as the official Paizo adventure path dealing with invading forces), or you just want to play a more military character, this book has lots of tantalizing options to offer.